

==== Instructions ====

MINE Editor

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Sounds

1. To add sounds on particular pages, you

should go to the **Edit menu**,  next go to the **Sounds submenu**



1. Sound format

We recommend to use **MP3** as sound format. In some cases also WAV might work.

2. Upload a sound

Inside the submenu of **Sounds**

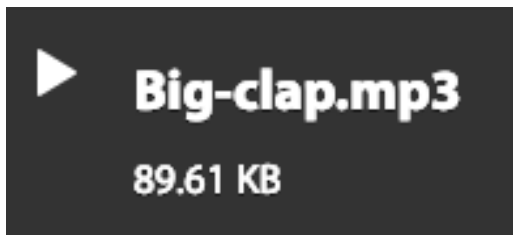


click the button  and a window to

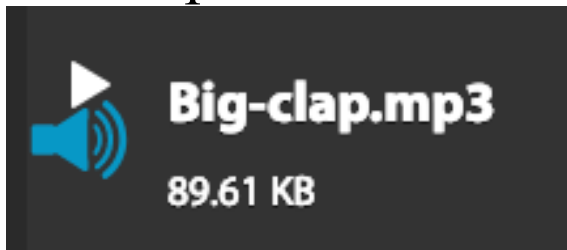
upload sounds from your hard drive will open.

2. Listen to the uploaded sound

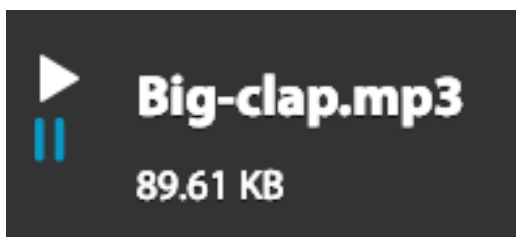
Click on the arrow next to the name of the sound.



Once you click on it, a blue speaker icon will show up while the sound is playing.



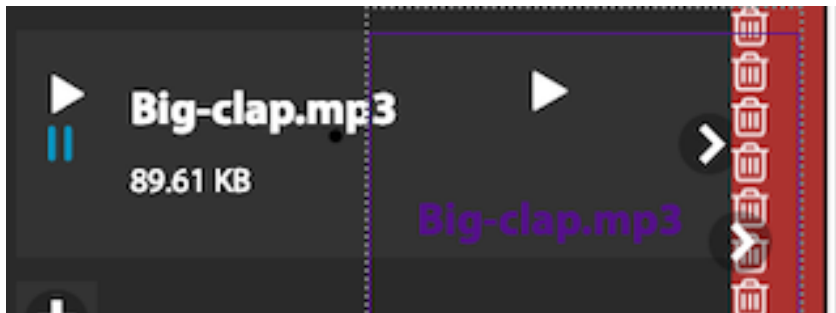
You can also pause the sound by clicking the same arrow :



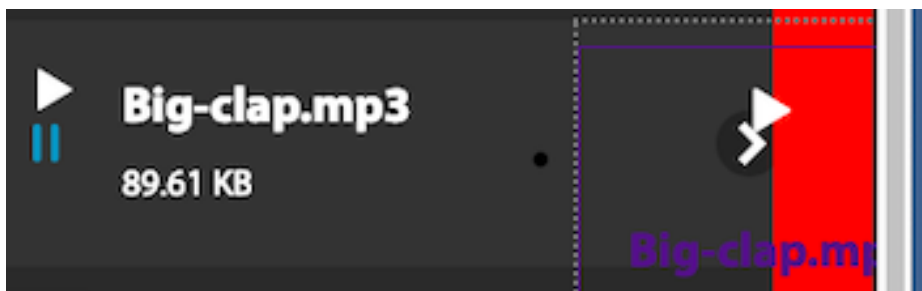
3. Erase an uploaded sound

Click on the name of the sound you want to erase and drag it to the right edge of the page.

Then a red line of bins will appear.



Keep dragging the file until the red line with bins transforms to a solid red line. (this often happens when the arrow indicating to play the sound is above the trash can line).



At this moment you can release the button of your mouse and the file drops into the bin. Right after that the following message shows up.

Are you sure you want to delete this sound file?

This action cannot be undone.



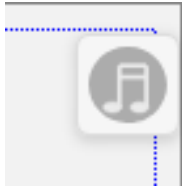
If you confirm the **Delete**, then your file will be eliminated.

4. Assign a sound to a page

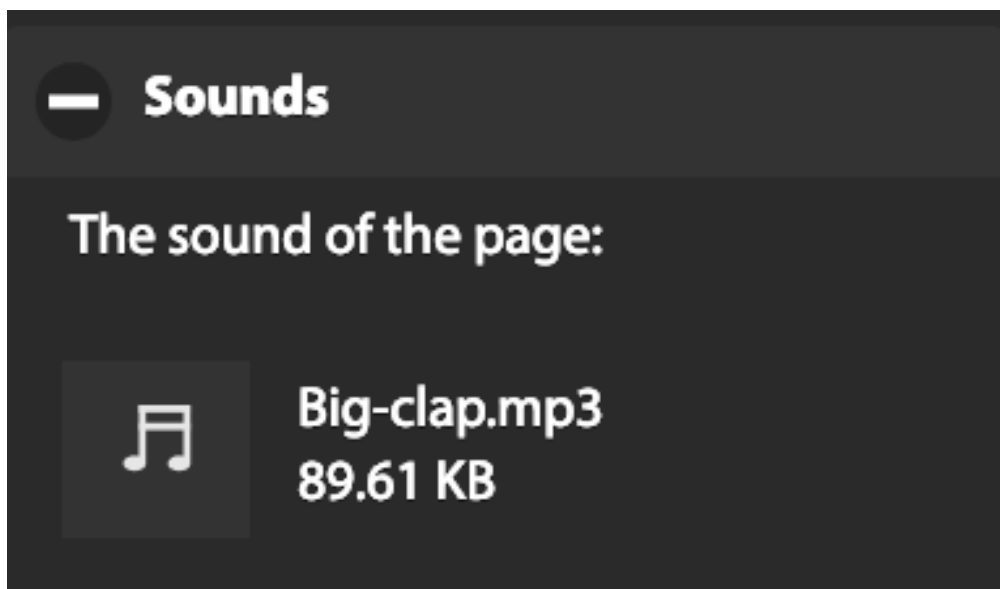
From the list of uploaded sounds you can allocate one to the current page. You do this by dragging with your mouse the selected sound and dropping it in the middle of the page.

At that moment the background of the page is dark grey.

After the release you will notice that in the top right corner of the page there is a music symbol indicating that the page has a sound



If you want to check which sound is this one, inside the Sound submenu you will see the name of the sound that is allocated to the page



5. Disassociate a sound from a page

In case you do not want a sound on a particular page, click on the **Clear** button



located inside the **Sounds**

submenu

— Sounds

You are ready to include sounds in your story!