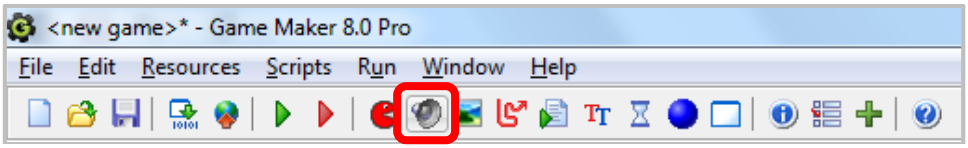
INTRODUCTION TO GAME MAKER:
ADDING SOUNDS

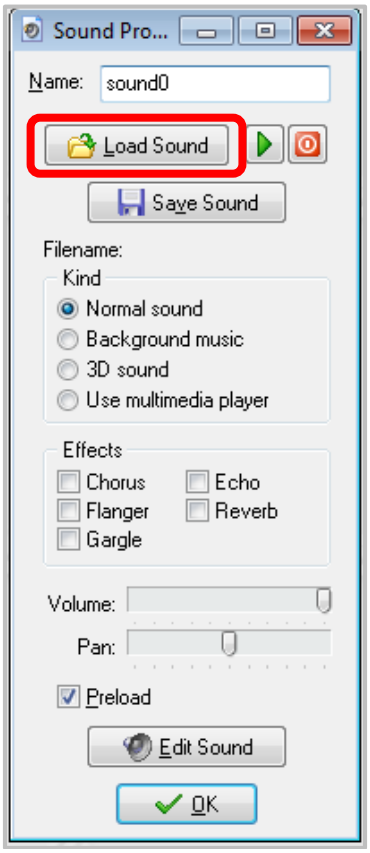
Sounds make up a large part of games these days. Everything from moody background music that builds as the player anticipates a challenging boss battle, to explosions, bullets firing, a character jumping, and more.

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

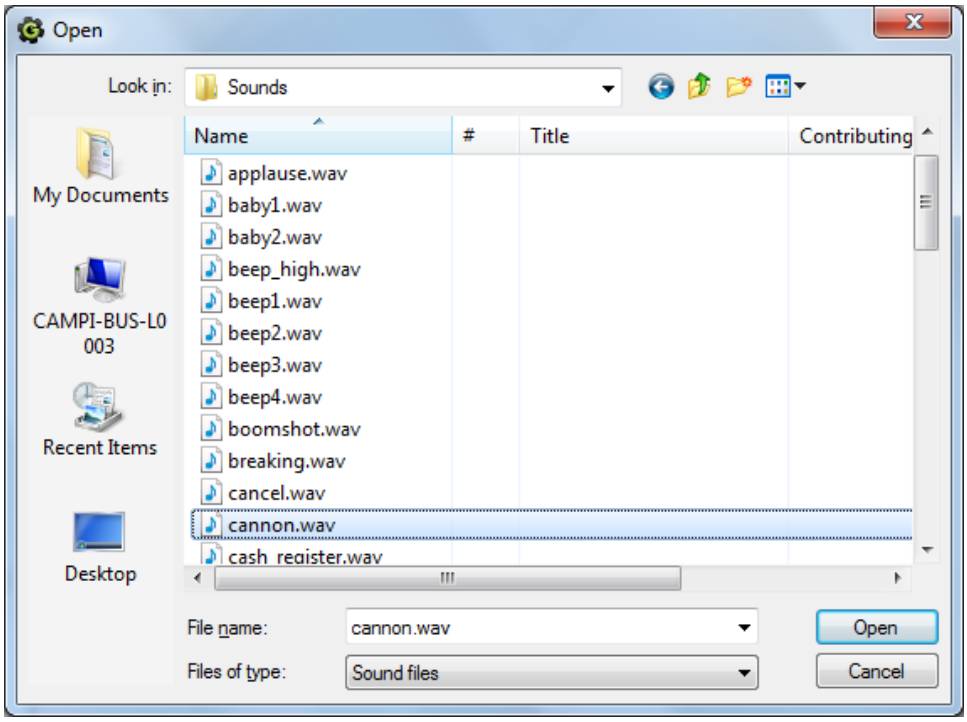
1. Select the **Create a Sound** icon from the toolbar. Alternatively, you could use the keyboard shortcut **SHIFT + CTRL + U**, or select **Resources > Create Sound** from the menu bar.



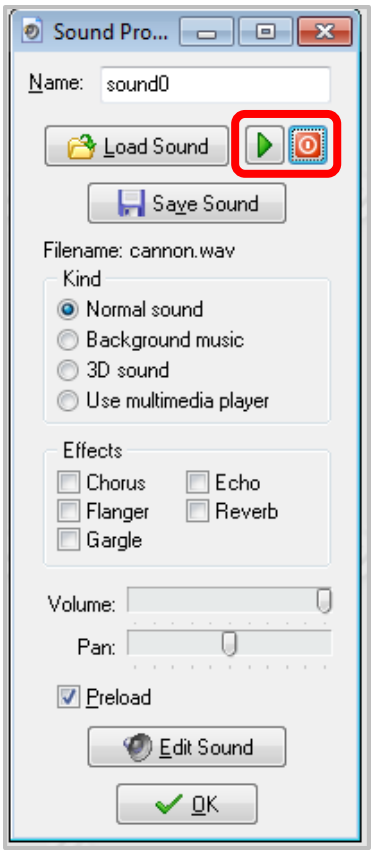
2. To load a sound, click the **Load Sound** button.



