

Primeiramente, selecione o frame, no qual será adicionado o som.

Properties for frame 1

Title: []

Stay in this frame for: 0.00 sec.

+ [Speaker] + [Image] + [Green Circle] + [abc] + [Left Arrow] + [Right Arrow] + [Blue Circle] + [Grid]

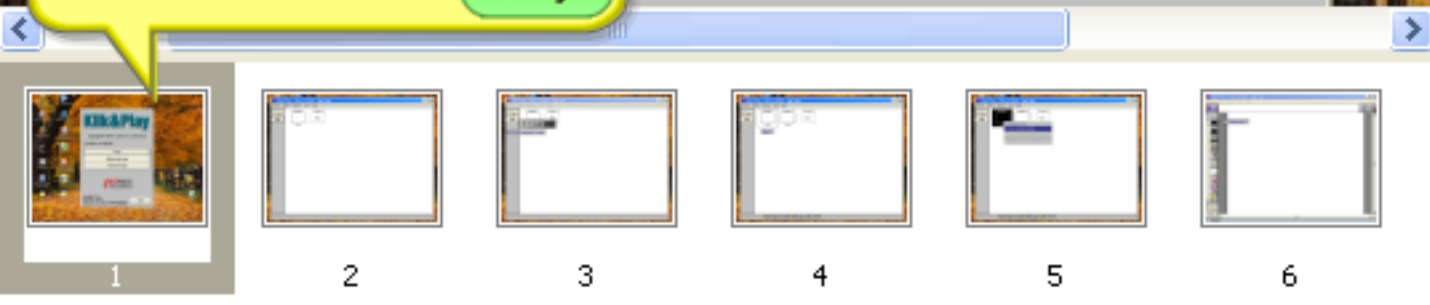
Frame

Cursor

Position: [] [] x [] []

Layering: [Up Arrow] [Down Arrow]

Properties: <none>

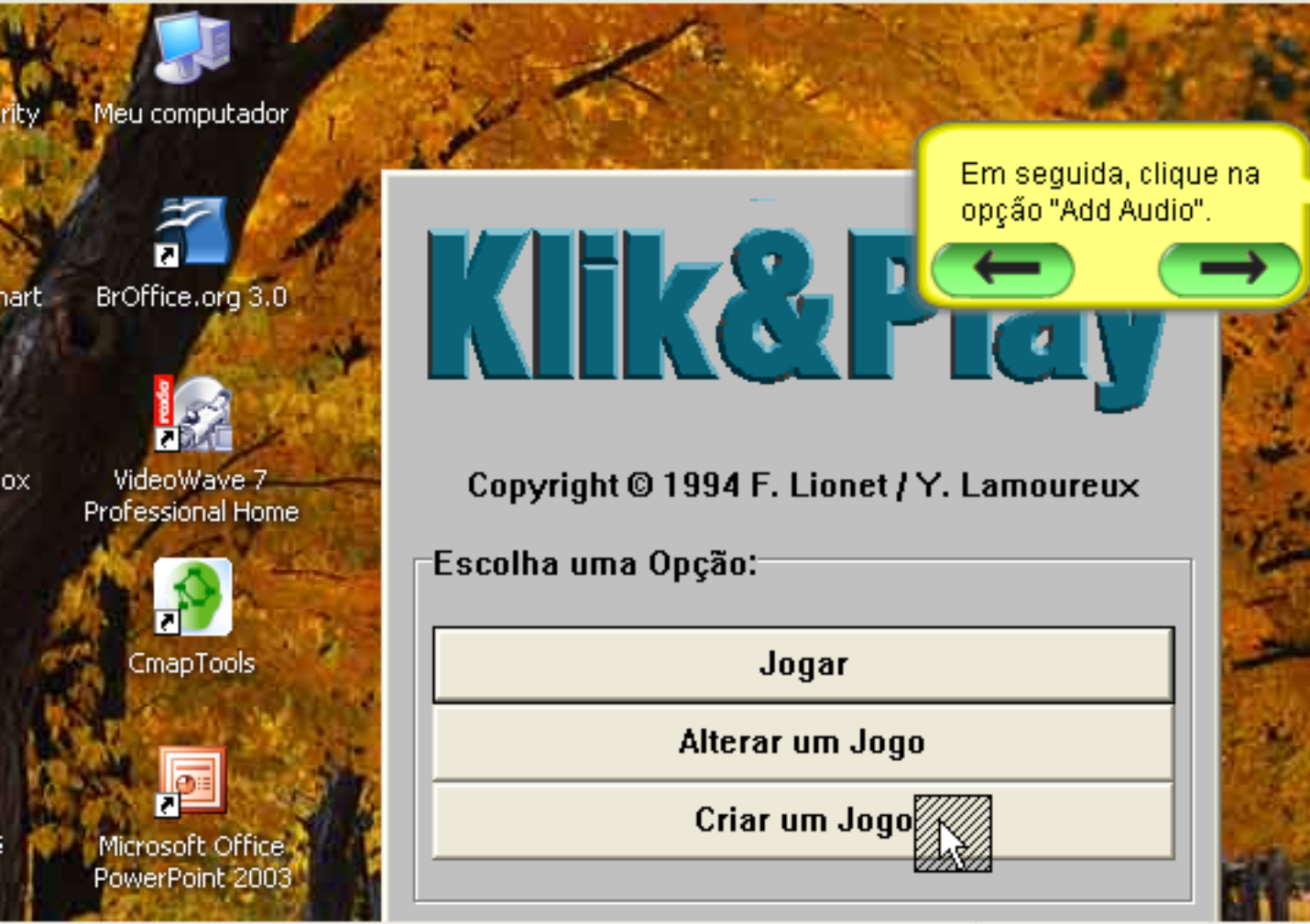


Properties common for all frames

Background [Image Icon]

Frame Titles [F] [List Icon]

Position: 50 50 x 249 89



Em seguida, clique na opção "Add Audio".

Properties for frame 1

Title:

Stay in this frame for: sec.

