



Adobe Flash

Adding Music and Sound

How to Import Sounds in Flash CS5

The best multimedia creations use not only visuals and motion but also sound and music, so your Adobe Flash Creative Suite 5 movies should, too. Flash CS5 fully supports the import, placement, and control of sounds in lots of different formats, so you can easily bring in loops, sound effect files, and even music from your .mp3 collection.

You can enhance your movie with background music or narrative, and sound effects can make using buttons and menus more intuitive. Flash can stream longer sounds (such as soundtracks or long-form narration) to minimize loading time so that users get right to the good stuff.

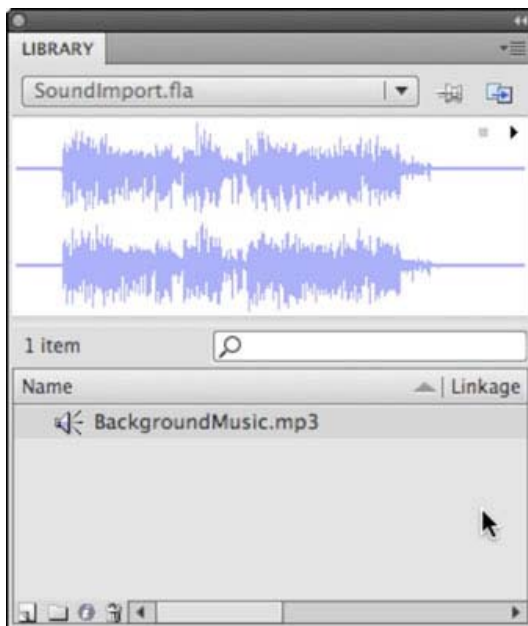
Flash imports the following audio file formats:

- AIFF
- MP3
- Windows WAV

Note: Additional file formats are available with the optional QuickTime plug-in installed.

Follow these steps to import a sound into your library:

1. **Create a new Flash document and choose File / Import / Import to Library.**
2. **Browse and choose an .mp3, .wav, or .aiff file from your hard drive and click Open.**
3. **Choose Window / Library to launch the Library panel.**
4. **The sound appears in the library with a speaker icon.**



5. Select the sound and check out the Preview window.

A waveform preview of your sound appears, and you can listen to the sound by using the Stop and Play buttons in the upper right corner of the panel.

How to Place Sounds on the Flash CS5 Timeline

After you have your favorite sounds into your Adobe Flash Creative Suite 5 document, you can place them on keyframes along the Flash CS5 Timeline to have them play at specific points in your movie.

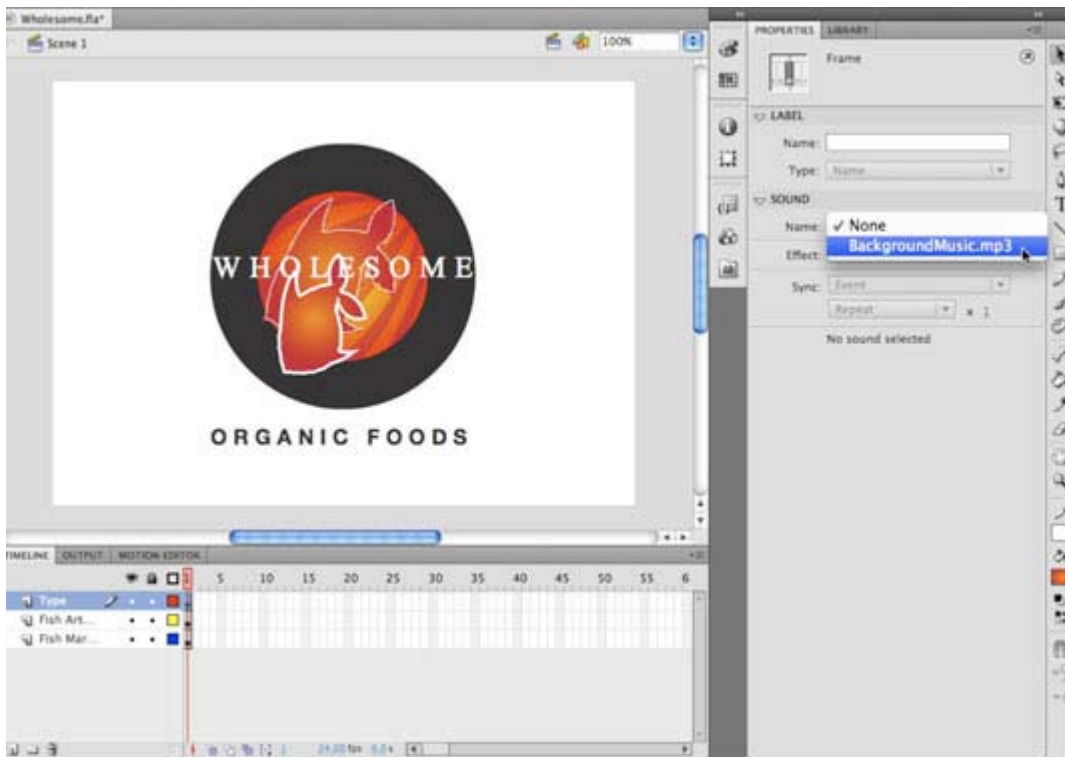
You can assign sounds with the Property inspector, which displays the Sound section when a keyframe is selected. Sounds can be combined across different layers and used inside buttons to create sound effects for controls and navigation menus.

To place a sound on the Timeline, follow these steps:

- 1. On a new layer, create a blank keyframe along the Timeline and launch the Property inspector (if it's not already visible).**
- 2. On the right side of the Property inspector, locate the Sound section and select a sound from the Name drop-down list.**

This drop-down list shows all sounds in your library.

The sound is now placed on your Timeline.



3. Press Enter or Return to play your movie.

The sound plays when the playhead reaches the keyframe.

After you place a sound on your Timeline, you can use additional options in the Property inspector to control looping, repeating, and playback performance. The most common options to experiment with are the Repeat and Loop options, which control the number of times (if any) a sound should repeat when it's played.

To repeat the sound, follow these steps:

- 1. Select the keyframe where you already have a sound placed and locate the Sound options in the Property inspector.**
- 2. Locate the Repeat drop-down list and enter the number of times you want the sound to repeat in the text box to the right.**

3. By default, the sound repeats at least once, but if you enter 2, for example, your sound repeats twice.

4. Press Enter or Return to play your movie.

The sound you placed plays and then repeats the number of times you entered in Step 2.

To loop the sound (repeat it endlessly), follow these steps:

1. Select the keyframe and, with the Sound options, click the arrow beside Repeat and choose Loop from the drop-down list.

The sound is now set to loop continuously until the movie is shut down or another action turns it off.

2. Choose File / Publish Preview / Flash to preview your movie.

The sound plays and then continues to repeat until you close the preview.