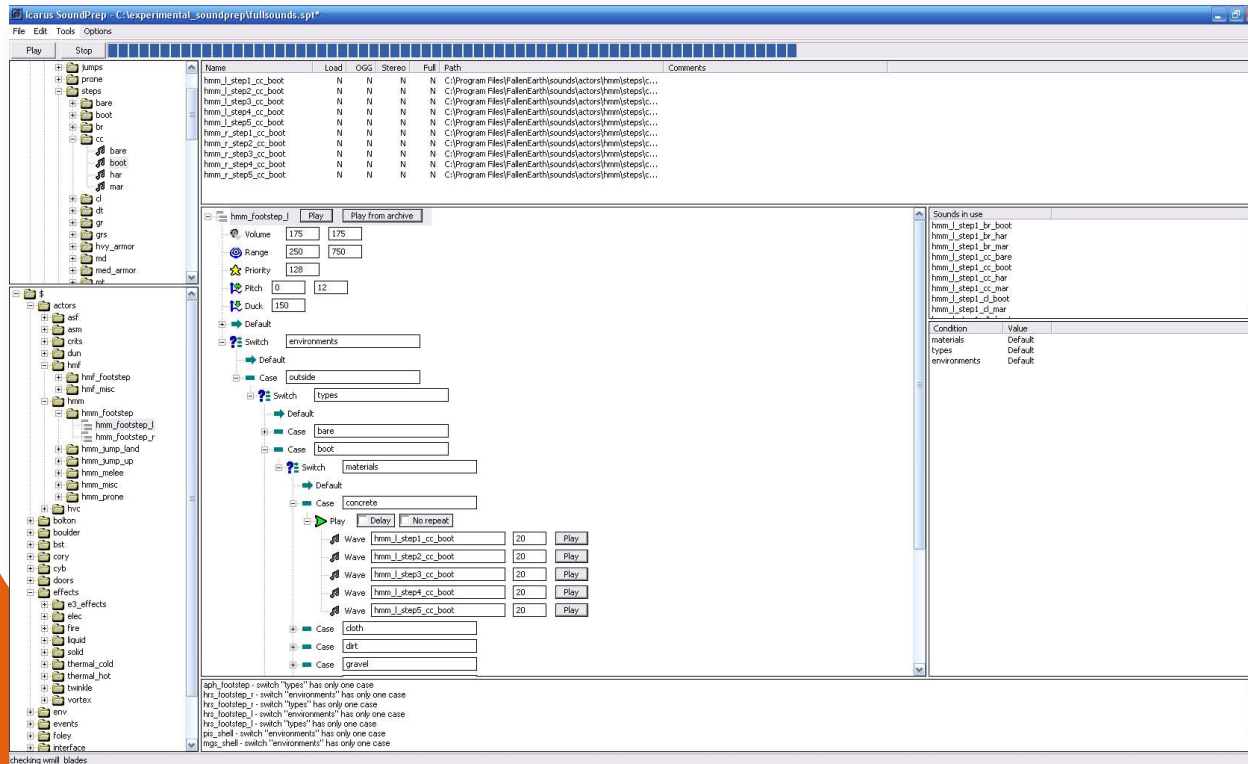


ICARUS SOUND PREP™ TOOL

MANAGE AUDIO SYSTEMS



Select Icarus Sound Prep™ Features:

- Powerful and flexible way of implementing sounds into any virtual world
- Rather than hard-coding long, complex, and confusing scripts, Icarus Sound Prep™ provides a simple visual way of “programming sounds”, giving the sound engineer total control
- Easy to use interface
- Efficient methods to combat sound repetition including randomness, pitch shifting, and “no-repeat” options
- Easily customize and add new features to your projects without the need for programming
- Integrates with Icarus CharPrep™ for fast and efficient work flow
- One-click updating to virtual world
- Checks for errors before they find their way into your product
- Icarus Sound Prep™ will logically organize your sound files however you want

The Icarus Sound Prep™ tool allows the creation of sound system with their own internal logic from any common sound file format. This logic allows the volume, duration, range, time of day the sound occurs, and other attributes to be set based on game conditions. Thus complex rules for the use of sounds can be easily created for a wide variety of situations. Icarus Sound Prep™ does this through a graphical user interface, allowing sounds to be implemented in the game without hard coding or complicated text scripts. Through Icarus Sound Prep™ placing sounds becomes a simple matter instead of a coding nightmare.