Add Audio
 Cursor

Position: x

Layering:

Properties: <none>



Properties common for all frames

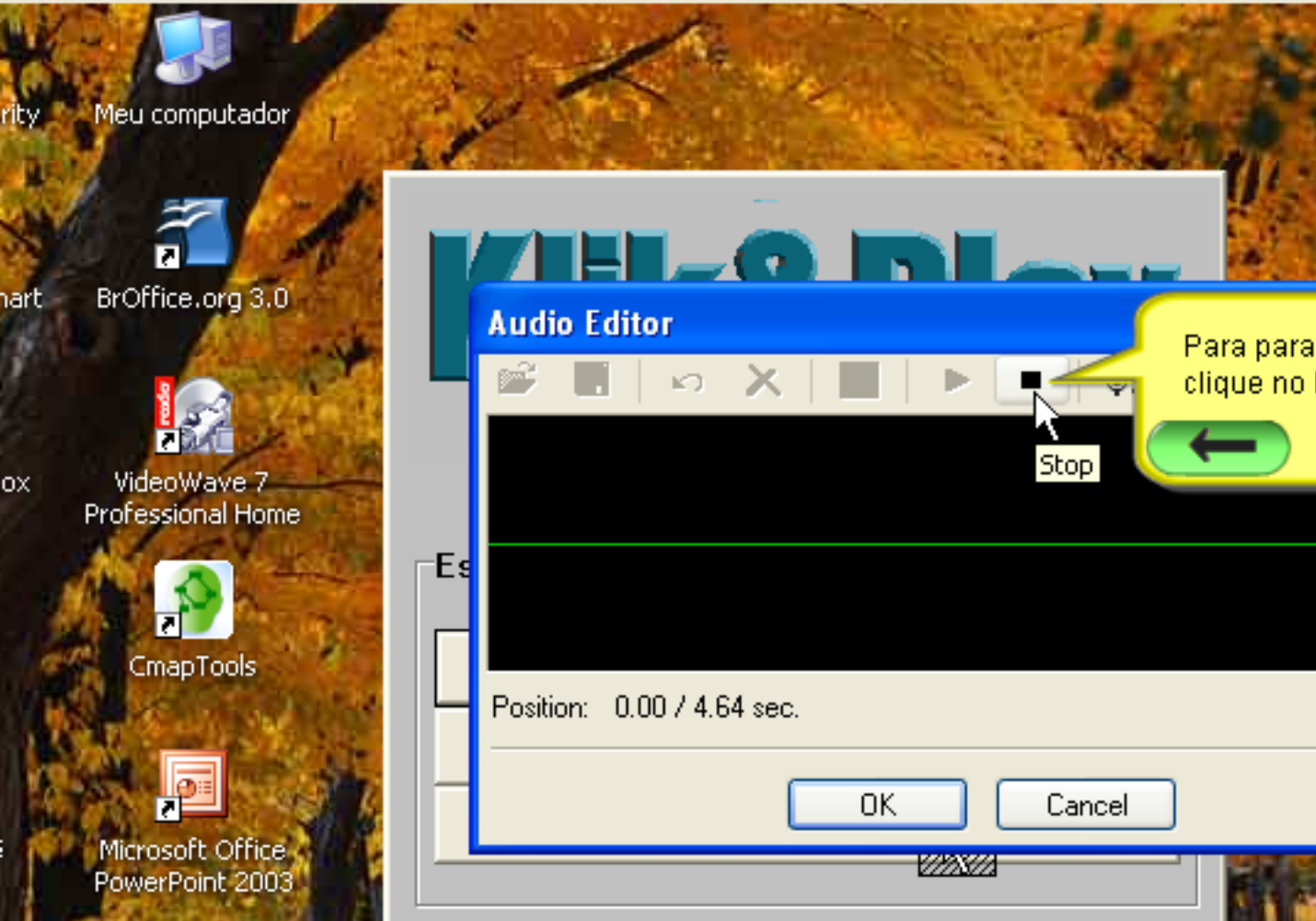
Background

Frame Titles

Position: x

The screenshot shows the Wink software interface. The main workspace displays a video frame with a yellow callout bubble that reads: "É possível gravar um áudio e adicionar à demonstração. Para isso clique no botão 'Record'." Below the callout is a blue "Audio Editor" window. The audio editor has a toolbar with a red "Record" button highlighted by a mouse cursor. The audio editor also shows a waveform area and "Position: 0.00 / 0.00 sec." at the bottom. The background shows a desktop with various icons like "Meu computador", "BrOffice.org 3.0", "VideoWave 7 Professional Home", "CmapTools", and "Microsoft Office PowerPoint 2003".

The bottom part of the screenshot shows the frame sequence at the bottom of the Wink window, with frames numbered 1 through 6. Frame 1 is selected. To the right, there are two properties panels. The top one is "Properties for frame 1" with fields for "Title" and "Stay in this frame for" (set to 0.00 sec). The bottom one is "Properties common for all frames" with checkboxes for "Background" and "Frame Titles", and a "Position" field set to 50, 50 x 249, 89. The overall resolution is indicated as 800x600 (800x600).



- Meu computador
- BrOffice.org 3.0
- VideoWave 7 Professional Home
- CmapTools
- Microsoft Office PowerPoint 2003

Properties for frame 1

Title

Stay in this frame for 0.00 sec.

