

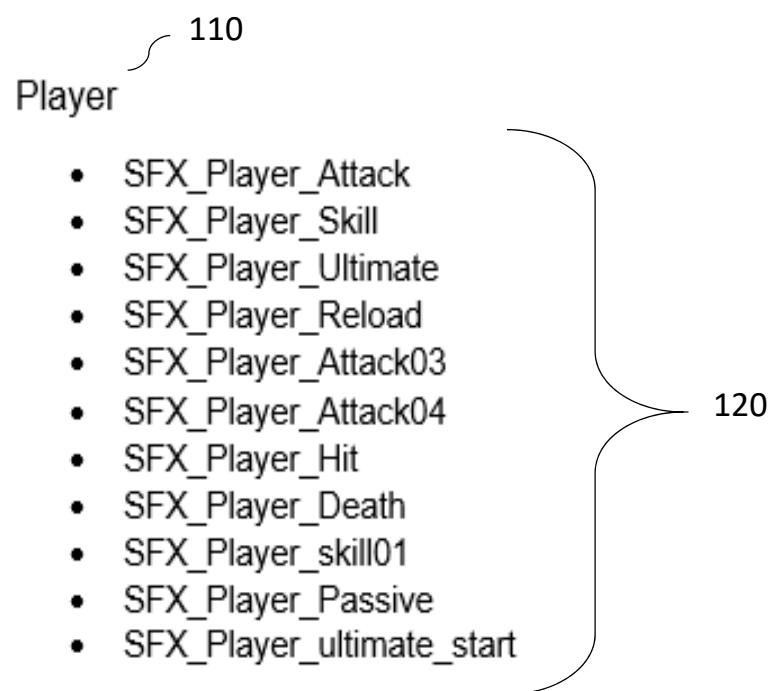


Figure 1

```
Audio Reference object
{
    Cue Sheet Name: string;
    Cue Name: string;
}
```

The diagram shows a code block for an 'Audio Reference object'. It is a JSON-like structure with two fields: 'Cue Sheet Name: string;' and 'Cue Name: string;'. Three callout numbers are present: '210' points to the opening curly brace of the object, '110' points to the 'Cue Sheet Name' field, and '120' points to the 'Cue Name' 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

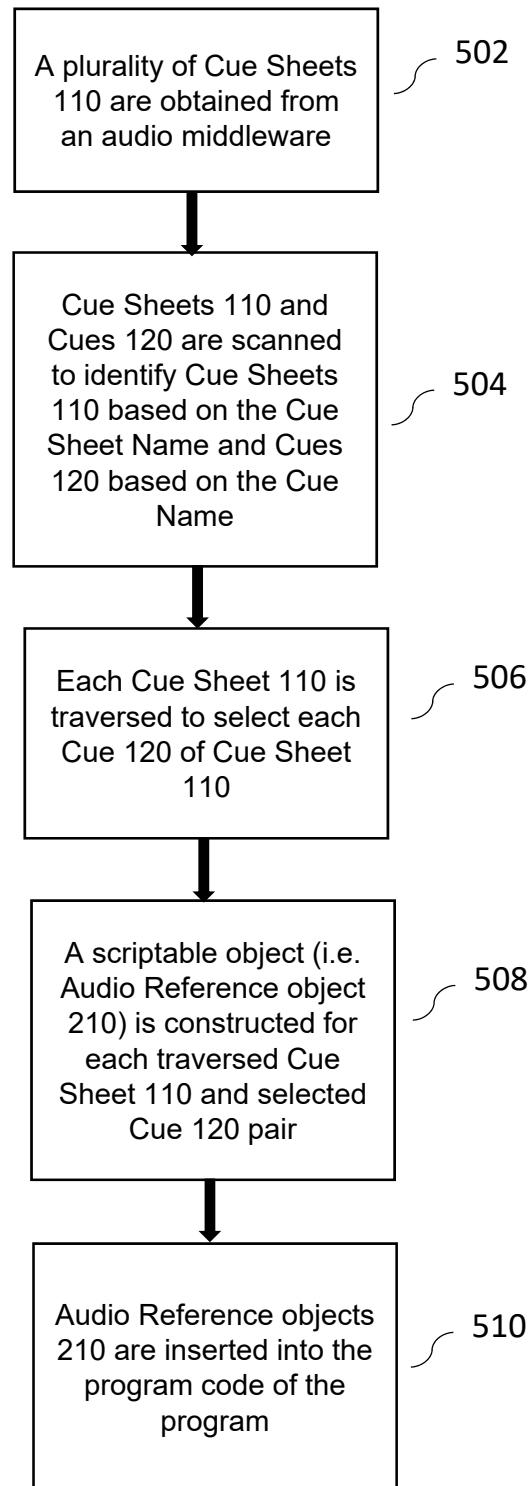


Figure 5

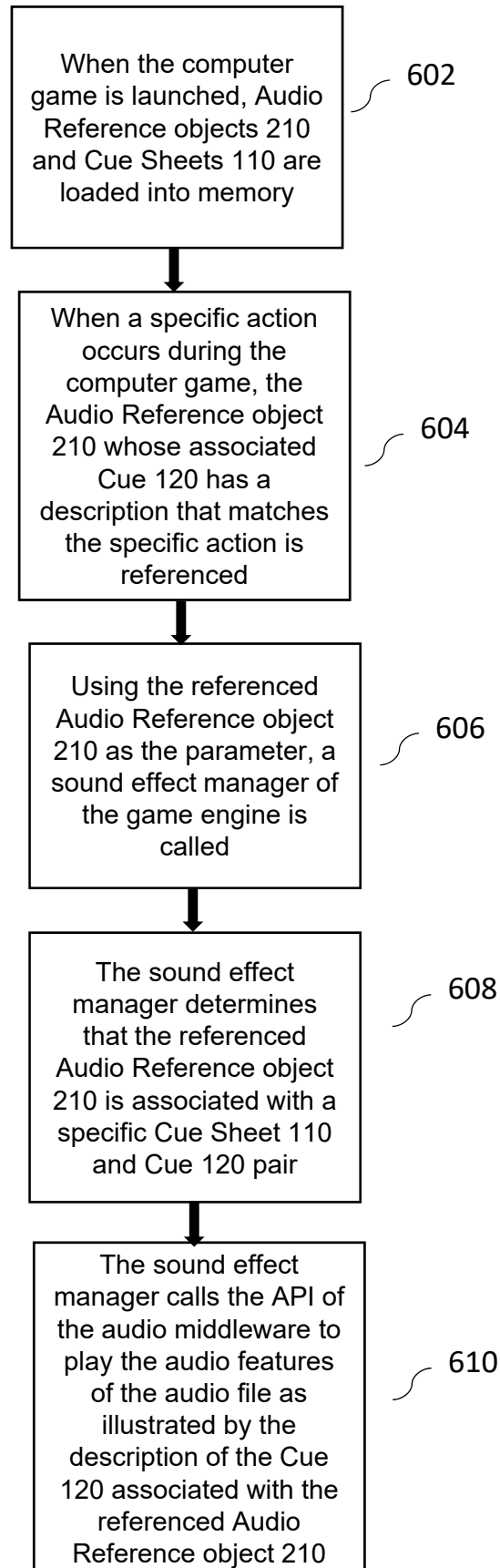


Figure 6