

ABSTRACT

METHOD OF USING SCRIPTABLE OBJECTS TO INSERT AUDIO FEATURES INTO A PROGRAM

A method of using scriptable objects to insert audio features into a program is described, the method comprising the steps of obtaining cue sheets from an audio middleware, each of the cue sheets comprising a cue sheet name, cues and audio files, and each of the cues comprising a cue name and a description, the description illustrating a relationship between a unique action and an audio file; and scanning the cue sheets and the cues to identify the cue sheets based on the cue sheet name and the cues based on the cue name. The method further comprises the steps of traversing through each cue sheet to select each cue; and constructing a scriptable object based on each traversed cue sheet and each selected cue, to form an association between the scriptable object and the traversed cue sheet and the selected cue; and inserting the scriptable objects into the program code of the program.

[Figure 5]