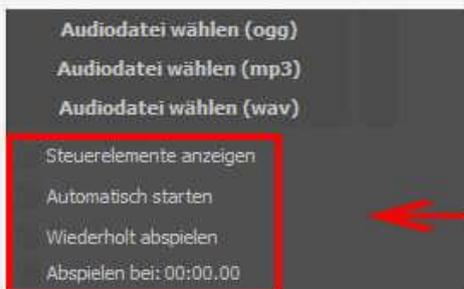


# Tutorial - Audio



## Tutorial - Function - Audio

In this tutorial we want to deal with the functions related to the audio department. The first part is about the 4 functions below.



First, let's learn the functions:

"Show control"

"Start automatically"

"Play repeatedly"

and at the end with

"Play at..."

### Step 1:



We drag the "Audio" object onto the stage

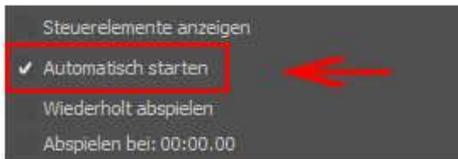
A window opens and here we take the sound file "07\_mp3". (you can find this audio file in the download)

# Tutorial - Audio

## Step 2:



... we click on the audio file



and press "Play automatically"

If we now go to "Preview" and look at our scene, we do not see anything, but our audio file "07\_mp3" should now be played directly and exactly once.

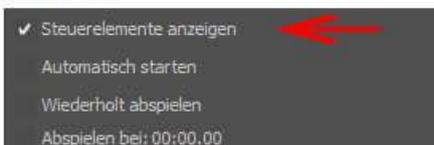
## Step 3:



The next step is to add a check mark for "Play repeatedly"

If we now go to "Preview" and look at our scene, we still don't see anything, but our audio file "07\_mp3" is now played in an endless loop.

## Step 4:



In the next step, we remove the checkmarks from "Play automatically" and "Play repeatedly" and now check "Show controls".

If we now go to "Preview" and look at our scene, then we see the "Control"



Klicken wir nun auf den Playbutton, wird unsere Audiodatei abgespielt.

The control element has the following functions:



Of course, the "Show controls" function can also be combined with the "Play automatically" and "Play repeatedly" functions.

# Tutorial - Audio

## Now we come to the "Play at..." Function.

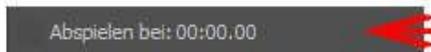
There are several options here

### Example\_1



This example is about "play from"

### Step 5:



First we remove the check mark next to "Play at..."



...and go down to the "main timeline"

There we find the entry "Play"

### Step 6:



Now we set a key frame at "0.01 sec." and a second at "0.012 sec."

### Annotation:

*If you don't yet know or are no longer sure how to set keyframes, simply take another look at the "Keyframes" tutorial on this website.*

### Step 7:



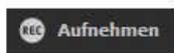
Click on Audio # 1, position the "Timeline" over the second key frame, click on the key frame



Start recording

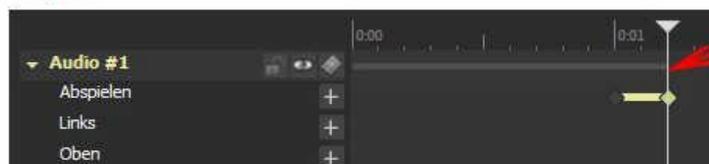


Click the "play at"



Stop recording

### Step 8:



If everything is done correctly, the entry in the main timeline will look like this.



And "Play at" now says 00: 01.20

If we now go to preview, the audio file will be started and played after 1 second.

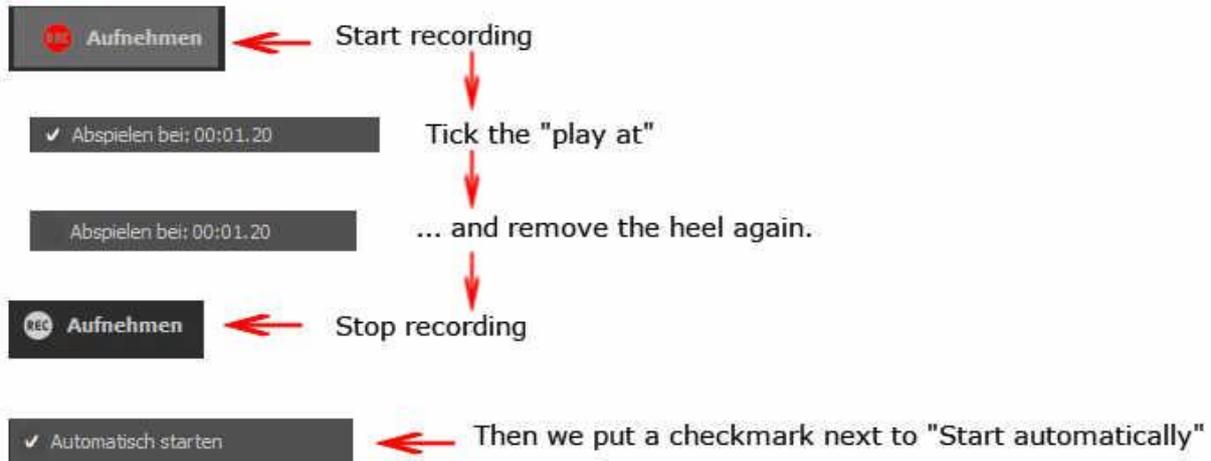
# Tutorial - Audio

***The next example is about "play until"***

## ***Example\_2***

We repeat step 6 and step 7

### **Step 9:**



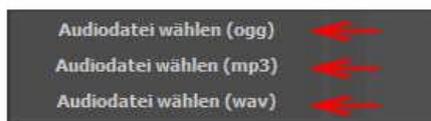
If we now go to preview, the audio file is started directly and stopped again after 1 second.

### **Annotation:**

There will be an extra tutorial for starting audio files at the push of a button.

## ***Now we do not come to the audio codec***

All web browsers need certain small additional files called "Codec" to play video and audio files. Some web browsers use the same codec and others have their own, especially the less popular ones. So that the audio elements contained in your project can also be heard on the most exotic web browser, there are these additional functions.

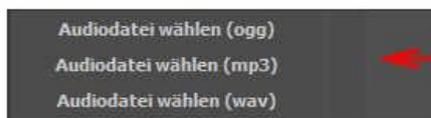


In order to be able to use this additional codec, we have to convert the audio files accordingly.

In order to be able to convert your audio files, you need a small additional program.

I recommend "Audacity" (which I use myself). It's easy to understand and you can quickly convert your audio files to the appropriate formats.

[to Download](#) from Audacity®



After your audio files have been converted, you can simply load them into the program using the individual functions and you're done.



The converted audio files are also in the download.