Visionaire Basics for beginners
Video 14 – Audio

Introduction

In this section we will discuss how to incorporate sound into your game. In Visionaire we have three types of audio we can play;

1. Music (background)
2. Voice
3. Sounds Effects

We recommend using .ogg (vorbis) audio format with Visionaire Studio.

The reason for this is that.ogg (vorbis) format is open source/container formats. It has good sound quality and the compressed file sizes are small. Other formats may require you to purchase various licenses which is not ideal. See below link for more information on this.
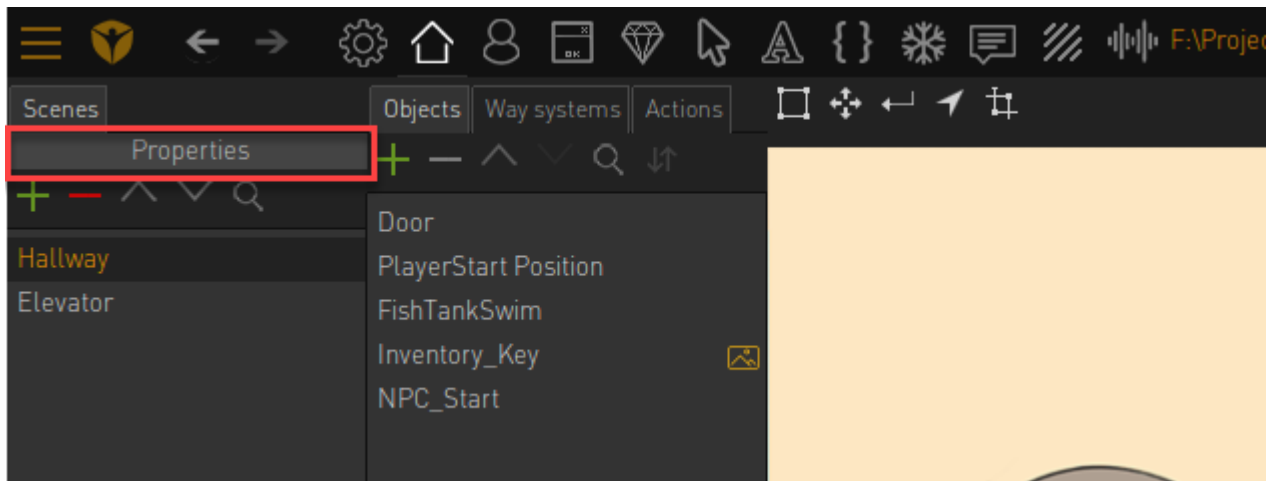
https://wiki.visionaire-tracker.net/wiki/Audio_Encoding

Add Background music

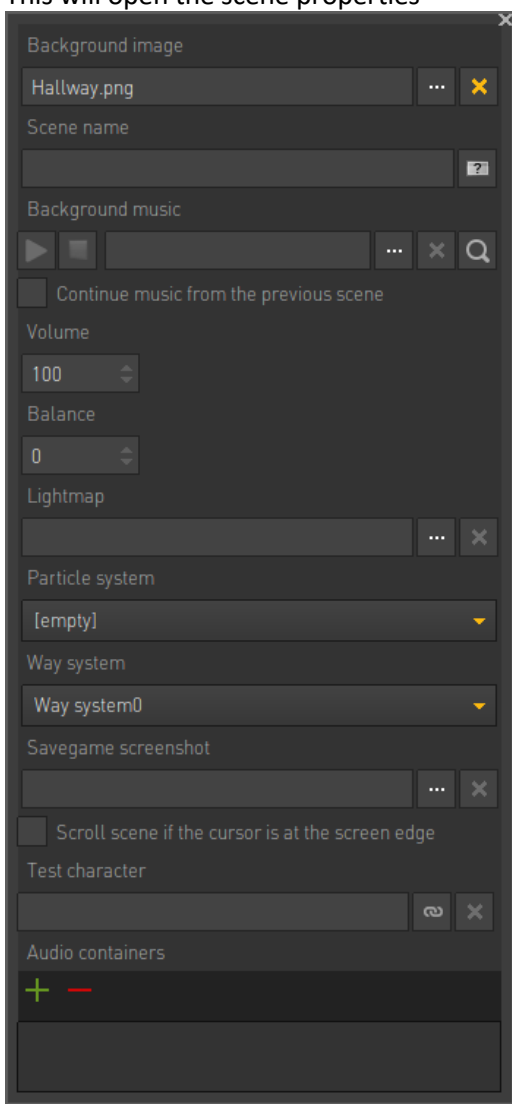To add background music, do the following;

