



# Tech Info Library

## AMT and Audio Issue on Windows PCs (12/96)

Article Created: 5 December 1996

TOPIC -----

There is a issue with audio when running an AMT project on PCs under Windows (Windows 95, Windows NT Workstation 3.51, and Windows 3.1). Here is the brief description:

In a project with audio narration for each screen, sound is in the form of an audio-only QuickTime movie, a keyboard object is used in each screen to let the user set the audio volume level.

Everything works fine on the Macintosh computer. On the PC, the number (volume) keys work, but if you set the volume low or off, when you advance to the next screen, the audio level gets reset to a louder setting -- possibly the default volume setting for the sound card.

DISCUSSION -----

This behavior, and the possibility of a change, is under investigation. This behavior does not occur when using .WAV audio files. If the setting the sound level for Windows users is an important feature for your project, try using .WAV files for your sounds.

Copyright 1996, Apple Computer, Inc.

Keywords: ksts,supt

=====

This information is from the Apple Technical Information Library.

19961206 09:34:25.00

Tech Info Library Article Number: 20707