

# Digital Content Development Course

## Session four overview

This session we are going to be working in Flash to create audio walk. You are going to be introduced to actionScript and you are going to use it to control the flow of your animation using it to synch with your audio and visual elements.

### Structure

Intro to Flash actionscript

Synching audio to animation

Simple interaction

Exporting to the web

## External work

Download trial version of Flash and complete your tour to the best that you can. You have two weeks to do this and you might use the time to gather more data from your walk. Try and experiment with animation techniques used in the sessions, try some interaction and explore actionscript a little more.

## Using Flash and Action Script

ActionScript is Macromedia Flash's own embedded scripting language, it is based on JavaScript which is based on Java. It is similar to other languages such as Processing and Arduino so when you learn a bit of it you can translate what you know to something else.

## Controlling sound with actionscript

When we want to work with sound in actionscript we create a 'Sound' object. You can think of the sound object as a CD player, it is something that plays your sound. If you want to play a sound or track on your CD player you have to first put it in or load it and then you can play it. When it is in you can then pause, stop, forward, rewind - all these things are available to the 'Sound' object.

## Loading a sound file

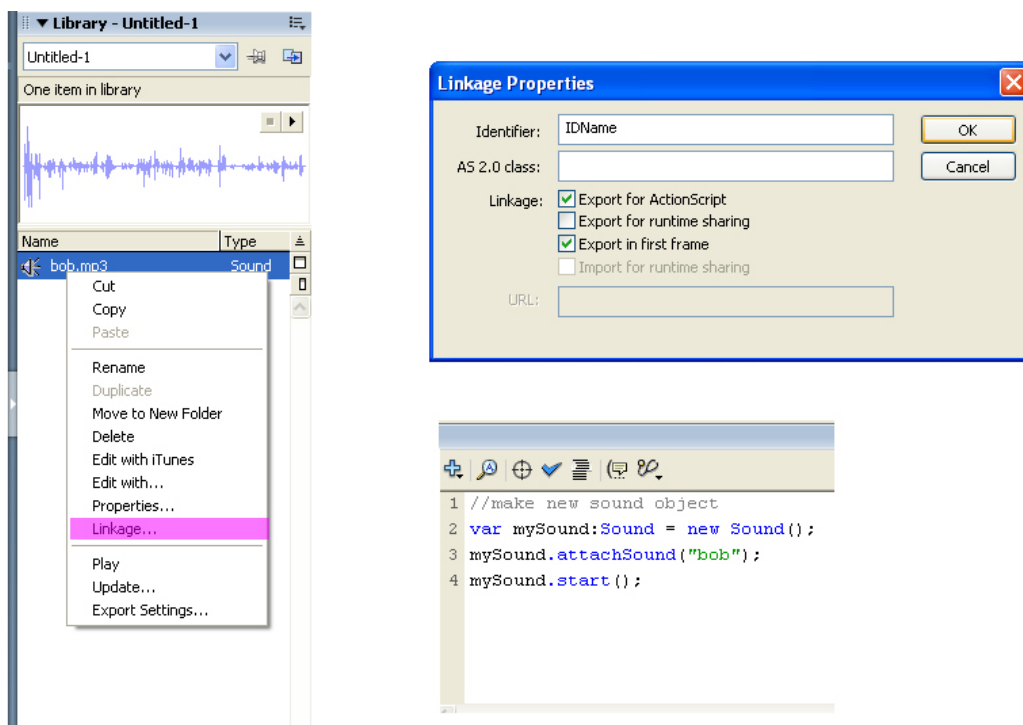
Sounds can be loaded in two ways. The first way is to import the sound into Flash at authoring and then play the sound from the library. The other way is to link your flash movie to an external sound file. The benefit of the latter is that your flash file will not be quite so big but the downside is that there may be trouble in synching audio to visual elements.

## Importing and linking

To import a sound file into Flash you import it like anything other media object by going:

### File > Import > Import to Library

Your sound file will be imported into the flash library. To be able to 'call' or 'link' it from action-script you will need to give the sound in the library an ID name. To do this you need to right click on the sound file in the library and select linkage. A window opens like the one top right below where you can now create a name. Never leave any spaces in names, it can confuse.



Above you can see screen shots the first on the left shows where to go for the 'linkage'. The screenshot on the top right shows the linkage dialog window and on the bottom right you can see a screenshot of the actionscript needed to create a 'Sound' object and load and play the linked sound from the library.