



MUSIC ON/OFF BUTTON

DOWNLOAD THE .FLA FILE

Here is the example we will be working with. It just has a cheezy Flash sound looped in it, but you can use whatever music you'd like of course.

Before beginning this you should know how to:

1. Create movie clips
2. Create buttons (states, and everything)
3. Use of actions
4. Use of libraries and sounds

Here are the exact steps involved to complete a simple music on/off button.

1. Create two separate buttons one for OFF and one for ON
2. Now create a movie clip that will contain your sound. There will be 4 frames in the movie clip.
 - 1st** frame is blank with a stop action. This is just blank 'buffer' space.
 - 2nd** frame contains the sound (make sure the sync of the sound is set to Event.. and the loop is fairly high). Put a stop action on this frame.
 - 3rd** has 2 actions assigned : 'Stop all sounds' & 'stop'
 - 4th** frame contains actions: 'Goto and stop' Frame #2 (in the same movie clip)
3. Create another movie clip with 2 frames & stop actions on each one that will contain your two buttons. Put the off button into the first frame and apply the following actions to the button:
 - On (Release)**
 - Begin Tell Target ../sound*
 - Go to Next Frame*
 - End Tell Target*
 - End On**
 - On (Release)*
 - Go to Next Frame*
 - End On**
 Insert the ON button into the second frame and apply the following actions to the button:
 - On (Release)**
 - Begin Tell Target ../sound*
 - Go to Next Frame*
 - End Tell Target*
 - End On**
 - On (Release)*
 - Go to Previous Frame*
 - End On**
4. Drop the movie clip that contains the sound onto your movie stage and apply an Instance name of 'Sound'.
5. Drop the movie clip with the buttons onto the stage and test your movie by hitting Ctrl + Enter.

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