

# Sound Display

Pressing the "Sound" button in the main display will display these three buttons:

## Sound Buttons

Press this button when you have prepared your tape recorder or other sound source to start playing the sound you wish to record into the ANIMAC. You will be prompted for a file name in a standard file dialog. You should end the name with the suffix "-snd" if you wish that ANIMAC should load the sound together with a similarly named file of drawings. Click on "Save" to bring up the sound recording panel:

Adjust the sound output from your tape recorder or amplifier so that the "level meter" (the speaker symbol with arcs indicating volume) shows a suitable level. This will ensure optimum quality of the sound when replayed. A straight line to the right of the pulsating arcs indicates too high a level, which will distort the sound. During quiet passages the level meter will hardly move at all. This is normal. Use the square buttons just like buttons on an ordinary tape recorder. When you are satisfied with your sound, click the "Save" button (or press "Return"), to get back to ANIMAC's sound screen. The

sound is immediately stored to disk. Press "Cancel" if you don't want to use or store the sound.

Please note that the ANIMAC sound adapter input is "Line Level", i.e. not suitable for the direct connection of a microphone. If you wish to record with a microphone, use the special Macintosh microphone. (Note: it must be used without the ANIMAC sound adapter!)

This button will replay the sound in memory. Press the appearing "Exit" button if you wish to interrupt the playback.

Pressing the Exit button will return you to the Main Display.

## Sound Menus

The File menu contains these commands:

The Open sound command will display a dialog box enabling you to choose a sound to load into ANIMAC's memory.

Clear sound will erase any sound currently in memory. It is already saved on disk, however, so no warning is issued.

Quit will ask for a confirmation before closing ANIMAC.

NOTE: In a low-memory situation, ANIMAC may refuse to play sound. If this happens, save your work, quit ANIMAC and set its "Preferred memory size" (in the File — Get Info menu) at least 500 K lower than the "Largest Unused Block" you see in the Apple menu's "About This Macintosh" box. See your Mac manual on how to set application memory size.