

Record Sound File

Click on the microphone button for the relevant sound file row to open the *Record sound file* window.

Here you can add or edit the Script and the name of the voice used for this sound file. This is optional.

When you are ready to record, enter your phone number and click *Call me now*. Puzzel calls you and gives you instructions on when to start speaking and how to stop, playback and save recording.

The screenshot shows a web interface for managing sound files. At the top, there are tabs for 'Sound Files In Use' and 'Sound File Library'. Below the tabs is a table with columns for 'Name', 'Description', 'Category', and 'Actions'. The 'Sound File Library' tab is active, showing a list of sound files. A modal window titled 'Record soundfile: Test 2.wav' is open in the foreground. The modal has a 'Script' field with a text area, a 'Voice' field with a dropdown menu, and a 'Record by Phone' section with a 'Phone Number' field and a 'Call me now' button. A red arrow points to the microphone icon in the 'Actions' column of the 'Test 2.wav' row in the table.

Name	Description	Category	Actions
Closed.wav	Closed message		▶ 📄 📄 📄 📄 🗑️
Main Menu.wav	Hovedmeny		▶ 📄 📄 📄 📄 🗑️
Queue Intro.wav	Intro message for queue x		▶ 📄 📄 📄 📄 🗑️
Queue Waiting.wav	Waiting		▶ 📄 📄 📄 📄 🗑️
Silence call info.wav			▶ 📄 📄 📄 📄 🗑️
Sleep Away.wav	Music		▶ 📄 📄 📄 📄 🗑️
Test 2.wav			▶ 📄 📄 📄 📄 🗑️ 🎙️
Test 5.wav			▶ 📄 📄 📄 📄 🗑️