

Question Writer Quiz Edition Software
Question Writer Flash SWF - Sounds Tutorial by K. Garrett



Question Writer Quiz Edition is an easy-to-use editor for creating interactive quizzes. Some of the question formats include multiple-choice, true-false, matching, multiple format and fill-in-the-blank.

The pictures and text below describe the steps in creating a quiz with a SWF sound file attached to a question. To create a new Flash file, click on **File, New** and select **Flash Document**. There will be a layer next to the timeline. Name the layer '**sound**'.

The screenshot shows the Macromedia Flash Professional 8 interface. The title bar reads "Macromedia Flash Professional 8 - [listen_test_ex0001*]". The menu bar includes File, Edit, View, Insert, Modify, Text, Commands, Control, Window, and Help. The main workspace shows a timeline with a layer named "sound" highlighted. A large black arrow points to the "sound" layer. Below the timeline, there is a preview window with the following content:

Listen to the rhythm pattern. Does it match the rhythms in the picture?

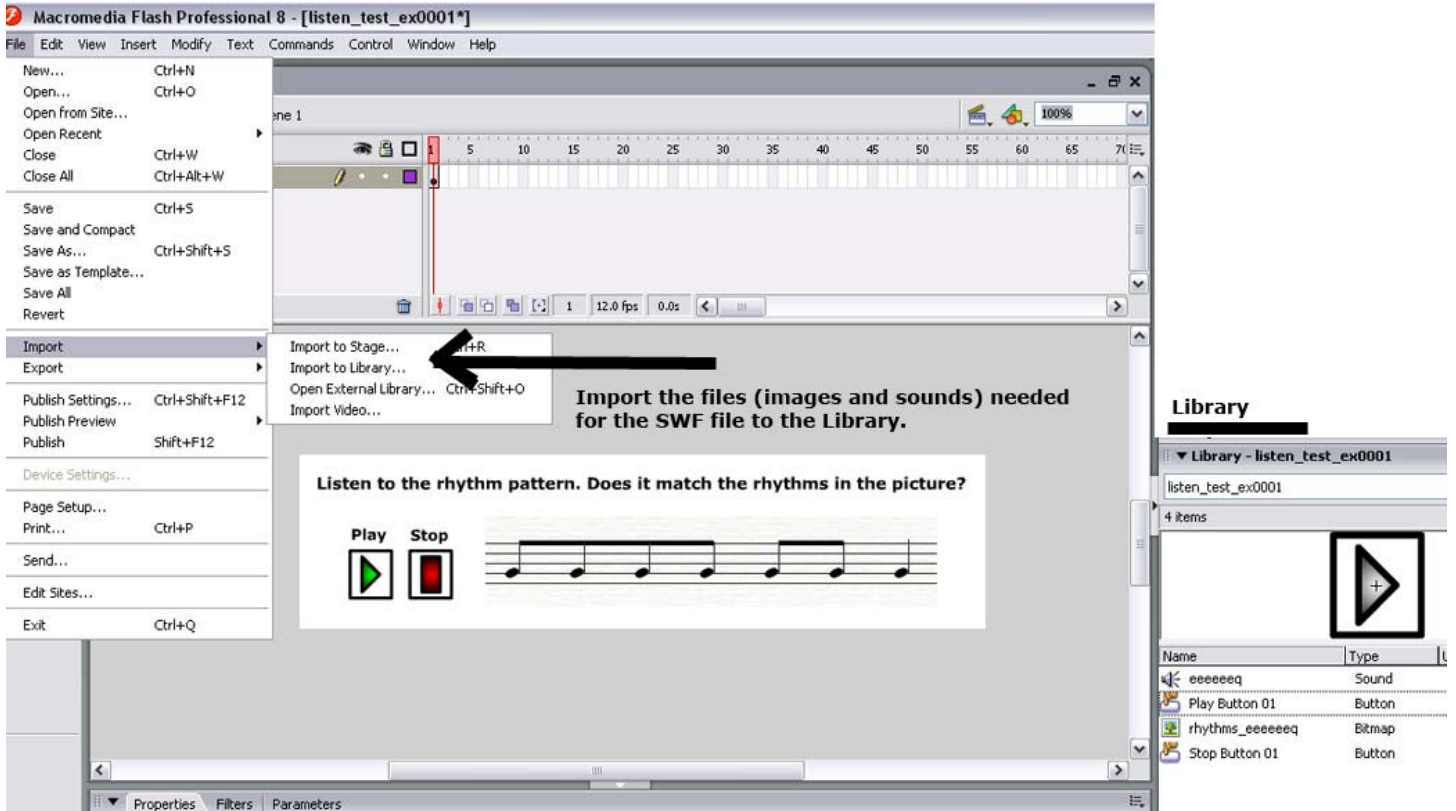
Play Stop

The preview window contains a musical staff with a rhythm pattern of four eighth notes followed by a quarter note. To the left of the staff are two buttons: a green play button and a red stop button.

