

HOW TO IMPORT SOUND AND VIDEO

In Macromedia Flash MX you can import sound and video to integrate them into the Timeline. You can create media-rich content with very precise control.

Importing Sound

Sound can be used for many purposes in Macromedia Flash. Some examples include soundtracks, narration, and sound effects that complement objects, such as rollover buttons.

You can import the following sound file formats into Macromedia Flash MX:

- WAV (Windows only)
- AIFF (Macintosh only)
- MP3 (Windows or Macintosh)

If you have QuickTime 4 or later installed on your system, you can import these additional sound file formats:

- AIFF (Windows or Macintosh)
- Sound Designer II (Macintosh only)
- Sound Only QuickTime Movies (Windows or Macintosh)
- Sun AU (Windows or Macintosh)
- System 7 Sounds (Macintosh only)
- WAV (Windows or Macintosh)

When you import a sound file, it's placed in the library. Then you can drag an instance (copy) of the sound onto the Stage. Sound files must be tied to keyframes.

You can synchronize a sound to your movie in several ways (Sync Options):

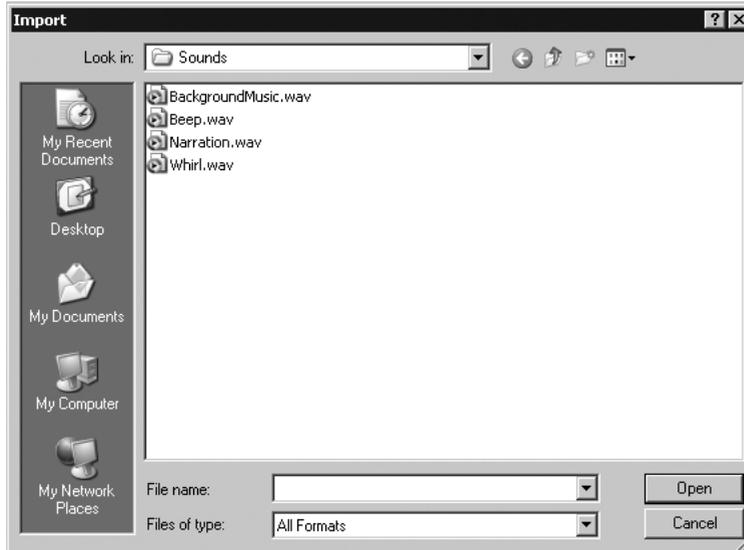
- *Event*: An event sound plays when the playhead reaches the first keyframe containing the sound. It plays in its entirety, independently of the Timeline, even if the movie stops. If a different instance of the same sound is started, the sounds will overlap.
- *Start* is the same as Event, except that if the sound is already playing, no new instance of the sound will begin playing.
- *Stop* silences the specified sound.
- *Stream* forces the movie to keep pace with the sound. If Macromedia Flash can't draw animation frames quickly enough, it skips frames. Unlike event sounds, stream sounds stop if the movie stops. Stream sounds can also produce a much smaller file size, although their quality tends to be poorer than event sounds.

Import a Sound

1. Start Macromedia Flash MX and open your movie, or open a new blank document.

2. Insert a new layer.
3. Double-click the new layer name, and rename it **Sound**.
4. Choose **File > Import**.

The Import dialog box opens.



5. Locate a sound file, select it, and click **Open**.

Note: You can download free music loops and sound effect clips at www.flashkit.com, for example.

6. Select frame 1 in the Sound layer.
7. Choose **Window > Library**.

The sound appears in the Library panel. To preview the sound, click the **Play** button in the preview (upper) pane of the Library panel.



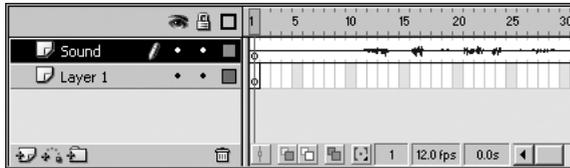
Note: You must select the sound to see the waveform of the sound in the preview pane.

8. Drag the sound file from the library onto the Stage.

Note: The Sound layer must contain enough frames to play the entire movie. For example, if your movie is set for 12 frames per second and your sound is 2 seconds long, the Sound layer must contain at least 24 frames. If you are adding sound to an existing movie, your movie might already be long enough to accommodate the sound.

