

**How to fix:
The sound repeating when you tap more than once**

You may find that repeatedly tapping on an object with a sound will make the sound repeat so that it interrupts game flow and the class.

This is a quick fix which can be attached to an object.

You must connect this to, or create a new object (either draw or download). Insert the following bricks:

Control = When tapped

If "talking" is true then ("talking" can be found under VARIABLES in the formula editor. You will need to create the SET VARIABLE 'talking' brick **before** you can create this instruction)

Control = Else (this will create an 'end if' brick below)

Data = Set variable talking to TRUE ("talking" can be found under VARIABLES in the formula editor, "True" under LOGIC)

Sound = Speak ___

Control = Wait 2 seconds

Data = Set variable talking to FALSE (as before, "FALSE" can be found under LOGIC)

Control = End if (will automatically appear)

