

Sound in Flash #1

Sound works really well in Flash and can be made to do all sorts, not just be used as background audio - though that's a good place to start!

To import a sound file into Flash, do the following:

File/Import (ctrl, R), select soundfile, press OK. Wav, mp3, aiff etc can all be imported.

To set compression, find the soundfile in the Library, and double click it to get the sound settings box (SEE IMAGE 1)

Set the compression to MP3 (default setting) and this will make sure the audio exports to the swf as small as possible.

Unclicking 'Use Imported MP3 quality' will offer different mp3 qualities to choose from, though you won't usually need this unless you are compressing a large wav or aiff file.

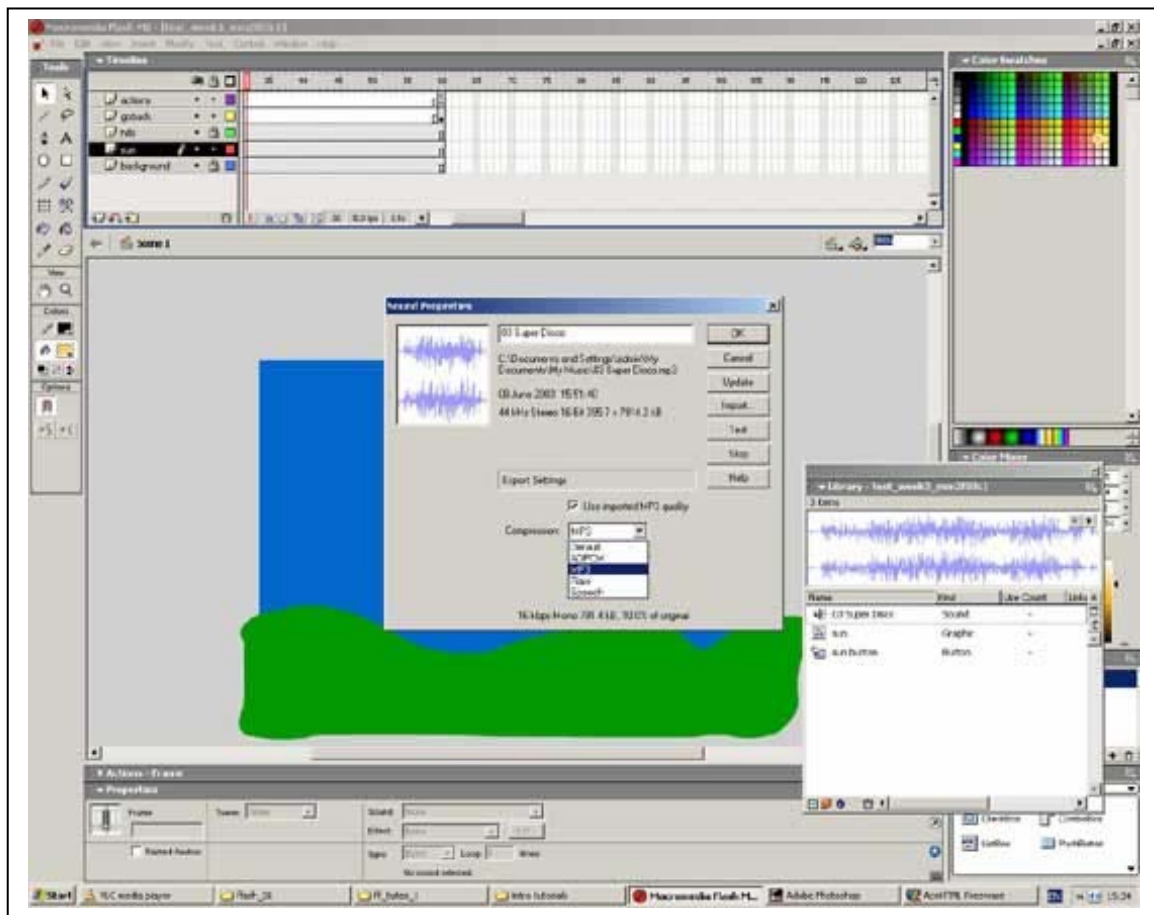


Image 1

Image 1 shows the sound file in the Library, displayed in the Library window. It can be played back in this window. The image also shows the sound settings box, which can be accessed by double clicking on the sound file in the Library.

In the sound settings box, you can alter the compression, test its quality, update an edited version of the file, and generally mess about with it.

