

How to create your own AirPuck music files

The AirPuck Music file is simply a QuickTime Movie without any video. Therefore, you can use the sound track from any QuickTime Movie you like and turn it into an AirPuck Music file (if you try using a QuickTime Movie with a sound track and a video track as the AirPuck Music file, it will work, but you'll also see the video in the top-left corner of the window). Here's how:

- Find a QuickTime Movie file you want to use the sound track from for AirPuck
- Open it using Movie Player 2.1 or later (Downloadable from wherever you got AirPuck, most

likely)

- Go to the Edit menu, and select "Extract Track..."
- A dialog box will appear with a list of tracks; select the one that contains the sound you want

in AirPuck and press the "Extract" button

- A new movie file named "Untitled 1" and without any video portion will appear on your screen
- Choose "Save As..." from the File menu. Give the peice a suitable name
- When you want to use this sound track in AirPuck, simply move it into the "AirPuck Data" folder, and rename it "AirPuck Music". Note: you may need to move or rename your old "AirPuck Music" file before you can do this step.

That's all!