

# Audio

Simple Way – Drag the file out of the library and into the timeline or onto the stage, then go to the properties panel and link it.

Advanced Way –

1. Go to library and double click on StarBtn
2. Create a new layer and rename – Audio
3. Inside Over Keyframe, right click and insert Keyframe
4. Drag the Audio file onto the stage
5. Right click on the down state and select Blank Keyframe
6. Go to Scene 1, Control and Test