CD Play NBA

Before you begin, place the audio CD of your choice in the CD-ROM drive.

Macintosh computers need these system extensions active: High Sierra Foreign File Access, ISO 9660, Apple CD-ROM, and Audio CD Access. PCs running Windows need Windows compatible sound card software installed. For both platforms, sound input must be set to CD and "playthrough" (Control Panels)

• In HyperStudio, go to the **Objects** menu and choose "Add a Button".
• At the *Button Appearance* menu, choose your button's attributes, and place it on the screen.
•At the *Actions* menu go to *Things to Do*, and choose "New Button Actions".
• The CD Play NBA should be under "Names" in the sample window. Highlight CDPlay and click on "Use this NBA".
• A control bar like the one below should now appear.

• Navigate to the desired track, set a start time and end time and try it out.
• You may need to increase the Audio Channels buttons to hear the CD sound
• When you are satisfied with the segment you have chosen, choose "Keep", click "Ok" at the *New Button Actions* dialog and done at the *Actions* dialog. Now that your button is complete, go ahead and activate it.

• You can also use the CD Play NBA to make buttons that allow the viewer to control the play functions of the audio CD.
• By pressing the "Options" button on the controller you get to this Options dialog box.
• Checking the radio buttons under "Control the Device" allows you to create buttons that let the viewer of your project to pause, stop, resume, reset, repeat the sound or even eject the audio CD at any time..
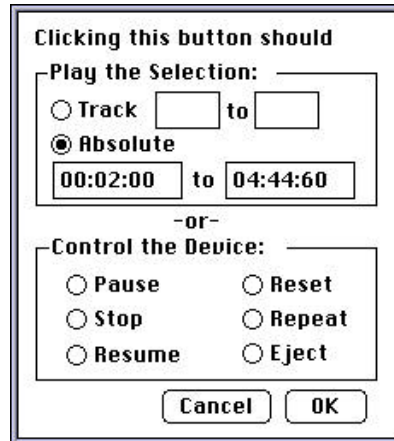
Digitizing Sound From an Audio CD

Audio CDs are digitally organized analog sound. To save them in a HyperStudio project the analog sound must be made digital. This is a Macintosh system feature which requires QuickTime extensions enabled to function.

• Choose an audio CD and place it in the CD-ROM drive.
• From the **Objects** menu in HyperStudio, choose "Add a Button".
• At the Button Appearance menu, choose your buttons attributes, and place it on the screen.
• At the **Actions** menu, choose "Play a movie or video", and then choose "disk file".

• Navigate to the audio CD on the desktop. When opened you should see each of the audio tracks -- Track 1, Track 2, etc.
• Select a track & click on "Convert" (you will notice this has changed from "Open").

• Once you select "Convert", HyperStudio will prompt you to save the file. Before saving, click on "Options" to reach the Audio CD Import Options dialog. You can now use the bar across the bottom to select the portion of the track you wish to use. Simply slide the squares on each end towards eachother to create a shorter track. You can even preview these edited tracks.
• Click on "OK" and "Save" the track.
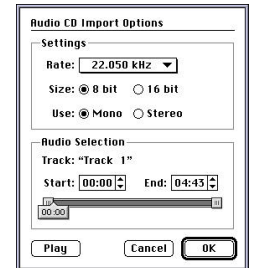
• After the computer has finished importing the movie, you should get a message saying that your movie doesn't contain any pictures. Click on "OK".. Place the "movie" on the card, set attributes you desire, click "OK" and "Done". Try it out!
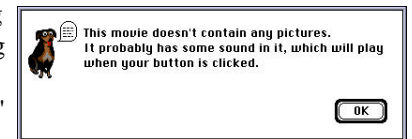
• Remember that the computer and HyperStudio think your file is a movie. If you are taking your project to another computer, make sure to take this movie file with you or your "sound" will not play properly. HyperStudio will only remember the path to the original file. Saving the "sound"/movie close to your stack file will help to prevent problems.
• Digital movies can take up a lot of memory. If you are concerned about storage memory use and copyright, try using the CDPlay NBA. You will have to remember to take your audio CD with you, but the memory requirements are drastically reduced. Under the Fair Use Guidelines for copyright, students may use 10% or 30 seconds (whichever is lower) of a music track for an educational multimedia project for a specific course.