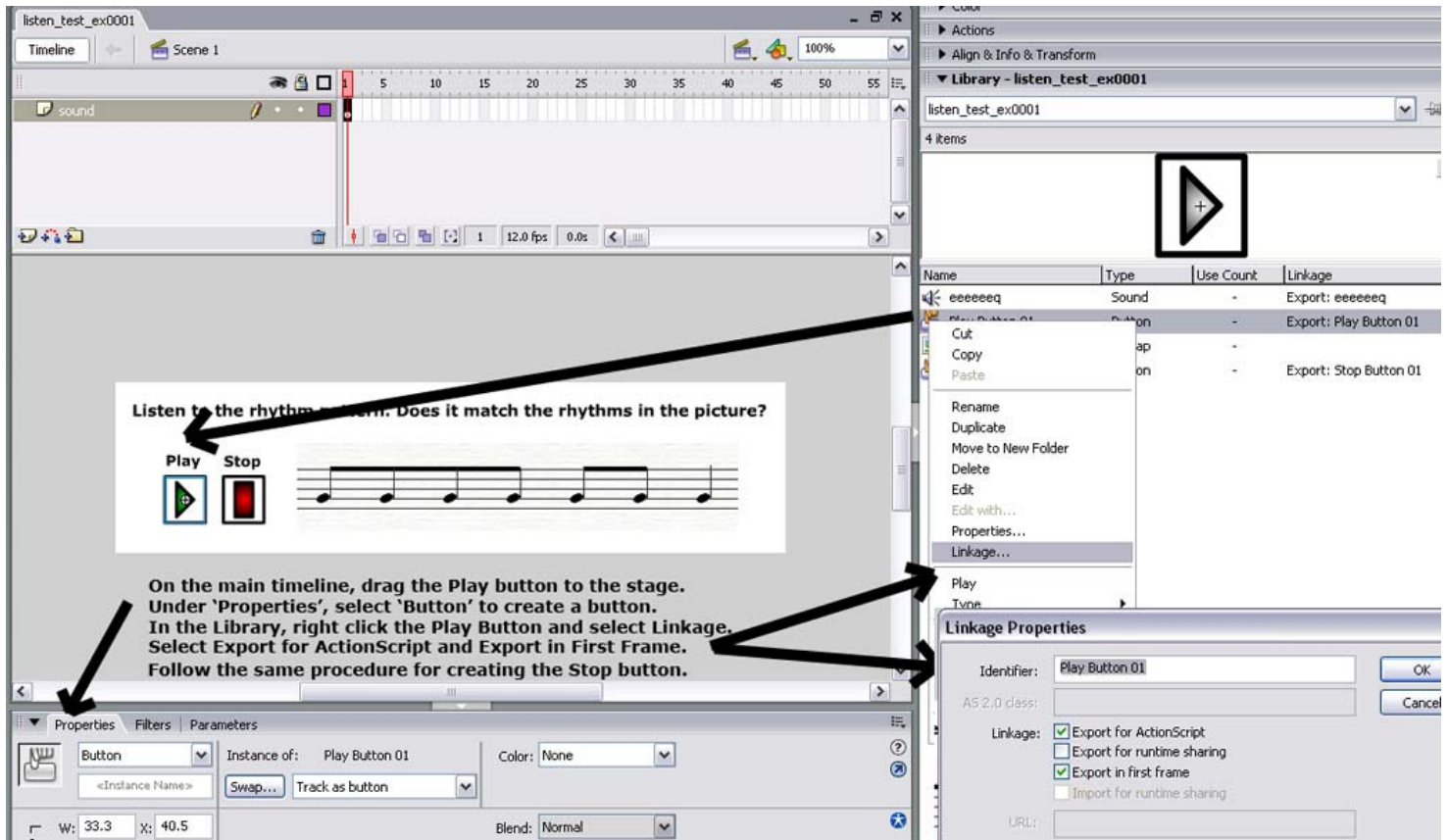
At the bottom of the screenshot, the Properties panel is visible, showing document settings such as Size (550 x 140 pixels), Frame rate (12 fps), and Player (6).