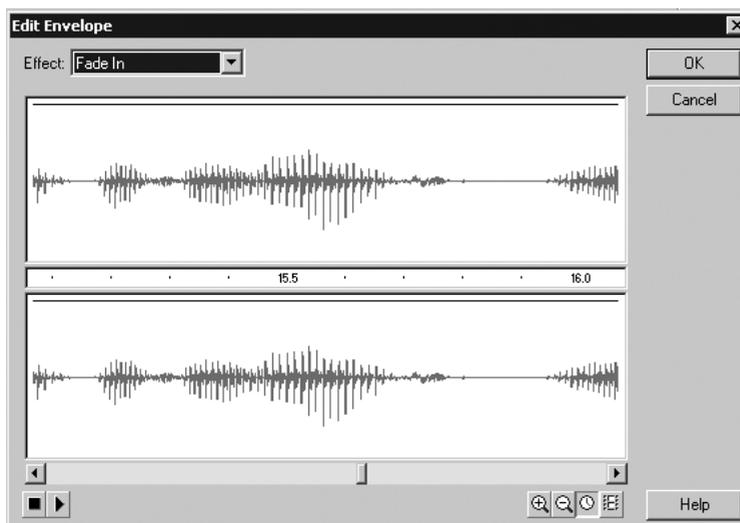
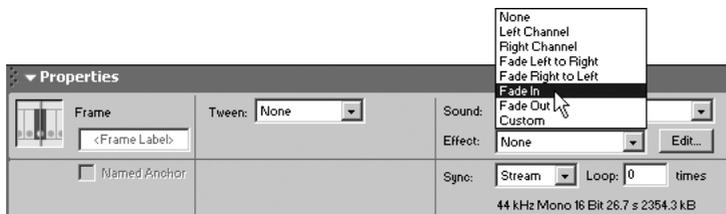
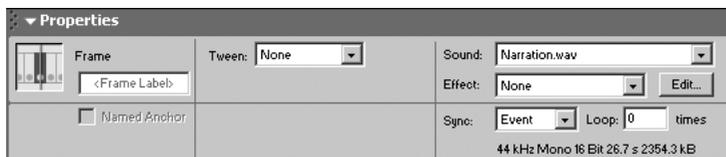
9. If necessary, add frames to the Sound layer. To do this, click a frame on the Timeline for the Sound layer, such as frame 24 for a 2-second movie at 12 fps, and choose **Insert > Frame**.

The sound does not appear on the Stage, but does appear in the Timeline as a waveform.



10. Select the first keyframe and adjust the settings for the sound in the Property inspector:

- **Effect:** Choose from previously created effects such as Fade In, Fade Out, keeping sound in only one channel (left or right) or fading sound from one channel to the other. Choosing Custom opens a sound-editing window for creating your own fading effects. In the sound-editing window, called the Edit Envelope, adjust the sound handles to control sound volume in each channel.
- **Sync:** Choose Event, Start, Stop, or Stream.
- **Loop:** Set the number of times to have the sound replay.



Sound Compression

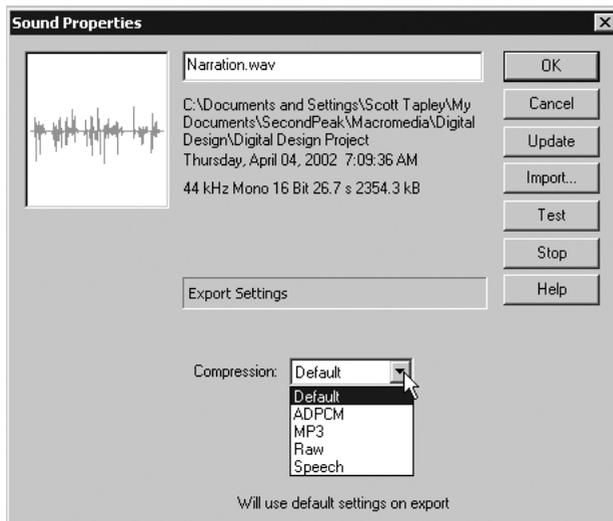
Sound files can drastically increase the file size of your movies. One way to control this is to set the compression for the sounds in Macromedia Flash.

