

Flash: Adding Music

This tutorial will cover the process of adding music including and on/off switch to a banner for a website.



This banner has been simplified so the focus can be just on adding and controlling the sound/music. Feel free to add any other Flash effects to the banner as you follow along.

Preparation

Before heading into Flash it is a good idea to have an idea of the dimensions the final product needs to be and have the mp3 music file handy.

Overview

The sound object will really be a Movie Clip symbol that will contain the MP3, buttons, and actions to control the sound. Once created this movie clip can then be added to the main scene in whatever position desired. It can even animate onto the banner (if wanted).

Steps

1. Set-up

Open a new document in Flash and make the dimensions 770 by 100. This isn't a magic size just a common one. Create and name layers in the main scene to hold the basic objects. In this case a minimum of four is needed.

a. musicObj: will hold the music movie clip.

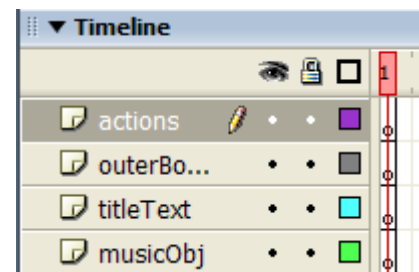
b. titleText: will hold the title text.

In the example the text " My New Great Site" is being used to hold the place for the actual title (to be done later).

c. outerBorder: will hold the black outline.

In the example a rectangle size 770 x 100, no fill, black border, and position of (0, 0) is being used to create a border around the banner.

d. actions: will hold basic actionscripts



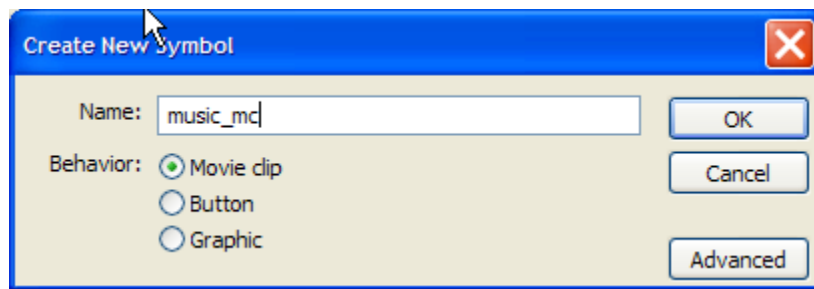
Other layers may be needed if there are other parts to your banner. The musicObj layer is the only part of the banner that will be addressed here.

2. Import Music file

File > Import > Import to Library, then navigate to the music file (.mp3) wanted. The file should show up in the Library panel right away. If the Library panel is not open go to **Window > Library** or ctrl-L.

