

Sound and Flash

Import Sound types into Flash MX:

- AIF
- WAV
- MP3

Export sound types into SWF format:

- ADPCM (Khz, ADPCM bits, stereo-mono)
- Mp3 (kbps, quality)
- Speech (khz)

Sound behaviors: sounds have certain behavior protocols.

Event	Stream	Start	Stop
Not synched with animation	Synched with animation (Flash divides the clip into sub-clips and embeds them into individual frames; frame rate determines subclip size. Sacrifice of visuals occurs if sound plays back sound faster)	Will force sound to play one at a time (no overlap of same sound). Will not start unless it has previously finished playing	Will stop a specific sound by name.
Loads into memory before playing; only need to download once!	Reloads each time it loops; partial download will play almost immediately (default 5 second sound buffer load)	Add to button sounds to keeps 'round robin' effect from happening if more than one button is rolled over	Use to stop a single event sound -verses stopAllSounds() -in a specific keyframe
Plays from beginning to end without stop; stopAllSounds() script stops sound	blank key frame will stop sound		
Doesn't mix overlapping tracks	mixes overlapping tracks		
Uses single frame insertion to play entire track	Plays only in frames where placed		
Useful for button sounds	Useful for longer audio tracks		
Best choice for export sound compression: ADPCM	Best choice for export sound compression: MP3		