1. Click on the SCENES button and then select the scene that will play the background music.
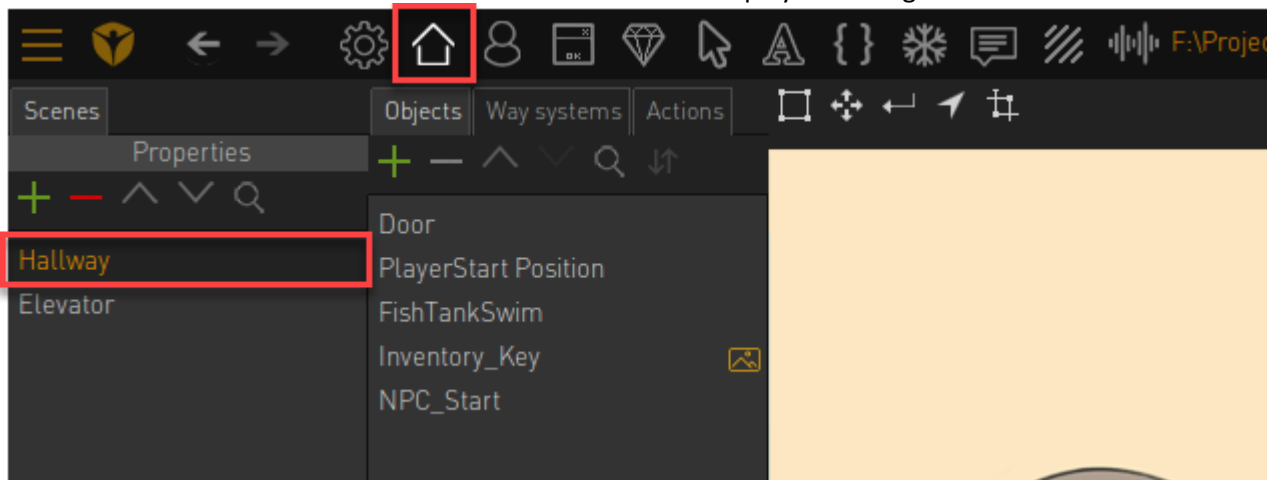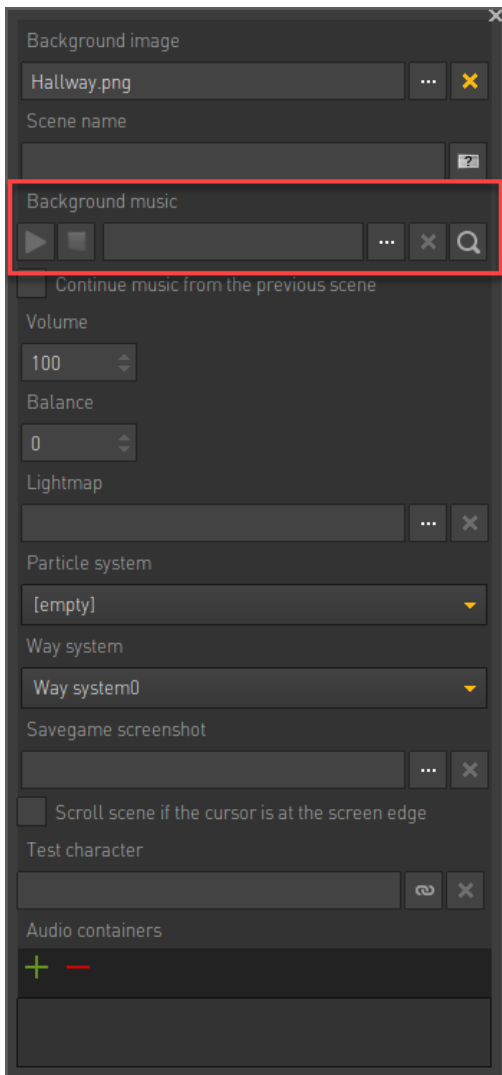

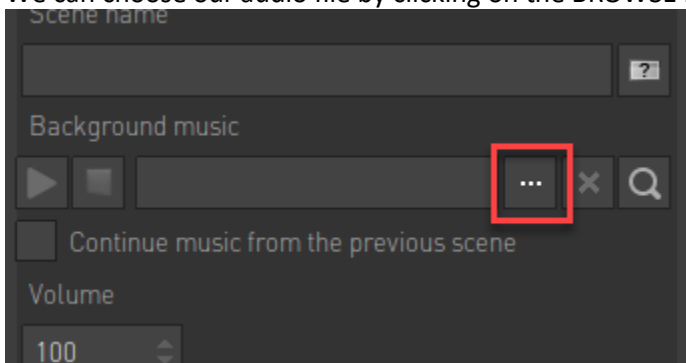2. With the scene selected click on the PROPERTIES button.

3. This will open the scene properties

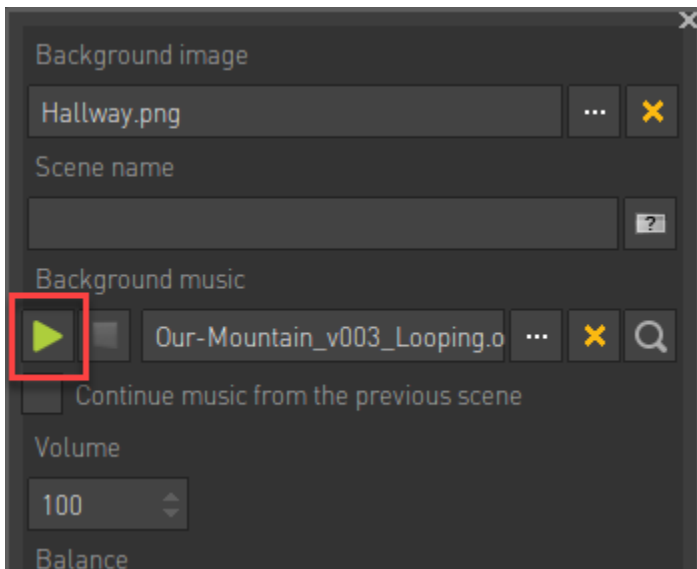4. Here we have a field called background music.

5. We can choose our audio file by clicking on the BROWSE button.

Note! It's best to try and use .ogg music format.
(credit to 'Music by Eric Matyas' for providing the track, www.soundimage.org)

6. Once added, you can click on the PLAY icon to preview the sound.

7. Now Play your scene. If you find the audio is not playing as expected be sure to check if audio is allowed when preview playing the game.