To assign a sound to a frame or symbol do the following:

Select the frame or symbol you want the sound to come in on

Look at the properties box (not the sound settings)

The field marked 'Sound' will say 'none', so pull down the menu, and it will show the sound(s) you have in the Library

Select the sound you want to come in on the frame you have selected, and hey, it will be assigned to that frame

To edit the soundfile in simple terms, also use the properties box:

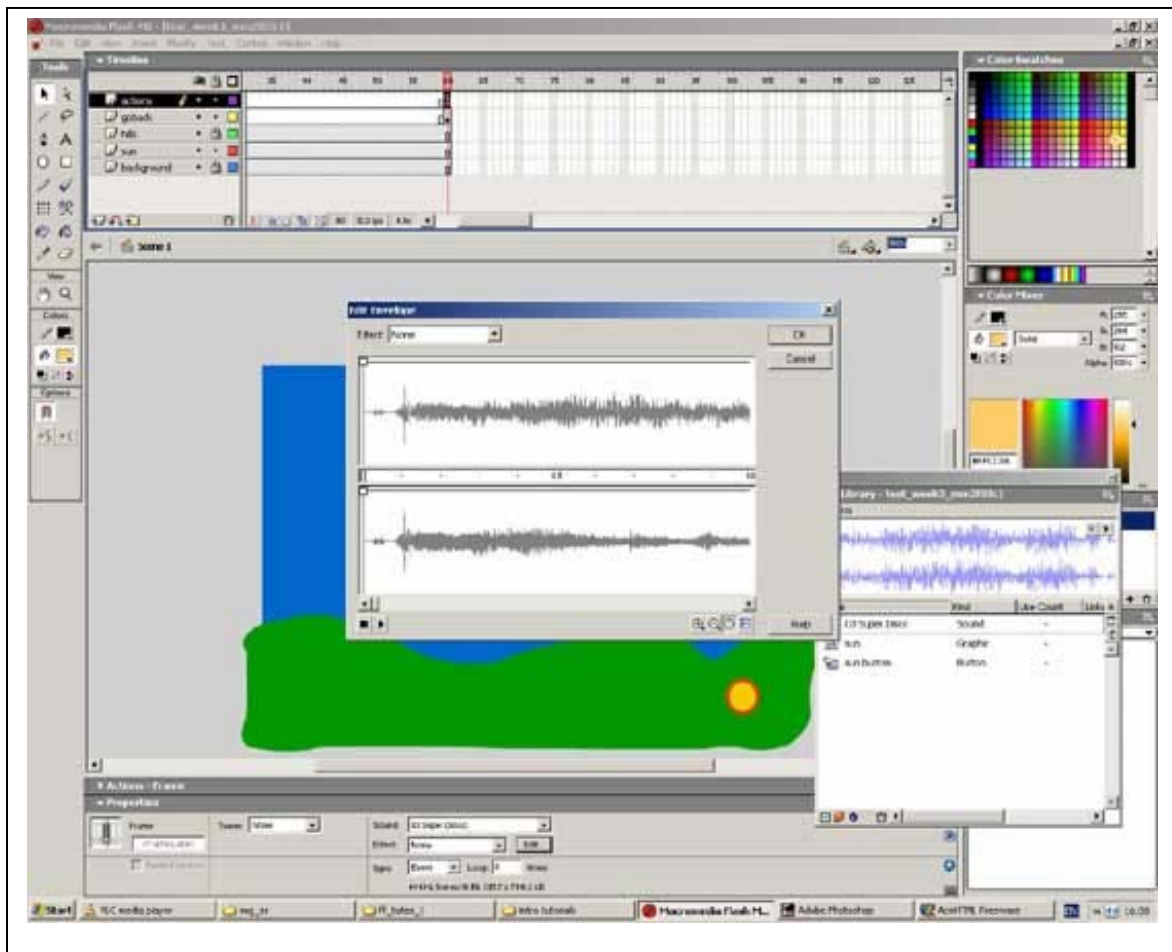


Image 2

Image 2 shows the editing window, accessed from the sound properties box.

As soon as you assign a sound to a frame or symbol, the effects field becomes available. The editing button is also available now. Click on this and the editing window pops up. You can alter volume, fades and edits here, and the audio will be exported as you have edited it, without effecting the original file. This saves on sound editing time, as you only need do it in the Flash, not on the original source file.

Preset fade in and fade out settings are available, as well as cross fade from left to right channel. You can also turn off the left or right channel. For more complex editing, it's best to use a wav editor, as only basic editing is available in Flash.

More Advanced Sound

There are other ways of dealing with sound:

Sound Objects - click on [SOUND OBJECTS](#) for more information and some ActionScript to get you started.

TERMS:

- Wav, mp3, Aiff
- Compression
- Assign a sound
- Edit a sound
- Sound Objects
- Wow, thats enough for now.....