

Tutorial 13 – Playing an mp3 file

Learn how to

- Add play, stop and pause an mp3 sound

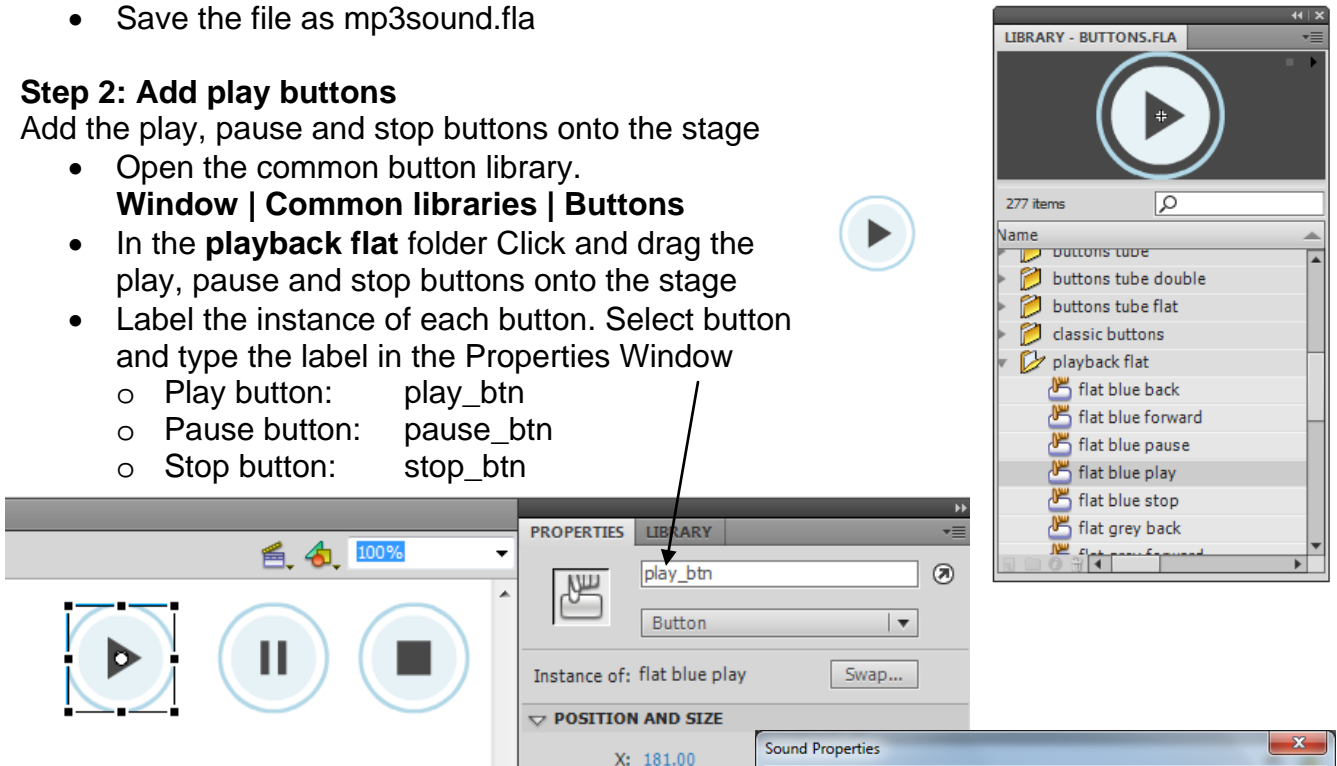
Step 1: Set up the page

- Open Flash and resize the work area to 900 X 600.
- Save the file as mp3sound fla

Step 2: Add play buttons

Add the play, pause and stop buttons onto the stage

- Open the common button library.
 - Window | Common libraries | Buttons**
- In the **playback flat** folder Click and drag the play, pause and stop buttons onto the stage
- Label the instance of each button. Select button and type the label in the Properties Window
 - Play button: play_btn
 - Pause button: pause_btn
 - Stop button: stop_btn



Step 3: Import sound file into flash

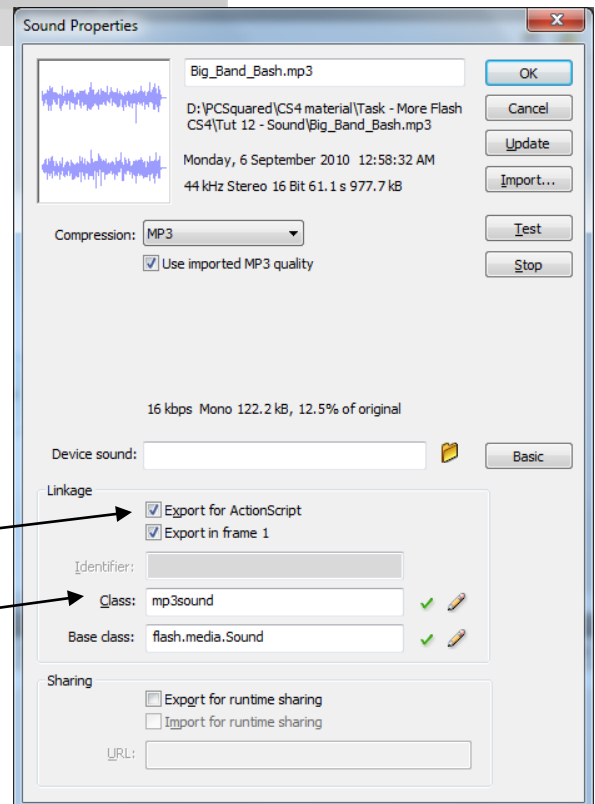
- Import an mp3 sound file to the library **File | Import | Import to library...**

Step 4: Loading the sound asset

To be able to access the sound asset within ActionScript code you need to export the asset and have Flash create a custom class file.

- In the Library Window, right click on the sound file (Big_Band_Bash.mp3) and select Properties
- Select Advanced button, if Linkage options are not available
- Select the checkbox **Export for ActionScript**
- Name the Class (**Mp3sound**) using a capital letter to start the name

Note: You may be given a warning; it is safe to ignore this warning.



Step 5: Add ActionScript sound variables

Add ActionScript variables to hold the sound file

- Open the Actions Window (F9)
- Declare a variable that creates a new object of the sound library asset (mp3sound)

```
var mp3:Mp3sound = new Mp3sound();
```
- Declare a sound channel to play the sound object mp3 in

```
var mp3channel:SoundChannel;
```
- Declare a variable to hold the position of the pause in the mp3 sound

```
var pausePosition:int;
```

Step 6: Add ActionScript to control the buttons

Add ActionScript to control the sound files from the buttons

- Add the Event Listener for a mouse click on the buttons to run the function `buttonClick`

```
stage.addEventListener(MouseEvent.CLICK, buttonClick)
```

- Add the function **buttonClick** that will run on a Mouse click

```
function buttonClick(event:MouseEvent):void {
    if (event.target.name == "play_btn"){
        if (mp3channel == null){
            mp3channel = mp3.play();
        }
    }
    else if (event.target.name == "stop_btn"){
        mp3channel.stop();
        mp3channel = null;
    }
    else if (event.target.name == "pause_btn"){
        if (pausePosition == 0){
            pausePosition = mp3channel.position;
            mp3channel.stop();
        }else{
            mp3channel = mp3.play(pausePosition);
            pausePosition = 0;
        }
    }
}
```

(note: cut and paste the above code into the Action Window)

Step 7: Test the sound buttons

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

Extension**Step 8: Record your own sound**

- Record and use a short Introduction about yourself