8. To check this do the following;

   a. Click on OPTIONS under the File Menu.
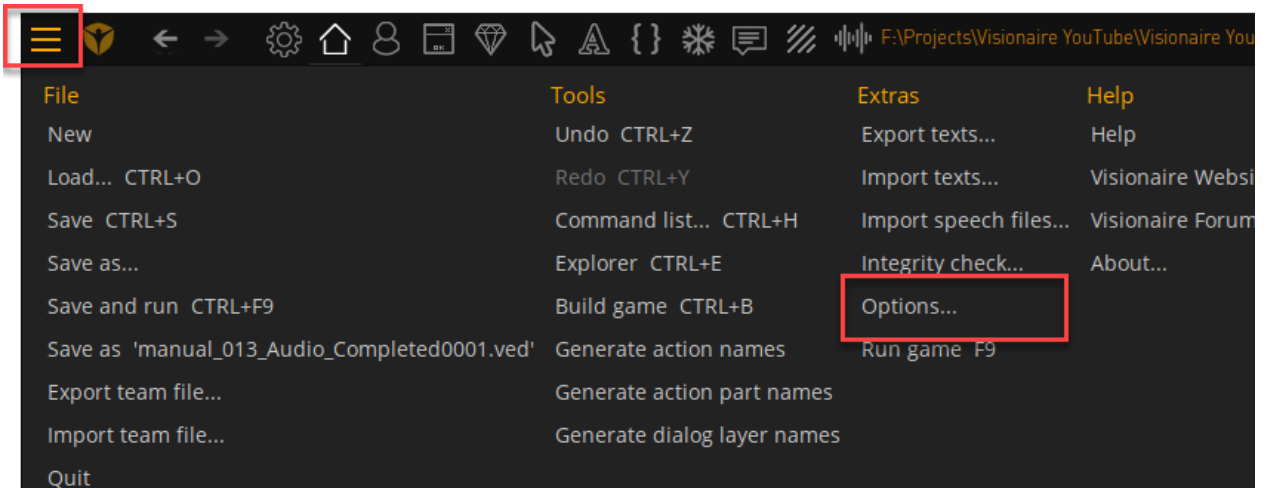
   b. Click on PLAYER and ensure to uncheck the SOUND / MUSIC if disabled. You might want to re-enable when done with this chapter.
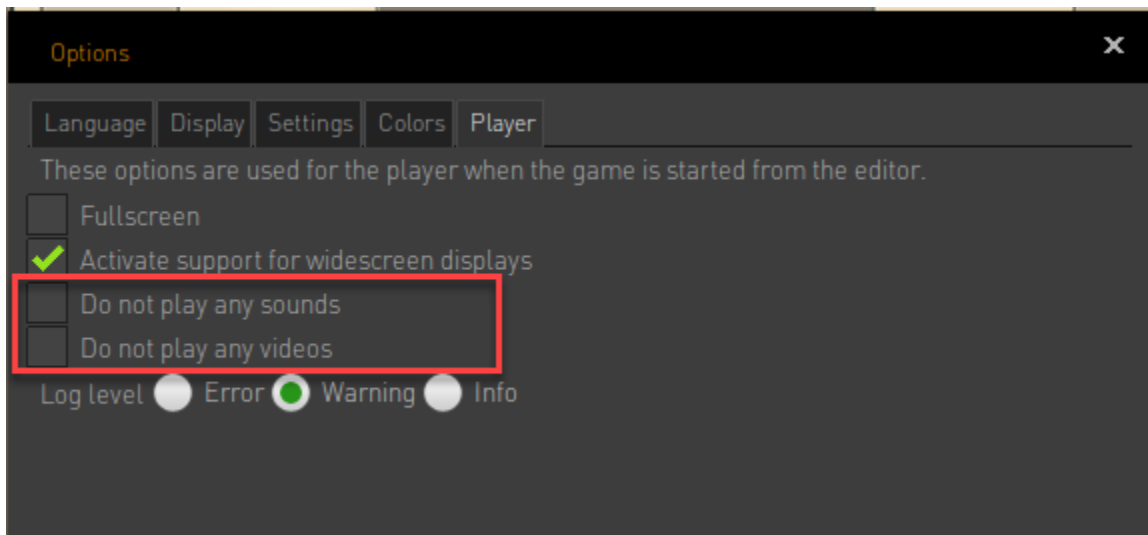
9. The sound should play when running your scene. If the audio does not play then be sure to build your scene and then run the game, check if the audio works then.
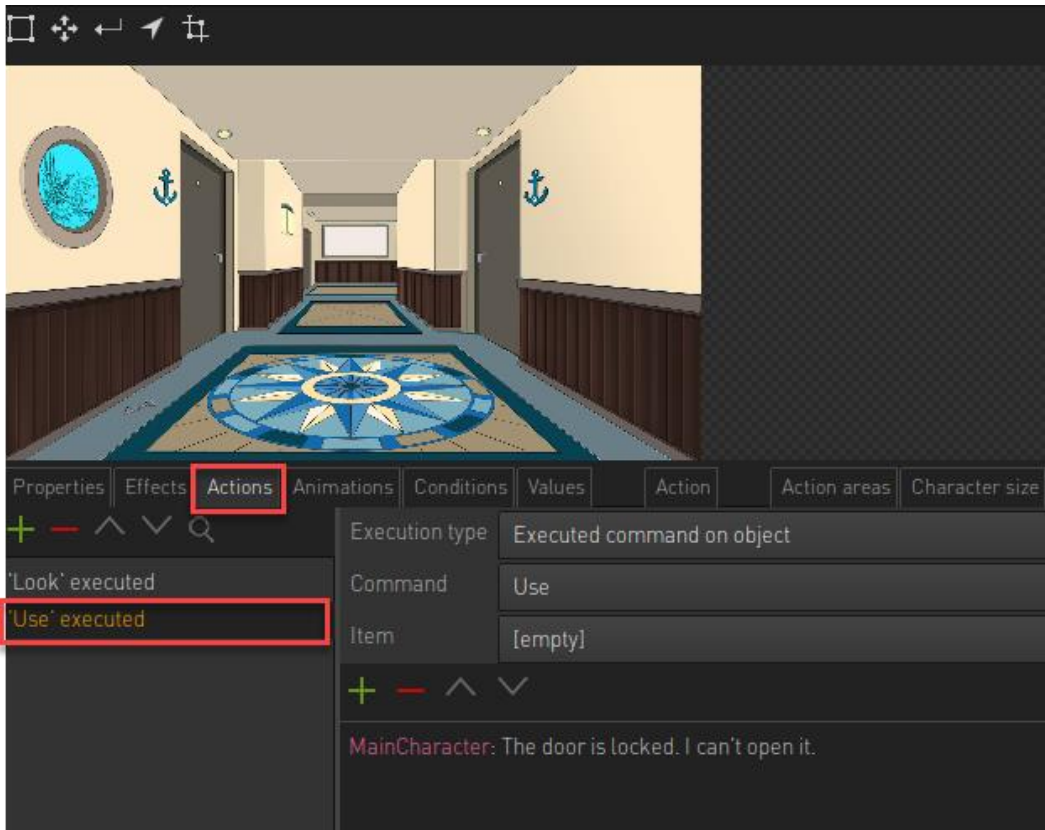
Adding Sounds

