

## Musical Glove

This uses a set of tilt switches to control notes. If you put the tilt switches on long wires, you can strap them to the fingers of a glove. When you wiggle your fingers, you'll trigger the switches and play the different notes.

### *Before you start*

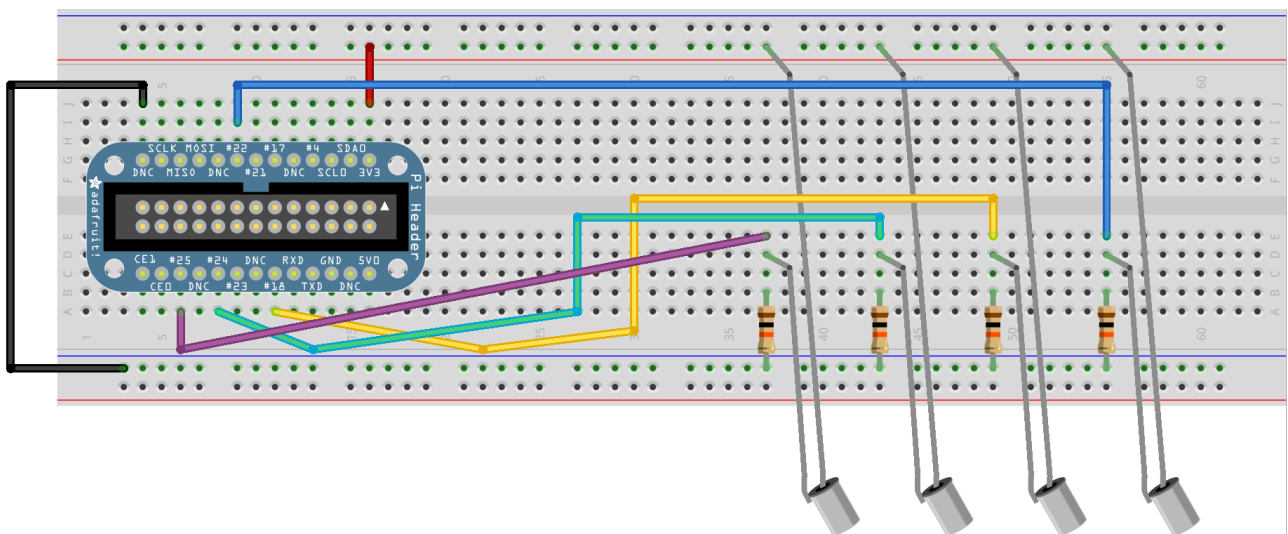
Set up the Raspberry Pi with PyGame and copy the sound files across.

### *You will need*

- Four tilt switches
- Four 10kΩ resistors
- A breadboard
- Some jumper leads for connecting things. You'll need mostly male-male, with some female-female to attach to the tilt switches.
- Speakers connected to the Pi's headphone jack to play the sounds.

Use either a Pi Cobbler or a Raspberry Leaf to help identify the pins. If you're using a Pi Cobbler, make sure that the coloured side of the ribbon is in the corner of the Pi. If you're not using a Pi Cobber, you'll need some extra female-female jumper leads to connect the Pi to the breadboard.

### *Make this circuit*



Made with Fritzing.org

Use pins 25, 24, 18, 22, GND, 3v3

## ***Enter this program***

```
pi@blackberry:~$ cd pi-music
pi@blackberry:~/pi-music$ nano glove.py
Use nano to enter this code into glove.py
```

(Layout is important: use four spaces, not tabs, and make sure all the columns line up. Distinguish carefully between () [] {} . , )

```
import pygame
import RPi.GPIO as gpio

gpio.setmode(gpio.BCM)
pins = [25, 24, 18, 22]

guitars = ['sounds/guitar1.wav',
           'sounds/guitar2.wav',
           'sounds/guitar3.wav',
           'sounds/guitar4.wav']

pygame.mixer.init()

sounds = {}
for pin, wav in zip(pins, guitars):
    sounds[pin] = pygame.mixer.Sound(wav)

def handle_sound(pin):
    if not gpio.input(pin):
        sounds[pin].play()
    else:
        sounds[pin].stop()

for pin in pins:
    gpio.setup(pin, gpio.IN)
    gpio.add_event_detect(pin, gpio.BOTH, callback=handle_sound,
                          bouncetime=200)

while True:
    pass
```

## ***Play the glove***

```
Run with
pi@blackberry:~/pi-music$ sudo python glove.py
```