

#1\$2K3 {ewc MVBMP2, ViewerBmp2, !sndv_ico.shg} **Controlling
Sound and Video**

Using the Multimedia Controller

You can play an audio or video sequence using a control panel that appears within a **topic** or that pops up when you select a hot spot. Either type of sequence may include the multimedia controller, as shown below:

```
{ewc MVBMP2, ViewerBmp2, !controlr.shg}
```

Select any control from this illustration to find out what action it performs.

{ewc MVBMP2, ViewerBmp2, !gb_ph.bmp} To control a sequence that does not have a control panel:

- * Click the window while the sequence is playing to stop it.
- * Click the window after stopping the sequence to start playing it again.

1#prcStandardController

2\$Using the Multimedia Controller

3^K video sequence;controls, video;control panels;stopping;playing;pausing;current position;audio;sounds;controls, audio;rewinding;fast-forwarding;thumb;slider;multimedia controller;controller, multimedia;

#4 Pause/Play Button

Plays the object if it is currently stopped or paused, or pauses the object if it is currently playing.

#5 **Stop Button**

Stops playback of the audio or video sequence.

5# descStopButton

#6 The **slider** control lets you drag the **thumb** to move the **current position** back (left) or forward (right) in the audio or video sequence.