

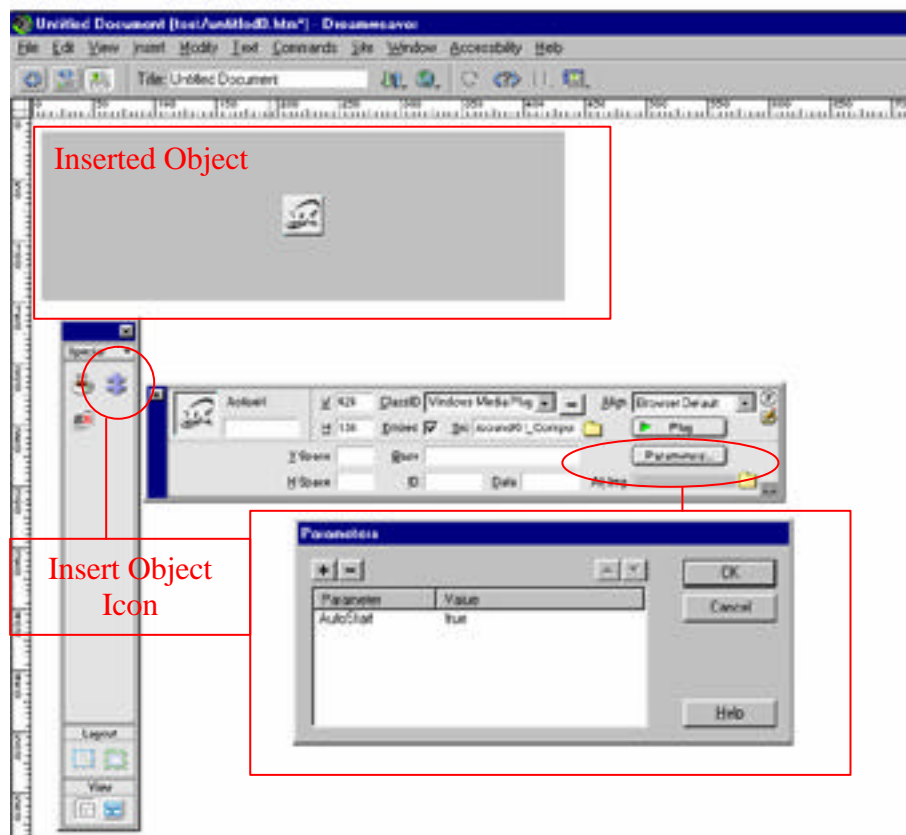
Inserting Sound in Dreamweaver

Preparing your Media

1. Select the sound files you wish to use.
2. Crop or Edit to run for the required time using a sound editor.
3. Save in the file format you require for the intended browser.
4. Copy or Save the sound files to the Dreamweaver Site Folder.

Inserting sound in Dreamweaver.

1. Decide if you require user playback control.
 - ? If **Yes**, insert at the point the player is required.
 - ? If **No**, place at the head of the page.
2. Position the cursor at the insertion point.
3. Click Insert Plugin from:
 - ? Objects > Special Pallet
 - ? Or Insert > Media > Plugin
4. Select from File List Menu the required sound and click select to insert.
5. From the properties Menu (Ctrl F3 to show) set the playback attributes:
 - ? Width & Height (Sets the size of the playback controls, *if visible*)
 - ? Click on Parameters for the parameters dialog box (See table page 2)



Windows Media Player Parameters

Parameter	Possible Values	Description
AutoStart	true (default) or false	Determines if the sound begins playing when the download is complete.
FileName	Any valid URL	Specifies the sound file to be played.
PlayCount	Any integer	Sets the number of times the file should repeat. If the value is 0, the sound loops continuously. The default is 1.
or		
loop	true, false, or a number times it loops.	Specifies whether the sound file loops or how many times it loops.
SelectionStart	Number of seconds	Determines the beginning point for the audio clip, relative to the start of the file.
SelectionEnd	Number of seconds	Determines the ending point for the audio clip, relative to the start of the file.
ShowControls	true or false (default)	Hides the control panel if set to true.
ShowDisplay	true or false (default)	Hides the display panel if set to true.
Volume	Any integer, from 10,000 to 0 (0 is the default).	Sets the loudness of the audio.

CLSID:22d6f312-b0f6-11d0-04ab-0080c74c7e95

Audio File Formats

File Extension	Description
.au	The au format was used early on to add sound because UNIX was the only system enabling sound on Web pages. This format is used by NeXT and Sun UNIX Systems.
.aiff	The Audio Interchange File Format was originally developed by Apple Computer and is sometimes used by Silicon Graphics (SGI) computers.
.midi or .mid	The MIDI format is actually a set of instructions that control built-in sounds and musical instruments on the computer. MIDI files tend to be the smallest of the sound files because they don't actually contain any digitised audio, just text commands.
.mp3	The MPEG2 Audio Layer 3 format takes advantage of the MPEG compression engine to produce high-quality sound with optimum compression. This format is often used for lengthy audio samples, such as tracks from an audio CD.
.ra, rpm, or ram	The RealAudio format was developed by Progressive Networks and was the first live streaming audio plug-in. This format is still the standard for streaming audio.
.rmf	The Rich Music Format was developed by a company called Headspace and is supported by the Beatnik plug-in. Beatnik also supports .mod, Qiff, .au, mid, and .wav formats.
.swa or .dcr	The Shockwave audio format was developed by Macromedia and used the MPEG compression of MP3. With the appropriate plug-in, the Shockwave audio format can be streamed or downloaded.
.wav	Microsoft and IBM developed the Waveform audio format, and it is the format still used predominantly on Windows computers.

Targeting Players

Media players can be specified for play back by inserting the player ID number. Use **Insert > Active X** or select **Insert Active X** from the objects palette. In the **Class ID** text box enter the target code:

Windows Media Player CLSID:22d6f312-b0f6-11d0-04ab-0080c74c7e95
RealPlayer/clsid:CFCDA03-8BE4-11cf-B84B-0020AFBCCFA

QuickTime CLASSID: clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B
 CODEBASE must always equal: <http://www.apple.com/qtactivex/qtplugin.cab>
 PLUGINSOURCE must always equal: <http://www.apple.com/quicktime/download/>

Select sound file and set parameters as above.