1. Open the **Library** panel, if necessary, and select the sound file.
2. Click the **Properties** button in the Library panel.



The Sound Properties dialog box opens.

3. Choose a compression option from the Compression menu and click **OK**.



- **ADPCM:** This is the compression method from Macromedia Flash 3. It sets the compression for 8-bit and 16-bit sound data. Consider using this if you need to open your movie in Macromedia Flash 3.
 - **MP3:** This method produces sounds that can be heard only by users with Macromedia Flash 4 or higher, but it offers good compression and sound fidelity.
 - **Raw:** This resamples the file but does not perform any compression.
 - **Speech:** A good compression to use for speech sound files.
4. Save the movie.
 5. Choose **Control > Test Movie**.

Importing Video

You import video straight into the Timeline and it plays when you play your movie.

You can import the following video formats if QuickTime 4 is installed (Windows and Macintosh):

- Audio Video Interleaved (.avi)
- Digital Video (.dv)
- Motion Picture Experts Group (.mpg or .mpeg)
- QuickTime Movie (.mov)

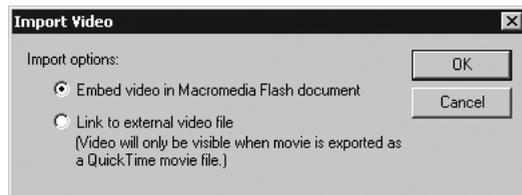
You can import the following file formats if DirectX 7 or higher is installed (Windows only):

- Audio Video Interleaved (.avi)
- Motion Picture Experts Group (.mpg or .mpeg)
- Windows Media File (.wmv, .asf)

Import a Video Clip

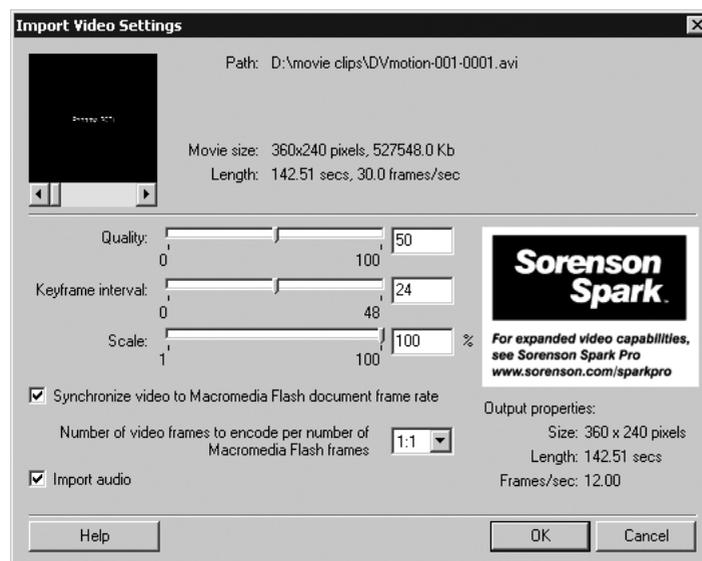
1. Choose **File > Import**, then locate a video file, select it, and click **Open**.

The Import Video dialog box opens.



2. Select the option to embed the video in Macromedia Flash and click **OK**.

The Import Video Settings dialog box opens.



Note: Although embedding the video creates a larger SWF file, it allows you more design control over the appearance of the video because you can see it on the Stage. This saves time and usually improves the layout for the video in Macromedia Flash.

3. Make sure that **Synchronize video to Macromedia Flash document frame rate** is selected.

Note: This will ensure smooth play of the video in the movie clip. If the frame rate is too low, the video will be choppy; if the frame rate is too high, the video will be slow to download and might run too fast.

4. Make sure **Import audio** is selected.

Note: By default, Macromedia Flash imports and exports video using the Sorenson Spark codec. A codec is a compression/decompression formula that controls how multimedia files are compressed and decompressed during import and export.

5. Click **OK**.

The frame-length warning box opens.



6. Click **Yes** to insert the correct number of frames for the video to play.
7. Save the movie.
8. Press **Enter** (Windows) or **Return** (Macintosh) to play the video.