Abstract

Music conference is playing music together through local network and also Internet network , where a group of people can play music together, although they are not in the same place.

In this final project, an application of degung music conference is developed, it consists of five music tools which are Goong, Bonang, Saron, Jenglong and Saron Demung. These tools can be played together through computer which connect to network (Local Area Network). This music conference application can be run by five computers, where one of the computer acts as server. This server is used to store the main application and run Flash Communication Server application. This music conference application which is developed with Macromedia Flash MX2004 uses *Shared Object* concept. With this concept every changes of data that are done in one computer, other computer will receive those changes. These changes of data (code) are used to play the tone in every computer using the same application. This final project examines the performances of application when it runs in network.

Keyword: Flash MX 2004, Flash Communication Server, Shared object, delay, audio conference.