

Adding Sounds

Add background tracks or sound effects to your game.

To use sounds in GameMaker, you must first load them into the game resources. Click on **Create Sound** in the menu bar. For now, name this **Sound_Test** and click **Load Sound**. Select the sound and click the green triangle (play) to hear the sound. It will automatically play your sound on repeat. Click **OK** and follow the directions below:

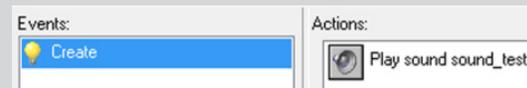
For *background sound*, you will attach the sound file to an object in every level, such as a Health Bar or Lives Bar. Don't attach it to an object with multiple instances, such as walls. If you do, every one of those walls will play the background sound at the same time, and it will distort the sound and slow the game. If you would like to have background music played consistently throughout the game level, you can make an invisible object for sound. For this example, make an **Object_Backsound** with no sprite to put it in the game room (you can delete it later).

Object_Backsound



Event: Create

Action: Play sound
Sound: Sound_Test
Loop: True



This will create a looping background sound. The test sound you chose may not be ideal. Take a look at the Additional Resources to find or make other sounds.

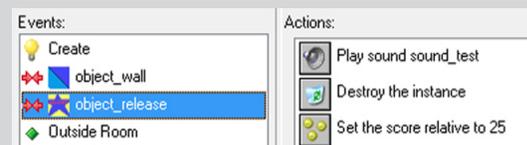
For a *sound effect*, attach the sound file to an existing object of your choosing. For example, maybe the sound emphasizes the release in the **Key Press < Space>: Create Instance** or it signals that an object was picked up in the **Collision <Object_Collect>: Destroy Instance**. The sound will be attached to an action within that object.

Object_Your Choice



Event: Your Choice

Action: Play sound
Sound: Sound_Test
Loop: False



Try to use a variety of sound effects, but pay attention to how they play over each other and the background sound.

NOTE: .WAV files are best for short sound effects. MP3 files are best for background music. **If you use an MP3 for short sound effects, it could slow down the game.**

Be careful where you download sounds. If you intend on publishing your game on the web or in app stores, some sounds are free to use as creators have waived their rights. Some are free for personal use, but require special licenses for commercial use or distribution.