



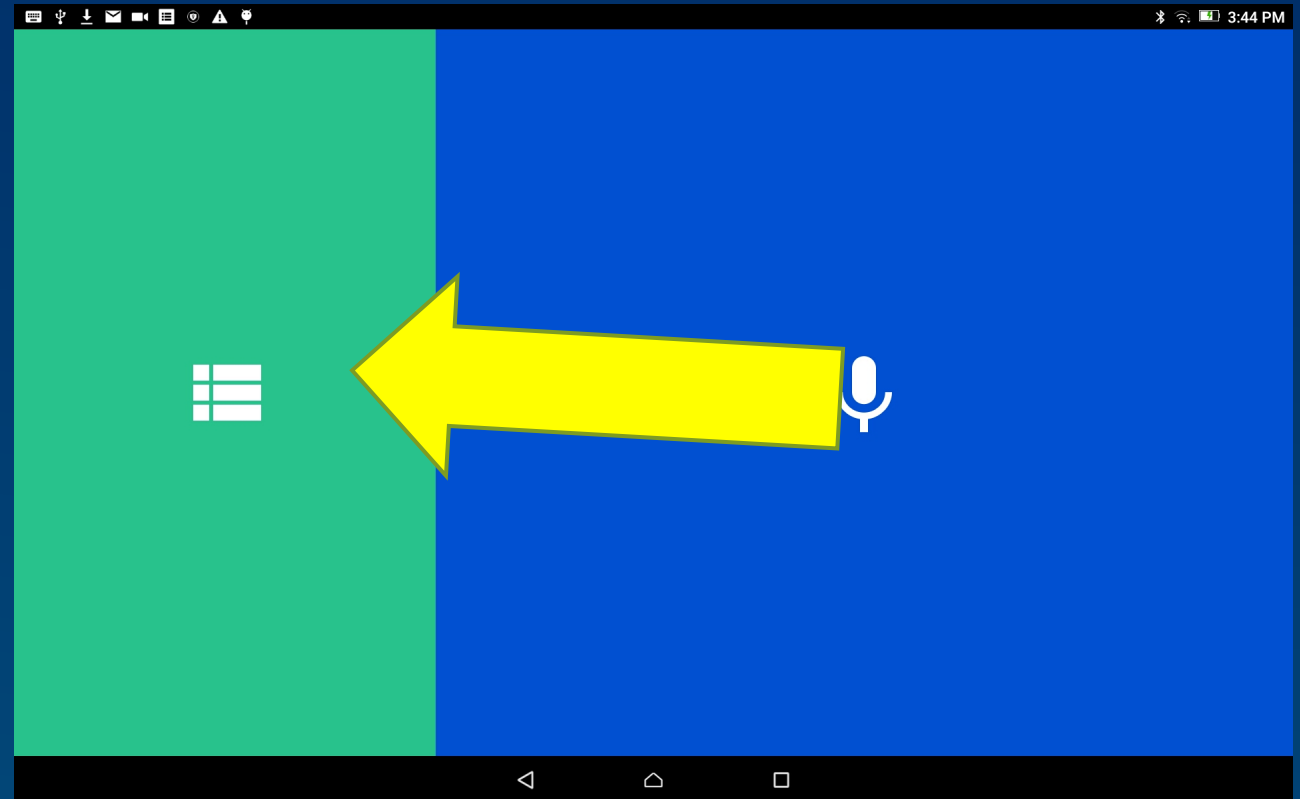
STARTING A NEW  
PROJECT  
FROM  
PROJECT MANAGER

# BTT Recorder v1.4

# Start a Project:



- ▶ From the home screen, tap in the green area to open the Project Manager.



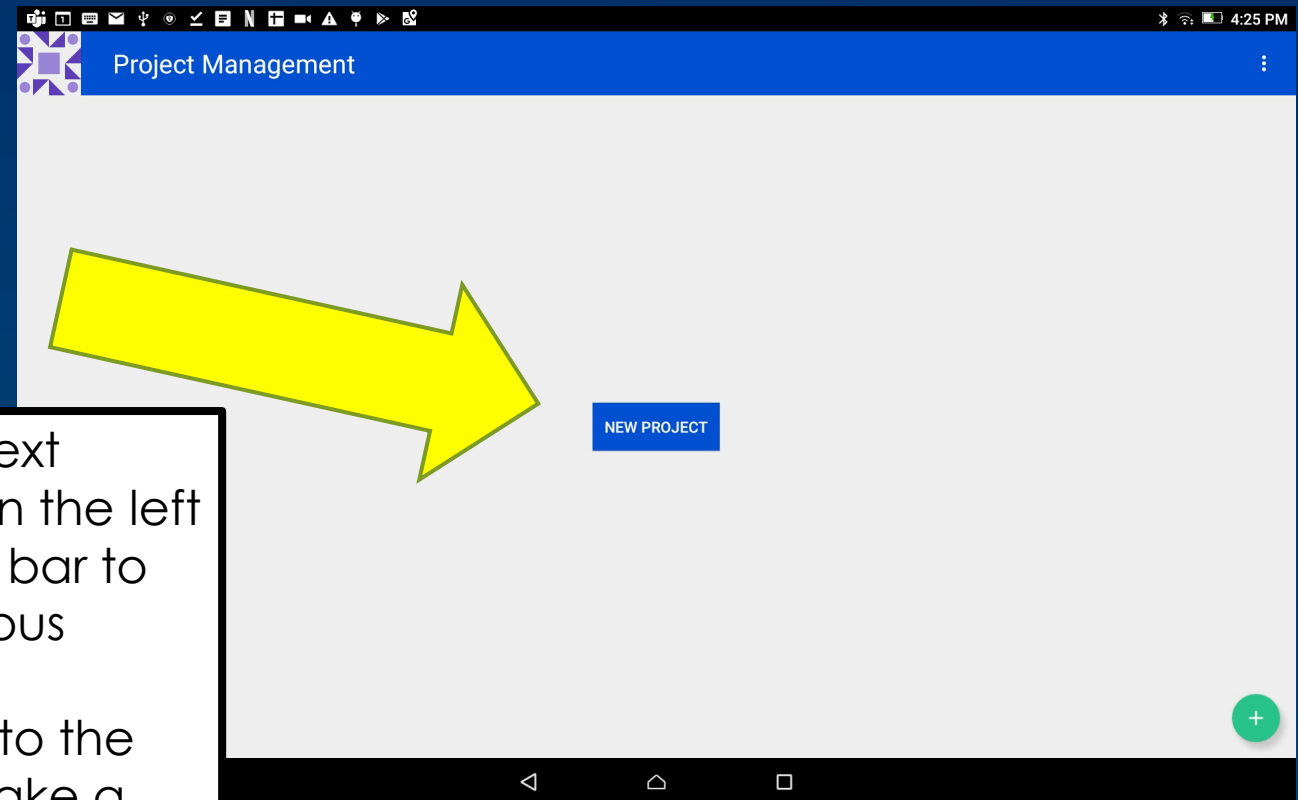
# Start a Project:



Create a new project:

- ▶ Tap on the 'NEW PROJECT' blue button.

**NOTE:** During these next steps, you may tap on the left arrow in the top blue bar to go back to the previous screen at any time. You may want to go to the previous screen to make a different choice



# Start a Project

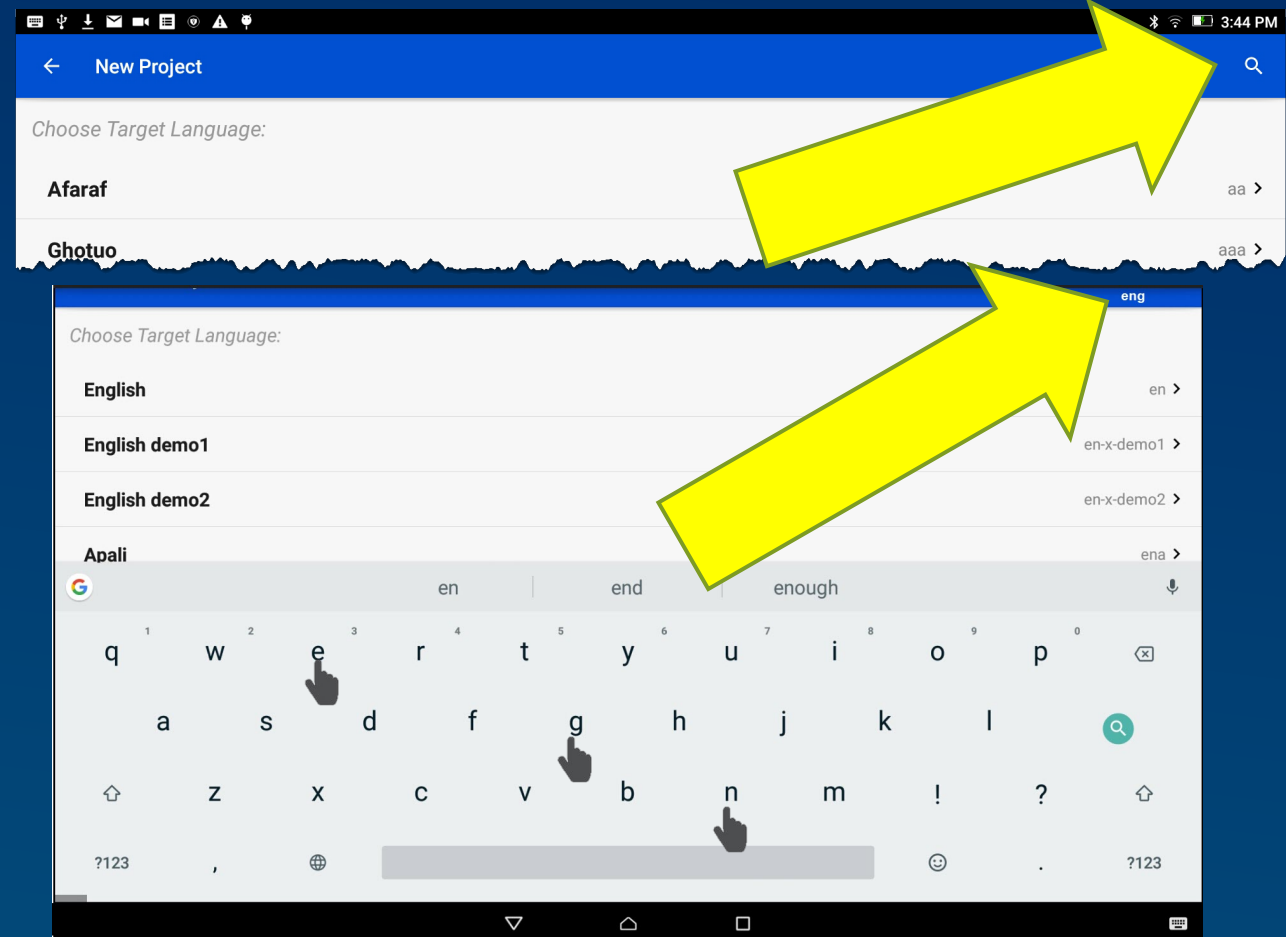


Select the Target Language:

- ▶ The Target Language is the language *into* which you will translate.
- ▶ Search for the desired language by either:
  - ▶ Scrolling to the language name.

OR

- ▶ Clicking the magnifying glass and typing in the language name or language code.