It is easy to add SWF buttons with a sound file to Question Writer Quizzes. Open Flash and create a Layer. Name the Layer (sound).

Select **File, Import** and **Import to Library**. Select all the files needed for use in the question. These files will be placed in the Flash Library. The Library contains all the files used in the quiz question.



On the main timeline, drag the **Play** button to the Stage. Under Properties, select **Button** to create a button. In the Library, right click the **Play** button and select **Linkage**. Select **Export for ActionScript** and **Export in the First Frame**. Follow the same procedure for creating a **Stop** button.



On the main Stage, double click the **Play** button. If you wish to change the colors or other visual effects on the button, click on the color under each button state (Up, Down, Over, Hit). If there are no 'dots' (keyframes) displayed under the button states, click the **F6** key on the keyboard to place a keyframe in each button state.

The screenshot shows the software interface with the following components:

- Timeline:** Shows 'Scene 1' and 'Play Button 01'. The 'Up' state is highlighted in red. A red vertical line indicates the current time position.
- Library:** Lists assets for 'listen_test_ex0001':

Name	Type	Use Count	Linkage
eeeeeeeq	Sound	-	Export: eeeeeeq
Play Button 01	Button	-	Export: Play Button 01
rhythms_eeeeeeq	Bitmap	-	-
Stop Button 01	Button	-	Export: Stop Button 01
- Stage:** A green play button with a '+' sign is shown on the stage. A black box highlights it, with an arrow pointing to the 'Up' state in the timeline.
- Library Preview:** A smaller version of the green play button is shown in the library preview area.
- Text:** A central text block provides instructions on how to edit the button's appearance and add keyframes.
- Bottom Screenshot:** A smaller screenshot shows the 'Stop Button 01' with its 'Up' state highlighted in red. A black box highlights it, with an arrow pointing to the central text.

On the main stage, double click the 'Play' button. If you wish to change the colors or other visual effects on the button, click on the color under each button state (Up, Over, Down, Hit). If there are no 'dots' displayed under the button states above, click F6 on the keyboard to place a keyframe in each button state.

Go back to the main stage and do the same thing for the Stop button if you wish to make changes.

From the main Stage, click the **PLAY** button once. Type the script (shown below) in the **Actions Panel**. This will enable the sound to play when the user clicks it. Be sure to replace the name of the sound file listed in line 4 with the name of your sound file. Example from line 4 - `this.mySound.attachSound("your_sound");`

Script for **PLAY** button:

```
on(press){  
    this.mySound.stop();  
    this.mySound=new Sound(this);  
    this.mySound.attachSound("eeeeeeq");  
    this.mySound.start();  
}
```

The screenshot shows the interface of an animation software. At the top, there is a timeline labeled 'listen_test_ex0001*' with a 'Scene 1' tab. Below the timeline is a stage area. A text box on the stage reads: "From the main stage, click the Play button. Type the script shown in the Actions panel. This will enable the sound to play when the user clicks it." Below this, another text box says: "Listen to the rhythm pattern. Does it match the rhythms in the picture?" and shows a musical staff with a rhythm pattern. There are two buttons labeled 'Play' and 'Stop' next to the musical staff. The 'Play' button is highlighted with a black box. To the right of the stage is the 'Actions - Button' panel. It contains a script for the 'on(press)' event. The script is:

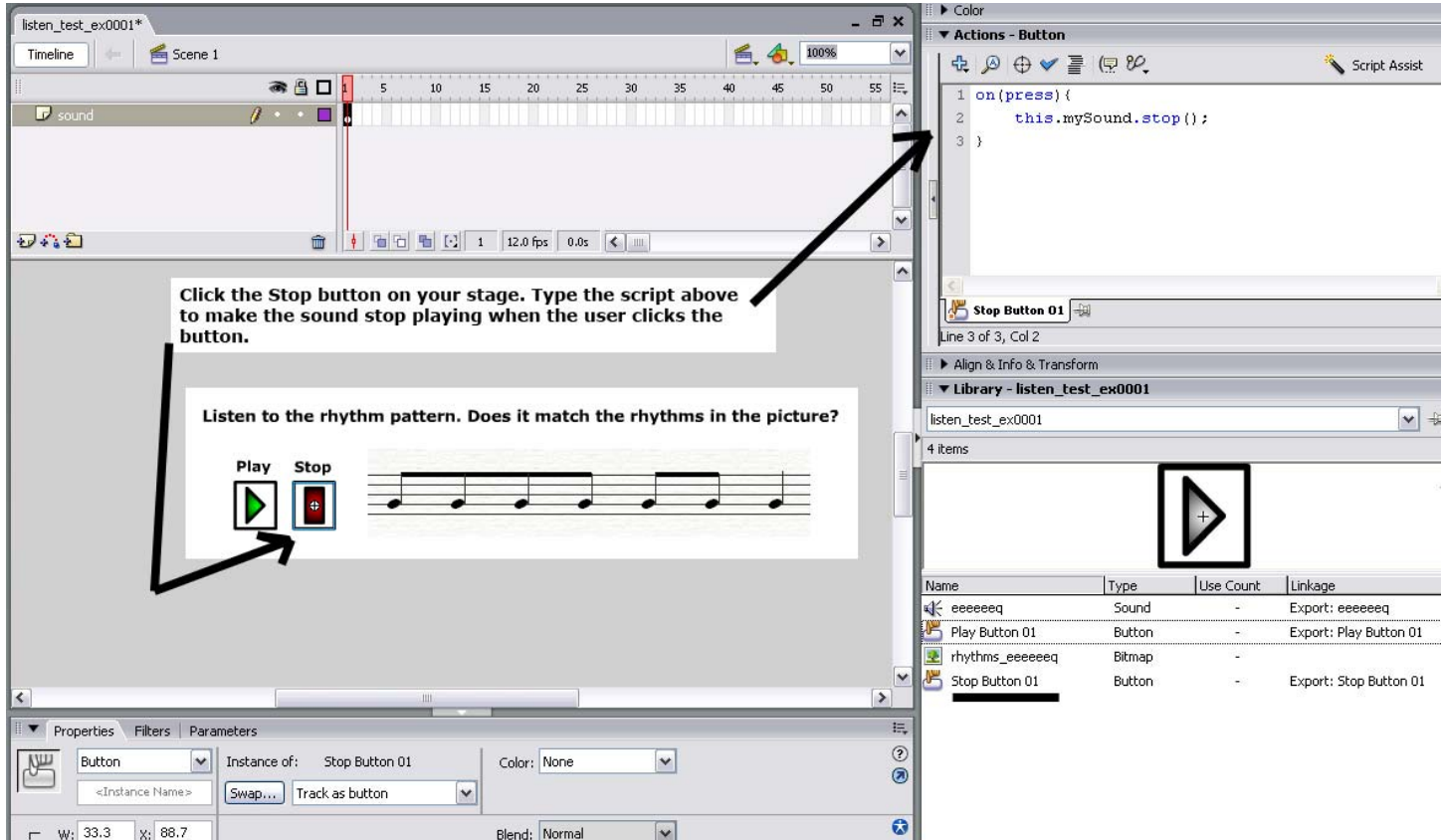
```
1 on(press) {  
2     this.mySound.stop ();  
3     this.mySound=new Sound(this);  
4     this.mySound.attachSound("eeeeeeq");  
5     this.mySound.start ();  
6 }  
7
```

 Two black arrows point from the text in the first paragraph to the script in the Actions panel. One arrow points to the 'on(press)' line, and the other points to the sound file name 'eeeeeeq' in line 4. Below the script is a text box that says 'Type the name of your sound here.' Below that is a 'Play Button 01' instance. At the bottom of the interface is the 'Properties' panel, which shows the 'Button' type and various settings for the 'Play Button 01' instance.

Name	Type	Use Count	Linkage
eeeeeeq	Sound	-	Export: eeeeeeq
Play Button 01	Button	-	Export: Play Button 01
rhythms_eeeeeeq	Bitmap	-	
Stop Button 01	Button	-	Export: Stop Button 01

From the main Stage, click the **Stop** button. Type the script (shown below) in the Actions Panel. This will enable the sound to stop when the user clicks the button.

```
on(press){  
    this.mySound.stop();  
}
```



You must (right) click the sound in the **Library** and enter the **Linkage Properties** as you did for the **Play** and **Stop** buttons. Click **Linkage Properties**, **Export for ActionScript**, **Export in First Frame**.

You must (right) click the sound and enter Linkage Properties, Export for ActionScript, Export in First Frame, the same as the ActionScript was set for the buttons.

Name	Type	Use Count	Linkage
listen_test_ex0001	Sound	-	Export: eeeeeeq
Play Button 01	Button	-	Export: Play Button 01
rhythms_eeeeeeq	Bitmap	-	
Stop Button 01	Button	-	Export: Stop Button 01

Listen to the rhythm pattern. Does it match the rhythms in the picture?