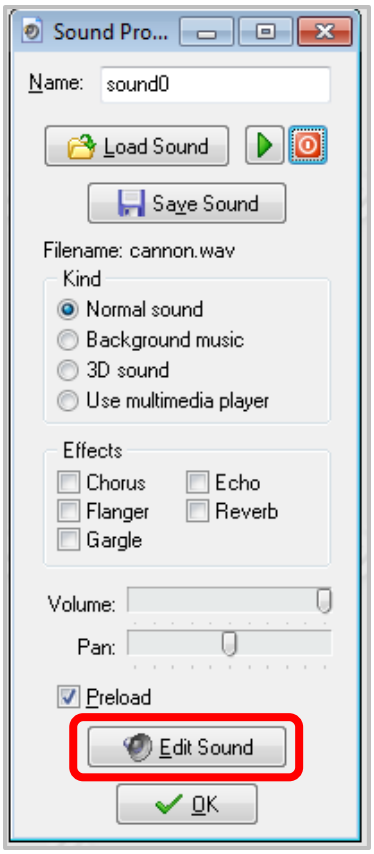
3. Navigate to a sound file that you previously saved on your PC. For this example, I will use a sound file that is saved in **Classroom Rosters** called **cannon.wav**.



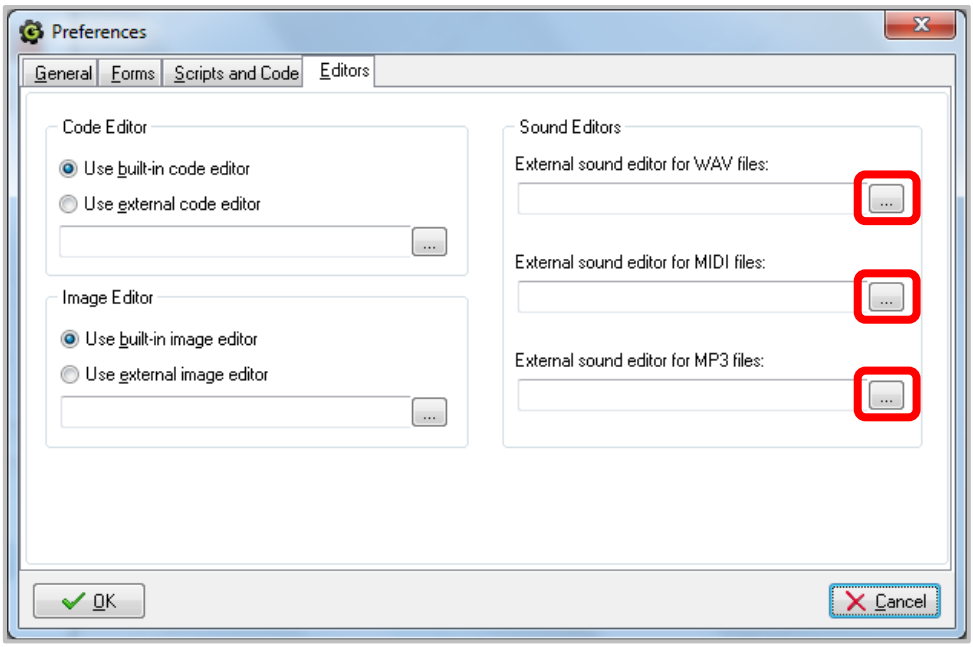
4. To play and stop the sound, click the **Play** and **Stop** buttons. You hear the sound when you click **Play** and it continues to play until you click the **Stop** button.



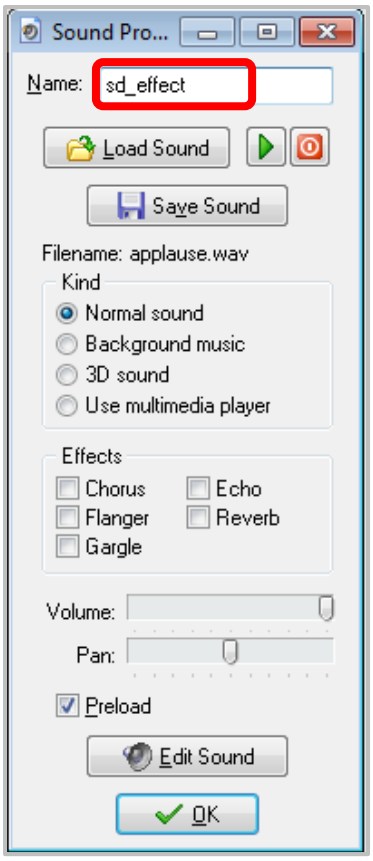
5. You can edit the sound by clicking the **Edit Sound** button. You will need to configure an external sound editor to work with Game Maker in order to edit a sound.



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).



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.


Sound Pro...
Name:
sd_effect
Load Sound
Save Sound
Filename: applause.wav
Kind
Normal sound
Background music
3D sound
Use multimedia player
Effects
Chorus
Echo
Flanger
Reverb
Gargle
Volume:
Pan:
Preload
Edit Sound
OK