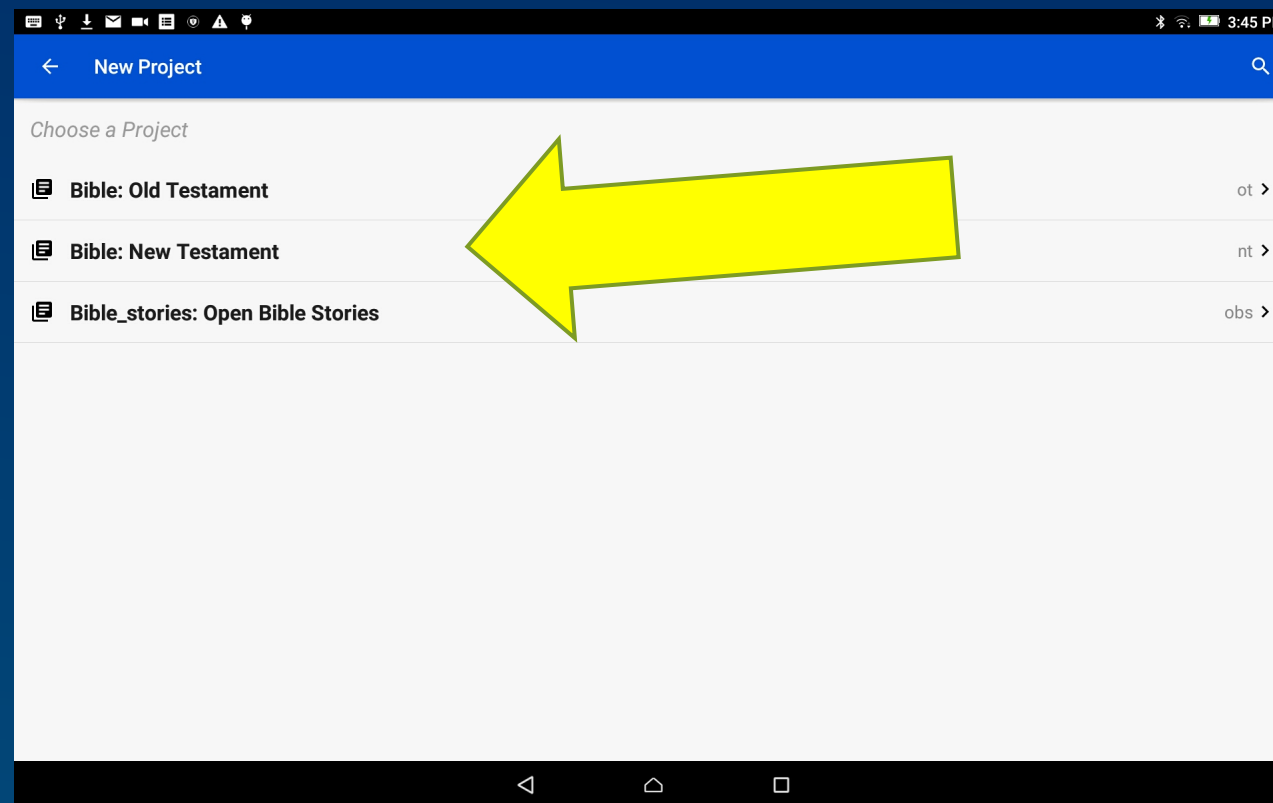


# Start a Project



## Choose a Project:

- ▶ Tap on the words to choose to start an Old Testament, New Testament or Open Bible Stories project.

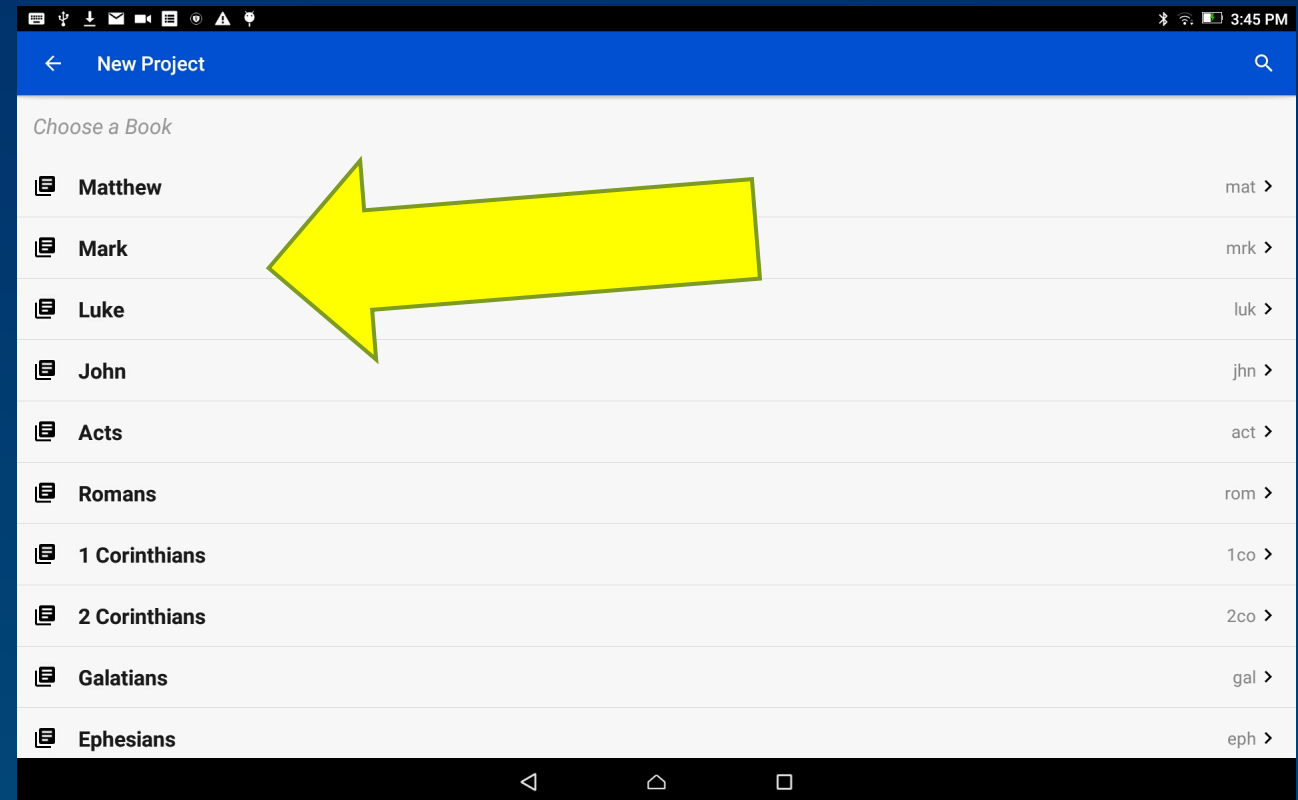


# Start a Project



## Choose a Book:

- ▶ Tap on the book title to choose a book for the project.
- ▶ Scroll down for more book names.