Properties common for all frames

Background

Frame Titles

Position: 50 50 x 249 89

Audio Editor

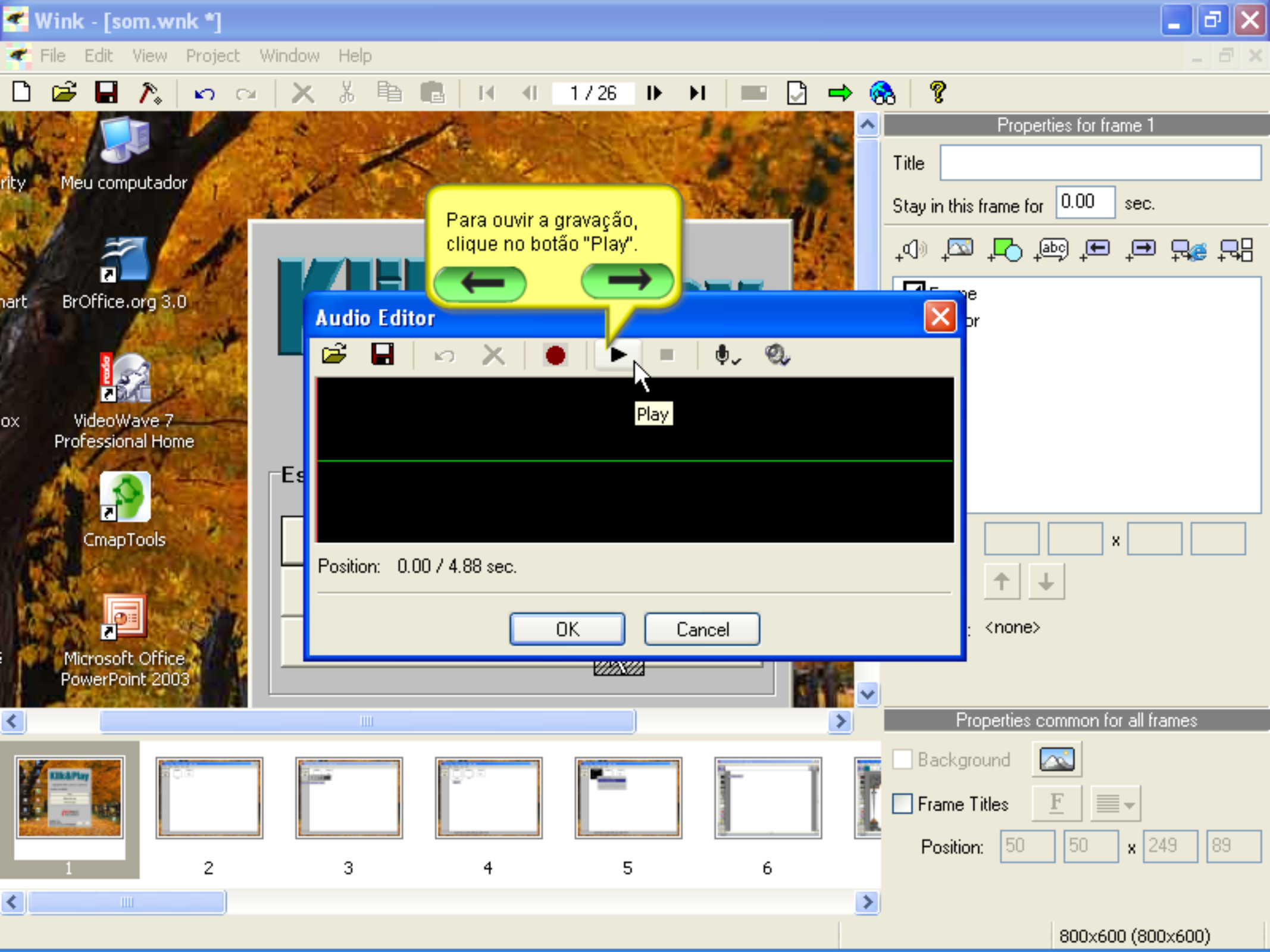
Position: 0.00 / 4.64 sec.

OK Cancel

Para parar a gravação, clique no botão "Stop".

1 2 3 4 5 6

800x600 (800x600)



Para ouvir a gravação,
clique no botão "Play".

Audio Editor

Play

Position: 0.00 / 4.88 sec.

OK

Cancel

Properties for frame 1

Title

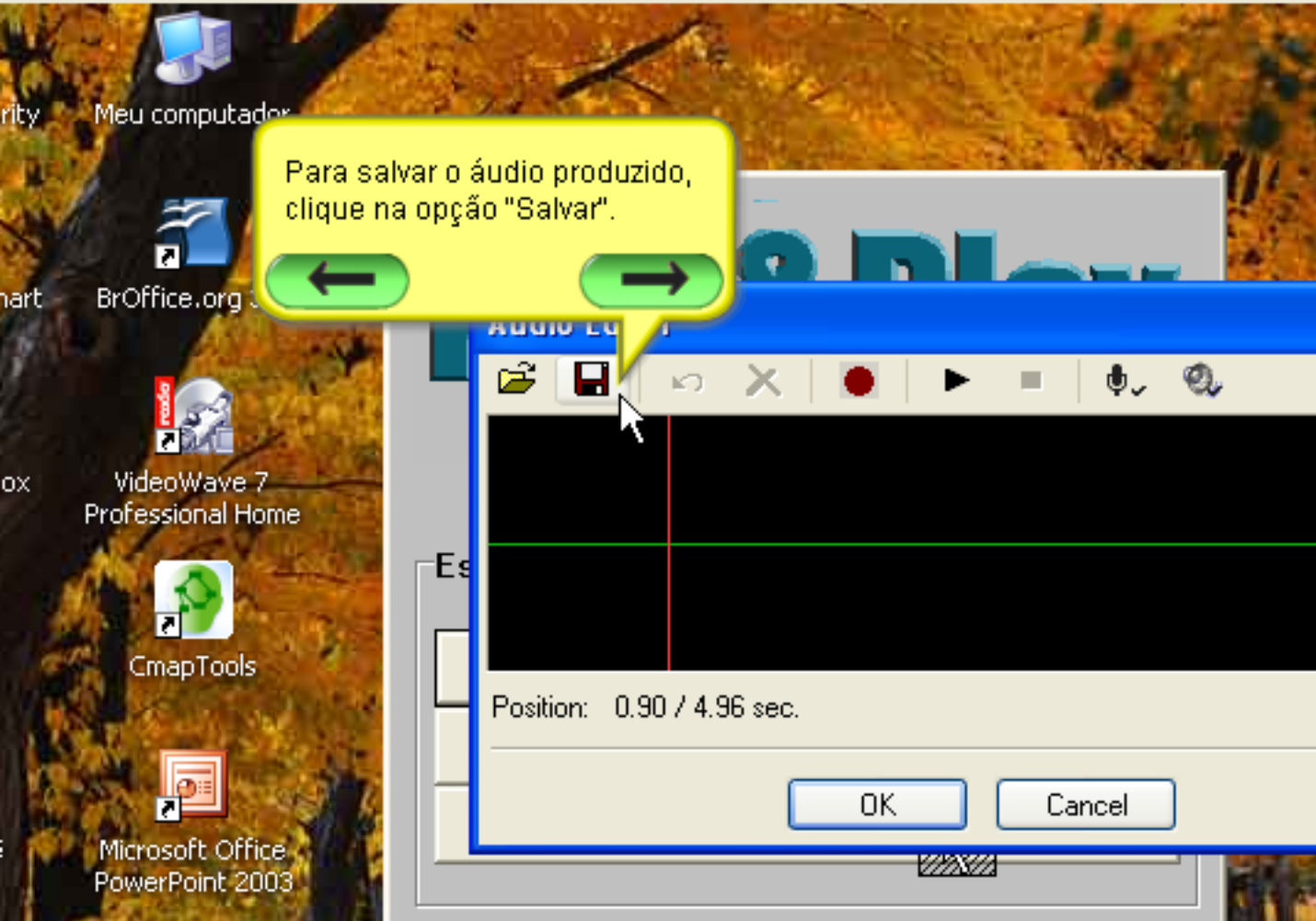
Stay in this frame for 0.00 sec.

