

## Using Audio with ActionScript Behaviors

### Load a Sound from the Library

- 1 Create or open a Flash (ActionScript 2.0) document.
- 2 Click the **Window** menu, click **Library** to open the Library panel, and then select an audio file from the available Library items.
- 3 Click the **Library Options** button, and then click **Linkage**.
- 4 Select the **Export For ActionScript** check box.
- 5 Enter a distinctive name for the Identifier field or use the default.
- 6 Leave the other fields at their default values, and then click **OK**.
- 7 Click the **Window** menu, and then click **Behaviors** to open the Behaviors panel.
- 8 Select a button object on the Stage or Timeline keyframe.

Sound is a great motivator. For example, a particular piece of music can make you happy, or it can make you sad. In addition, sounds can pull out childhood memories, and can stir emotions. Sound is a powerful tool, however, different people react differently to sounds, therefore it's important that you think carefully about the sounds you add to your movies, and it's equally important to understand how you can control your movies using Behaviors in ActionScript 2.0 (not supported in ActionScript 3.0).

