

A quarter note gets 1 beat, a half note gets 2 beats, a whole note gets 4 beats, and eighth note gets ½ a beat.

```

extensions [sound]
to playScale
  (foreach [ 60 62 64 64 65 67 69 71 71 72 60 64 67 72 ]
    [
      [
        playNote ?1 ?2
      ]
    ]
  )
end

to playNote [ theNote theLength ]
  sound:start-note "TRUMPET" theNote 65
  wait theLength * quarterNoteLength
  sound:stop-note "TRUMPET" theNote
end

```

Note:	Beats or Counts
Quarter note	1
Half note	2
Whole note	4
Eighth note	0.5
Sixteenth note	0.25

- 8 quarter notes      the 1's
- 4 eighth notes      the 0.5's
- 1 half note          the 2's
- 1 whole note        the 4's