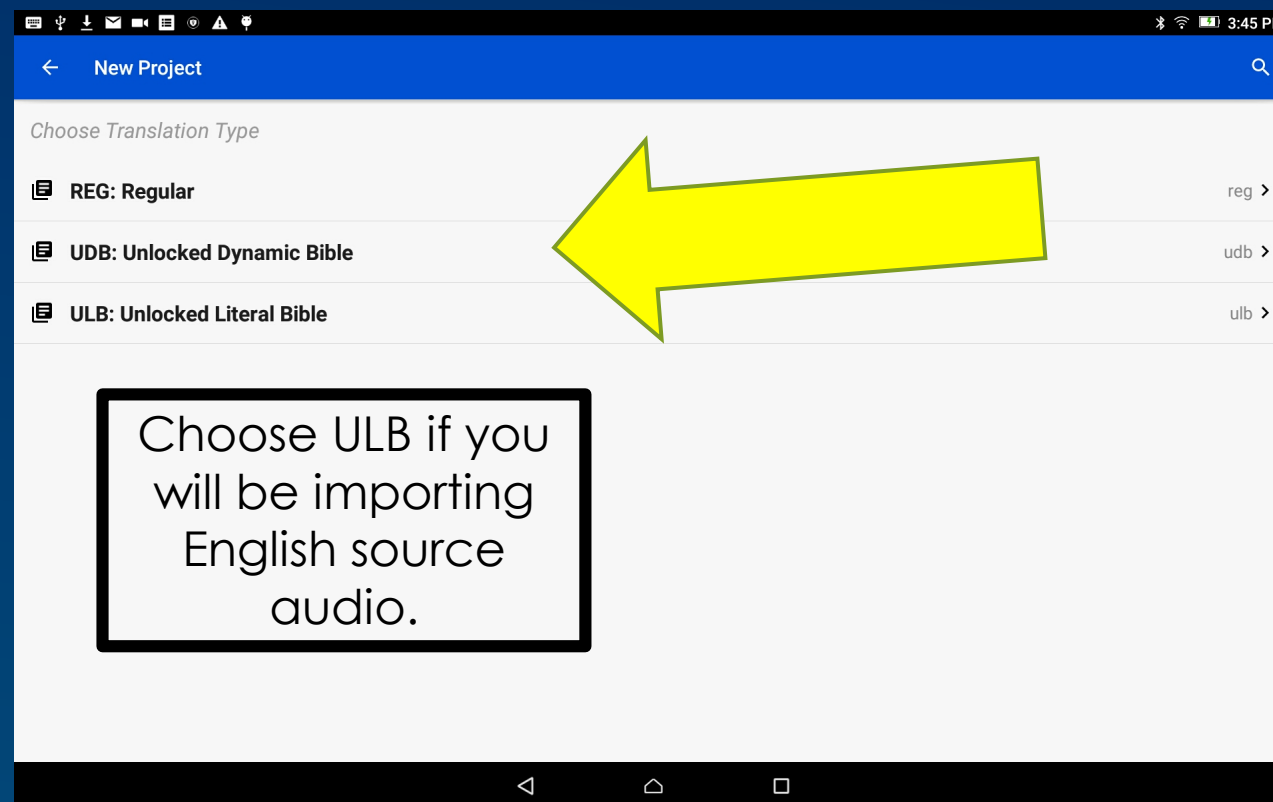


# Start a Project

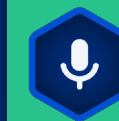


## Choose a Translation Type:

- ▶ The translation type is the type of translation of the final project work.
- ▶ Tap on the words to choose a translation type.

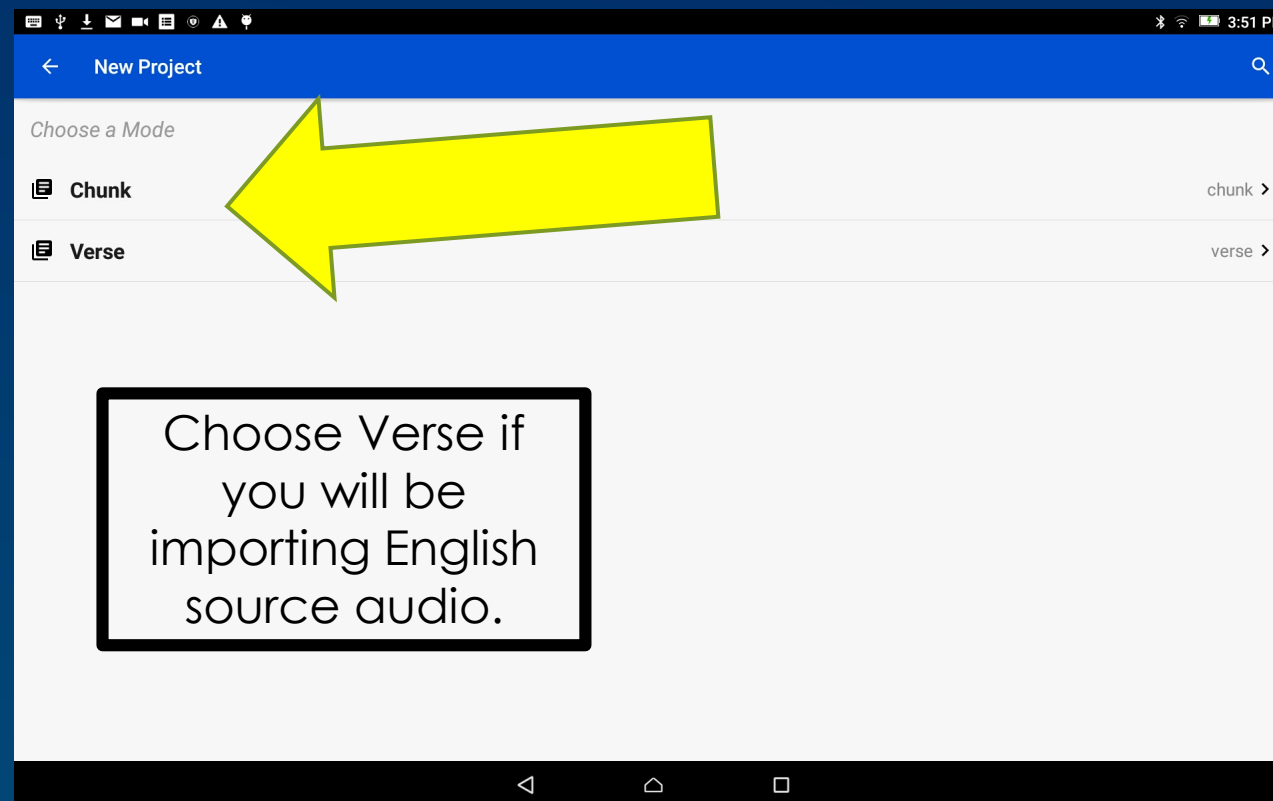


# Start a Project



## Choose a Mode:

- ▶ Tap to choose either Verse or Chunk mode. This is how the information will be divided.





