

About the CD-ROM

Game Audio Programming comes with a number of libraries, sample sources, and sample programs on the CD-ROM that accompanies the book. Here is a description of what can be found on the CD-ROM.

GAP Materials

The Game Audio Programming (GAP) sample library source, samples, and reference documentation are all provided in the /game_audio folder. For a complete description of this library and its terms of use and distribution, see Appendix B.

Location

Description

audio_sdk\doc - Compressed HTML reference documentation on the GAP audio library.

audio_sdk\include - All header files needed to use the GAP libraries are contained in this and various subdirectories.

audio_sdk\lib - Pre-compiled libraries for the GAP audio library. Any new libraries compiled by the user will be placed in this directory.

audio_sdk\src - All source code other than header files for the GAP library are in two subfolders under this folder, AudioLib and AudioScript. AudioLib contains all the core source library files as detailed in , and AudioScript contains the high-level scripting and manager code.

AudioTest - The AudioTest project is what you should use when browsing through all the source code from the CD-ROM. It compiles and links to both the AudioLib and AudioScript in order to give you a clear picture of how the audio system work and is organized.

Data - The data folder contains some source material, including compressed and non-compressed waves for streaming and static tests, DirectMusic source, high-level sounds scripts, and other such material. We'll list some of the specific folders and what can be found in them next.

Data\dmscript - This folder contains Voice Script.spt, a DirectMusic script file containing sample data used by the ScriptTest sample program, described later in this table.

Data\music scripts - This contains two music scripts which can be loaded and played by the AudioTest sample program.

Data\segments - This contains run-time DirectMusic segments referenced by the music scripts described in the previous table entry.

Data\sound scripts - This contains three soundscapes that can be loaded and played by the AudioTest sample program.

Data\sounds - A number of wave samples referenced by the soundscapes script files described in the previous table entry.

Data\streaming - Contains various compressed and uncompressed data formats all encoded from a single song source, which can be used to test both decompression and streaming methods in the audio library.

ScriptTest - A sample application that tests the DirectMusic scripting capabilities in the GAP audio library. The sample is hard-coded to use the data\dmscript data described earlier in this table.

Voice Script - This is the DirectMusic project source of the data used in the TestScript application. The project and authoring data is provided for you to see how the data was created.

Other Materials

All other materials may be found in the /extras folder. These include the following:

Location	Description
/DirectX 8.1	The Microsoft DirectX 8.1 SDK. Check http://www.msdn.microsoft.com for updated versions.
/Dolby Contains Dolby's DISK 2 demo ,	which describes their technologies, as well as several documents of interest.
/Ogg Vorbis	Contains the Ogg Vorbis SDK and an encoder that can be used to convert wave files into Vorbis-encoded (*.ogg) files. The latest version can be found at http://www.vorbis.org .
/Sensaura	The Sensaura SDK contains sample code, programs, libraries, and a lot of great and informative reading material, some of which is extracted in the /docs folder. Visit http://www.sensaura.com or http://www.sensauradeveloper.com for more information about Sensaura products, including their latest GameCODA audio library at http://www.gamecoda.com .
/SourceStyler	Demo of a program used to format C/C++ in nearly any conceivable style. This demo was a great help in formatting source for this book. Visit http://www.ochre.com for more information and the latest version.
/WMSDK	The file 'download WMSDK.htm' contains a link directly to Microsoft's download page. Additional information can be found at http://msdn.microsoft.com .