

Hello everyone. You use full with loopers for your training scratch and you always wanted to do one of them? Then this tutorial is for you.

Introduction

We will see here how to make a looper thanks to flash. I will not explain you how to make visu which claquent and of animations of insane, but only how from your loops, to integrate them and make them interact with the buttons in order to read them. Only that, for graphics there are largely enough Internet sites dedicated to Ca

Pre necessary

- Its sounds with the format .wav (16bit, 44100hz)
- Flash installed (of Flash MX 2004 in Flash CS3)
- Place on your disc (all depends on the number of loops which you want in your looper. Because with the format .wav, Ca takes much place quickly)

Preamble to Flash

This tutorial is made for the versions of Flash MX 2004 in Flash CS3, there ' will be thus 2 parts on the level programming, part ActionScript 2.0 and one part ActionScript 3.0, of course the advised version is L ' AS3.0 but it is only available under Flash CS3.

Flash CS3 is available free on the site D ' Adobe.

One puts oneself at it

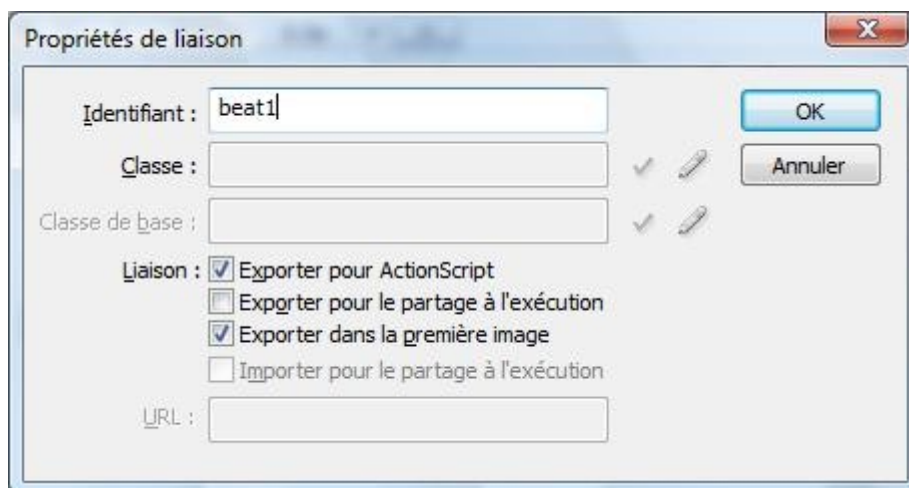
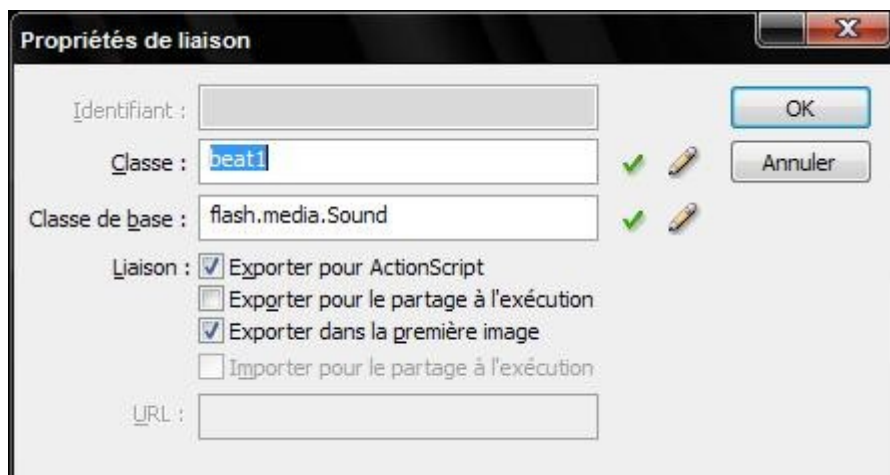
Then to start let us create our file or we will put our files. Then for more organization (yes on our level it is not obvious forcing but is always better to correctly do the things;)).

Thus then let us go on Flash and create a new project Flash AS2 or AS3 which we will hasten to safeguard in the file coldly created.

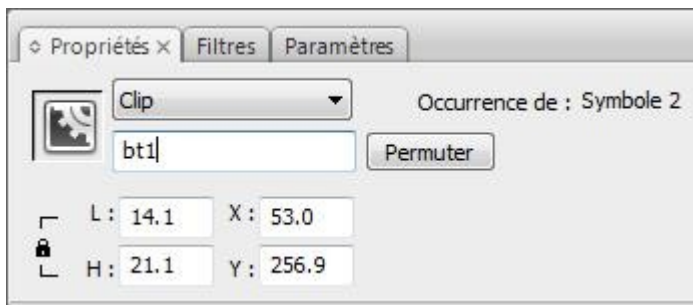
The first thing is to import the sounds in flash. To be done, go in small "the Fichiers->Importer->Importer in the library... ", to select all your loops (if they are in the same file) and to import.



Then we will name them way simpler then made one clicks right on the name then to go in Liaison. Notch the Exporter box for ActionScript. (A warning can appear, it is enough to click on OK and to strip the box of recall), to name the beat1, and to repeat for all the sounds: beat1, beat2, beat3 beatx



Now let us create the button which will enable us to read our loop. I chose simply to post the number, therefore will be with the tool text but you can import images in our library very well, then (that is text or image), made one clicks right on the text, then to convert into symbol..., name the bouton1 choose Clip. It will appear in the library. Then to give him a name D ' occurrence "bt1", to repeat for all the buttons: bt1, bt2, bt3btx



And it left for nonsense

We now will make interact our buttons with the sounds. Start with click on L ' image n°1 of the timeline (or in the gray of the document), then to post the window of actions while going in small "the Fenêtre->Actions"

If you chose L ' AS2 here the code has to put:

Quotation:

```
// LOOP definite the number of happy here C ' is 4
VAr LOOP: Number = 4;
VAr sound: Sound = new Sound ();

for (VAr I: Number = 1; I<> this ["LT " +i] .addEventListener ("click", player);
}

function player (vent) {
sound.stop ();
VAr N: Number = parseInt (event.target. _name.substr ("LT" .length));
sound.attachSound ("happy " +n);
sound.start (0,1000);
}
```

If you chose L ' AS3 here the code has to put:

Quotation:

```

// LOOP definite the number of happy here C ' is 4
VAr LOOP: Number = 4;
VAr Chanel: SoundChannel = new SoundChannel ();

for (VAr I: int=1; I<> this ["LT" + I] .addEventListener (MouseEvent.CLICK, player);
}

function player (vent: MouseEvent): void {
VAr N: Number = parseInt (event.target.name.substr ("LT" .length ());
channel.stop ();
VAr sound = getDefinitionByName ("happy" + N);
VAr snd: Object = new sound ();
Chanel = snd.play (0,1000);
}

```

Maintaining to test it is enough to make "ctrl+enter" and to click on the button in order to hear our loop be played in loop:
 Is the sound odd? C ' is normal go in Fichier -> Paramètres of publication -> Flash mitre -> faites Définir "for its D ' event"
 Choose MP3, to strip the pretreatment, and put speed at 128.

Maintaining in L ' mitre Formats, notch projection Windows or mac

When your looper is finishes, go in "Fichier->Publier->"
 RDV in your file to discover your file swf, exe or app

By:
 Mindless aka. Skram, November 1, 2007
 Contact: david.ansermot@gmail.com
 Stealth, November 6, 2007
 Contact: jinmoku@hotmail.com