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HyperCard: How to Modify Built-In Sound Effects

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The two sounds built into HyperCard, boing and harpsichord, can be easily implemented in your HyperTalk scripts.

For example, here's a button script that plays boing when clicked on:

```
on mouseUp
  play "boing"
end mouseUp
```

By default, sounds are played as a quarter note at middle C, but they can be followed by notes (c, d, e, f, g, a, b) and times for each note (w=whole, h=half, q=quarter, e=eighth, s=sixteenth, t=thirty-second; period=dotted). Notes are separated by spaces.

For example:

```
play boing gs gs de ge cw.
```

This line plays boing in two sixteenth-note Gs, an eighth-note D, an eighth G, and a dotted whole C.

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