

You can add audio files to the CodeX and use them. Follow these steps:

Part 1

Find an audio file:

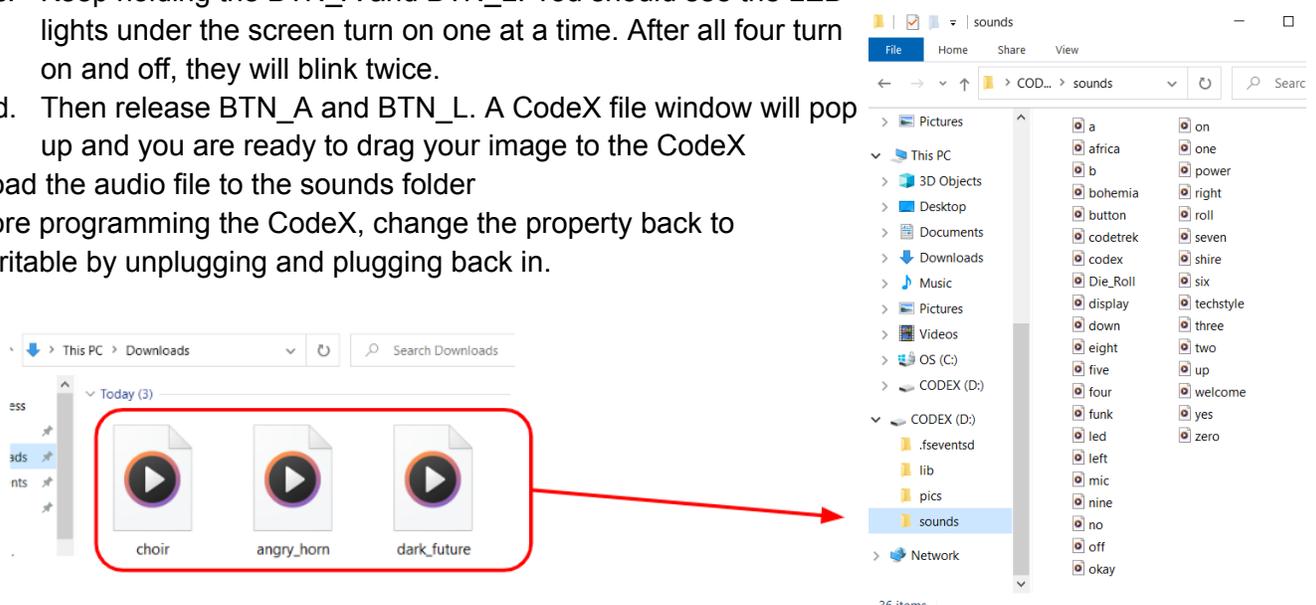
1. Download or create an audio file that is mp3 format.
 - a. **Here is a website you can use for free mp3 files**
 - b. <https://pixabay.com/sound-effects/>
 - c. <https://pixabay.com/music/>
2. Save the file where you can find it (flash drive, downloads, etc.)
 - a. The filename should be something short and easy to spell.
 - b. No spaces in the filename!
 - c. Be careful of the file size. If your file is large, you will use up the CodeX memory faster.

Part 2

Upload your audio file to the CodeX

([youtube video demonstration](#))

1. Connect the CodeX to the computer
2. Put the CodeX in writable mode:
 - a. Press and hold the BTN_A and BTN_L at the same time.
 - b. While pressing the 2 buttons, press the RESET button on the back of the Codex. Just press it but don't keep holding it down.
 - c. Keep holding the BTN_A and BTN_L. You should see the LED lights under the screen turn on one at a time. After all four turn on and off, they will blink twice.
 - d. Then release BTN_A and BTN_L. A CodeX file window will pop up and you are ready to drag your image to the CodeX
3. Upload the audio file to the sounds folder
4. Before programming the CodeX, change the property back to unwritable by unplugging and plugging back in.



Part 3

Use your file in a program

- Use the audio commands you have learned to play the audio files added to the CodeX

```
audio.mp3("sounds/...")
```

Audio file name here