Adding Sounds

Add background tracks or sound effects to your game

To use sounds in Game Maker, you must first load them into the game resources. Click **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 a *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 music at the same time and it will distort the sound and the slow the game. You could make an invisible object for sound. For this example, make an object_backsound with no sprite to put 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 and make other sounds.

For a *sound effect*, you will attach the sound file to an existing Event/Action of your choosing. 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.**

Object_*Your Choice*

Event: *Your Choice*
Action: Play Sound
    Sound: sound_test
    Loop: False
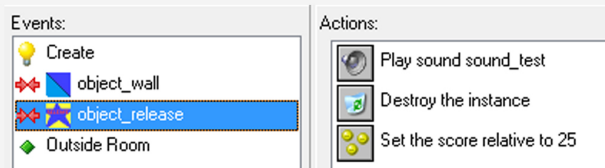
Try to use a variation of sound effects, but pay attention to the way they overlap with each other and the background music.

WARNING: .WAV files are best for games as they are small. If you use an MP3 or large sound file, it could slow the game down.

NOTE: Be careful where you get sounds if you intend on publishing your game on websites or app stores, some are free to use and the creators have waived their rights. Some are free for personal use, but require special licenses for commercial use or distribution.