

SOUNDS AND MUSIC

View online: <https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/sounds-and-music>

Sounds and Music in Construct are audio files. Any audio files the project uses will be exported with the project. To ensure your audio can be played across a wide range of platforms, Construct will encode them to **WebM Opus** when importing, if possible. It is recommended to import **16-bit PCM WAV** files to ensure they can be encoded without any unnecessary quality loss.

Imported audio files can be previewed by **double-clicking** them in the **Project Bar**. This will open an audio player that you can use to listen to the audio file.

To import and play back audio in a project, follow these steps:

- 1 Import sounds by right-clicking the **Sounds** or **Music** folders in the **Project Bar** and selecting **Import sounds** or **Import music**.
- 2 Import audio via the **Import Audio dialog**.
- 3 Add the **Audio object** to the project and add events to play back audio.

For more information on audio support in Construct, see the [Import Audio dialog](#).

Note that when publishing to the web, you must ensure your server has the [correct MIME types set up](#) to ensure audio files can load correctly. If the server sends the wrong MIME types, audio may not play in some browsers.