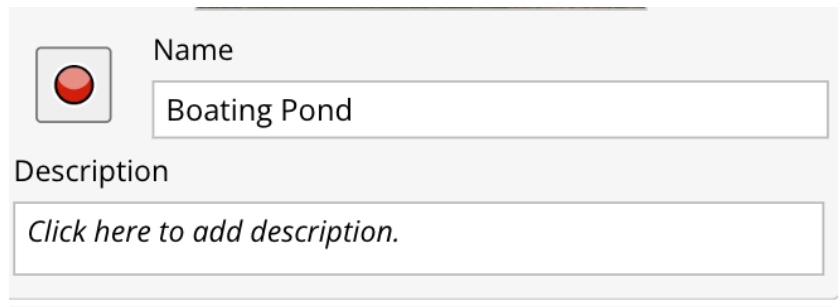


Add Audio

Step 1

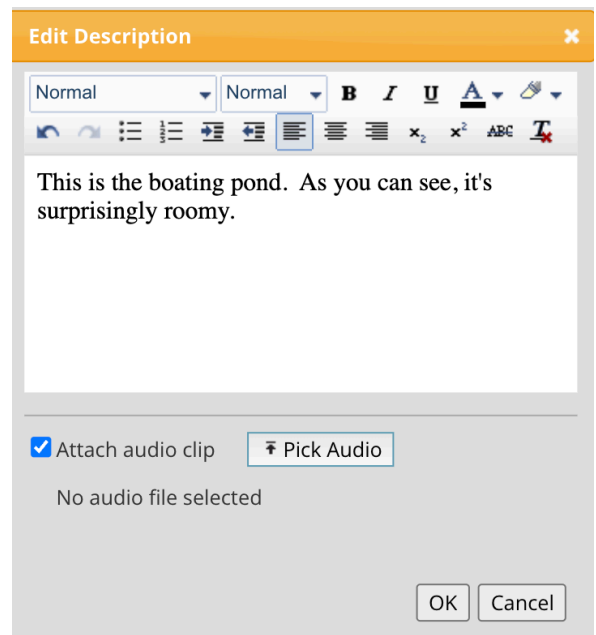
Start by clicking on the Agent's Description field:



A screenshot of a form with two input fields. The first field is labeled "Name" and contains the text "Boating Pond". The second field is labeled "Description" and contains the text "Click here to add description.".

Step 2

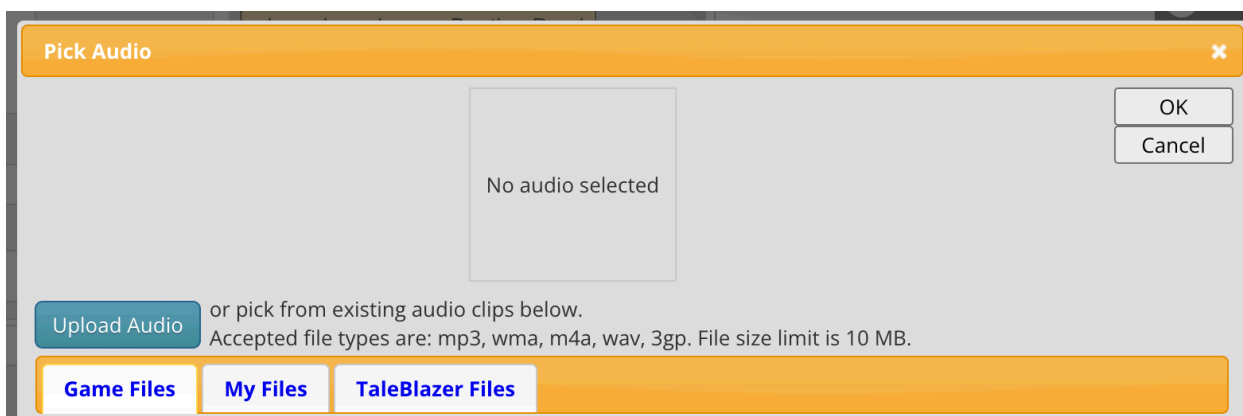
Click on the box that says "Attach audio clip", then click on the button that appears saying "Pick Audio".



A screenshot of the "Edit Description" dialog box. It features a rich text editor with a toolbar containing various formatting options. The text area contains the text "This is the boating pond. As you can see, it's surprisingly roomy." Below the text area, there is a checkbox labeled "Attach audio clip" which is checked, and a button labeled "Pick Audio". Below the button, it says "No audio file selected". At the bottom right, there are "OK" and "Cancel" buttons.

Step 3

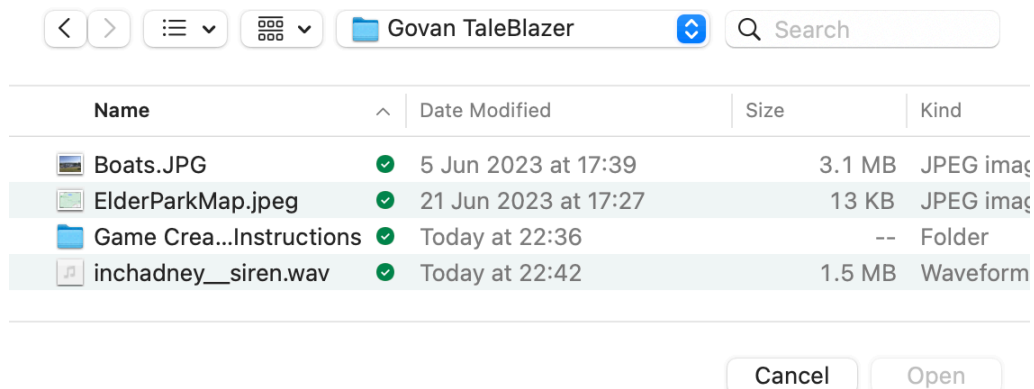
Click on the blue "Upload Audio" button:



A screenshot of the "Pick Audio" dialog box. It features a large empty box in the center with the text "No audio selected". Below this box, there is a blue button labeled "Upload Audio" and a line of text: "or pick from existing audio clips below. Accepted file types are: mp3, wma, m4a, wav, 3gp. File size limit is 10 MB." At the bottom, there are three tabs: "Game Files", "My Files", and "TaleBlazer Files". On the right side, there are "OK" and "Cancel" buttons.

Step 10

Click on the audio file you want to add and click on the Open button.



Types of files that will work are:

mp3, wma, m4a, wav, 3gp
Files should be smaller than 10MB.

Step 11

You should now see a player containing your sound file at the bottom of the Description window. Click OK.