Sounds in Visionaire are added by using ACTION PARTS. Do the following;
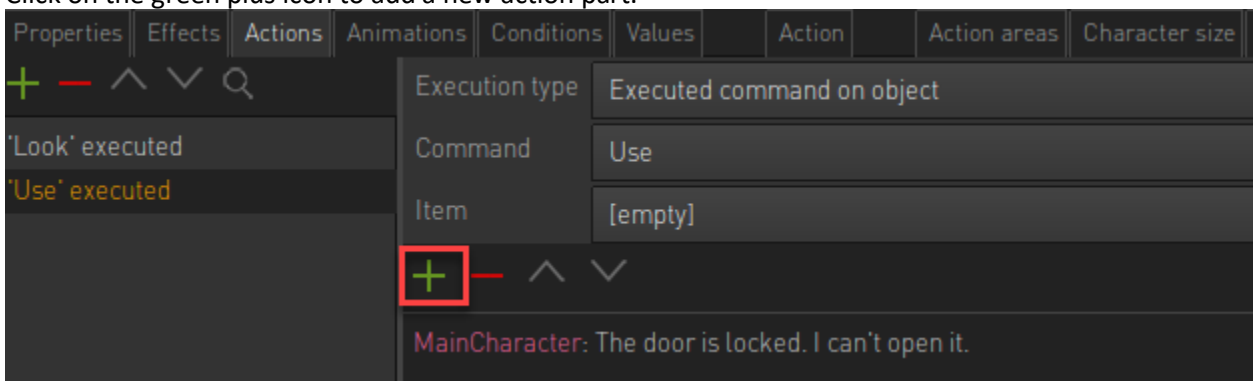
1. We will now add some sounds to our scene

2. Let's create a sound when our character uses the door.
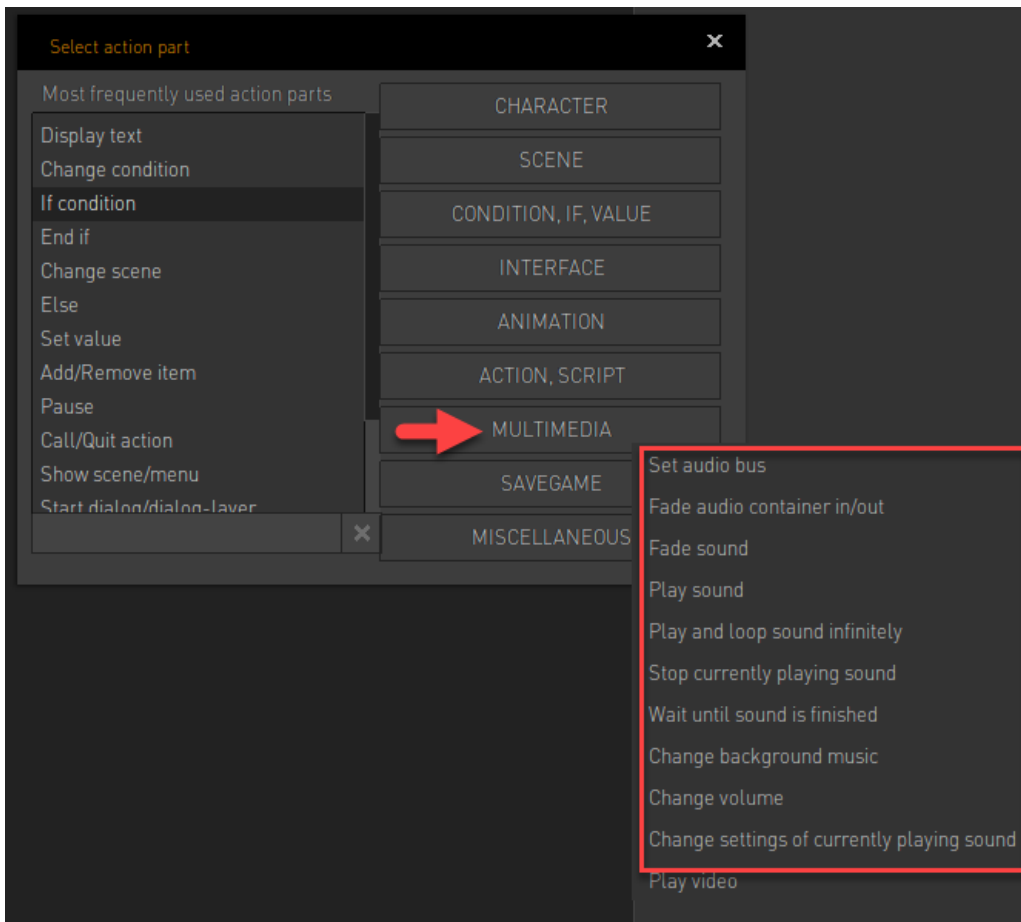
3. Select the door object in your scene.
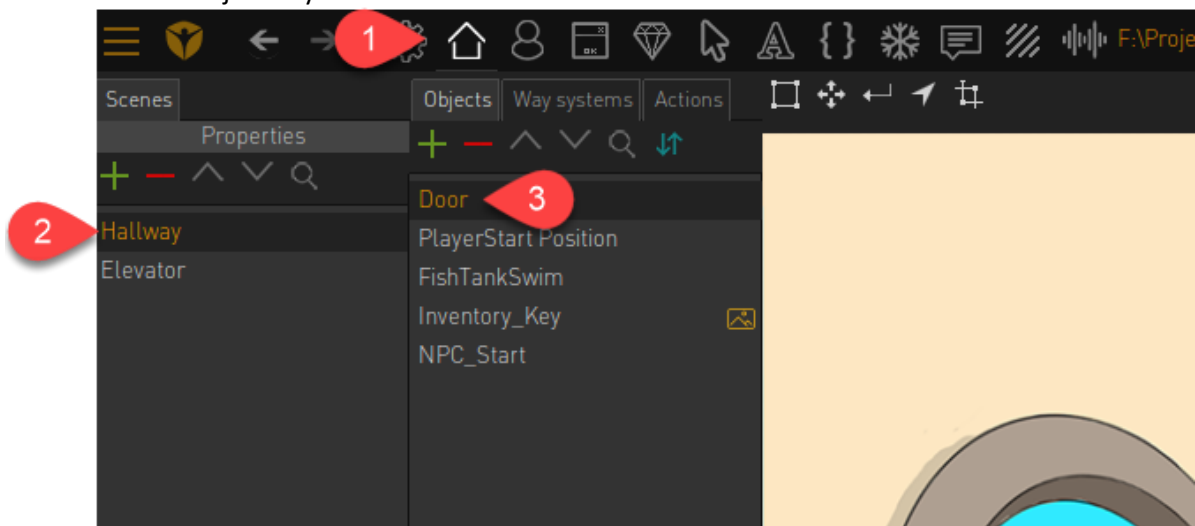
4. Go to your actions tab and click on the USE option.

