

Working with Sound

Sounds may be added to any hot spot. If the hot spot also has an action, the sound will be started first and then the action will be performed.

You can add a sound to a hot spot at any time by using the **Add Sound** button in the Hot Spot Info dialog box. Choose **Hot Spot Info** from the **Page** menu or double click on the hot spot to bring up the Hot Spot Info dialog box.

If a sound is already attached to the hot spot, the button will read **Edit Sound**. Clicking it will delete the current sound and bring up a standard “get file” dialog box. Either select a new sound or cancel to choose no sound.

Add Sound will bring up a dialog which will allow you to choose both SND resource sounds and AIFF sound files.

A SND resource sound is the primary way that sounds are store in Macintosh files. When you have this selected in the sound dialog box you will have to list boxes. The top ones lists folders, and only files that contain SND resources. When you select and open one of these files the list box on the bottom will fill with the names of the SND resources. Select and open one of these to attach it to the hot spot.

An AIFF file is just a file. Simply select it and open it to attach it to the hot spot.

Sounds will not stop if the page is closed. Sounds continue to play until another sound is started or until they are finished. All sounds may be looped while running in the slide show mode.

Sounds will not restart until they have completely finished even if the sound is cued. (i.e. The same page is opened from which the current sound was started).

NOTE: Only SND resources will compile into a ProViewer when you choose **Create**. Even if you have choosen to copy sounds into the ProViewer, AIFF files will always remain as seperate files.