Play Stop

Linkage Properties

Identifier: eeeeeeq

AS 2.0 class:

Linkage: Export for ActionScript
 Export for runtime sharing
 Export in first frame
 Import for runtime sharing

URL:

Type any text, if needed, using the **text tool** shown below. Insert any other needed images by dragging them from the **Library** to the Stage in Flash.

Type any text if needed using the Text tool.

Listen to the rhythm pattern. Does it match the rhythms in the picture?

Play Stop

Insert images if needed by dragging the image to the stage from the Library.

Macromedia Flash Professional 8 - [listen_test_ex0001*]

File Edit View Insert Modify Text Commands Control Window Help

Tools: [Text tool icon]

Timeline: 1 12.0 fps 0.0s

Color

Actions: Current selection cannot have actions applied to it.

Align & Info & Transform

Library - listen_test_ex0001

Name	Type	Use Count	Linkage
listen_test_ex0001	Sound	-	Export: eeeeeeq
Play Button 01	Button	-	Export: Play Button 01
rhythms_eeeeeeq	Bitmap	-	
Stop Button 01	Button	-	Export: Stop Button 01

Properties: Static Text, Verdana, 13, Bold, Italic, Underline, Strikethrough, Anti-alias for animation

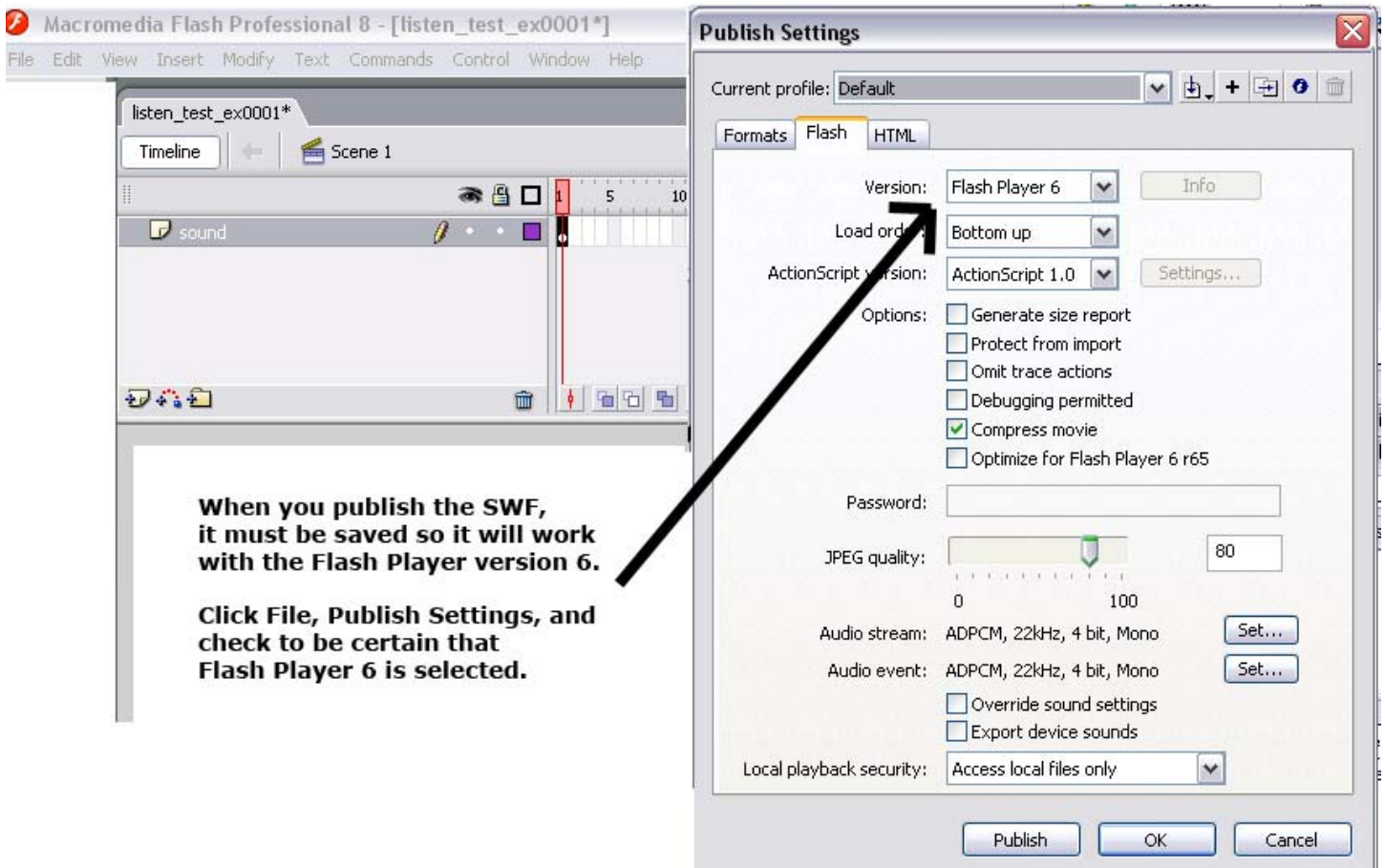
All of the items (buttons, sounds, images) are placed on the same layer as shown when you click **Frame 1** in the timeline.

