Adding Sounds to Animations

A sound track can be added to Flash movies or Flash buttons. This sound track can be music, a narrative that you record, pre-recorded sounds, etc. Flash will import sound formats such as MP3, AIF and WAV.

Its is good practice to place sounds in a separate layer (or layers) so that you can control when the sound starts and finishes.
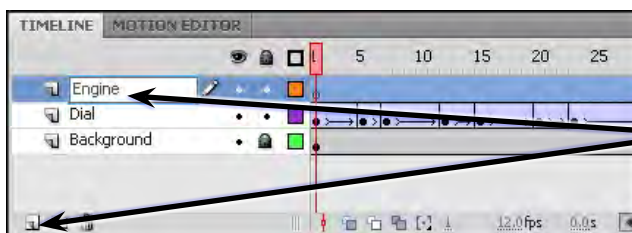
Loading an Animation and Sound

A sample sound will be imported into the LIBRARY then added to the car speedometer that you created in an earlier assignment.
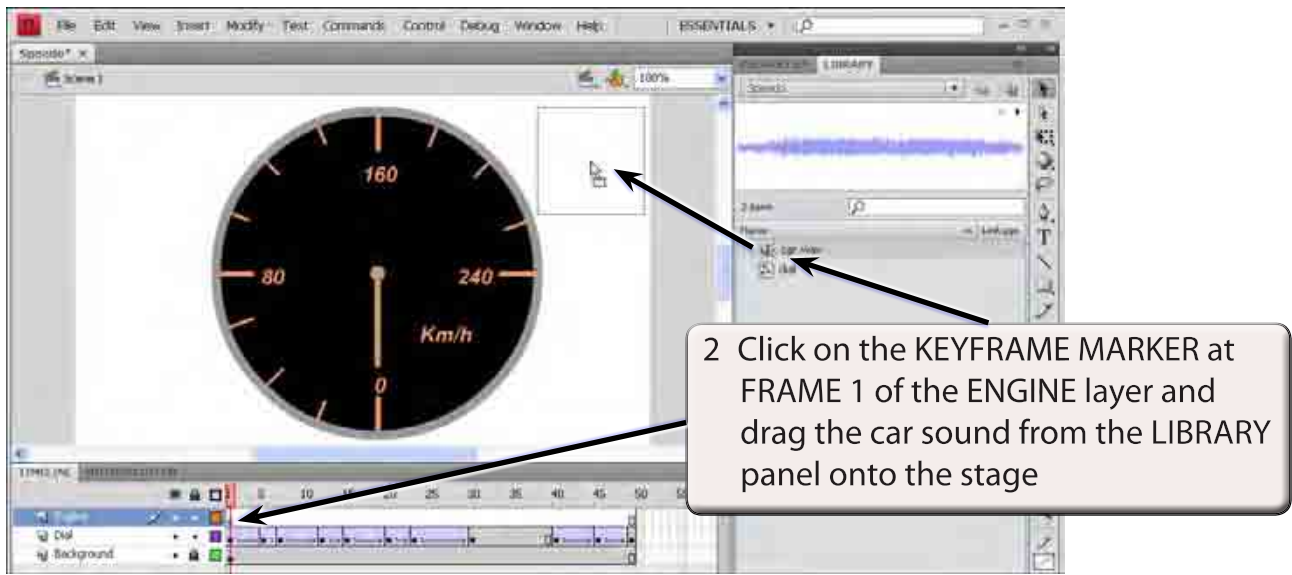
1   Load Flash or close the current file then click on the OPEN button.

2   Access the FLASHcs4 SUPPORT FILES, open the CHAPTER 21 folder and load:

<p style="text-align:center">Speedo</p>

3   Display the FILE menu, highlight IMPORT and select IMPORT TO LIBRARY.

4   Access the FLASHcs4 SUPPORT FILES, open the CHAPTER 21 folder and open the file:

<p style="text-align:center">Car</p>

5   Play the animation. In this case, a classic tween was used to make the change of direction of the dial easier to create.

Adding Sounds to the Timeline

You can add sounds directly to the movie by dragging the file onto the stage. However, for more control over the sound it is better to add it into the required number of frames. Obviously, you will not see the sound on the stage, just in the TIMELINE panel.

1 Click on the DIAL layer, insert a new layer and call it ENGINE.

2 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer and drag the car sound from the LIBRARY panel onto the stage

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NOTE: **i You can press CTRL+L or COMMAND+L to quickly open the LIBRARY panel.**

ii The sound waves are added to the ENGINE layer in the TIMELINE panel.

