

## Adding sounds to graphics

## Help Sheet 11

**Any sound file with the file extension .wav can be added to a graphic and then that sound played in much the same way as words can be spoken.**

The sounds can be added as a temporary feature for the current document, but it is more likely that you will want to add the sounds to the pictures permanently. There is one already made called Tunes.wus. Alternatively, you can create your own wordlist in the Resource Manager.

TIP: Create a new wordlist in the Resource Manager, with only one entry, save it with your own name, into the wordlist folder. You can then load this very small list alongside your preferred main list ready to save your personal changes, such as imported graphics and graphics with sounds attached.

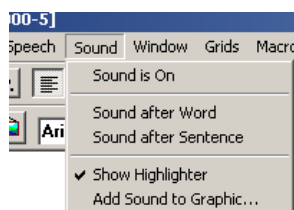
For this activity we will make a copy of the wordlist Widgit B.wus, and call it MyList.wus.

You can make a copy of a wordlist by Right clicking on the file in the wordlist folder, and selecting Copy. Then right click in the folder window again and select Paste. This creates a file called Copy of Widgit B.wus. You can then rename this to be **Mylist.wus** using the same procedure of right clicking on the file. (see Help Sheet 5, making a copy of a file)

### 1. Adding a sound to a graphic and saving it in a wordlist

Open WWS2000, check that you have loaded the wordlist you want (MyList).

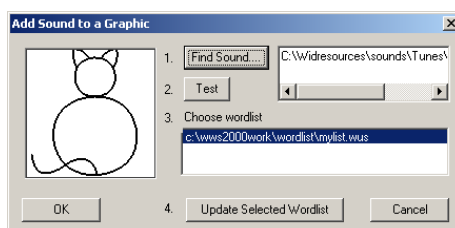
Type a word that you want to add the sound to, press **space** to get the symbol. Then click in the word to place the cursor there. From the **Sounds** menu item select **Add sound to graphic**.



This will open a dialog box to select your sound.

Click on **Find Sound**. You will then be able to navigate to your sound file. (If you are unsure on how to do this, refer to the Help sheet 3: Navigating folders.)

To find the sound for the cat's miaow, navigate to **Widresources\Sounds\Tunes\c**  
Select **cat.wav**

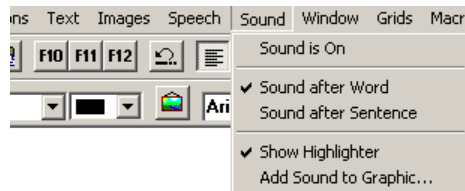


Click on **Test** in the dialog box above to check the sound. You can then add it to your selected list by clicking on **Update Selected Wordlist**.

Your amended wordlist entry has now been added to your selected list.

## 2. To hear the sound in a WWS2000 document

From the Sounds menu select **Switch Sound On**, and select **Sound after Word**. This means that the sound will be played as soon as the image appears when the word is completed.



cat

Now type **cat** again and you will hear the 'cat' sound.

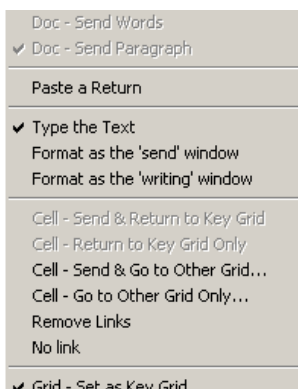
If you also have speech switched on you will hear the spoken word first and then the sound.

## 3. Using sounds in a Send grid

You cannot add sounds to a graphic in a grid cell. You need to make the wordlist first by creating the graphic in an ordinary window and then saving it to your wordlist. You can then add the graphic with the sound attached into a send grid in the normal way.

You will also need to ensure that the contents of the cell are set in the Cell Properties box to be **Type the text**.

There are a number of ways in which the contents of a cell can be sent to the document. Normally you will not be concerned with this, as the standard default setting is appropriate for most activities. However, this is one instance where a different setting is required.



To see the Cell Properties menu, Right click in a cell whilst holding down the Shift key (RT + SHIFT)

The default setting is **Format as the 'writing' window**, but for the sounds to be played the setting has to be changed to **Type the Text**. Change the setting by clicking on the one that you want.

When this graphic is written to the document the sound will be played provided that the document settings are set to do this.

***It is important to note that the sound and speech properties relate to each window.*** So you can have speech on in one grid or window and not in another. You need to make sure that you have the sound switched on in the document window.

There are example environments using sounds called **sounds1** and **sounds 2**. Load these to try the effect.