

Activity 14

Using Sound

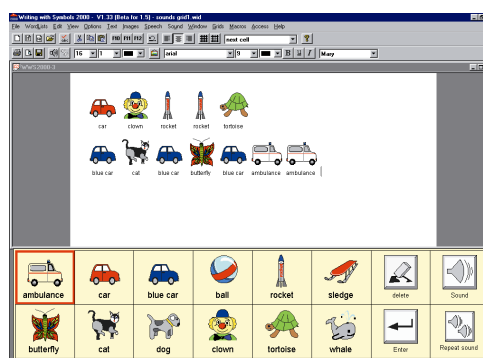
As well as being able to hear the writing spoken by the speech synthesis, you can attach sound (.wav) files to an entry in a wordlist. You can do this through the program or in the Resource Manager.

There is an example environment called **Sounds 1**. The environment Sounds 2 is a variation of the same example. This particular example was made for a student with profound learning difficulties, who was not at the stage of using representational symbols. He enjoyed cause and effect software activities, and this was an activity to move him forward, by being able to select sounds and replay them as a kind of composition.

1. Reviewing an existing sounds environment and making your own version of it

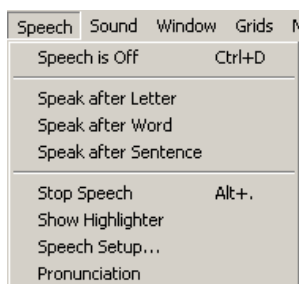
Open the environment **Sounds 1**.

The sound for each graphic is played when it is written to the document. A wordlist has been made with a small number of coloured pictures, each with a sound attached. This wordlist is called **Tunes.wus**



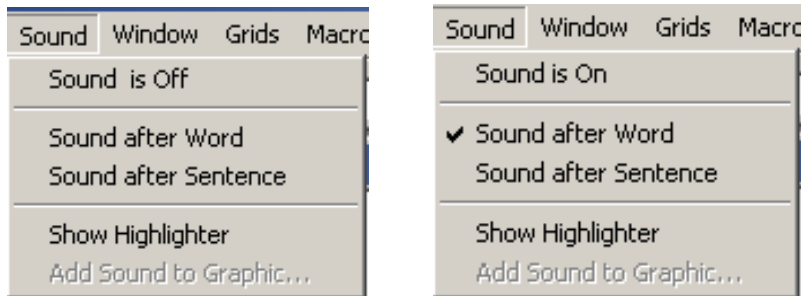
When you click on a cell the sound attached to the graphic is played. There are a number of specific settings that need to be in place for this to happen. Before starting to make your own activity with sounds, We suggest you check out the following settings:

- (a) The Speech is turned off, so that the word attached to the sound is not spoken. Each grid and document can have its own Speech and sound setting, and so it is important that you change the setting for the correct window. We are concerned with the speech and sounds that are produced when a graphic is written to the writing document. Therefore you must first click in the writing document to give it the focus. Now go to the Speech menu to set that to be off.



If the Top line says Speech is ON, then click in it to toggle the change, or type CTRL+D

- (b) The Sound should be turned on, from the Sounds menu
Click into the writing document to give it the focus, and then go to the **Sounds** menu. The top line will tell you the current status of this. If it says Sound is Off, then Click in that line to toggle that setting.

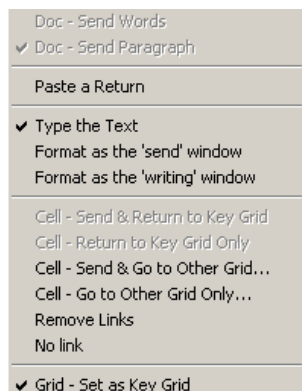


- (c) The Sounds menu should also be set to Sound after word.
This means that each sound will be played as each word appears in the document.

You can also track the sounds playing with a highlighter. Go back again to the **Sounds** menu and click on **Show Highlighter**, so that the blue highlighter will indicate the picture currently playing.

- (d) 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.

The properties of a cell can be seen from the Cell Properties menu. To see this 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.