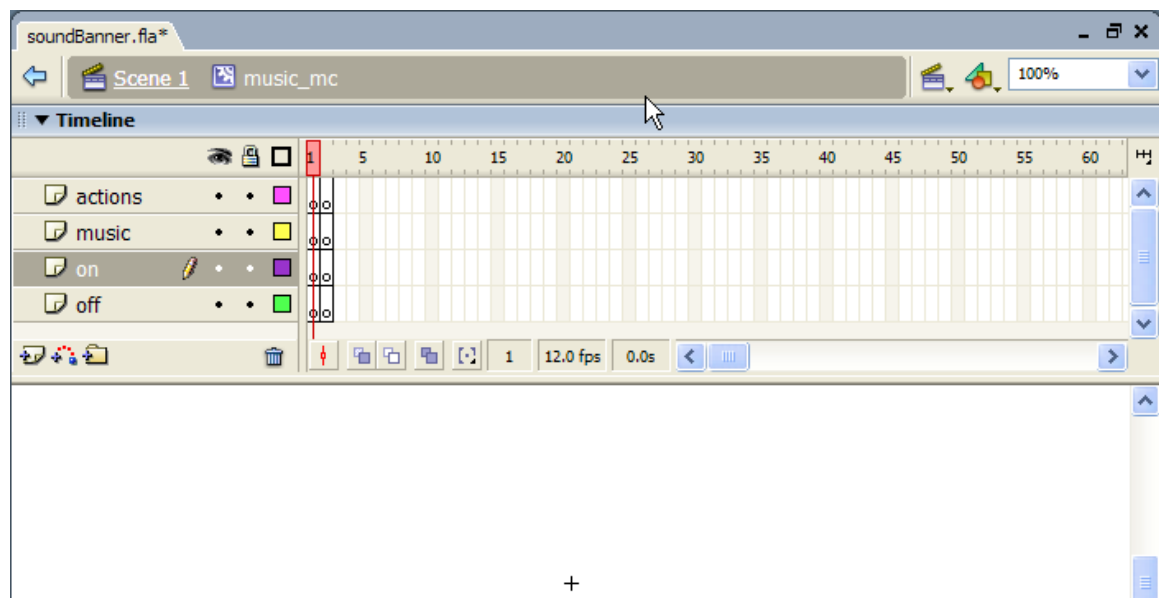
3. Create New Movie clip

Insert > New symbol



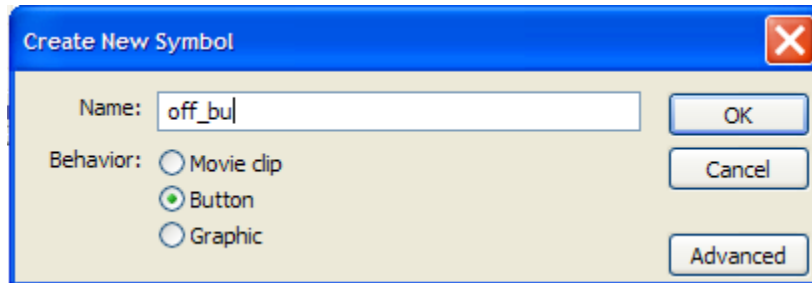
Name the symbol "music_mc" and choose Movie clip as the behavior type. Click OK and the music_mc movie clip timeline will open. This is where all the music controls will go. At a minimum 4 layers are need with two key frames in each (see below).

- music: will hold the music file.
- on: will hold the "on" button.
- off: will hold the "off" button.
- actions: will hold basic actionscripts



4. Create Buttons

Off and On buttons are need. Use button symbols to create these. **Insert >> New Symbol** Then name and chose Button for the Behavior.



The button canvas opens. Design how you want the button to appear. A rollover effect can be created here is you use the over frame. *(note: if you use text only for the button be sure and draw a rectangle over it in the active frame so the mouse can more easily see the button. The rectangle won't be visible except to the mouse)*

Do the same for the "On" Button.

5. Position the buttons in the music_mc

Now insert. the buttons into their respective places in the movie clip. The movie clip has 2 frames,

Frame One

the first frame is what people will see when the movie first shows. Since we want the music to play by default Frame One will contain the following: A stop action so the movie will stop here, the music file, so the music will start to play, the off button so the visitor can turn the music off if wanted.

Frame Two

The second frame will contain: a stop action so the movie stops here, a stop all sound action so when the movie gets here the music will stop automatically, and the on button so the user can go back to frame one and turn the music back on.

Both Frames

Both frame will contain some kind of label that says "Sound" or "Music Control" so the visitor knows what the on and off buttons do.

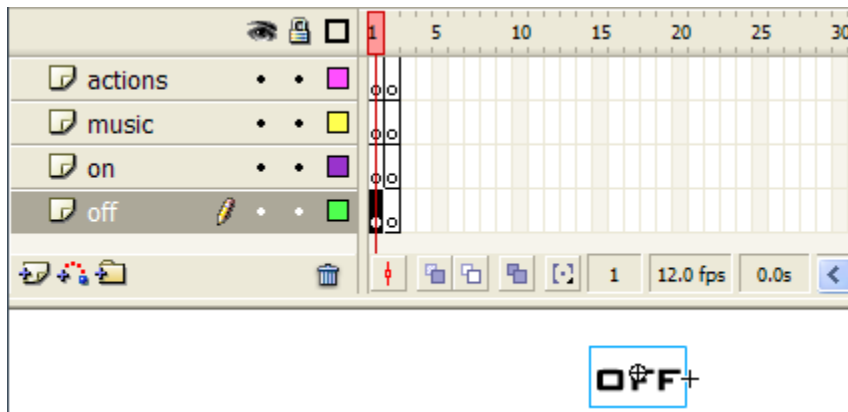
6. How things will work

This method of adding and controlling music works using the following logic. When the movie plays it will stop in frame one. In frame is the sound file so the music will start playing. Also in frame one is the "off"