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3 Save the file in your STORAGE folder as:

Speedo

4 Press <enter> or <return> to play the movie and the sound should play as the speedo dial moves.

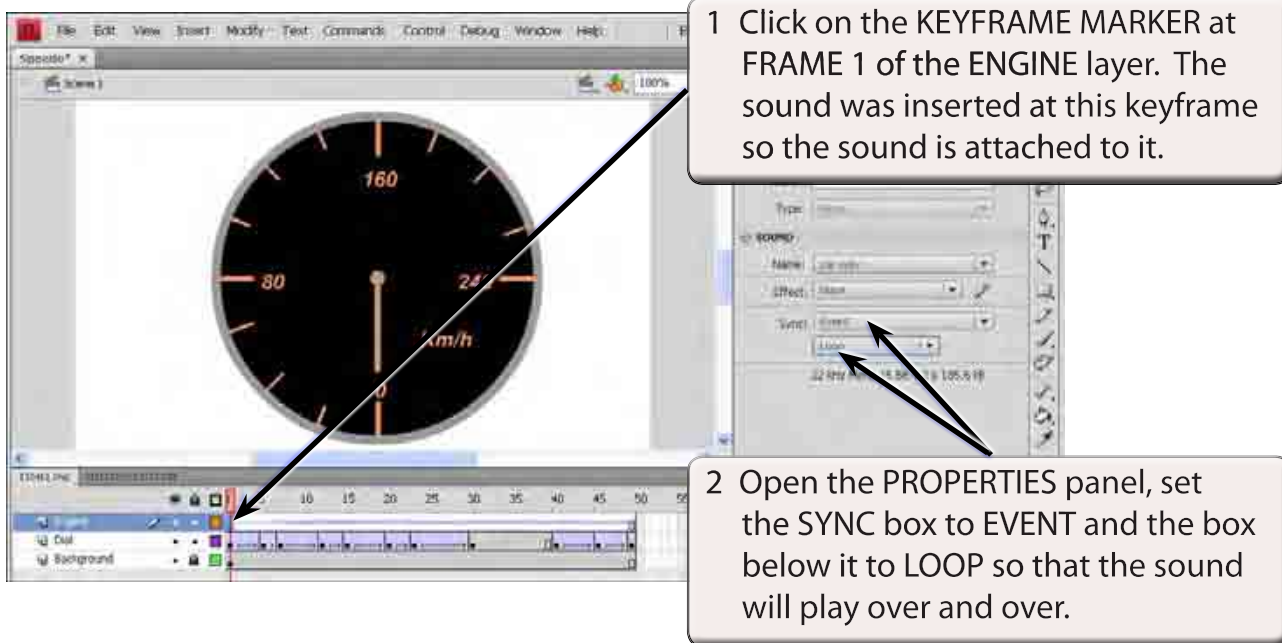5 Press the ESC key if the sound keeps playing.

6 In the LIBRARY panel there is a PLAY button to play sounds before adding them to the stage.
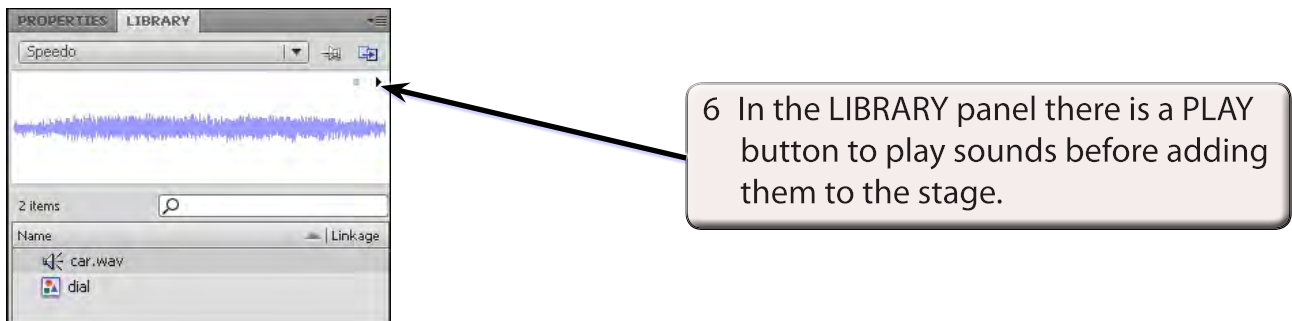
Synchronising Sounds

The SYNC option in the PROPERTIES panel gives you control over when your sound plays. There are four SYNC settings:

Event The sound will be synchronised to an event such as a mouse click.

Start The sound will start when the movie is loaded.

Stop The sound will not start when the movie is loaded. It will require some sort of action for the sound to play.

Stream Links the sound to an animation in a movie. The sound plays within the frames in the TIMELINE panel.

A Event

You will see the main use of EVENTS a little later when attaching sounds to buttons. For now, the event will just be the start of the animation.


1 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer. The sound was inserted at this keyframe so the sound is attached to it.