2. Adding Sounds to Graphics

In the example above the sounds were already attached to the graphics in a wordlist. This was done in the Resource Manager. You can also add sounds to a graphic whilst you are working in the main program. This next exercise will show you how to do this.

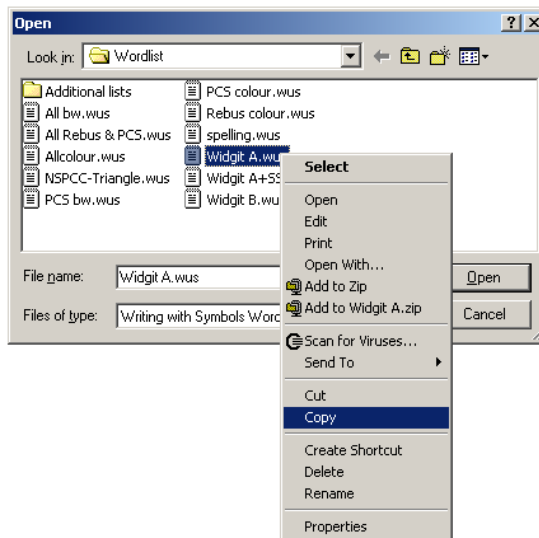
We recommend that you do not add sounds to the main wordlists, but make a copy of this list, or use your own wordlist for this purpose. For this exercise we suggest that you make a specific copy of a wordlist which you can delete afterwards.

To make a copy of a wordlist

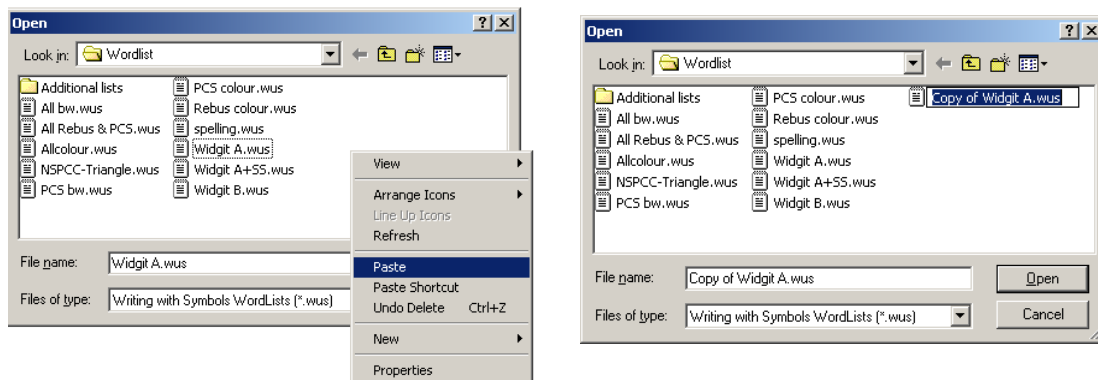
Open WWS2000, with a new document. Remove the current wordlist.

From the Wordlist menu select **Open Word List**.

This will give you the dialog box up with all of your wordlists in. Find the wordlist you want to copy, and **RT click** on it. And then select **Copy**. Nothing will appear to happen yet.



Now **RT Click** the mouse on a white bit of that same box and from the drop down menu select **Paste**:



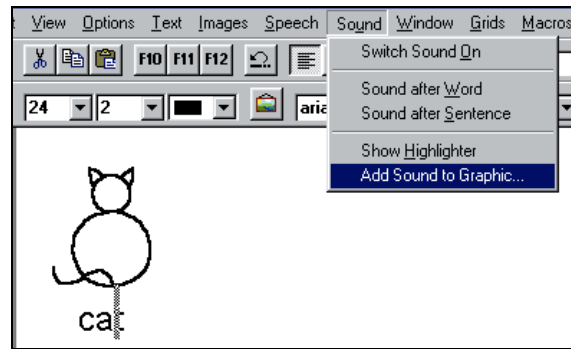
The new file will be labelled Copy of You can rename it now, by clicking **ONCE** into the name while it is already highlighted blue. This will give you a text cursor so that you can delete the name and enter a new one.