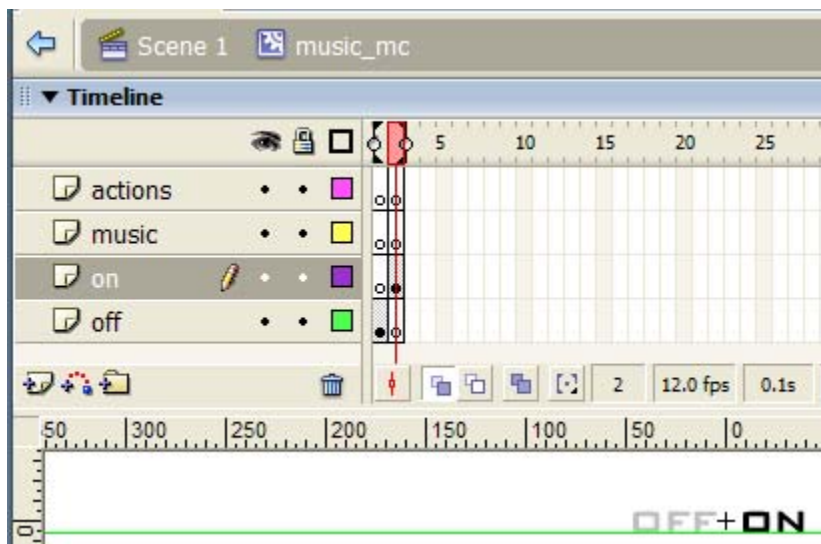
button. This buttons has a "goto frame 2" action that moves the movie to frame 2. Frame 2 contains a "stop" and "stop all sounds" action so the movie stops and so does the sound. Also in this frame is the "on" button that has the "goto frame 1" action on it that, when clicked, moves the movie back to frame one where the movie stops and the music is playing. Once this movie click is set up it can then be placed in the scene and be part of the main movie.

7. Finishing the "music_mc" movie clip.

- a. Add "off_bu button" to frame one of the off layer.



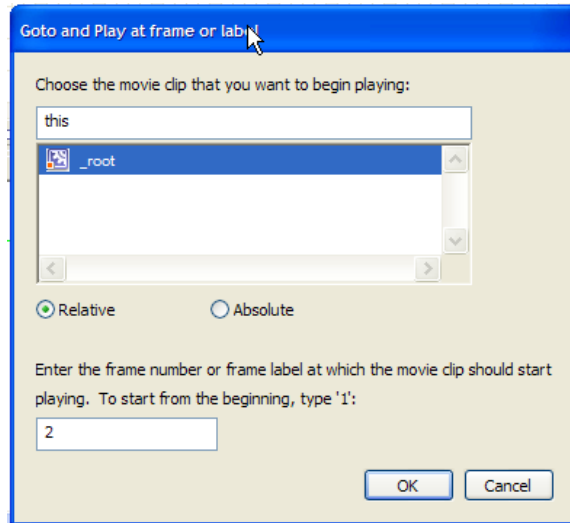
- b. Add "on_bu button" to frame two of the on layer.



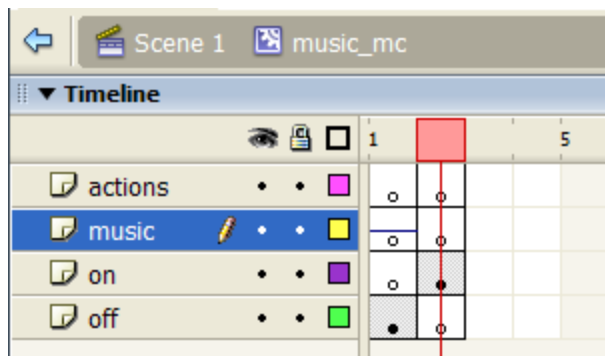
Onion skinning and/or guides can be used to help with getting the two buttons lined up with each other.

