

Multimedia Programming 2004

Advanced Assignment No. 2 December 22nd 2004

Due: 11.00h, January 12th 2005

Goals of the assignments:

- Learn how to analyze and use skeleton code for your own sound projects.

Preparations:

1. All the projects mentioned in the Scratch Table assignments can be copied from <DirectSound><C++> examples or the <DirectMusic><C++> examples.

Posting Your Work: See the last page of Assignment Set 1 for the procedure for posting your work.

Advanced Assignment: Scratch Table

1. Look at the *DirectSound* example *AdjustSound*. With the <Frequency> slider you can slow down and speed up the playback of the loaded sound file. Extend the <Frequency> slider such that you can also play the sound file backwards (again slowing down or speeding up the backwards play by using the slider). You now have implemented a kind of simple *scratch table*.
2. Add to your program from point 1 the amplitude modulation effect from the *DirectSound* example *AmplitudeModulation* together with an effect slider.
3. Look at the *DirectMusic* example *PlayMulti*. Extend your program from point 2 such that you can load three sound samples and scratch these three samples by using three different sliders simultaneously. Extend your program such that you can control the three sliders by pressing some convenient keys on the keyboard.