You can now **Replace** the current wordlist with this copy for the next exercise. You can delete it when you have finished if you no longer want it.

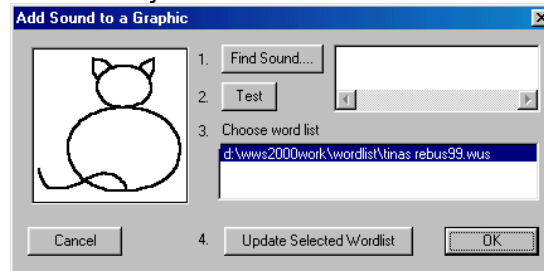
Into your writing document, type a word that you want to add the sound to, (In this case 'cat') and press space to get the symbol.

Click the mouse 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, navigate to **Widresources\ sounds\Tunes\M**

The file you want is called **Miaow.wav**

You can navigate to any folder on your computer to find .wav files. There will be some in your Windows directory, and you can get .wav files from sample discs and from the Internet. It is also fairly easy to record your own sounds using the Sound Recorder Utility in the Accessories Program group.

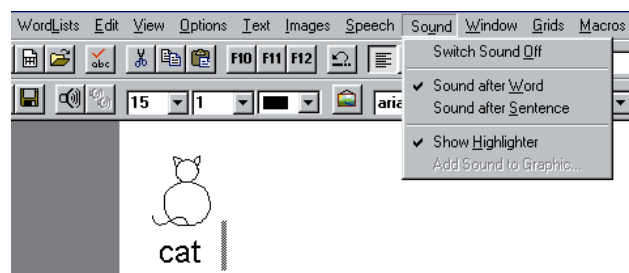
Click on **Test** in the dialog box above to check the sound. You can then add it to your wordlist. Click on **Update Selected Wordlist** and then **OK**.

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

3. To hear the sound in a WWS2000 document

From the **Sounds** menu make sure that **Sound is On**, (as above) and that select **Sound after Word** is checked. This means that the sound will be played as soon as it is typed into a document.

Note that the speaker icon is black to show that sounds is switched on.



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. If you prefer, you can have the

sounds played after a sentence, or only on demand – i.e. when you click on the speaker icon. If you have both sound and speech, the program will speak the sentence first and then all the sounds in the sentence.

4. Using sounds in a Send grid

You can put graphics with sounds attached into a grid, but you cannot add a sound to a graphic in a grid.

You have to add the sound to the graphic in an ordinary document or in the Resource Manager. Once the sound has been attached, you can put it into a grid, so that when it is sent to the writing document the sound will be played according to the document settings.

It is also 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.**

5. Making your own Wizard Environment with sounds

The easiest way to make an environment that uses sounds is to prepare the wordlist before starting. You can do this by adding the sounds in a document, as described above, and saving each change to the wordlists as you go along. Or you can use the Resource Manager. Instructions for doing this are in your WWS2000 manual.

We suggest that you use the Environment Wizard to make an activity similar to the Sounds 1 example that you looked at earlier in this activity. For this you can use the wordlist tunes.wus, which is in the Additional Lists folder of your wordlists.

The words and pictures that have sounds attached in this list are:

(a) Pictures with related sounds:

ambulance, ball, balloon, blue car, car, cat, dog, lion rocket, sledge, telephone,

(b) Other pictures with tunes attached:

boat, butterfly, clown, dance, dragon, frog, koala, tortoise, whale

You can add the extra icons, such as Delete, or not, as you wish.

The Activity has a single grid, with two rows of cells. Check that you have the correct wordlist, and then type a word from the above list into each cell. When you have finished, click the necessary buttons to complete the Wizard, and try it.

Did it work? If not, check the following:

Are your speakers turned on?

Is the sound turned on in the WRITING window?

Did you set all of the cells to **Type the text**?

Words that have sounds attached must be in a wordlist. This means that they will not work with a word that has just been changed with the **F11** key.