- c. Add Actionscript to the buttons. Open the Behavior panel: Window >> Development Panels >> Behaviors.

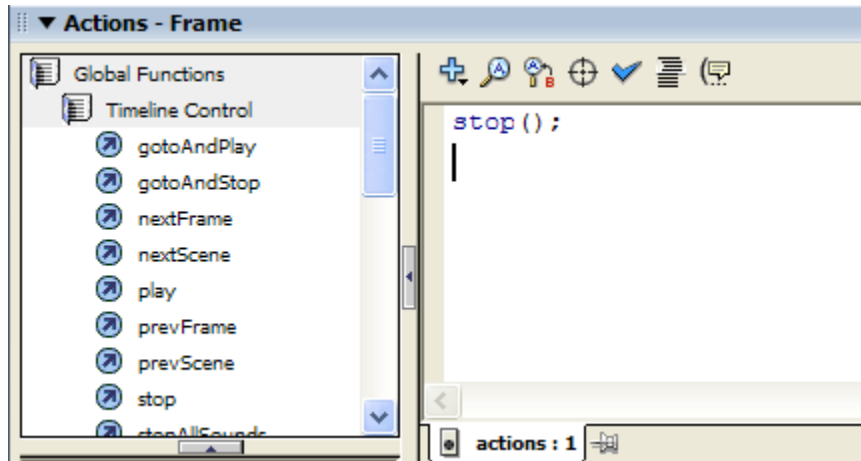
- d. Select the Off button in frame one then click the “add” (+) button in the behavior panel. Then choose Movie Clip and then Goto and Play at Frame or label. In the window that pops up enter “2” in the frame box towards the bottom.



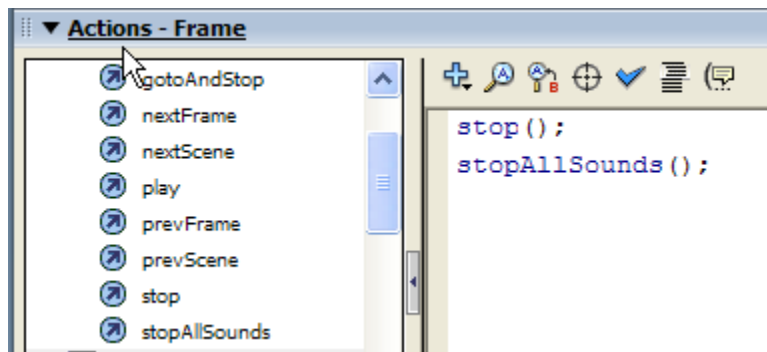
- e. Do the same for the “on” button in frame two just be sure and enter 1 for the frame number.
- f. Select frame one of the music layer and drag the sound (mp3) object onto the canvas and drop. It won’t show up on the canvas but you should see a little sound form in the frame.



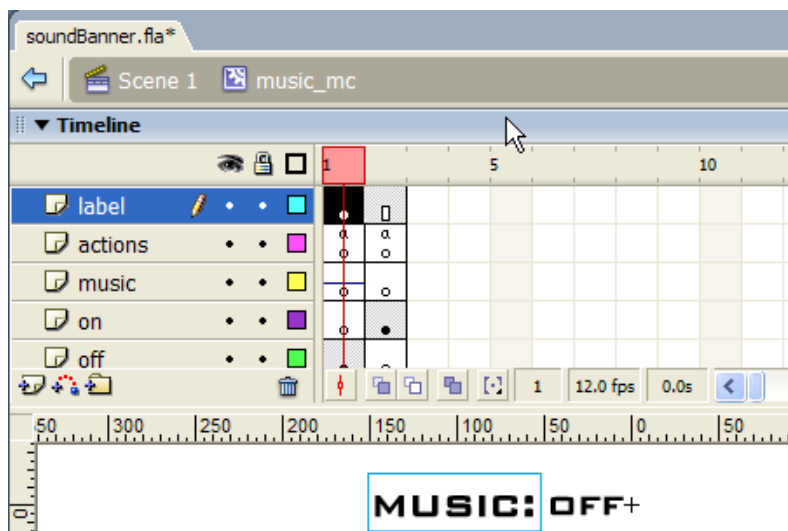
- g. Select frame one of the action layer and add the stop action using the Action panel. **Window >> Development Panels >> Actions**. On the left there are some pre-made actions. Double click on Global Functions then Timeline Control. Scroll down to stop and double click on it. You should see the actionscript written in the right window.



