

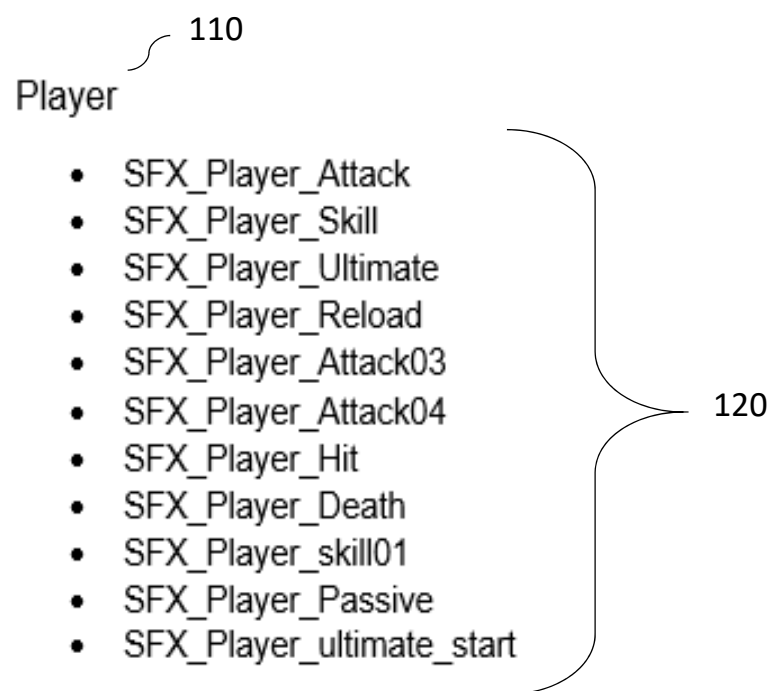


Figure 1

Audio Reference object

```
{  
    Cue Sheet Name: string;  
    Cue Name: string;  
}
```

The diagram illustrates the structure of an 'Audio Reference object'. It is represented as a JSON-like object with two fields: 'Cue Sheet Name: string;' and 'Cue Name: string;'. The entire object is enclosed in curly braces. Three numbered labels with leader lines point to specific parts of the structure: label 210 points to the opening curly brace of the object; label 110 points to the 'Cue Sheet Name: string;' field; and label 120 points to the 'Cue Name: string;' field.

Figure 2

Audio Reference object 1  310

```
{  
    Cue Sheet Name: Player;  320  
    Cue Name: SFX_Player_Attack;  330  
}
```

Figure 3(a)

Audio Reference object 2  311

```
{  
    Cue Sheet Name: Player;  320  
    Cue Name: SFX_Player_Reload;  331  
}
```

Figure 3(b)

[ 410
Pseudocode
Load an Audio Reference object named Audio Reference Object 1;
The data in Audio Reference Object 1 is {Cue Sheet: Player, Cue: SFX_Player_Attack};
Call Audio Reference Object 1.Play() to play the audio features of the corresponding audio
file;
]