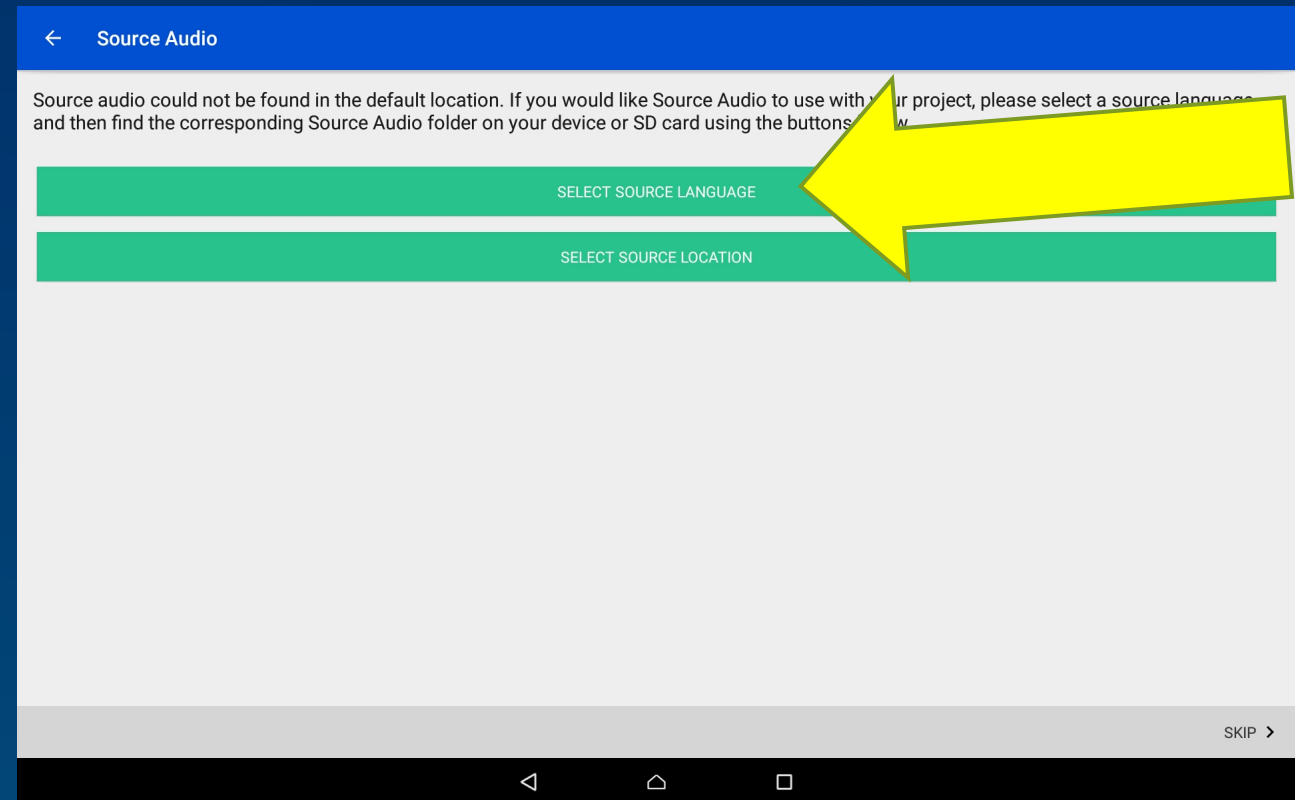
# Start a Project

Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- ▶ The Source Language is the language from which you will translate.
- ▶ Tap on the top green bar (Select Source Language).



Click here to skip the steps for  
source audio

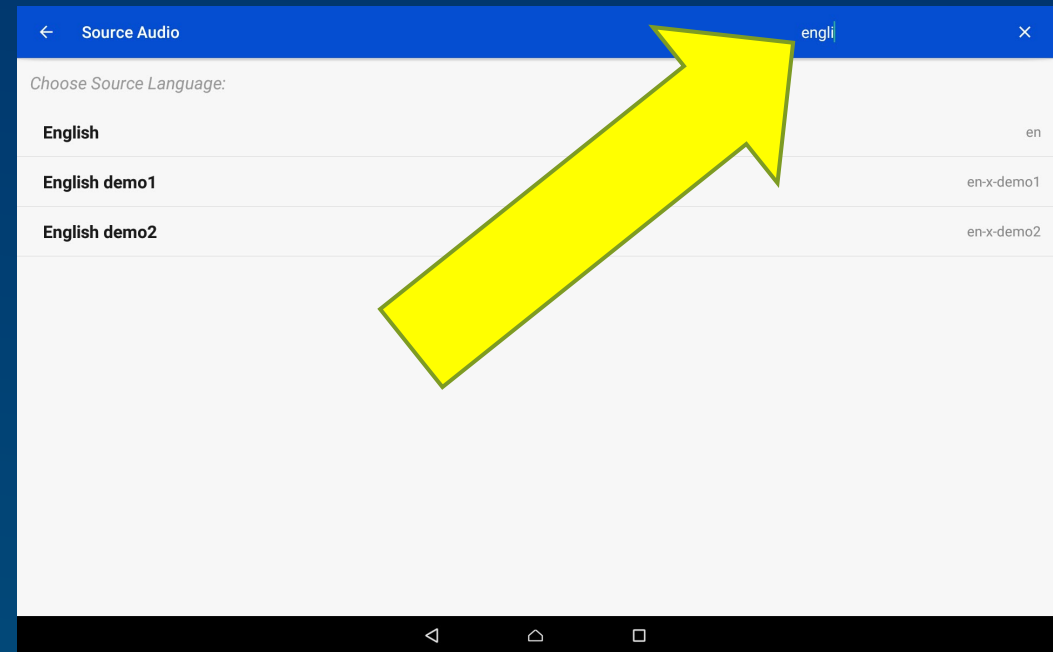
# Start a Project

Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- ▶ Search for the desired language by either:
  - ▶ Scrolling to the language name.
  - ▶ Clicking the magnifying glass and typing in the language name or language code.