Properties common for all frames

Background

Frame Titles

Position: 50 50 x 249 89



Para salvar o áudio produzido, clique na opção "Salvar".

Properties for frame 1

Title

Stay in this frame for sec.

Properties common for all frames

Background

Frame Titles

Position: x

1 2 3 4 5 6

800x600 (800x600)

Select a file

Salvar em:

Amostra de música

Documentos recentes

Desktop

Meus documentos

Meu computador

Meus locais de rede

Nome do arquivo:

Salvar como tipo: WAV Files (*.wav)

Salvar Cancelar

Escolha o local onde será armazenado o arquivo de áudio.

Properties for frame 1

Title:

Stay in this frame for: sec.

Background

Frame Titles

Position: x

1 2 3 4 5 6

Properties common for all frames

Position: x

Select a file

Salvar em: Minhas músicas

Amostra de música

Documentos recentes

Desktop

Meus documentos

Meu computador

Meus locais de rede

Nome do arquivo: som

Salvar como tipo: WAV Files (*.wav)

Salvar

Cancelar

Escolha um nome para o arquivo.

Em seguida, clique em "Salvar".

Properties for frame 1

Title

Stay in this frame for 0.00 sec.

Background

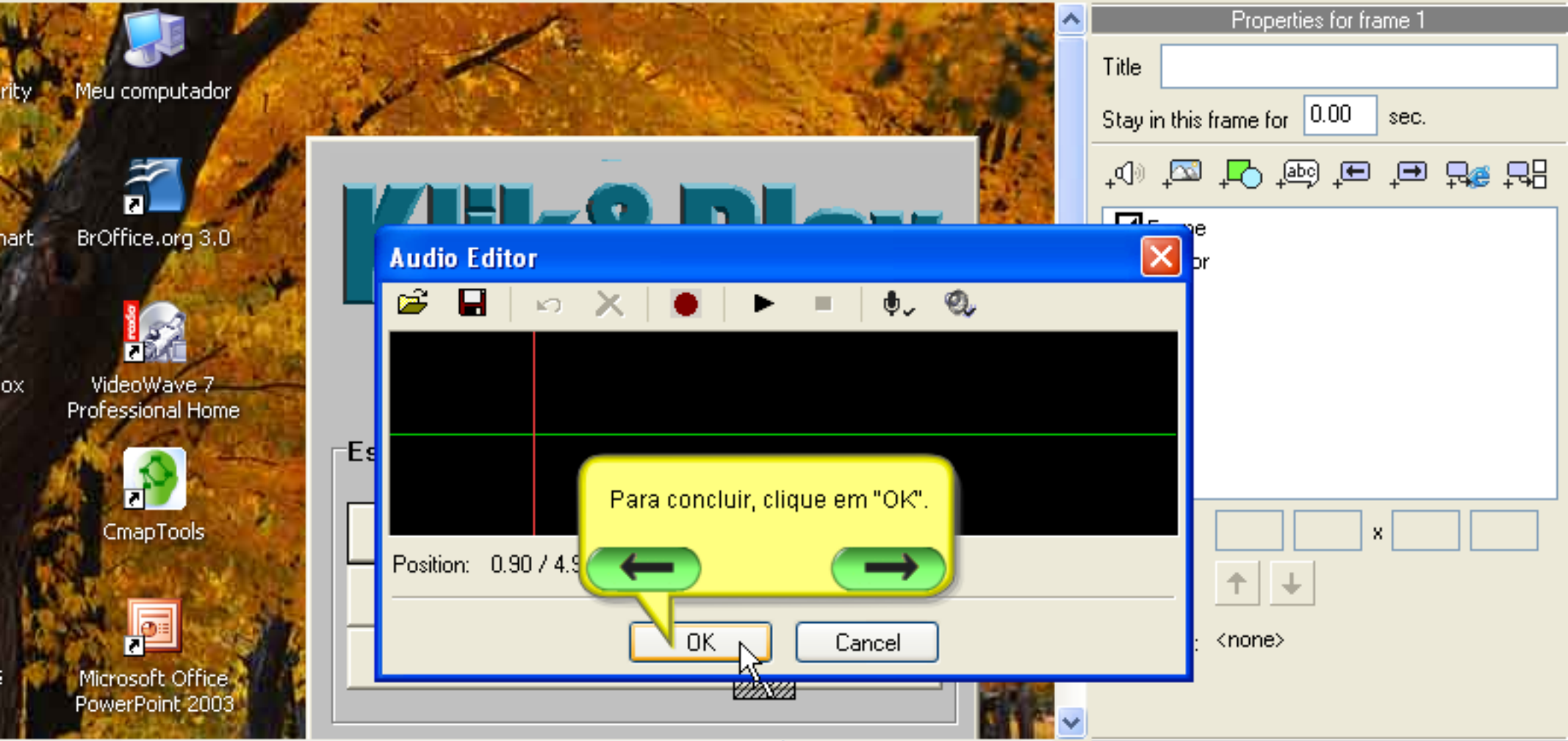
Frame Titles

Position: 50 50 x 249 89

Properties common for all frames

1 2 3 4 5 6

800x600 (800x600)



Audio Editor

Para concluir, clique em "OK".

