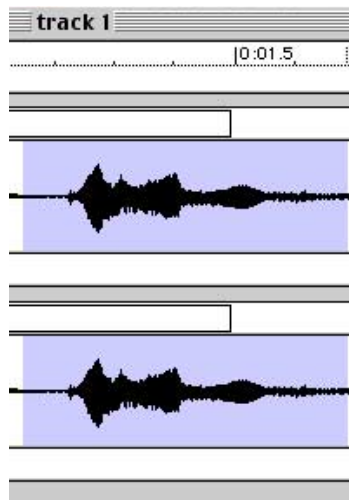


Importing Sound in Flash 5



Selection in Sound Edit 16



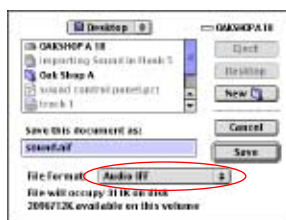
Controls Panel
with Loop button depressed

From an Audio CD

1. Open Sound Edit 16 Version 2 and insert the CD.
2. Choose **Extras > Convert CD Audio...** Choose the track that you wish to import from the CD. Click Open.
3. Select an area of the imported sound by clicking and dragging across the 2 layers of audio channels. Bring up the controls panel, **Window > Controls** and set the sound to loop by clicking the loop button. Play the sound using the enter key and adjust the selection until it loops nicely.
4. Copy your selection **Cmd-C**, Make a new sound file **Cmd-N**, and paste into the new sound file **Cmd-V**.
5. Save the sound choosing **Audio IFF (.aif)** as the format.
6. In Flash, choose **File > Import** to import the sound you just saved into the movie.
7. Select the frame that you want the sound to begin and add a keyframe **Insert > Keyframe (F6)**.
8. Bring up the sound panel, **Window > Panels > Sound**. Select the newly imported sound from the pop up in the Sound Panel. Select the frame that you want the sound to continue to and add a frame **Insert > Frame (F5)**. Set the synch in the sound panel to Event for short sounds like buttons and Stream for longer background music. Be sure to check out the Flash tutorial on sound (**Help > Lessons > 07 Sound**).



Apple Menu > Control Panels > Sound
with **Input** set to **Built-in** and **External Mic**



Save with Format as Audio IFF
and name it for example "sound.aif"

Recording sounds on the computer (OS 9)

1. Open Sound Edit 16 Version 2 and attach a microphone to the back of the computer if necessary (some laptops have built in mics and some iBooks require a USB input for a mic).
2. Set the sound input on the computer to the built-in mic port by choosing **Apple Menu > Control Panels > Sound** and setting **Input** to **Built-in** and **External Mic**.
3. Open the Controls panel, **Window > Controls** and begin recording by clicking the red record button. Stop by clicking the black square.
4. **Follow steps 5 through 7 above** to save your sound and import it into Flash.