The screenshot displays an animation software interface with three main panels:

- Timeline:** Shows a scene named "listen_test_ex0001*" with a "sound" layer. A red vertical line marks "Frame 1" at the beginning of the timeline, with a black arrow pointing to it.
- Scene:** Contains a text box with the text "Listen to the rhythm pattern. Does it match the rhythms in the picture?". Below the text are two buttons labeled "Play" and "Stop", and a musical staff with a rhythm pattern of notes.
- Actions - Frame:** Shows a list of items for Frame 1. A play button icon is highlighted. Below the icon is a table of items:

Name	Type	Use Count	Linkage
eeeeeeeq	Sound	-	Export: eeeeeeq
Play Button 01	Button	-	Export: Play Button 01
rhythms_eeeeeeq	Bitmap	-	
Stop Button 01	Button	-	Export: Stop Button 01

When you **Publish** your SWF file, it must be saved so it will work with the **Flash Player Version 6**. Click **File, Publish Settings**, and check to be certain that **Flash Player 6** is selected.



The files below may be found after you test the movie (**Control+Enter** Keys) and save the .FLA file to a folder on your computer. The SWF file below can be used alone or placed on a web page.

Name	Size	Type	Date Modified
listen_test_ex00010 SWF File	47 KB	Flash Movie	6/16/2006 9:12 AM
listen_test_ex00010 HTML File	2 KB	HTML Document	6/16/2006 9:11 AM
listen_test_ex00010 Flash File	1,211 KB	Flash Document	5/29/2006 11:45 AM

Open **Question Writer Quiz Edition**. Add the **SWF** file you created by selecting **Include Image** above your question. Click **Select File**.

The screenshot shows the 'Question Writer 2.0 Quiz Edition' interface. The main window displays a quiz titled 'Listen to the Rhythms' with three questions. The first question is selected, and its 'Properties Window' is open. The 'Properties Window' has a 'Question Body - Text and Image' section with the text: 'Press the 'Play' button to hear the rhythm.
Does the rhythm you hear match the rhythm in the picture?'. Below this text, the 'Include Image' checkbox is checked, and a 'Select File' button is visible. A black arrow points from the 'Select File' button to the 'Include Image' checkbox. The 'Choices' section contains a table with two rows: 'A' with a green checkmark in the 'Correct' column and 'Yes' in the 'Choices' column, and 'No' in the 'Choices' column. The 'Points For Correct Answer' is set to 10. The main window also shows a preview of the question with a 'Play' button, a 'Stop' button, and a musical staff with a rhythm pattern. Below the musical staff, the text reads: 'Press the 'Play' button to hear the rhythm. Does the rhythm you hear match the rhythm in the picture?'. The options 'Yes' and 'No' are listed below the question.

Question Writer 2.0 Quiz Edition - [rhythms_sound_test2.qwz]

File Publish Theme Add Question Help

New Quiz Open Quiz Save Quiz Properties Preview Switch Theme M/Choice M/Response Fill In The Blank Matching True / False

Quiz - Listen to the Rhythms

- True / False - Press the 'Play' button to hear the rhythm.
Does the rhythm you
- True / False - Press the 'Play' button to hear the rhythm.
Does the rhythm you
- True / False - Press the 'Play' button to hear the rhythm.
Does the rhythm you

Listen to the Rhythms
Question 1 of 1

Listen to the rhythm pattern. Does it match the rhythms in the picture?

Play Stop

Press the 'Play' button to hear the rhythm.
Does the rhythm you hear match the rhythm in the picture?