OK

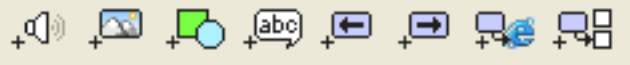
Cancel

Position: 0.90 / 4.9

Properties for frame 1

Title

Stay in this frame for 0.00 sec.



x



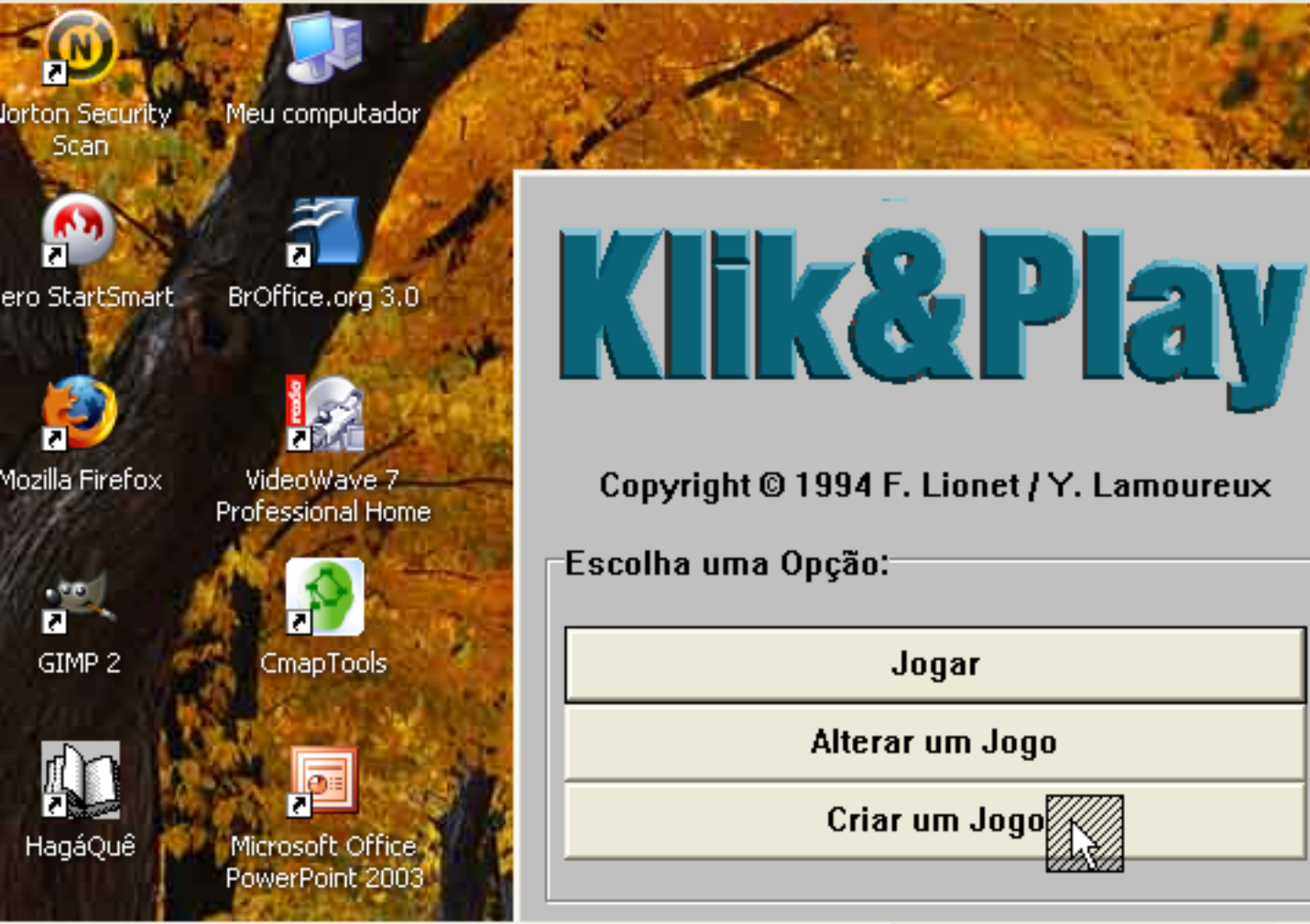
<none>

Properties common for all frames

Background

Frame Titles

Position: 50 50 x 249 89



Properties for frame 1

Title:

Stay in this frame for: sec.

Audio (4.96 sec.)
 Frame
 Cursor

Position: x

Layering:

Properties: <none>

Timeline navigation: < >

Timeline thumbnails: 1, 2, 3, 4, 5, 6

Timeline 1: 1

Timeline 5: 5

Timeline 6: 6

Timeline navigation: < >

O áudio foi inserido no frame seleccionado.