2 Open the PROPERTIES panel, set the SYNC box to EVENT and the box below it to LOOP so that the sound will play over and over.
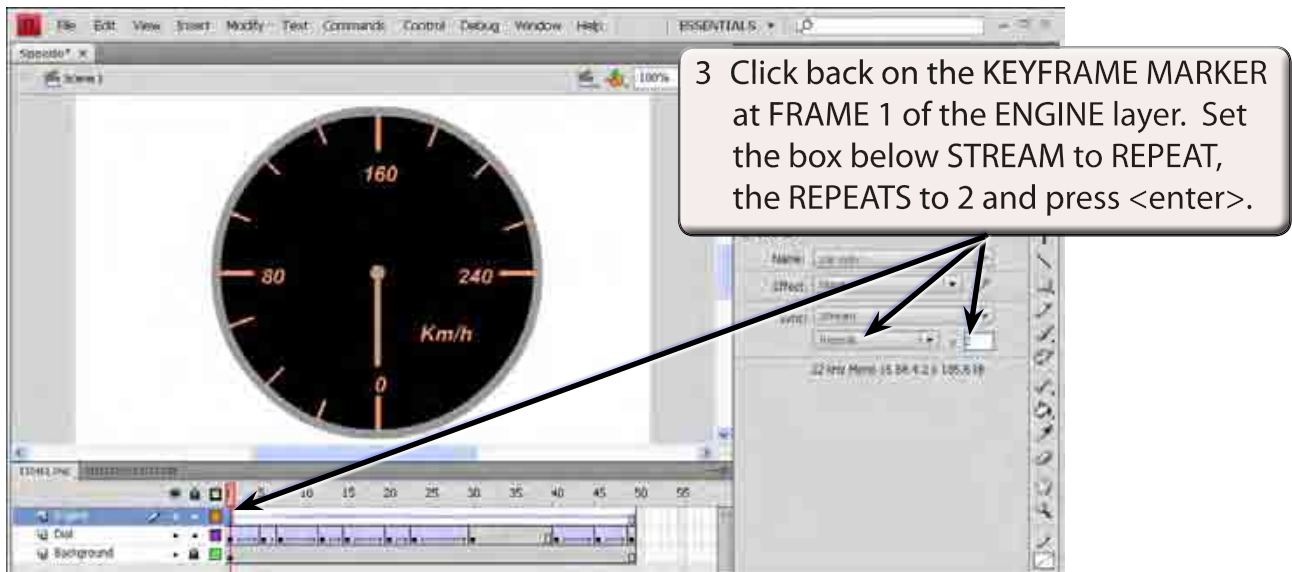
3 Play the movie and the sound should play continuously as the dial moves.

4 Press the ESC key to stop the sound.

B Stream

Stream compresses the sound into the set frames.

1 Click back on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer and set the SYNC box to STREAM.
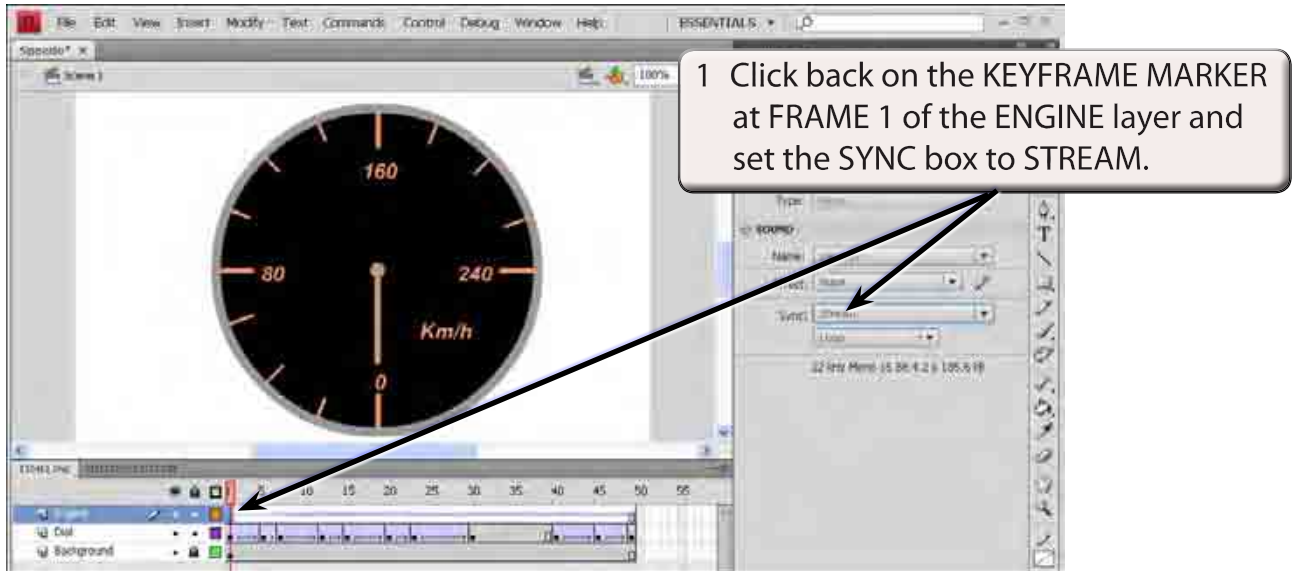
2 Press <enter> or <return> to play the movie and the sound is compressed to the number of frames in the movie.

3 Click back on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer. Set the box below STREAM to REPEAT, the REPEATS to 2 and press <enter>.

4 Click on the stage to set the change, play the movie and the sound should repeat twice within the 50 frames, although it may be a little difficult to hear the repeat.