


7) BROADCASTING AND RECEIVING

1) LINKING SPRITE SCRIPTS


- Choose two sprites to bring onto your stage.
- Create the following program: when one sprite is clicked, the other changes colour using the Broadcasting and Receiving blocks.

- Create the following script:

Click on this black arrow, select "new..." and type your message name



Click on this black arrow and choose the same message name you just typed (not "new...")



when cat clicked

broadcast change bat colour


when I receive change bat colour

change color effect by 25


- Every time you click on the cat, the bat should change a shade in colour.
- Add to this script to make the cat change colour as well when the bat is clicked.

2) LINKING SPRITE AND BACKGROUND SCRIPTS

- Using the same two sprites, link each sprite to a different background. For example, when the cat is clicked, get the stage to change into a bedroom. When the bat is clicked, get the stage to change into the forest.



New broadcasts added to the stack



when cat clicked

broadcast change bat colour

broadcast bedroom background

when bat clicked

broadcast cat change colour

broadcast forest background

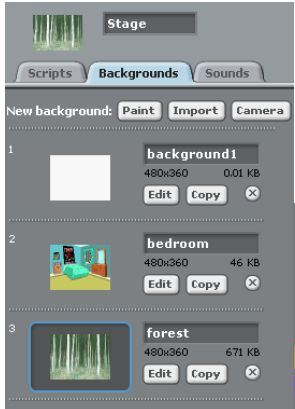
Background script (in Stage script area)

when I receive bedroom background

switch to background bedroom

when I receive forest background


switch to background forest



EXTRA CHALLENGE

Create two 'button' sprites using the paint editor (use the "Text" tool to type). Name one sprite 'hide' and the other 'show'. Now bring an animal sprite onto your stage and create a program that when the 'hide' sprite is clicked it hides your animal sprite. When the 'show' sprite is clicked, your sprite will now be visible.

Ex. Click the 'hide' sprite to hide cat \Rightarrow HIDE SHOW \Leftarrow Click the 'show' sprite to show your cat



Now add to your program and create more buttons. For example: effect change, increase sprite size, etc.