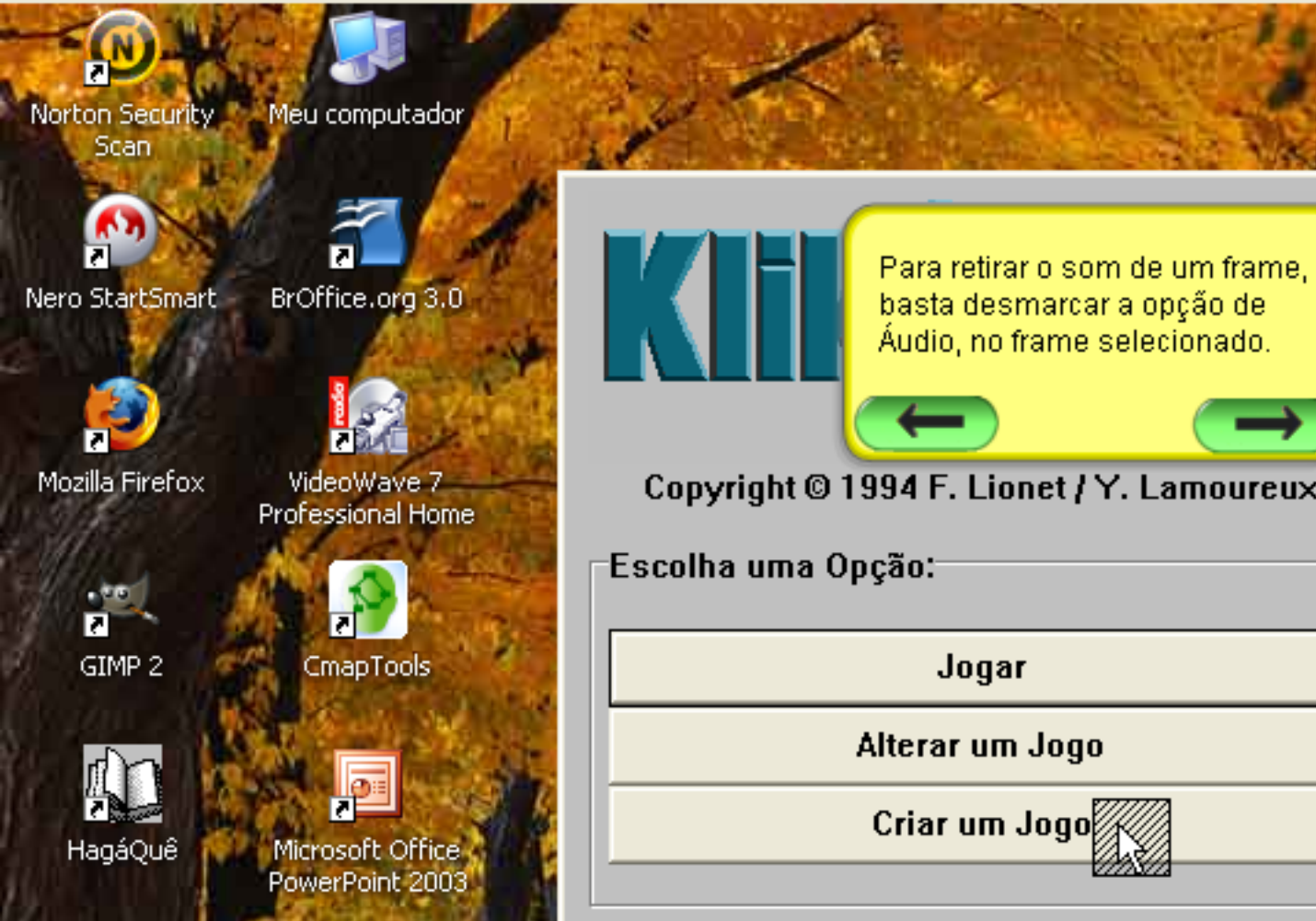
← →

Properties common for all frames

Background

Frame Titles

Position: x



Properties for frame 1

Title

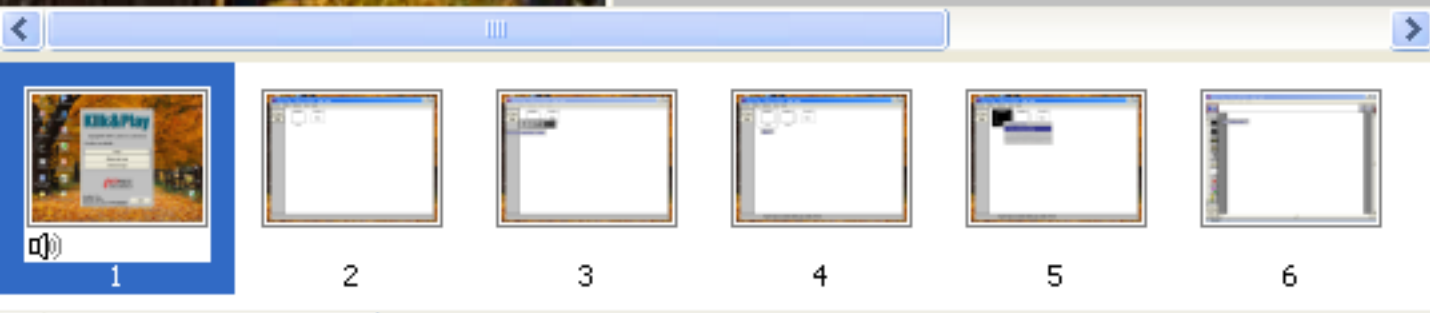
Stay in this frame for 0.00 sec.