5. Click on the green plus icon to add a new action part.

6. Click on the MULTIMEDIA option and note all the sound action parts that appear. This we use to do various sound related actions.
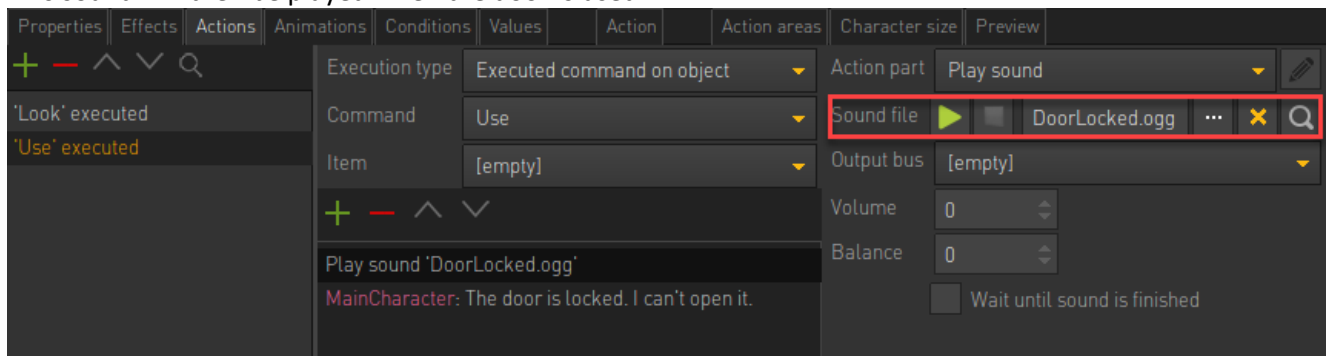
7. To play a sound choose the PLAY SOUND action part which will be added to your list of actions parts. Click on the up arrow to move it to the top of the list.
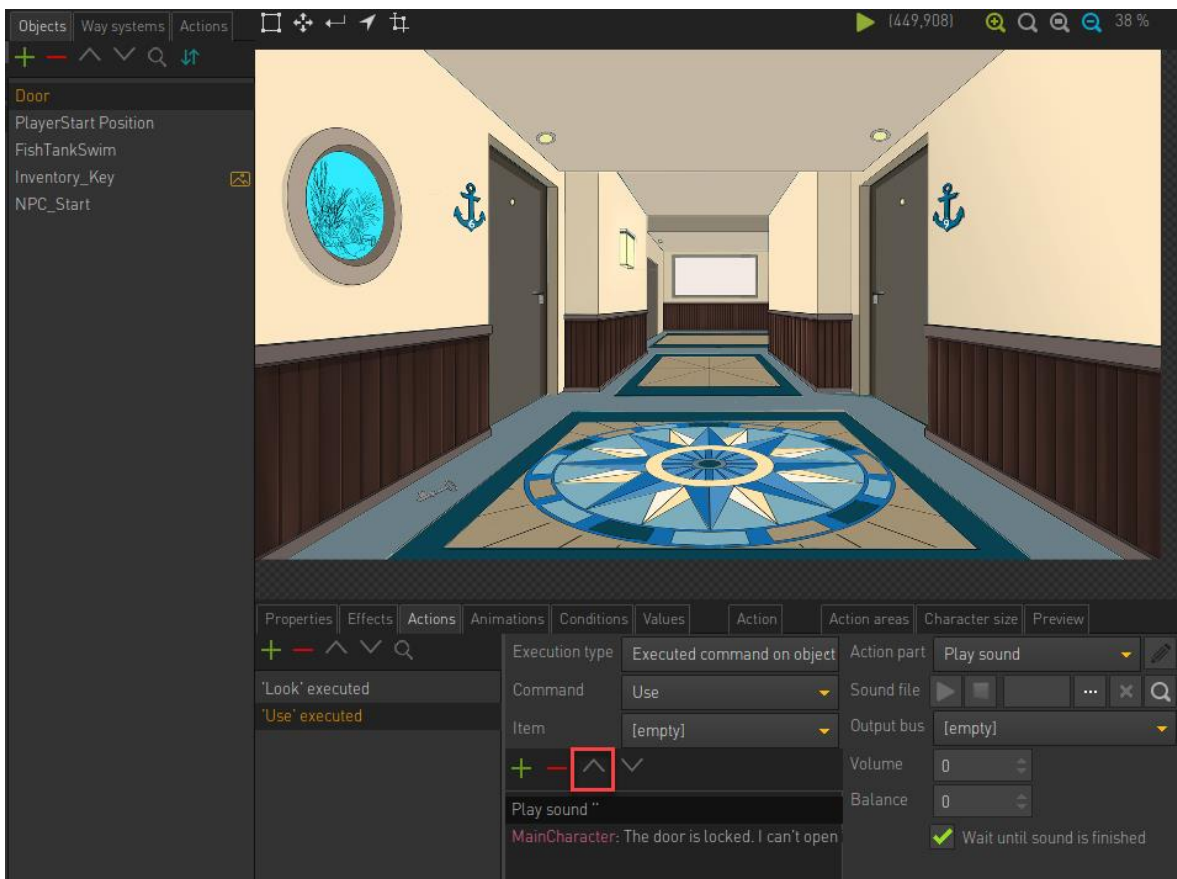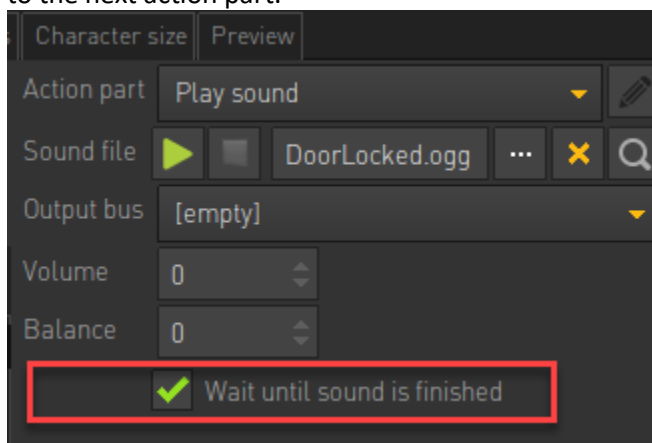
8. In the property area click on the three dots to choose the sound to be played.
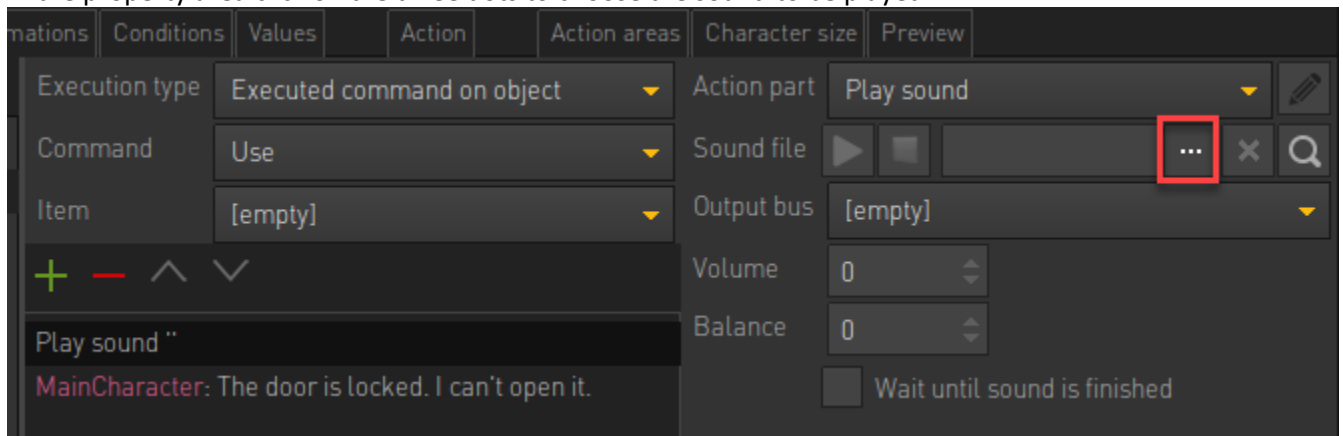
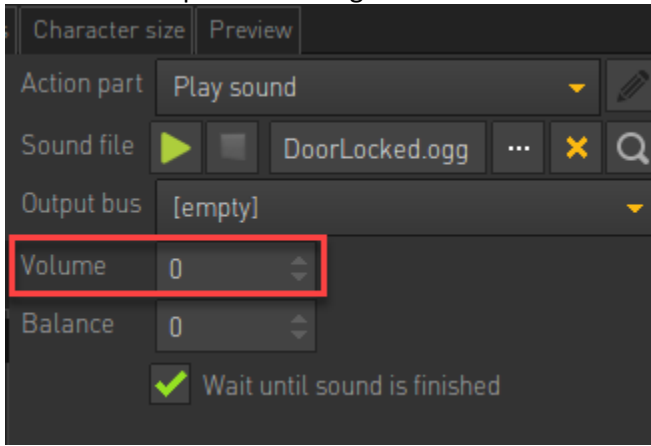9. This sound will then be played when the door is used

