

Geluidsbestand opnemen

Klik op de microfoon-knop voor de relevante geluidsbestandsrij om het venster Geluidsbestand opnemen te openen.

Hier kunt u het Script en de naam van de stem die voor dit geluidsbestand wordt gebruikt, toevoegen of bewerken. Dit is optioneel.

Als u klaar bent om op te nemen, voert u uw telefoonnummer in en klikt u op Bel me nu. Puzzel belt u en geeft u instructies over wanneer u moet beginnen met spreken en hoe u de opname kunt stoppen, afspelen en opslaan.

The screenshot shows the 'Sound File Library' interface. A modal window titled 'Record soundfile: Test 2.wav' is open in the center. The modal contains a 'Script' text area, a 'Voice' text field, and a 'Record by Phone' section with a 'Phone Number' input field (containing '0044') and a 'Call me now' button. A red arrow points from the 'Call me now' button in the modal to the microphone icon in the 'Actions' column of the table below. The table lists various sound files with their names and descriptions. At the bottom of the interface, there are buttons for 'Save changes', 'Undo changes', 'Add Sound File', and 'Upload sound files'.

Name	Description	Category	Actions
Closed.wav	Closed message		Play, Edit, Download, Upload, Delete
Main Menu.wav	Hovedmeny		Play, Edit, Download, Upload, Delete
Queue Intro.wav	Intro message for queue x		Play, Edit, Download, Upload, Delete
Queue Waiting.wav	Waiting		Play, Edit, Download, Upload, Delete
Silence call info.wav			Play, Edit, Download, Upload, Delete
Sleep Away.wav	Music		Play, Edit, Download, Upload, Delete
Test 2.wav			Play, Edit, Download, Upload, Delete
Test 5.wav			Play, Edit, Download, Upload, Delete