



Adding Audio to Your Director Work

There are many ways in which you can introduce audio into your Director work, and therefore there are many ways of controlling audio within Director. Whether it's providing some background atmos, button clicks or cross fading two audio pieces, Director can use both the Score and Lingo to control the audio.

Here are some valuable pointers for using and controlling audio within Director...

- Try to make the audio clips short or if you want to have a background atmos make it loopable, this enable your director movie to start quicker, ie it's not having to load all your favourite Abba songs into memory before it can start playing.
- If you really must have a long piece of audio then try to make sure that you export it from SoundEdit as a SWA file (ShockWave Audio/MP3 file). This will make the file nice and small but also keep the quality of audio reasonably high.
- Sound can be placed in the 2 sound channels in the Score. Each of these sound channels can play back your audio simultaneously in stereo.
- Director also has 14 Virtual Sound Channels which you can use to play sound back in. However to do this you will have to use Lingo.
- You can play audio straight from the cast window... you don't have to put it in the Score! You can use the Lingo command '**puppetSound**' to play a piece of audio. e.g..

```
on mouseUp me  
  puppetSound 2, "Background Music"  
end
```

Where "**Background Music**" is the cast member name of the audio piece you wish to play and **2** is the sound channel in which you want to play it.

*Remember you can also use the other 14 sound channels with the puppetSound command.

- You can change the volume of a piece of audio using the Lingo command '**the volume of sound**'. e.g..

```
on mouseUp me  
  set the volume of sound 1 = 255  
end
```

Where **1** refers to the sound channel you wish to effect and **255** is the maximum volume setting (0 being the minimum). ** BEWARE - when setting the volume of sound channels your setting will remain, regardless of whether you put different sound in that sound channel, until you tell director otherwise. ie if you set the volume of sound 2 = 0 then sound channels 2 will be silent until you set the volume of sound channel 2 back to 255 (or any other number between 1 & 255)*

- You can fade sound in and out using the Lingo command '**fadeTo**'. To do this place this piece of lingo in the first frame of the Script channel below where your audio starts. e.g..

```
on prepareFrame me  
  set the volume of sound 2 = 0  
end
```

```
on enterFrame me  
  fadeTo (sound 2, 255, 2000)  
end
```

This piece of Lingo allows you to fade in a piece of audio (full volume is 255) in sound channel 2 over 2 seconds (2000 milliseconds = 2 seconds).

- You can make a sound loop by simply double clicking on the sound cast member and checking the box next to 'Loop' in the Property Inspector. You can set this loop option within Lingo as well. e.g..

```
on mouseUp me  
  set the loop of member "Drum Beat" = TRUE  
end
```

Where 'Drum Beat' is the name of the sound cast member that you wish to loop.

However, linked sounds cannot be looped in such a manner.

All these pointers are just the tip of the iceberg when it comes to controlling audio within Director as you will no doubt find out over the next two years.