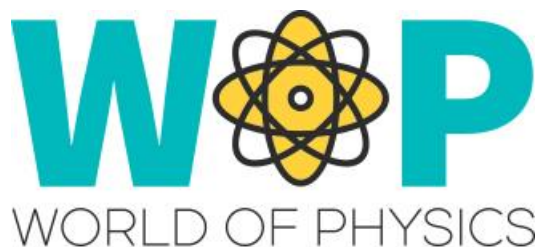




Erasmus+

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TECHNICAL GUIDE

Adding Sound in the environment

1. Introduction

Sounds are a great way to make the 3D World more immersive and interesting.

You can have sounds play when something specific happens (a door cracking when it opens), or periodically (birds chirping every few seconds). In the first case the sound is related with an activity the user performs so the user feels more connected with the virtual world. In the second case the sounds help you create an interesting atmosphere with the background noise, making a more immersive experience.

2. Technical Details

If you want to play some sound once after some specific event, then use the 'llPlaySound' function.

Function: llPlaySound(string sound, float volume);

If you want the sound to repeat periodically use the 'llLoopSound' function. If you want the looped sound to stop at some time use 'llStopSound'.

Function: llLoopSound(string sound, float volume);

In both cases you need to specify the name of the sound file that must be located inside the same object that the script is placed. However the sound files (.wav format) need to be no greater than 10 seconds in duration and they should be sampled at 44.1KHz, 16-bit, mono. You can use software such as Audacity to edit and resample sound files before uploading in the 3D World.

You can find the scripts we used and more instructions in the "Scripts Section" here:

<http://aigroup.ceid.upatras.gr/wop-oer/scripts.html>

3. References/Links

<http://wiki.secondlife.com/wiki/llLoopSound>

<http://wiki.secondlife.com/wiki/llPlaySound>

<http://wiki.secondlife.com/wiki/LIStopSound>

<https://www.audacityteam.org/>