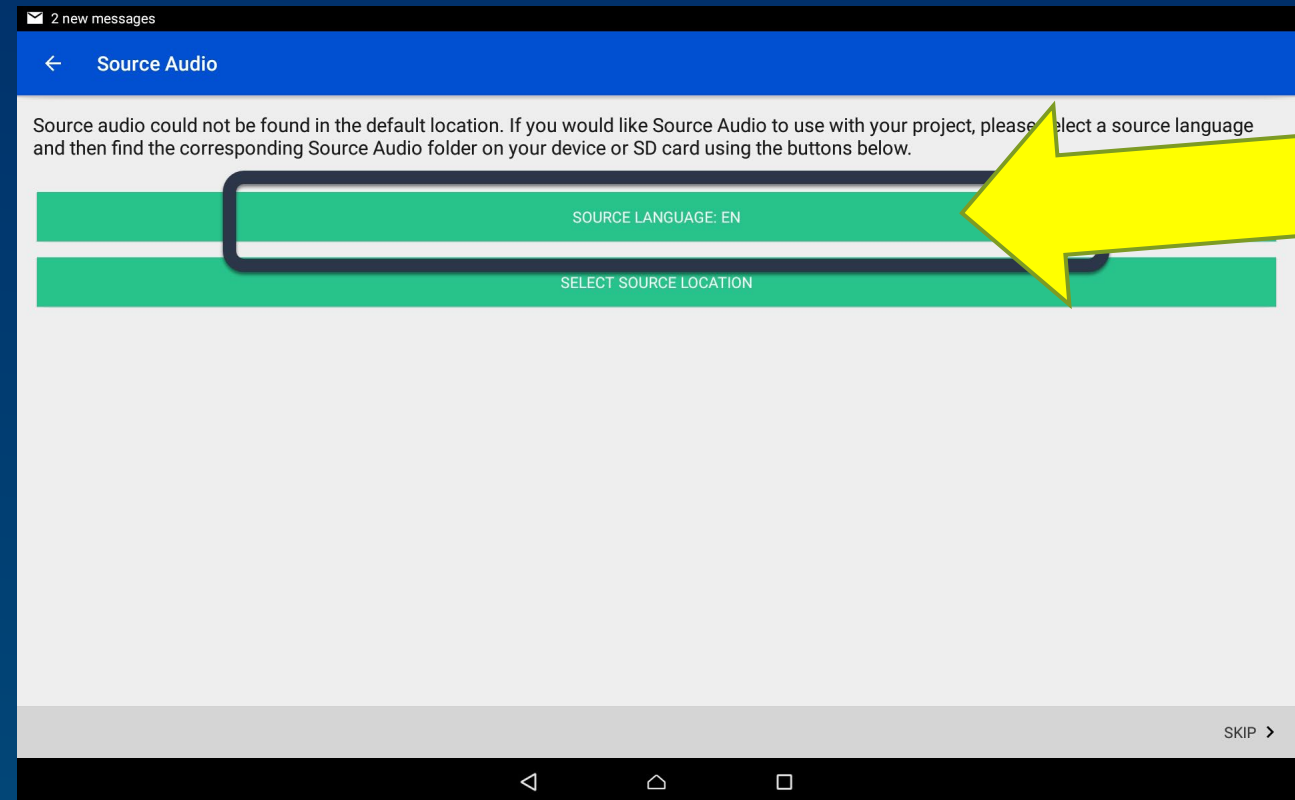
# Start a Project

Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- ▶ The language code now shows on the Source Language green bar.
- ▶ Tap on the bottom green bar (Select Source Location).



# Start a Project

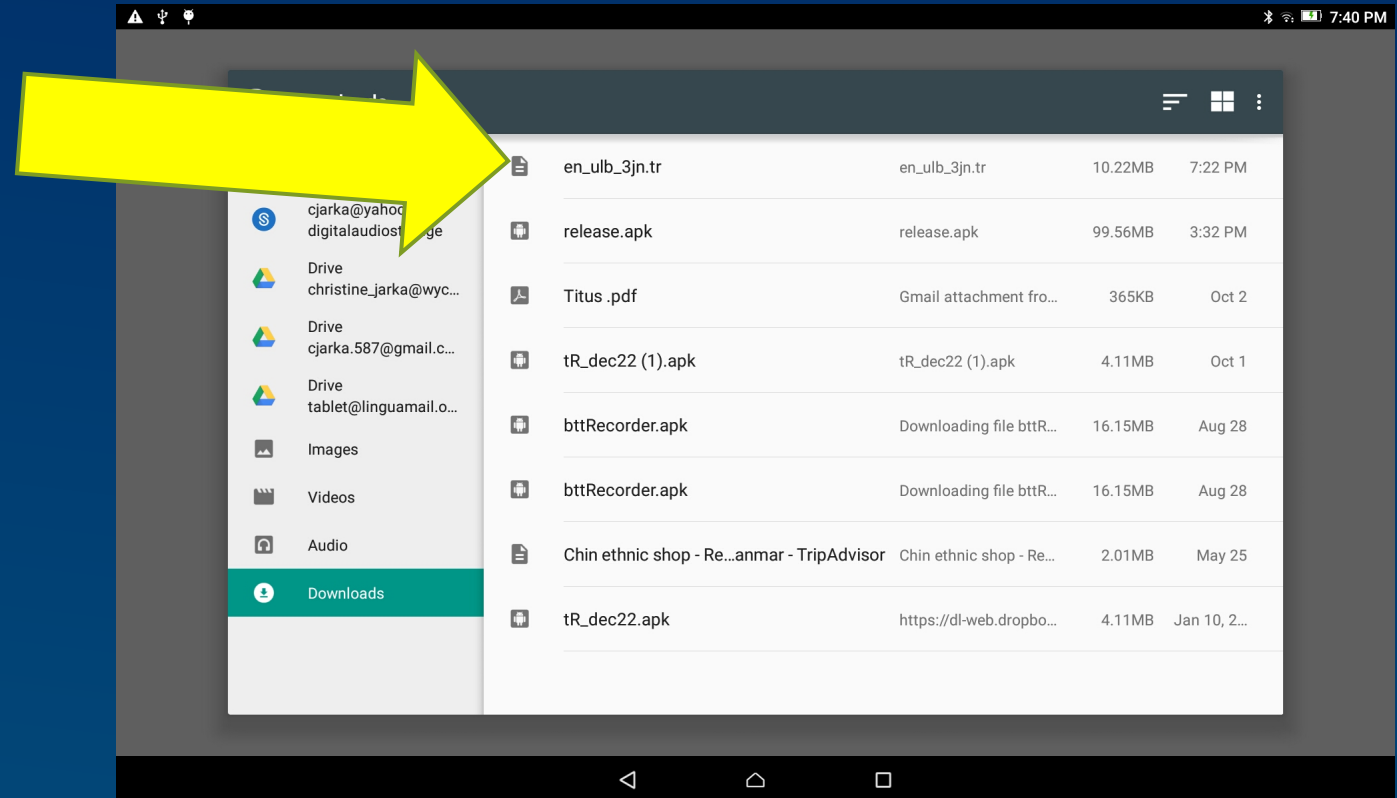
Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- Use the File Manager to find and select the appropriate source file.

