Module 12 XNA Audio

<u>Lecture</u> 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

In this module, we'll learn how to integrate music and sound effects into our XNA and MonoGame games.

In this lecture, we'll focus on using the XACT tool to prepare our audio assets

XACT is an acronym for

- A: Xylophone Aardvark Cryogenic Turtle
- B: X-ray Alpha Charlie Tango
- C: Cross-Platform Audio Creation Tool
- D: Integrated Development Environment

The Wave Bank in an XACT project holds

- A: the actual wav files
- B: wave money
- C: waves of enemies
- D: levees

We have a separate Sound Bank in an XACT project so

- A: the world doesn't end
- B: a needle pulling thread
- C: this answer is definitely way longer than the answer below, and I know what that means
- D: we can manipulate sound properties without messing with the source wav files

We have separate Cues in an XACT project because

- A: it lets us randomly pick sounds to play for a particular cue
- B: we can, and if we can we should
- C: the music guy probably used goofy wav file names that would be hard to use in game
- D: pick me, pick me

- Recap
 - We learned how to use the XACT tool to prepare audio assets
- Next Time
 - We'll learn how to use those audio assets in an XNA game