Figure 4

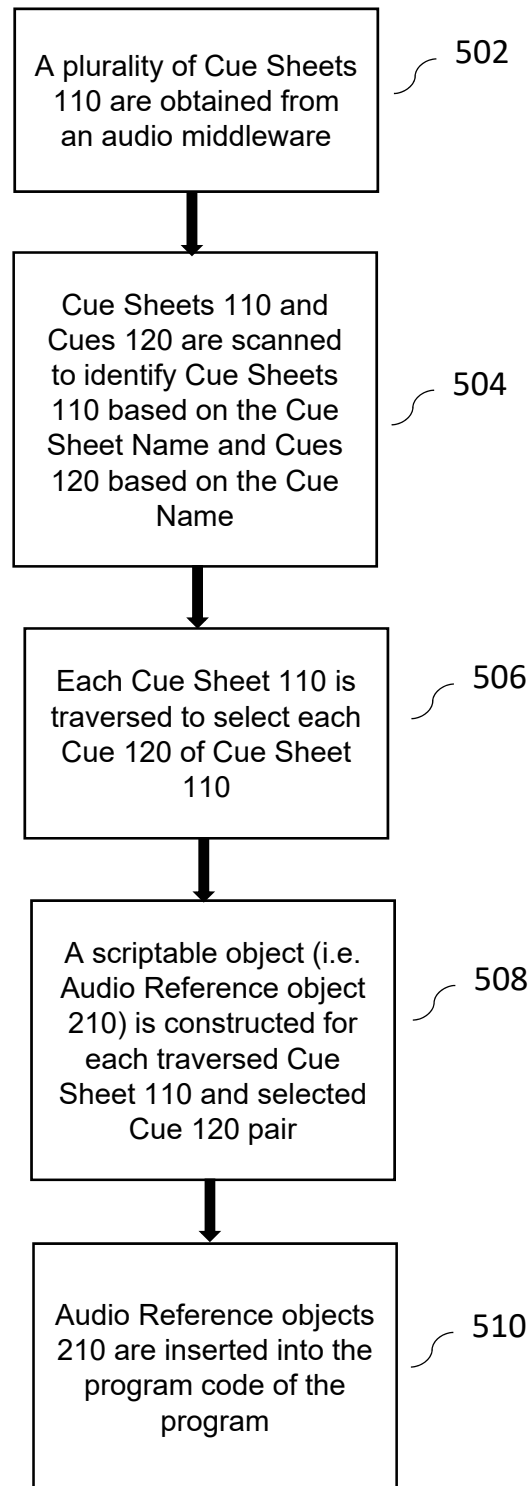


Figure 5

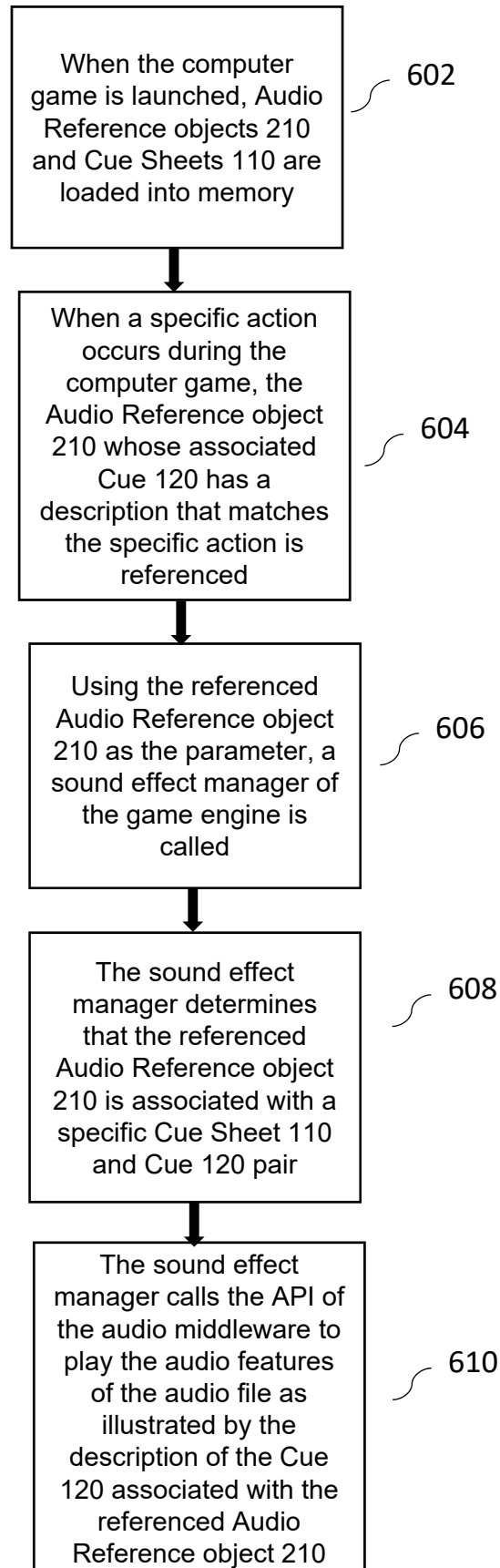


Figure 6