• Aysun Başçetinçelik

This week I have examined the tools we are going to use for audio. We have decided using OpenAL but we have not thought much about that. OpenAL is using PCM data for sound buffer thus we will need a library to convert the audio files we will use to PCM format. I have come across a few libraries for this purpose. One of them is MAD (http://www.underbit.com/products/mad/). It is a library used for converting MPEG format to PCM. Moreover, we have talked about recording audio files in our program for the educator to make audible messages during game or animation. Using DirectSoundCapture in Windows is one alternative for voice recording.

Moreover, I had a chance to examine Yake (http://www.yake.org) which is a game engine. It is an integration of many tools including Ogre and OpenAL.