



RaiseAudio – Conductor WEB

dynamic music engine for WEBSITES / WEB GAMES

Since Flash 10 technology it's possible to use audio callbacks for realtime audio processing on websites. This made us thinking about porting our dynamic music engine 'Conductor' to Action Script 3. **Conductor WEB** is running on all webbrowsers which support flash.

CME (**C**onductor **M**usic **E**ngine) gives you the possibility to switch musically (in time of the bar) between audio-loops. To fit the different music loops together you'll need the usage of Fill-ins (a musical transition).

Conductor WEB doesn't contain any audiomaterial for creating music so you will need a music producer to do this who should have enough knowledge about loops and musical transitions. At this point you could ask us, we are composing and producing high quality music since over 10 years.

Conductor Web is no editor tool ! Only the API functions are accessible to control the **generated flash movie** in which the **audio data is embedded**.

It's also possible to control Conductor Web via java script.

Some examples for usage: (check out the demos on our website www.raiseaudio.com)

- Menu buttons defined with different music loops are playing transitions when being pressed. This musically supports the loading of the new website.



- Web games - for example the suspense of the music is changing with the speed of a car or the music is increasing the suspense when fighting with an enemy.



- Business presentation – pages with different music loops. Transitions are being played while stepping the pages. Music is synchronized to animations.



Definable musical transitions:

- intro
- outro
- fill-ins

Future:

In future it will be possible to synchronize different instances of conductor.

This way you could build a world of melodies which are synchronized to each other like a **tree** to a **human** to a **building** to the **world**. And any of these objects could change its melody while it's growing ...

Integrate Conductor WEB into your flash project:

```
import flash.net.URLRequest;
import fl.controls.ProgressBarMode;
```

```
var CME:MovieClip;
var ldr:Loader = new Loader();
```

```
ldr.load( new URLRequest("Conductor_Song.swf") );
ldr.contentLoaderInfo.addEventListener(ProgressEvent.PROGRESS,showProgress);
ldr.contentLoaderInfo.addEventListener(Event.COMPLETE,onComplete, false, 0, true );
```

```
function showProgress( e : ProgressEvent ) : void { /* do something */ }
function onComplete( e : Event ) : void
{
    CME = MovieClip(ldr.content);
    CME.loadSong(false,false);
    CME.setAction(1);
    CME.startAudioCallback(8192);
}
```

Licensing:

Please contact us if you are interested in licensing Conductor WEB. We are able to compose and produce any kind of music in high quality and guarantee you a fair price.

Let us have a look at your website and we give you an advice in how to integrate our new technology.

Conductor Music Engine can be ported to any operating system.

Please contact us if you are interested for the use in computer games on different platforms like pc / mac / playstation / x-box etc.

Conductor WEB API

```
function loadSong( intro:Boolean, outro:Boolean )
function getVersionNumber():int
function getSongName():String
function getLicense():String
function getAuthor():String
function getTempo():Number
function getKey():String
function sendFadIn( samples:int ):void
function sendFadeOut( samples:int ):void
function Pause( isPause:Boolean ):void
function getPlaying():Boolean
function Button_checkDistance( ButtonNr:int, SoundNr:int, XposInPercent:Number, ButtonX:int
function startAudioCallback(blocksize:int):void
function stopAudioCallback():void
function getPeakL():Number
function getPeakR():Number
function Balance( bal:Number ):void
function Volume( vol:Number ):void
function getAction():int
function setAction( action_:int ):void
function setLastAction( action_:int ):void
function sendOutro():void
function Reset( intro:Boolean, outro:Boolean )
```

System Requirements

600 Hz CPU or faster

128 MB RAM (256 GB recommended)

Flash 10 compatible webbrowser

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