

## Tutorial 12 – Adding sounds

**Learn how to use sounds in Flash without using Actionscript including**

- playing sounds in a scene
- adding sounds to buttons

### Adding sound to a scene

This activity will add a sound that is played within a scene.

#### Step 1: Open the flash file with the flying butterfly

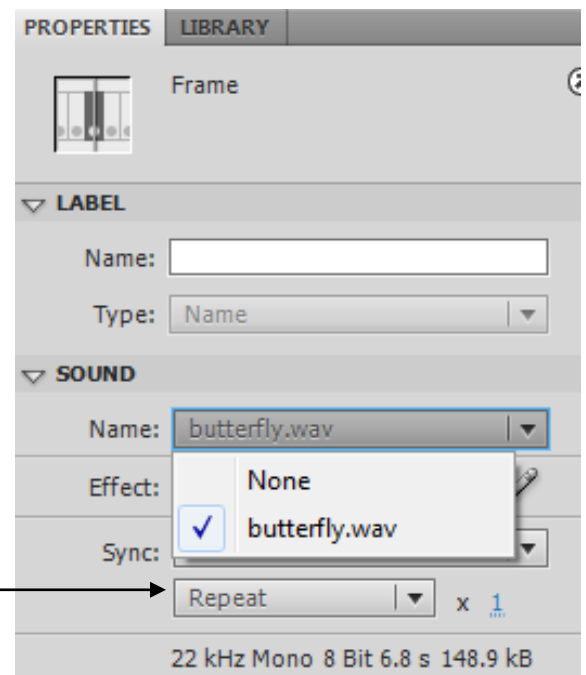
- Open the flying butterfly flash fla file created in tutorial 11
- **Save As...** flyingbutterflywithsound fla

#### Step 2: Import sound file into flash

- Import the butterfly.wav sound file to the library **File | Import | Import to library...**

#### Step 3: Add the sound to the timeline

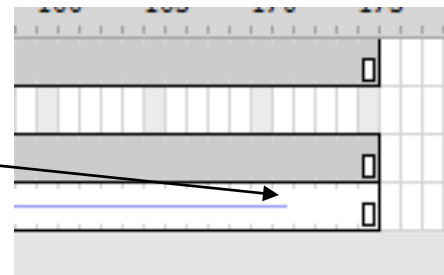
- Create a new layer called **sound**
- Select the frame where the sound with start, i.e. frame 10. Insert a blank keyframe (**F7**)
- Select the butterfly sound file, in the Properties Window from the **Sound** drop down menu
- Select Repeat x 1. This means the sound will play only once, but each time the file loops back to the first frame the sound will be played again.



#### Step 4: Refining the sound

This sound file is 6.8s long. Which is approximately 161 frames long (at 24 frames per second). If this is longer than the length of the frames, then the sounds may overlap, when it loops back to the first frame.

- Increase the length of the scene to be longer than the sound
- Select the layers, fg, bg and sound (not the flying layer), insert extra frames (**F5**) until the sound file ends.



#### Step 4: Test the sound

The sound should not overlap. It should repeat every time the scene is replayed.

- Use **Control | play** to test the sound
- Save your work

## Adding sound to a button

This activity will add a sound to a button

### Step 1: Open the flash file with buttons

- Open the flash file fla created in tutorial 8 containing the buttons
- **Save As...** buttonswithsound fla

### Step 2: Find a sound file

Find a sound for the button

- Open the Window containing common sounds **Window | Common Libraries | sounds**
- Select a sound that would be appropriate to play for a button press
- Add it to the library, by clicking and dragging the sound to the **Library Window**

### Step 3: Add the sound to the buttons

Add the sound so when the button is press the sound plays

- Open the **play button** object, **double click** the button on the stage or in the library
- Select the **Down Frame**, and add the sound file to the frame either:
  - Drag and drop the sound file onto the stage
  - Add the sound in the **Sound** dropdown menu in the **Property Window**

Repeat the process for the **stop button**

### Step 4: Test the sound

- Use **Control | play** to test the sound
- Save your work