(The facilitator will help with this.)



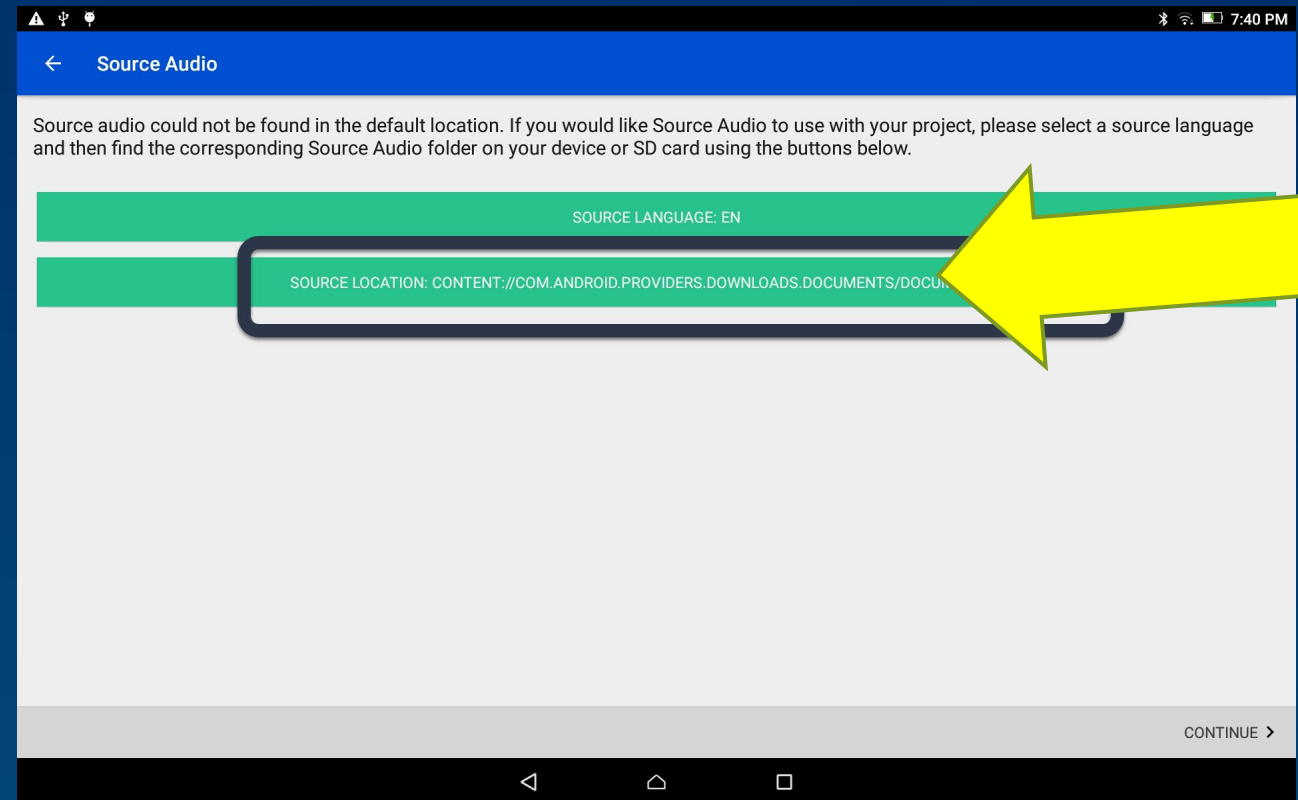
# Start a Project

Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- ▶ The source language file name now shows on the Source Location green bar.
- ▶ Close the keyboard.



