

Microsoft Agent Sound Effects for Merlin Character

ActiveX™ Technology for Interactive Software Agents



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Microsoft Corporation

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The Microsoft Agent Merlin Character is a copyrighted work of Microsoft Corporation. You may use the character subject to the terms of the End User License Agreement for Microsoft Agent.

The Merlinsfx.acs and Merlinsfx.acf versions of the Merlin character include sound effects for some of Merlin's animations. The following list indicates which animations include sound effects. For the Merlinsfx.acs format, the sound effects are included in the .acs file. For the Merlinsfx.acf format, each sound effect is embedded in its associated animation file.

The character identifier and animation set is functionally the same as the version of the character without sound effects with one exception: the version that includes sound effects has a modified **GetAttention** animation that does not assign **GetAttentionReturn** as its Return animation. This means you must specify playing the Return animation to enable a smooth transition to another animation. You can choose to specify a new animation called **GetAttentionContinued**, which supports sound effects and repeats the animation from the end of the **GetAttention** animation.

Refer to *Programming the Microsoft Agent Server Interface* and *Programming the Microsoft Agent Control* for information on how to play animations.

Animation	Supports Sound Effects
Acknowledge	Yes
Alert	No
AlertReturn	No
Announce	Yes
AnnounceReturn	No
Blink	No
Confused	Yes
ConfusedReturn	No
Congratulate	Yes
CongratulateReturn	Yes
Congratulate_2	Yes
Decline	No
DeclineReturn	No
DoMagic1	No
DoMagic2	No
DoMagicReturn	Yes
DontRecognize	No
DontRecognizeReturn	No
Explain	No
ExplainReturn	No
GestureDown	No
GestureDownReturn	No
GestureLeft	No
GestureLeftReturn	No
GestureRight	No
GestureRightReturn	No
GestureUp	No
GestureUpReturn	No
GetAttention	Yes
GetAttentionContinued	Yes
GetAttentionReturn	No
GlanceDown	No
GlanceLeft	No

GlanceRight	No
GlanceUp	No
Greet	Yes
GreetReturn	No
Hear_1	No
Hear_2	No
Hear_3	No
Hear_4	No
Hide	Yes
Idle1_1	No
Idle1_2	No
Idle1_3	No
Idle1_4	No
Idle2_1	No
Idle2_2	No
Idle3_1	Yes
Idle3_1Return	No
Idle3_2	Yes
LookDown	No
LookDownBlink	No
LookDownReturn	No
LookLeft	No
LookLeftBlink	No
LookLeftReturn	No
LookRight	No
LookRightBlink	No
LookRightReturn	No
LookUp	No
LookUpBlink	No
LookUpReturn	No
MoveDown	Yes
MoveDownReturn	Yes
MoveLeft	Yes
MoveLeftReturn	Yes
MoveRight	Yes
MoveRightReturn	Yes
MoveUp	Yes

MoveUpReturn	Yes
Pleased	No
PleasedReturn	No
Processing	Yes
ProcessingReturn	Yes
Read	Yes
ReadContinued	No
ReadReturn	Yes
Reading	Yes
ReadingReturn	Yes
RestPose	No
Sad	No
SadReturn	No
Searching	Yes
SearchingReturn	Yes
Show	Yes
StartListening	No
StartListeningReturn	No
StopListening	No
StopListeningReturn	No
Suggest	Yes
SuggestReturn	No
Surprised	Yes
SurprisedReturn	No
Think	No
ThinkReturn	No
Uncertain	No
UncertainReturn	No
Wave	No
WaveReturn	No
Write	Yes
WriteContinued	Yes
WriteReturn	Yes
Writing	Yes
WritingReturn	Yes

* If you play a looping animation, you must use **Stop** to clear it before other animations in the character's queue will play.