How to add sound to an XNA game project.

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What is needed?

- Visual Studio 2005/2008
- XAct : Microsoft Cross-platform Audio Creation Tool.
- At least one .wav file.

Instructions:

1. Create a new Game project in VS 2005/2008. (If you are using the libraries supplied by the 450 class tutorials, after creating a new Game project , don't forget to copy over all the libraries from tutorials and add them to the project.)

2. Copy .wav file(s) to the Content folder under the newly created project.

3. Launch XAct from Programs -> Microsoft XNA Game Studio 2.0 -> Tools -> Microsoft Cross-Platform Audio Creation Tool (XAct).

4. Create a new project in XAct and save it to the Content folder of your XNA project, call your project 'GameAudio'.

5. In the project, create a Wave bank to store your sound files by right-clicking on the "Wave Banks" entry on the left of your screen, and selecting "New Wave Bank"

6 Call the new Wave bank 'GameWaves' and add your sound file(s) to the Wave bank by selecting the "Wave Banks" menu and choosing "Insert Wave Files" from the list.

7 To create Sounds from Waves, first create a Sound bank by right clicking on "Sound Banks" and selecting "New Sound Bank". Call it 'GameSounds'. Select all your waves, and drag them into the upper area of the Sound Bank.

8 Now in your XNA game project, right click on the Content folder and do Add -> Existing item and select your GameAudio.xap file.

9 In Model.cpp, declare 3 variables in the class:

```
Private AudioEngine audioEngine;
Private SoundBank waveBank;
private WaveBank soundBank;
```

(Don't forget to import `Microsoft.Xna.Framework.Audio`)

10 In Model's construction method define where to find each component as below:

```
audioEngine = new AudioEngine("Content\\GameAudio.xgs");
waveBank = new SoundBank(audioEngine, "Content\\GameSounds.xsb");
soundBank = new WaveBank(audioEngine, "Content\\GameWaves.xwb");
```

11 The last step is to call the method that plays the sound:

```
soundBank.PlayCue("<nameofSoundFile>");
soundBank.PlayCue("Bounce");
```