
Module 12 XNA Audio

Lecture XNA Audio With XACT

Module 12 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XACT Projects	Describe the different parts of an XACT project and how they relate to each other	Basic XNA Concepts
3: Apply	2	XNA Audio	Develop an XNA game that loads and plays audio cues	Basic XNA Concepts

Last time, we've learned how to use XACT to prepare our audio assets.

In this lecture, we'll learn how to use those XACT audio assets in our XNA games

Note that MonoGame users can't currently use this approach

In-Lecture Quiz

We have to load our audio content in our game before we can use it

- A: true
 - B: 1
 - C: yes
 - D: you bet
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In-Lecture Quiz

To play a cue in our game, we use the following
SoundBank method:

- A: WriteLine
 - B: Draw
 - C: PlayCue
 - D: PlayTheCorrectSoundCueNowPlease
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- Recap

- We learned how to use XACT audio assets in an XNA game

- Next Time

- We'll learn how to use audio assets in an XNA game without using XACT
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