10. Tick the WAIT UNTIL SOUND IS finished. This will wait until the sound has finished playing before moving on to the next action part.

11. You have the option of setting the VOLUME of the sound to be played using the volume option.


Note! Volume is in dB and 0 means original volume (from the sound file), i.e. 100%. This is a relative volume, similar to AV Receivers (which also often show the volume in dB and with negative values)

12. Play your scene and use the door. The sound should then play.

Playing voice clips

In Visionaire we set our voice clips on our Display Text action parts.

1. Click on our Door object and ensure to have USE selected. Here we have a display text action part with words.
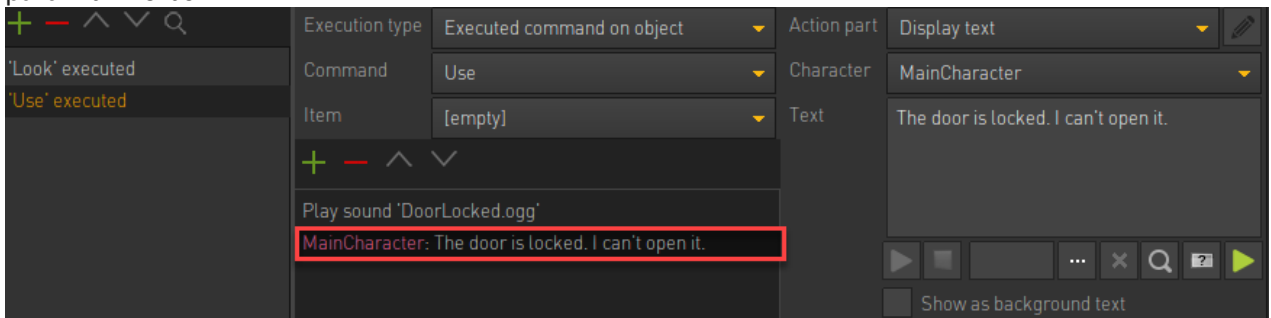
2. On the parameters area we have a sound clip option. Simply add the sound clip in there by clicking on the three dot icon.
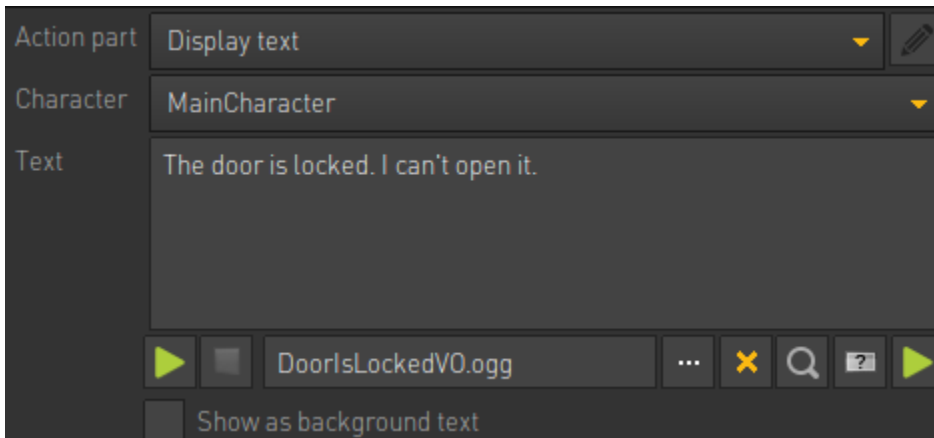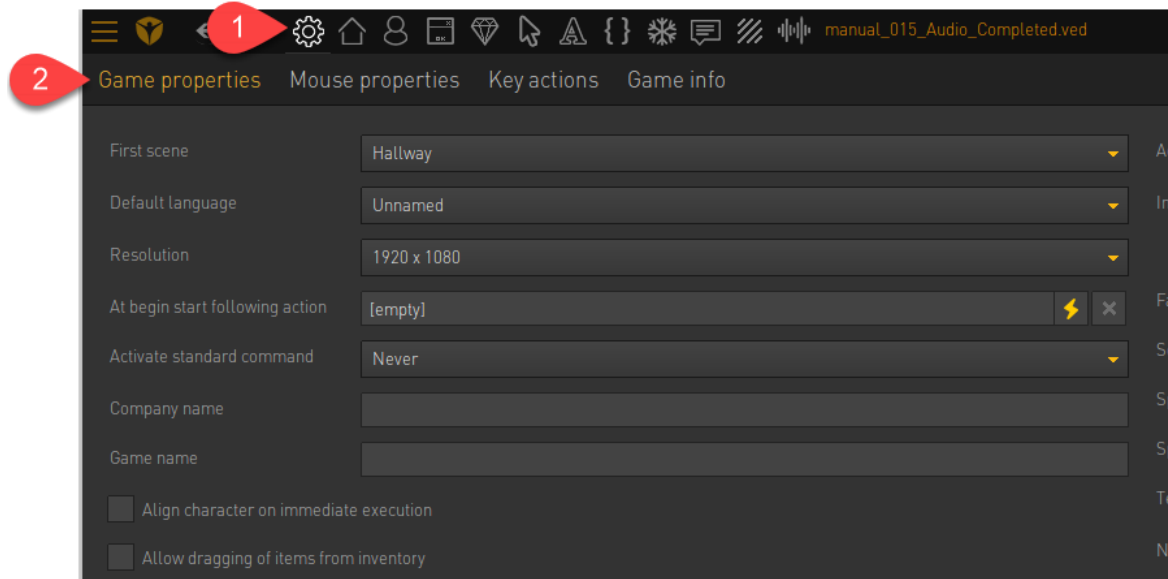

