

## 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 the 'Sound File Library' interface. A modal window titled 'Record soundfile: Test 2.wav' is open, allowing users to edit the script and voice for a specific sound file. The modal includes a 'Script' text area, a 'Voice' dropdown, and a 'Record by Phone' section with a 'Phone Number' input and a 'Call me now' button. A red arrow points to the microphone icon in the 'Actions' column of the table, which is the button used to open this modal.

Name	Description	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] [Microphone]
Test 5.wav		[Play] [Edit] [Download] [Upload] [Delete]

Buttons at the bottom: Save changes, Undo changes, + Add Sound File, Upload sound files