## INTRODUCTION TO GAME MAKER: ADDING SOUNDS

Sounds make up a large part of games these days. Everything from moody background music that builds as the player anticipates a challenging boss battle, to explosions, bullets firing, a character jumping, and more.

In this tutorial, we will walk through the steps for adding sounds to a game.

 Select the Create a Sound icon from the toolbar. Alternatively, you could use the keyboard shortcut SHIFT + CTRL + U, or select Resources > Create Sound from the menu bar.



2. To load a sound, click the **Load Sound** button.

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Filename: Kind
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<ul> <li>3D sound</li> <li>Use multimedia player</li> </ul>
Effects Chorus Echo Flanger Reverb Gargle
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3. Navigate to a sound file that you previously saved on your PC. For this example, I will use a sound file that is saved in **Classroom Rosters** called **cannon.wav**.

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4. To play and stop the sound, click the **Play** and **Stop** buttons. You hear the sound when you click **Play** and it continues to play until you click the **Stop** button.

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5. You can edit the sound by clicking the **Edit Sound** button. You will need to configure an external sound editor to work with Game Maker in order to edit a sound.

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For the purpose of this course, we will not ever need to edit a sound. However, for those of you who may be interested in editing a sound object, you can do so by choosing **File > Preferences** from the Menu Bar, clicking the **Editors** tab, and clicking the **Open (...)** button for the type of editor that you want to use to edit WAV files, MIDI files, or MP3 files. Your options are **Code Editor, Image Editor, SWF Viewer**, and **Sound Editors** (for WAV files or MP3 files).

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General Forms Scripts and Code Editors	
Code Editor Use built-in code editor Use external code editor Image Editor Use built-in image editor Use external image editor 	Sound Editors External sound editor for WAV files: External sound editor for MIDI files: External sound editor for MP3 files:

6. Once you have selected the sound file you want to use for your game, name the sound object starting with the two-letter prefix sd. For this example, I will name the sound **sd\_effect**. Click **OK** to add it to your game.

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