Frame
 Audio (11.50 sec.)
 Cursor

Position: x

Layering: ↑ ↓

Properties: ▶ 🔊

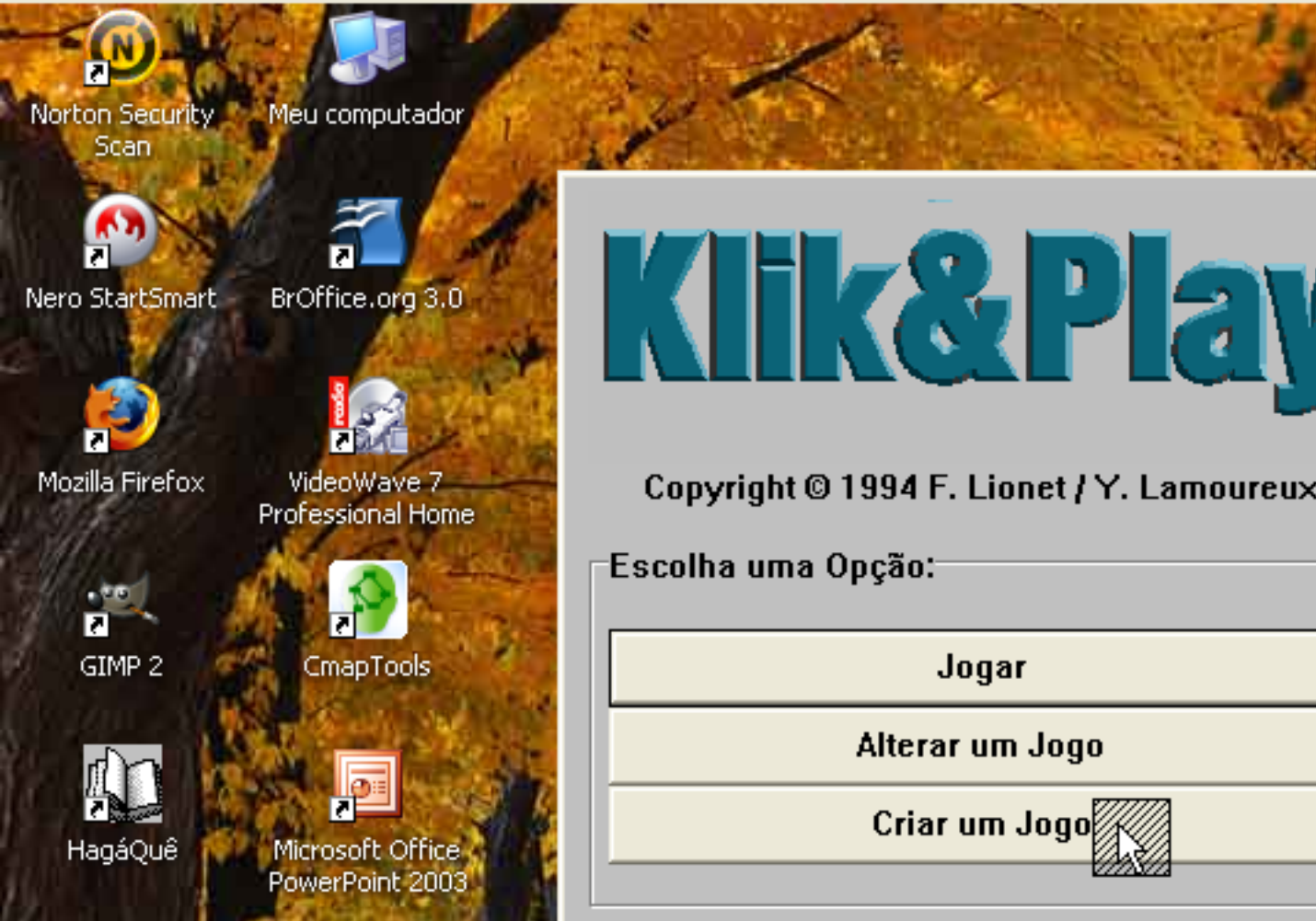


Properties common for all frames

Background

Frame Titles

Position: 50 50 x 249 89



Properties for frame 1

Title:

Stay in this frame for: sec.

Frame
 Audio (11.50 sec.)
 Cursor

Position: x

Layering:

Properties:

Timeline navigation:

Timeline thumbnails: 1, 4, 5, 6

Thumbnail 1:

Note que o ícone de som não está mais visível.

Properties common for all frames

Background
 Frame Titles

Position: x

& Play - Editor de Guião - Jogo1.gam

Quadro 1

Quadro 2

Nível

Mais...

Para utilizar um áudio já existente, primeiramente, seleccione o frame no qual ele será inserido.

Properties for frame 2

Title

Stay in this frame for 0.00 sec.

Frame

Cursor

Position:

Layering:

Properties: <none>

Properties common for all frames

Background

Frame Titles


Position: 50 50 x 249 89

1 2 3 4 5 6

& Play - Editor de Guião - Jogo1.gam


Edição Objectos Jogo Ajuda

Quadro 1



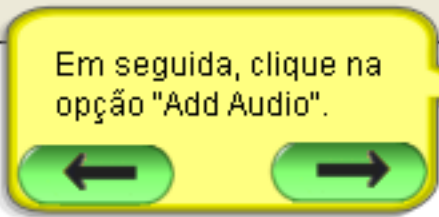
Nível

Quadro 2



Mais...

Em seguida, clique na opção "Add Audio".



Properties for frame 2

Title

Stay in this frame for sec.

+ + + + + + + +

Add Audio

Cursor

Position: x

Layering:

Properties: <none>



1 2 3 4 5 6

Properties common for all frames

Background

Frame Titles

Position: x

& Play - Editor de Guião - Jogo1.gam

Edição Objectos Jogo Ajuda

Quadro 1
Nível

Quadro 2
Mais...

Properties for frame 2

Title

Stay in this frame for 0.00 sec.

Properties common for all frames

Background

Frame Titles

Position: 50 50 x 249 89

800x600 (800x600)

Audio Editor

Position: 0.00 / 0.00 sec.

OK Cancel

Clique no botão "Abrir".

1 2 3 4 5 6

Select a file

Examinar:

- Documentos recentes
- Desktop
- Meus documentos
- Meu computador
- Meus locais de rede

somwink
 testeSomWink

Nome do arquivo:

Arquivos do tipo:

Abrir como somente leitura

Selecione o local onde está armazenado o arquivo de áudio.

Properties for frame 2

Title:

Stay in this frame for sec.

x

<none>

1 2 3 4 5 6

1 2 3 4 5 6

Properties common for all frames

Background

Frame Titles

Position: x

Select a file

Examinar: Meus arquivos

Documentos recentes
Desktop
Meus documentos
Meu computador
Meus locais de rede

Nome do arquivo: somwink

Arquivos do tipo: Audio Files (*.wav,*.mp3)

Abrir como somente leitura

Abrir Cancelar

Selecione o arquivo.

Properties for frame 2

Title

Stay in this frame for 0.00 sec.

<none>

Position: 50 50 x 249 89

Background

Frame Titles

Properties common for all frames

1 2 3 4 5 6

Select a file

Examinar: Meus arquivos recebidos

- Documentos recentes
- Desktop
- Meus documentos
- Meu computador
- Meus locais de rede

somwink
 testeSomWink

Nome do arquivo: somwink

Arquivos do tipo: Audio Files (*.wav,*.mp3)

Abrir como somente leitura

Abrir Cancelar

Em seguida, Clique em "Abrir".