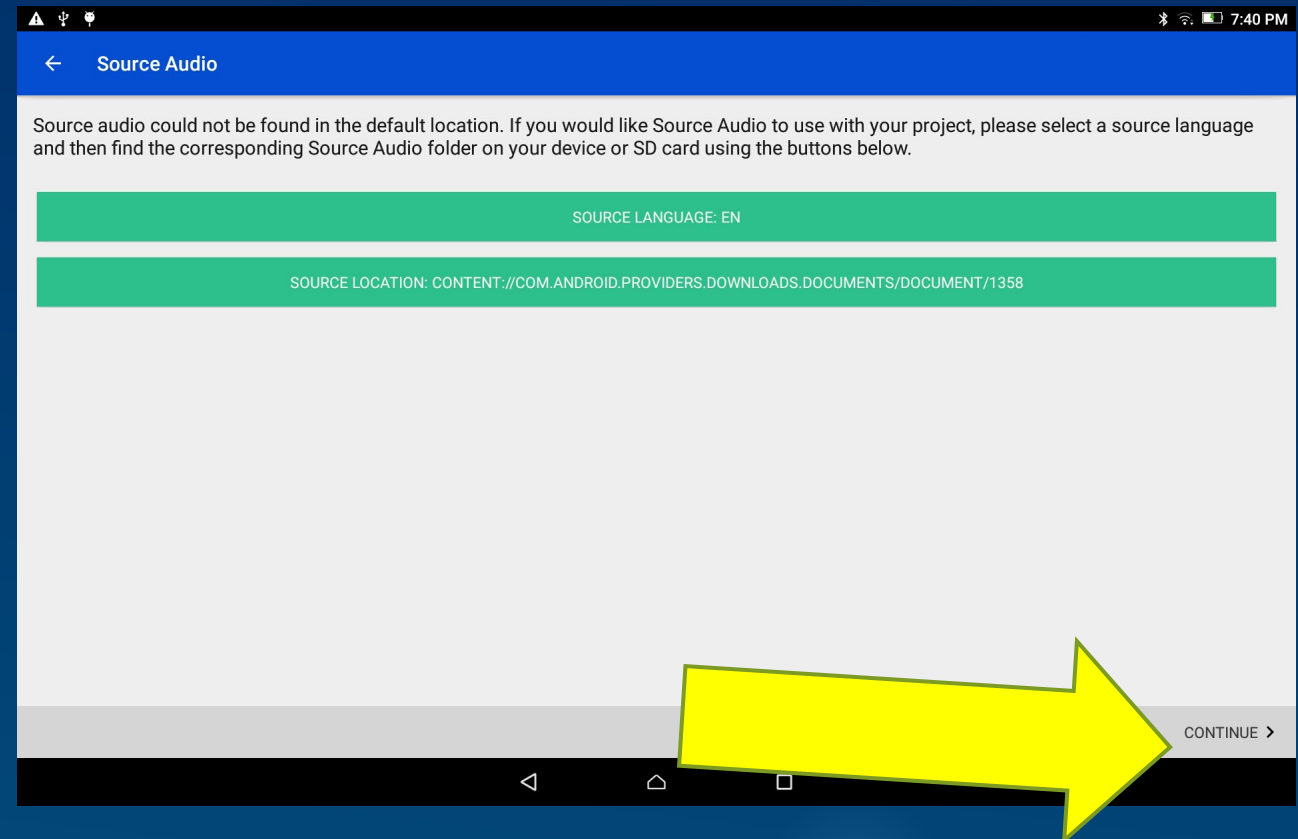
# Start a Project

Skip this  
step if  
not using  
a source  
audio



## Source Audio Selection:

- ▶ Tap on the CONTINUE link at the bottom right.

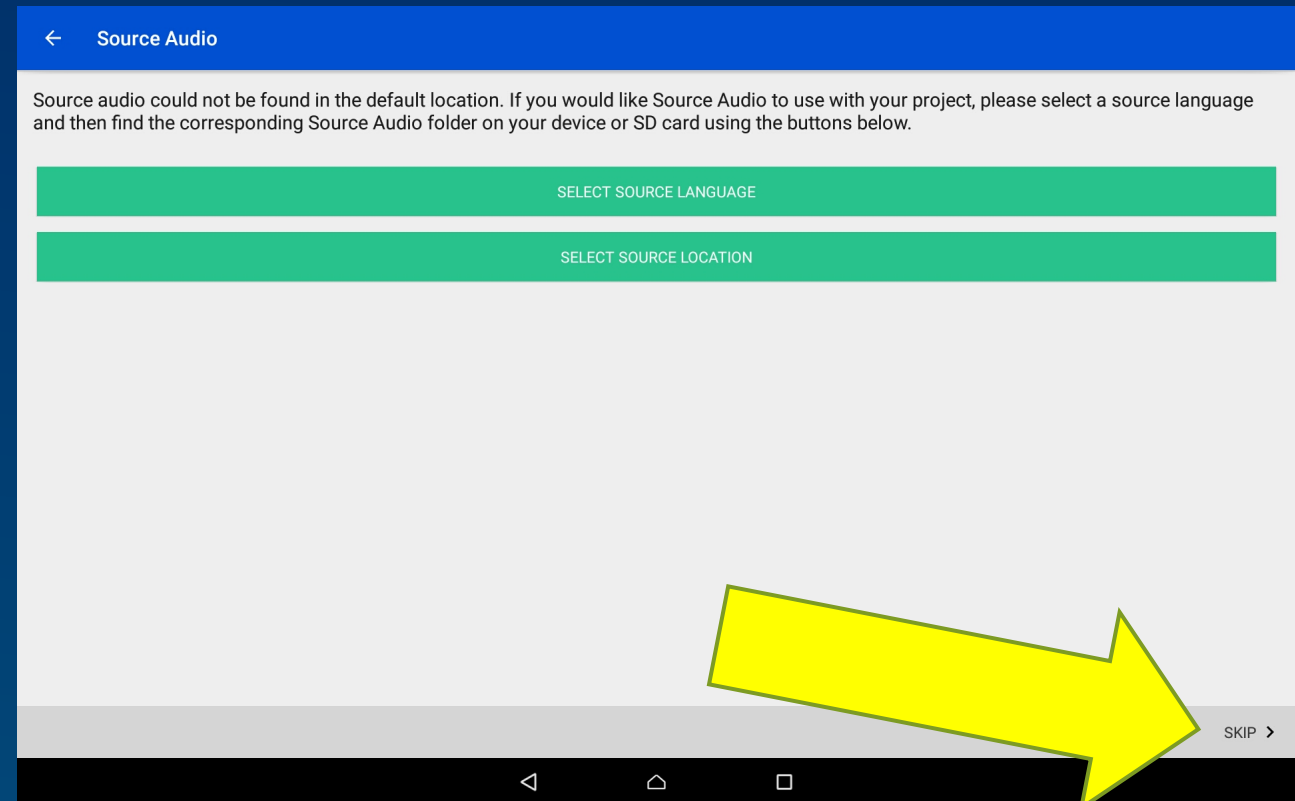


# Start a Project



## Source Audio Selection:

- ▶ Skip this step if there is no source audio.



# Start a Project



- ▶ The new project starts