Yes
No

Add the SWF file to your quiz by selecting 'Include Image' above your question. Click 'Select File'.

Preview OK

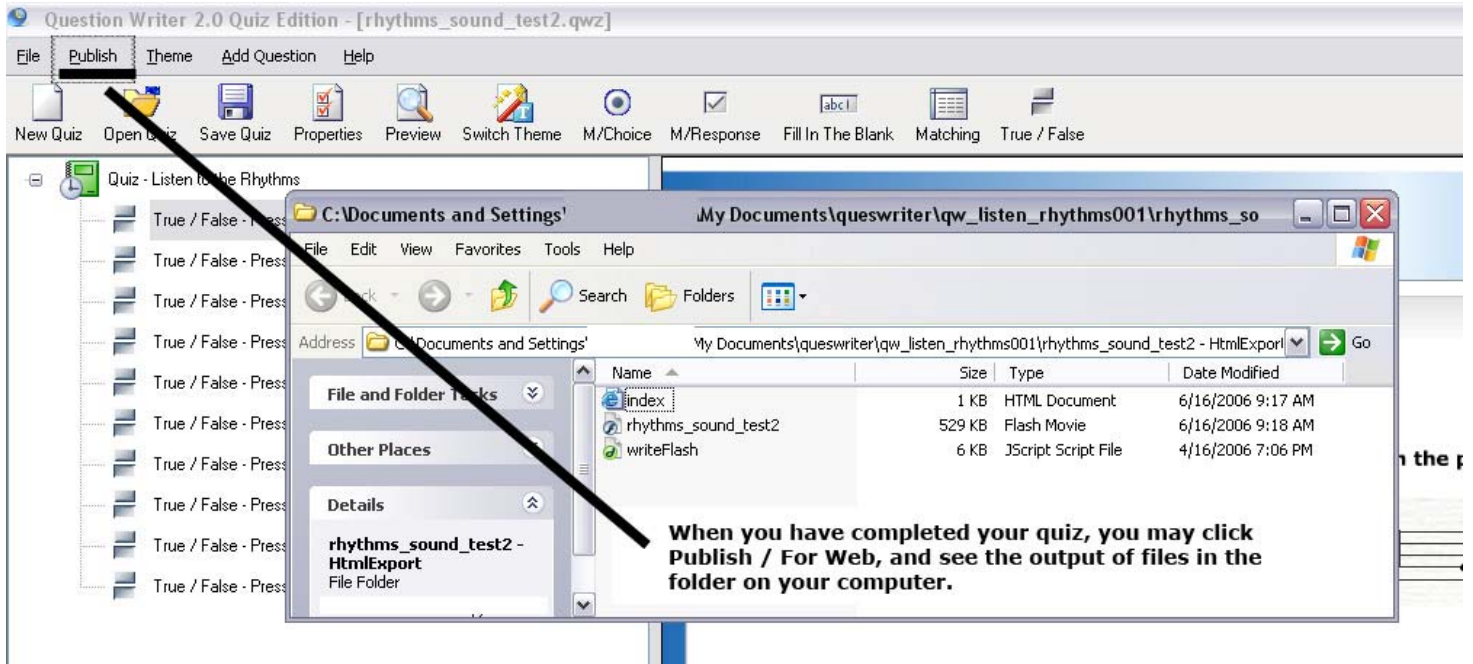
Select **Add Files** if you have not added the file to the quiz yet. Choose the **SWF** file needed for the question. Click it and select **Apply**. ***Important Note*** - In order for the sound file to be displayed in the quiz at the regular size, click **Properties Window, Advanced Settings** and uncheck the **Use Image Zooming** button. If this is left checked, the user will have to move the mouse over the file to make it larger or zoom in before playing the sound file.

The screenshot shows the 'Question Writer 2.0 Quiz Edition' interface. The main window displays a quiz titled 'Quiz - Listen to the Rhythms' with three questions. The 'Properties Window' is open, showing the 'Question Body - Text and Image' section with the text 'Press the 'Play' button to hear the rhythm.
Does the rhythm you hear match the rhythm in the picture?'. The 'Include Image' checkbox is checked. Below this is a 'Select File' button. The 'Choices' section shows a table with a correct answer 'Yes' and an incorrect answer 'No'. The 'Points For Correct Answer' is set to 10.