3. Now PLAY your scene to see if all audio plays as expected.

Setting sound volume globally

It many be that your sound volumes are not equalized when playing your game. Normally we would have a setting menu where this is set by the user. For now we will simply use the necessary parts in our startup area.
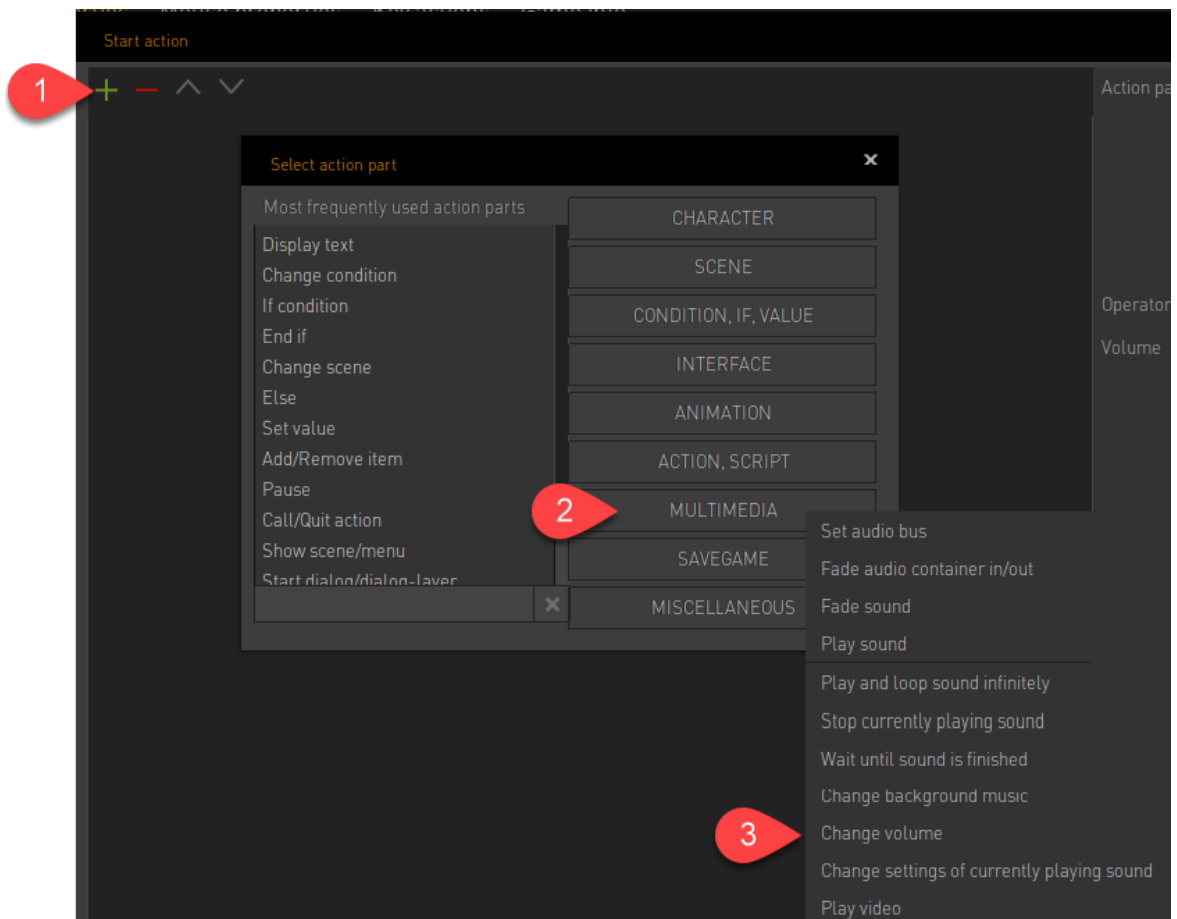
1. Click on GAME PROPERTIES icon

