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See Also Thresholding

Adding an Echo to a Sound

You can add an echo to a sound. Until you save the file, you can undo the echo with the Revert command.

To add echo to a sound file

1   Open the sound to which you want to add echo.
2   From the Effects menu, choose Add Echo.

See Also Opening a Sound

Changing a Sounds Speed

You can incease or decrease the speed at which a sound will play. Until you save the file you can undo the speed change with the Revert command.

To Increase the speed of the sound

1   Open the sound to which you want to increase the speed.
2   From the Effects menu, select the Increase Speed command.

To Decrease the speed of the sound

1   Open the sound to which you want to decrease the speed.
2   From the Effects menu, select the Decrease Speed command.

See Also Opening a Sound

Changing a Sounds Volume

You can incease or decrease the volume at which a sound will play. Until you save the file you can undo the speed change with the Revert command.

To Increase the volume of the sound

1   Open the sound to which you want to increase the volume.
2   From the Effects menu, select the Increase Volume command.

To Decrease the volume of the sound

1   Open the sound to which you want to decrease the volume.
2   From the Effects menu, select the Decrease Volume command.

See Also <u>Opening a Sound</u>

Creating a Sound

Creating a New Sound File

To create a new sound file

1	Choose New from the File menu.
2	Create the sound file.

You can create the sound file in three ways: recording sound, inserting one sound file in another, and mixing one sound file with another. You can also combine all three methods.

3	Save the File.

See Also Inserting a Sound
Mixing a Sound
Recording a Sound
Saving a Sound

Deleting a Sound

You can cut the part of a sound file before or after the current playing position in the sound. Until you save the file, you can undo a deletion with the Revert command.

To delete before the current position

1   Open the sound file that you want to edit.
2   Place the scroll box where you want to cut sound before the current playing position by using the Play and Stop buttons. The scroll bar can also be used to change the current play position.
3   Choose the Delete Before Current Position command from the Edit menu.
4   Choose Yes to confirm the deletion.

To delete after the current position

1   Open the sound file that you want to edit.
2   Place the scroll box where you want to cut sound after the current playing position by using the Play and Stop buttons.
3   Choose the Delete After Current Position command from the Edit menu.
4   Choose Yes to confirm the deletion.

See Also Opening a Sound

Inserting a Sound

You can insert the contents of another sound into the current sound.

To insert a sound file into an existing file

1   Go to the place in the current sound where you want to insert the sound file by using
         the Play and Stop buttons or the scroll bar.
2   From the Edit menu, choose Insert File.
3   Type or select the file you want to insert.
4   Choose the OK button.

See Also   Mixing a Sound

Mixing a Sound

You can mix the contents of another sound file within the current sound file. The sound files blend together and play simultaneously.

To mix a sound file into an existing sound

1   Go to the place in the sound where you want to mix the sound file by using the Play and Stop buttons, or the scroll bar.
2   From the Edit menu, choose Mix With File.
3   Type or select the sound you want to mix in.
4   Choose the OK button.

See Also Inserting a Sound

Opening a Sound

You open sound files to play or edit them.

To open a sound file

1   From the File menu, choose Open.
2   Type or select the file you want to open.
3   Choose the OK button.

See Also Play a Sound

Playing A Sound

A file must be opened before it can be played.

To start and stop playing

1   Choose the Play button.

The status bar displays the word "Playing."

2   When you want to stop playing, choose the Stop button.

When playing is stopped, the status bar displays the sound data format.

3   To resume playing, choose the Play button again.

When you choose the Play button, AritSound plays the sound from where you stopped, if the current position is the end of the sound play starts at the beginning.

To move to the beginning or end of the sound file

To move to the beginning of a file, choose the Home button.

To move to the end of a file, choose the End button.

See Also <u>Opening a Sound</u>

Recording A Sound

To record a new file

1   From the File menu, choose New.
2   Choose the Record button.
3   Speak into the headset.
4   When you finish, choose the Stop button.
5   From the File menu, choose Save As.

To record into an existing file

1   From the File menu, choose Open.
2   Type or select the file you want to open.
3   Choose the OK button.
4   Go to the place in the file where you want to insert your recorded sound by using the Play and Stop buttons or the scroll bar.
5   Choose the Record button.
6   Speak into the microphone.
7   When you finish, choose the Stop button.
8   From the File menu, choose Save.

If Thresholding is enabled, the recording will not begin until you begin talking into the headset.

See Also Play a Sound
              Saving a Sound
              Thresholding

Restoring a Sound

You can restore a sound to its last saved state. After you save a file, you can no longer undo any of the changes you've made to the file.

To restore a sound file to its last saved state

1   From the File menu, choose Revert.
2   Choose the Yes button to confirm the restoration.

Reversing a Sound

You can reverse a sound so that it plays backwards. You can return the sound to playing in the normal direction by choosing the Reverse command again.

To reverse a sound

1   Open the sound that you want to reverse.
2   From the Effects menu, choose Reverse.

See Also Play a Sound

Saving a Sound

To save changes to an existing sound

1 From the File menu, choose Save.

To save a new file or to save an existing file under an additional name

1 From the File menu, choose Save As.
2 Type the filename.
3 Choose the OK button.

Configuring ArtiSound Recorder

You can configure ArtiSound Recorder to record at different speeds, and to use any other sound boards which are available.

To configure ArtiSound Recorder

1   From the Options menu, choose Configure.
2   Select the device from which to record sound.
3   Choose the speed at which to record sound.
4   Select the device to play sound.
5   Select the OK button to select this configuration.

See Also <u>Save Default Settings</u>

Conversions

Under the options menu there is a conversions menu which has a sub menu containing 6 file conversions. When one of these conversions is selected the user must select first a source file, and the a destination file.

PCM to WAVE MULAW

This will convert any 8, 11, 22, or 44 kHz PCM WAVE file into a 8 kHz MULAW WAVE file.

WAVE MULAW to PCM 8

This will convert any MULAW WAVE file into a 8 kHz PCM WAVE file.

WAVE MULAW to PCM 11

This will convert any MULAW WAVE file into a 11 kHz PCM WAVE file.

WAVE MULAW to PCM 22

This will convert any MULAW WAVE file into a 22 kHz PCM WAVE file.

WAVE MULAW to DOS MULAW

This will convert any MULAW WAVE file into a 8 kHz DOS MULAW file. Note that LANVoice files are created and play from Lantastics net program.

DOS MULAW to WAVE MULAW

This will convert any 8 kHz DOS MULAW file into a MULAW WAVE file. Note that DOS MULAW files are created and played from Lantastic's net program.

Saving Default Settings

Saves the current default settings, which will be used the next time the application is started. The default setting are changed from the Configuration dialog, and the AutoRepeat, Status, and Threshold menu items.

See Also <u>Configuring ArtiSound Recorder</u>
<u>Saving Default Settings</u>
<u>Thresholding</u>

Thresholding

This option lets recording begin only when the user starts to talk, so that there is no silence recorded at the beginning of the sound.

This is an option which can be saved with the *save defaults* command.

See Also Recording a Sound