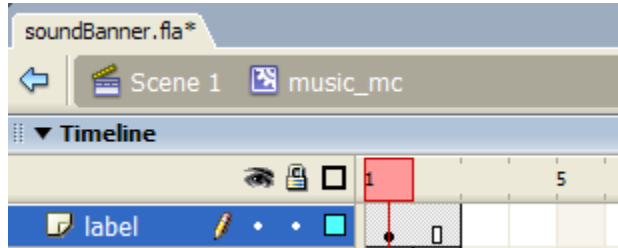
- h. Now go to frame 2 of the action layer and do the same thing. In addition add the stopAllSounds action to this frame.



- i. To save time and make this a nice package I am going to include the label in the music_mc. Add another layer named label and add the text "music" or "sound" onto the canvas in frame one of that layer.

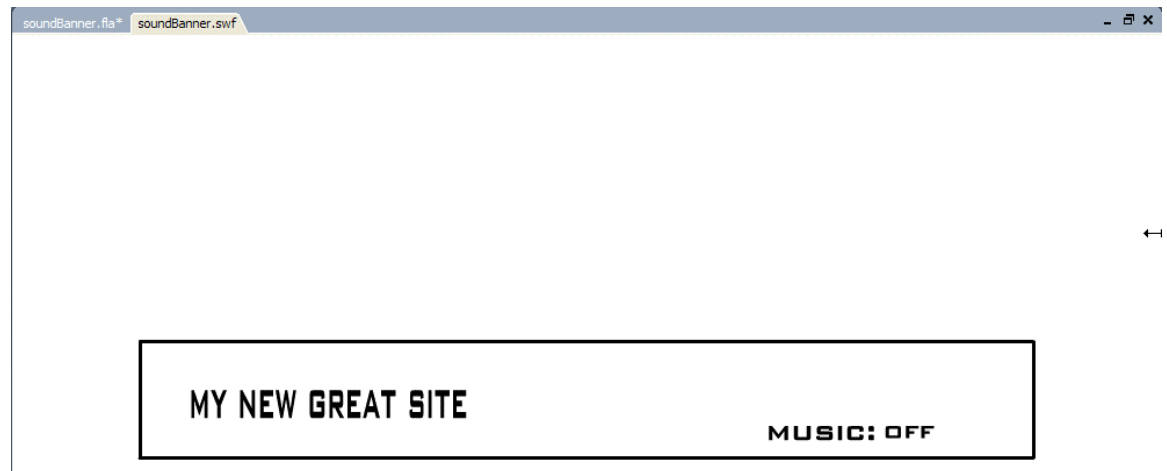


- j. The music_mc is all done (in theory) so it is time to go back to the Scene 1 and insert the music_mc onto the main canvas. Click on the Scene 1 button at the top right of the document window. The music_mc will close and Scene 1 will be visible.



8. Back to the main Scene to finish up

Now it is time to insert the music_mc into the main Scene. Select frame one of the musicObj layer then drag the music_mc out of the Library and drop it on the canvas. Position it wherever you want. The movie is ready to test. Push CTRL-ENTER to preview. After testing close the tab to get back to Scene 1. If it functions start dancing to the music, if not start trouble shooting.



Conclusion

This is a nice fairly easy method of adding a sound track that the visitor can control to your site. Of course you could now add a bunch more animation to the rest of the banner if desired.