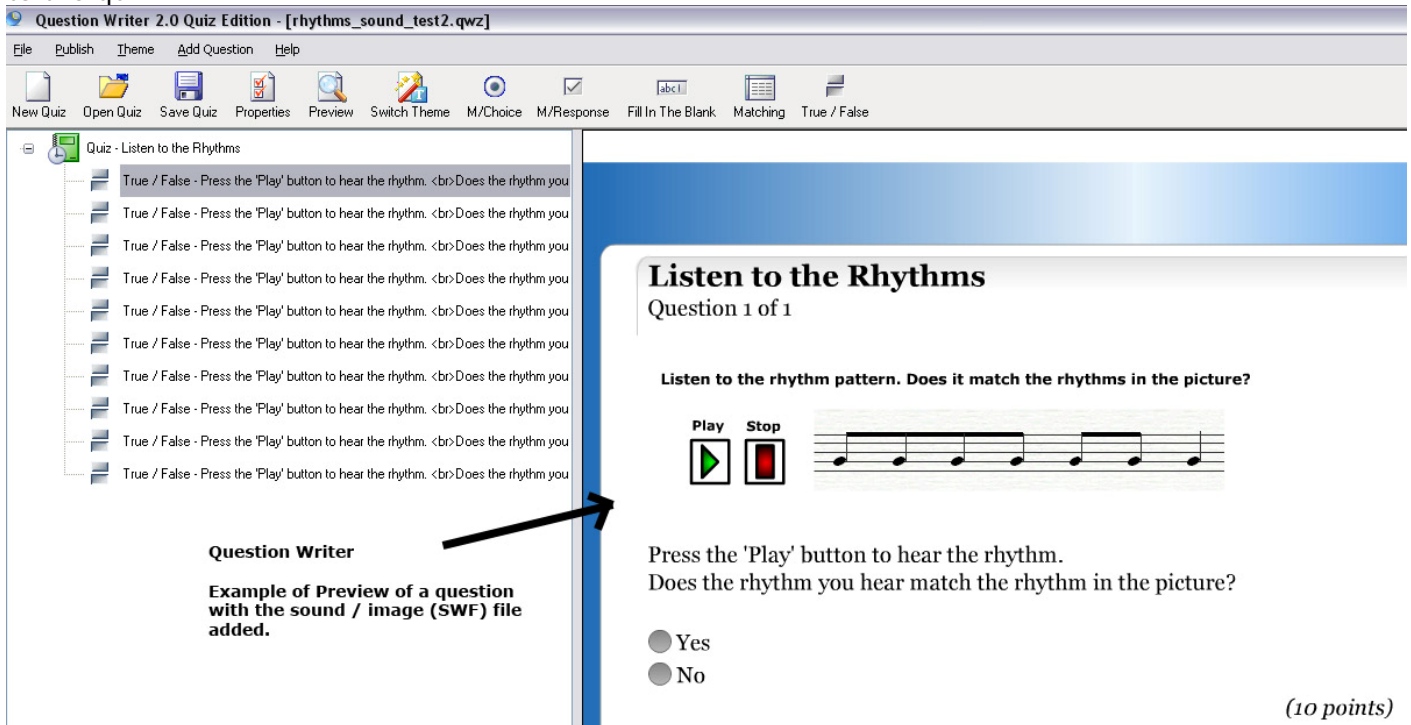
The 'File Resources' dialog is open, showing a list of SWF files: listen_test_ex0001.swf, listen_test_ex00010.swf, listen_test_ex0002.swf, listen_test_ex0003.swf, listen_test_ex0004.swf, listen_test_ex0005.swf, listen_test_ex0006.swf, listen_test_ex0007.swf, listen_test_ex0008.swf, and listen_test_ex0009.swf. A 'Delete selected resource' button is at the bottom. The dialog also shows a preview of the rhythm pattern with a 'Play' button and a 'Stop' button. The 'Apply' button is highlighted with a red box, and the 'Add Files...' button is also highlighted with a red box.

Annotations with arrows point to the 'Add Files...' button and the 'Apply' button, with the text: 'Select 'Add Files'.', 'Choose the SWF file from your computer.', and 'Select 'Apply'.'

When the quiz has been completed, select **Publish** and **For Web**. The files to complete the quiz will be placed in a folder on your computer.



The picture below shows the output or preview of the question in which a **SWF** sound file has been added to the quiz.



Adding multimedia such as images and sound files make the quizzes more interactive and exciting for students. Question Writer Quiz Edition makes it easy to create these quizzes for non-programmers by allowing multimedia to be included as well as grading integrated into each quiz. For more information, go to the Question Writer website at <http://www.questionwriter.com>.

