

Playing sounds on demand in Flash

Goal: Users click on a picture to hear a sound

1. Import the graphic
 1. File | Import
 2. Choose the graphic to import
 3. Insert | Convert to Symbol
 4. Select “Graphic”
 5. Delete graphic from stage



2. Import the Sound
 1. File | Import
 2. Choose the sound to import
3. Make a button
 1. Insert | New Symbol
 2. Select “Button”



4. Insert the graphic into the button
 1. From the Library, drag the graphic onto the stage
 2. Click inside the “Over” frame
 3. Insert | Keyframe
 4. Click in “Down” frame
 5. Insert | Keyframe

5. Link the sound to the button
 1. Make sure that the “Down” frame is selected
 2. From the library, drag the sound to the stage
 3. A line appears over the “Down”
 4. Return to the Scene by clicking “Scene 1” in the upper-left hand corner of the screen.

View the Library by clicking “Window | Library” from the menu.

