

Page 579

At the time the *Macromedia Flash MX 2004 Visual QuickStart Guide* was published, the Stop Sound Behavior was not working properly. A tip on page 581 explains the problem and how to get around it. Macromedia subsequently released an update to Flash MX 2004 that corrected the problem. For more information about the update, see the FAQ on Macromedia's Website (http://www.macromedia.com/devnet/flash/articles/whatsnew_2004_faq.html#q4).

The following task describes using the corrected Behavior. It belongs on page 579 immediately following the task named "To replay loaded sounds:"

To stop individual loaded sounds:

1. Continuing with the file from the preceding task ("To replay loaded sounds:") add a fourth button to keyframe 1 of the Buttons layer.
You can add a text box to label this button Stop Rhythm.
2. With the Stop Rhythm button selected on the Stage, from the Add Behavior menu in the Behaviors panel, choose Sound > Stop Sound.
The Stop Sound dialog appears.
3. Type the Linkage ID for the sound you want to stop: Rhythm.
4. Type the sound's instance name that you created in the first task in this section (when you added the behavior for loading the sound): Rhythm_DrumBtn.
5. Click OK.
Flash adds the behavior to the Behaviors panel and the script to the Script pane.
6. Choose Control > Test Movie.
Click the Drum_btn button to start the Rhythm sound playing, and then click the Stop Rhythm button. Flash stops playback of the Rhythm sound immediately.