Properties for frame 2

Title

Stay in this frame for 0.00 sec.

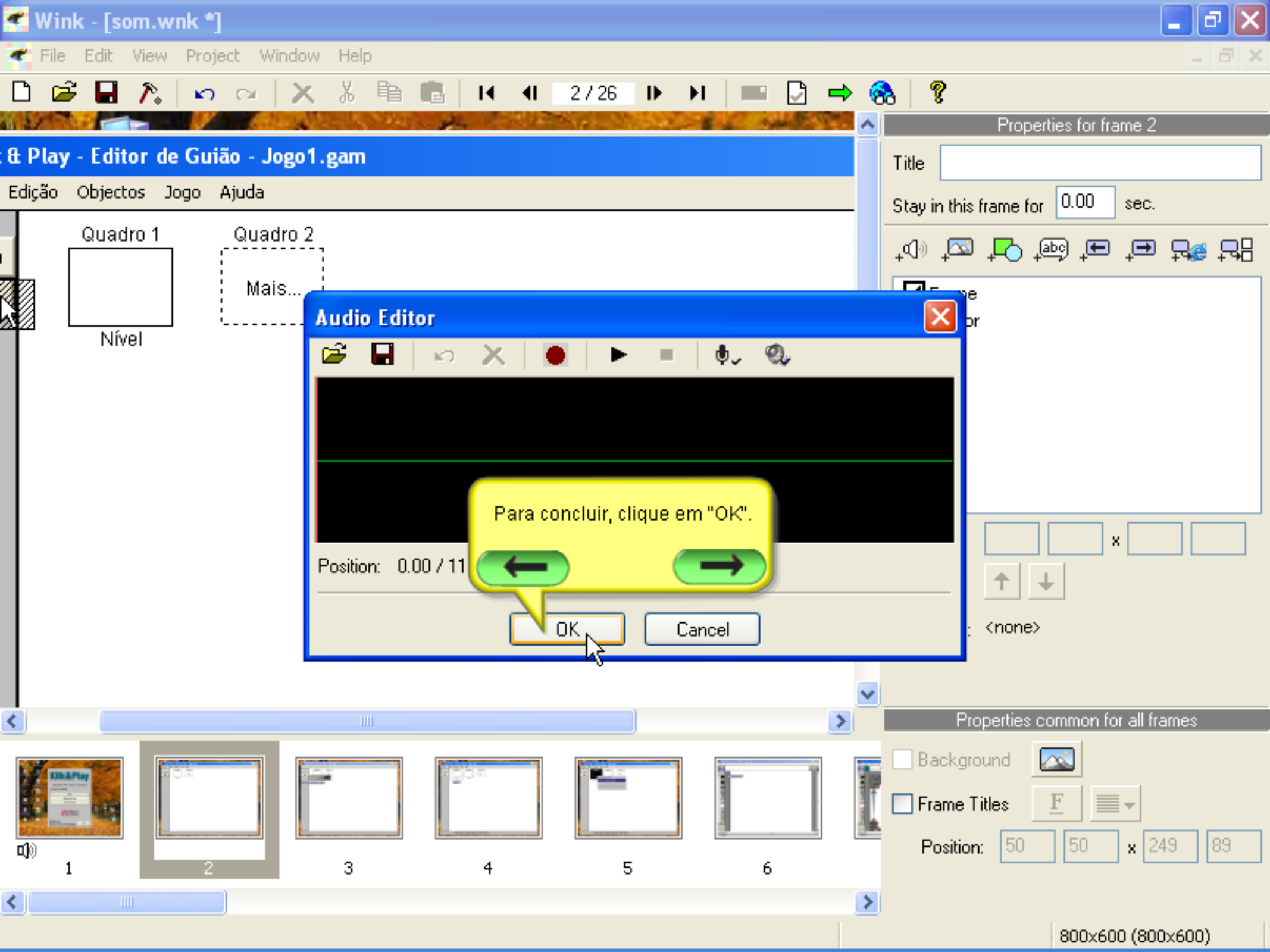
Background
 Frame Titles

Position: 50 50 x 249 89

Properties common for all frames

1 2 3 4 5 6

800x600 (800x600)



Audio Editor

Para concluir, clique em "OK".

Position: 0.00 / 11

OK

Cancel

Properties for frame 2

Title

Stay in this frame for sec.

+ + + + + + + +

Properties common for all frames

Background

Frame Titles

Position: x

800x600 (800x600)

& Play - Editor de Guião - Jogo1.gam

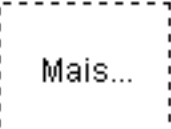
Edição Objectos Jogo Ajuda

Quadro 1



Nível

Quadro 2



Mais...

Fim da demonstração!
Esta janela já pode ser fechada.

Properties for frame 2

Title:

Stay in this frame for: sec.

+
 +
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 +
 +

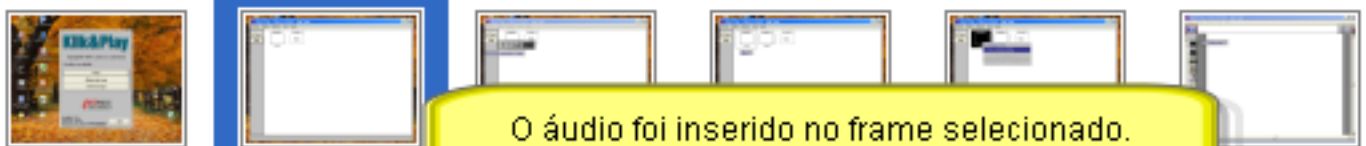
Frame
 Audio (11.44 sec.)
 Cursor

Position: x

Layering:

Properties: <none>

Timeline navigation: < | | >



1 2 6

O áudio foi inserido no frame seleccionado.

← →

Properties common for all frames

Background
 Frame Titles

Position: x