



## Using Sound Files in Web Pages

There are 2 basic methods that can be used to add sounds to a web page. You can include a **link** to a sound file or you can load the sound file with your page.



### Hyperlinked

#### PROS

- Does not load sound file with page, **loads on demand** – so page loads faster and bandwidth is conserved.

#### CONS

- Depending on the browser and file type, it can take you, to a new window, making it necessary to click the back button or close an extra window

### Loaded with Page

#### PROS

- No page changes – allows for viewing of the page content along with sound

#### CONS

- ALL loaded with page sound files load **with** the page, even if you do not have them set to “autostart”. Possible slow loading pages and wasted bandwidth.



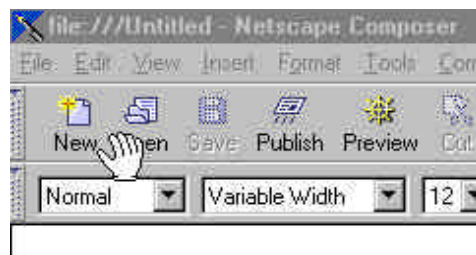
### Basic Rules of Thumb

- Audio files should be no more than 150K in size on District Servers.
- Stick to WAV files (\*.wav) even though they are larger than other audio file types, they are more likely to play without having to download extra plug-ins or players.
- When loading a sound file, do not set it to **loop** or **autostart**. It can distract from the content of the page, eat up bandwidth, as well as irritate the viewer.

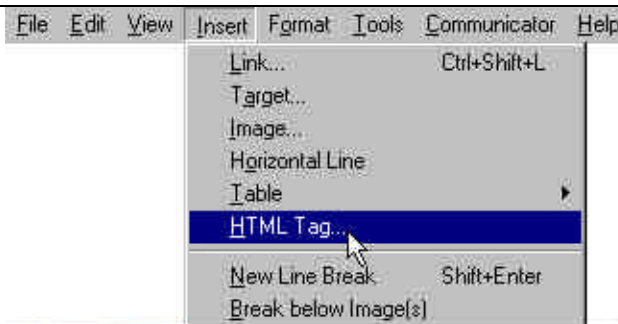
# Loading Audio Files With a Page Using Netscape Composer

When you add a sound file directly into a page, you can set properties that affect whether it plays as the page is displayed, how long it plays, etc. Unfortunately, sound files that are loaded with page can cause problems because Web browsers require plug-ins or players to play them.

Start Netscape Composer and open a new blank web page.



- Most plug-ins display a control panel to allow the user to start and stop the sound file.
- Position your insertion point on the page exactly where you want the control panel to appear.
- Select **INSERT** → **HTML Tag...**

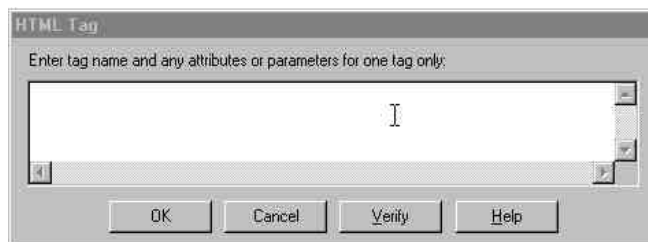


Type in the following HTML code:

```
<EMBED SRC="filename.wav" WIDTH="150"
HEIGHT="20" AUTOPLAY="false"
CONTROLLER="true" CACHE="true"
TYPE="audio/wav" ALIGN="bottom">
```

Note: "**filename.wav**" is the actual filename of the sound file you wish to play. Be sure to upload this file along with your web page and save it in the same directory.

Click **OK**

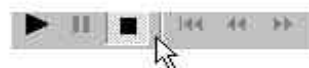


Save your new page to a folder along with the original WAV file.

Open the web page in a browser and see what it looks like.

Your control panel may look different depending on which browser you are using and which plug-in was used. They should be basically the same with controls to start, stop and pause the sound file.

## Internet Explorer



## Netscape Navigator



(To access the controls on **BEATNIK**, right click on the controller and select **Song Display** from the menu.)

## Changing Parameters in HTML Code

Changing parts of the code can get your sound file to behave differently.

```
<EMBED SRC="filename.wav" WIDTH="150" HEIGHT="20" AUTOPLAY="false">
```

Name of the file to be played

Size of the Control Panel in  
Pixels

True – sound starts automatically  
False – must press play to start

```
CONTROLLER="true" CACHE="true" TYPE="audio/wav" ALIGN="bottom">
```

True – shows controller  
False – hides controller

True – loads file into memory  
False – downloads each time  
before playing

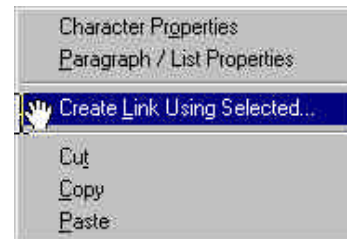
Type of file to be played

Placement on page

## Linking Sound Files to a Page with Netscape Composer

Linking sound files to objects on a page can speed page load time and save bandwidth. However, since it is a link, some browsers will open a new window, or move to you a new page to hear the file.

- Start Netscape Composer and open a new blank web page.
- Save this page to a folder along with the sound you wish to use.
- Type the word **SOUND** on the page
- Right click on **SOUND** and select Create Link Using Selected from the menu.



- Select the LINK tab.
- Click on **Choose File**, and then browse to the folder where you saved the page and the WAV file.
- Select the file, and then click **OK**.
- Save your changes, open the web page in a browser and see how the link works.