2. Click on the lightning bolt next to AT BEGIN START FOLLOWING ACTION. Here we can specify action parts that will play when the game starts.
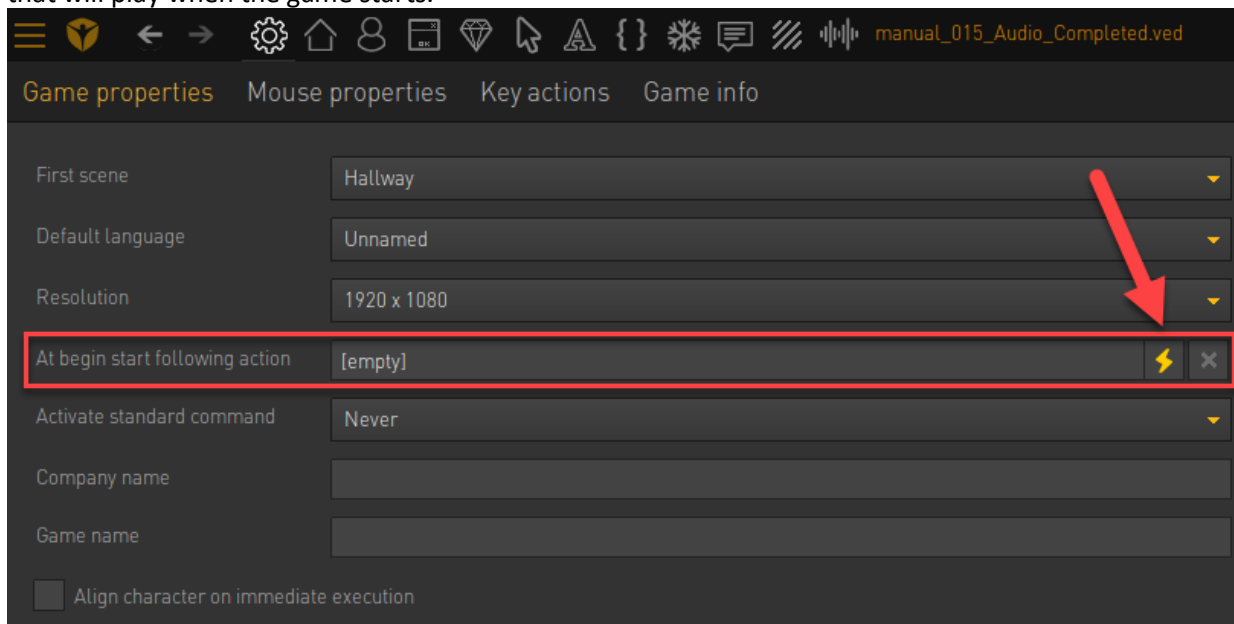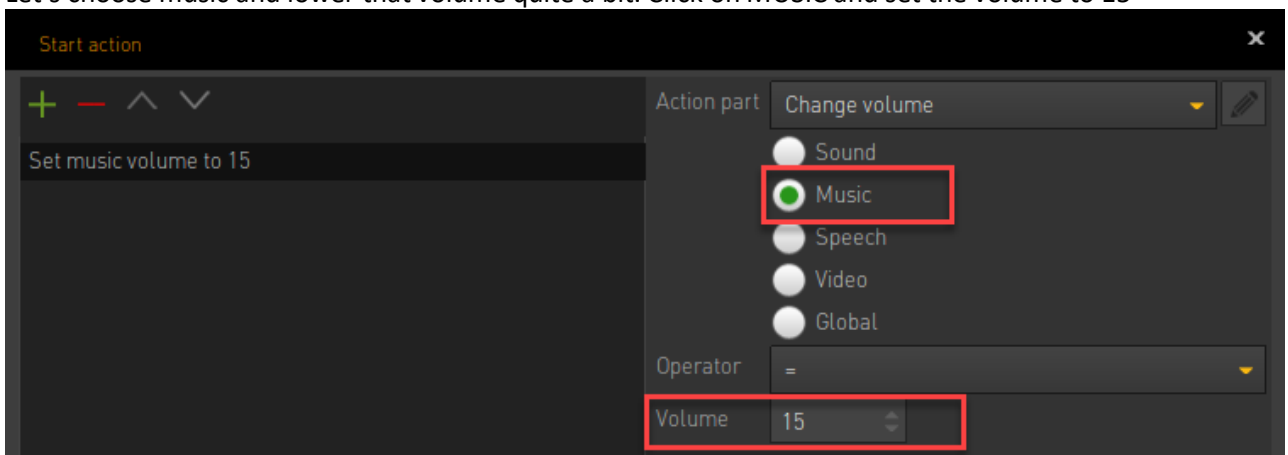

3. In the new window that appears we can add action parts using the green plus icon. Add an action part (under MULTIMEDIA) called CHANGE VOLUME

4. This new action part allows us to set volume for each of the different audio types in our game.
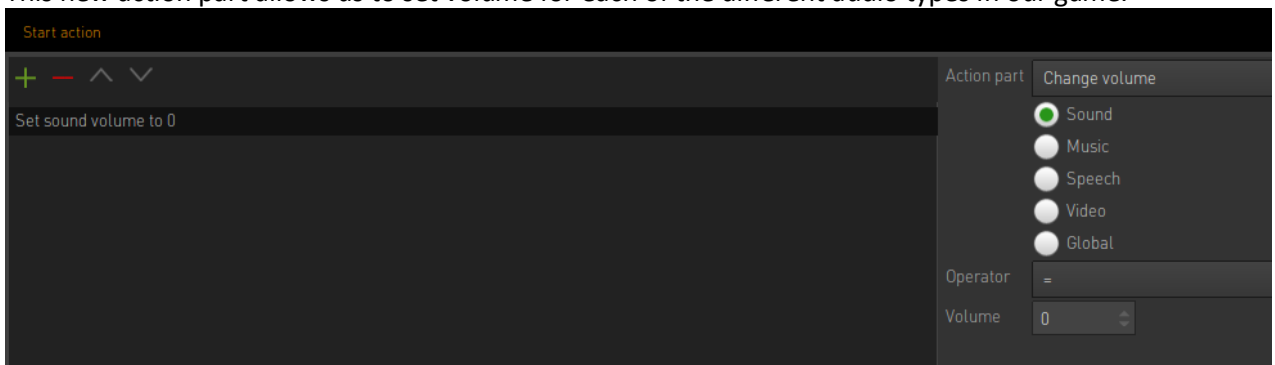
5. Let's choose music and lower that volume quite a bit. Click on MUSIC and set the volume to 15

6. Note that for each volume you want to adjust you will need to add a new action part.

7. Play your game and note if the music is softer now.