

Using Sound in Director

Playing sounds in the sound channels:

- Requires sound cast members to be imported into the Cast (fully imported or linked).
- Is limited to 2 channels.
- Must span the frames in which the sounds will play.
- Can use Tempo channel to control playback in relation to the sound channels.
- Will be overridden by Lingo control of sound.
- Can play looped sounds.

Using **puppetSound**:

- Requires sound cast members to be imported into the Cast (fully imported or linked).
- Will override a sound in the same Score sound channel.
- Can use up to 32 sound channels.
- Has more immediate response than playing an external sound with **sound playFile**.
- Can make use of preloading of sounds for quicker response.
- Can play looped sounds.
- Syntax:

puppetSound [<chan>] <soundMember>

(Note that the sound channel number is optional, but generally recommended. If omitted, the sound plays in the lowest-numbered available channel.)

- Examples:

puppetSound 1, "ding"	--plays the sound member "ding" in sound channel 1
puppetSound 2, 47	--plays the sound cast member #47 in sound channel 2
	-- (numeric member reference is NOT recommended)
puppetSound "ding"	--plays the sound member "ding" in sound channel 1 by default
	-- (acceptable, but explicit sound channel reference is better)
puppetSound 0	--stops playback of puppeted sounds in all channels
puppetSound 2, 0	--stops playback of puppeted sound in sound channel 2 only

Playing external sound files with **sound PlayFile**:

- Does not require sounds to be imported as cast members.
- Will override a sound in the same Score sound channel.
- Can use up to 32 sound channels.
- Is more vulnerable to latency in playback compared with imported sounds.
- Cannot make use of preloading of sounds for quicker response.
- Cannot play looped sounds (i.e., looping will not be automatic – you can loop via Lingo)
- Requires accurate pathnames/URLs of sound files.
- Syntax:

sound playFile <chan>, <filename>

- Examples:

sound playFile 1, "mysound.aif"

--plays sound file "mysound.aif" in sound channel 1

sound playFile 8, "audio/mysound.aif"

--plays sound file "mysound.aif", which resides

--in sub-directory "audio", in sound channel 8.

Other sound-controlling Lingo:

soundBusy (<chan>)

--returns TRUE (1) if a sound is now playing in the given channel,

--otherwise returns FALSE (0).

sound stop <chan>

--immediately stops playback of sound playing in the given channel

sound fadeIn <chan> [, <ticks>]

sound fadeOut <chan> [, <ticks>]

--Fades sound in or out over time. When **ticks** is specified,

--the fade in/out occurs evenly over that period of time.

--When ticks is not specified, the default number of ticks is calculated

--as: $15 * (60 / (\text{Tempo setting}))$, based on the Tempo setting for the

--first frame of the fade in/out.

Can be set or put:

the volume of sound <chan>

--the volume of the sound in the given channel (0 to 255).

the soundLevel (global)

--the global sound level for the entire movie (0 to 7).

Compare the options:

	Imported Cast	Max. Channels	Loops	Can Preload	Latency
score sound channels	Yes	2	Yes	Yes	Lowest
puppetsound	Yes	32	Yes	Yes	Medium
sound playFile	No	32	No*	No	Highest

*loops can be done with Lingo, but not automatically