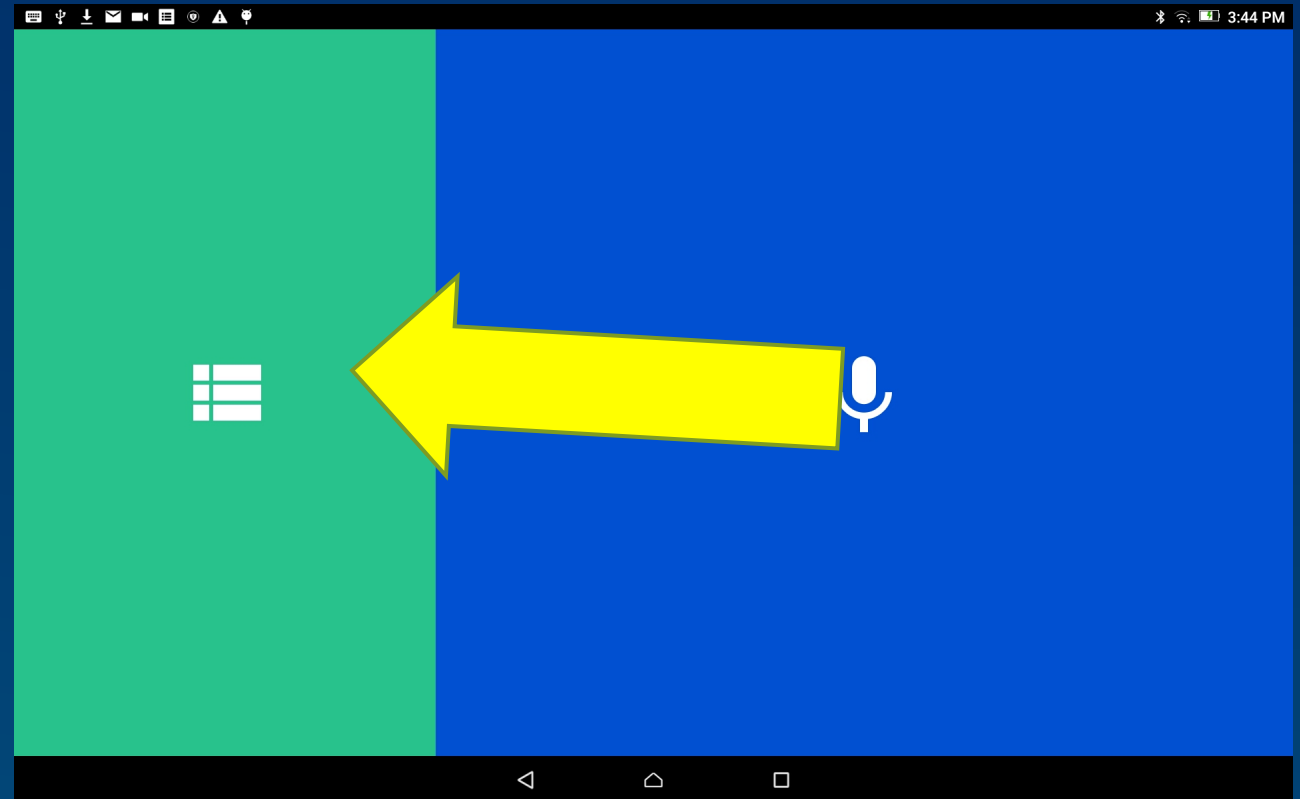STARTING A NEW PROJECT

BTT Recorder v1.4

Start a Project:

▶ From the home screen, tap in the green area to open the Project Manager.
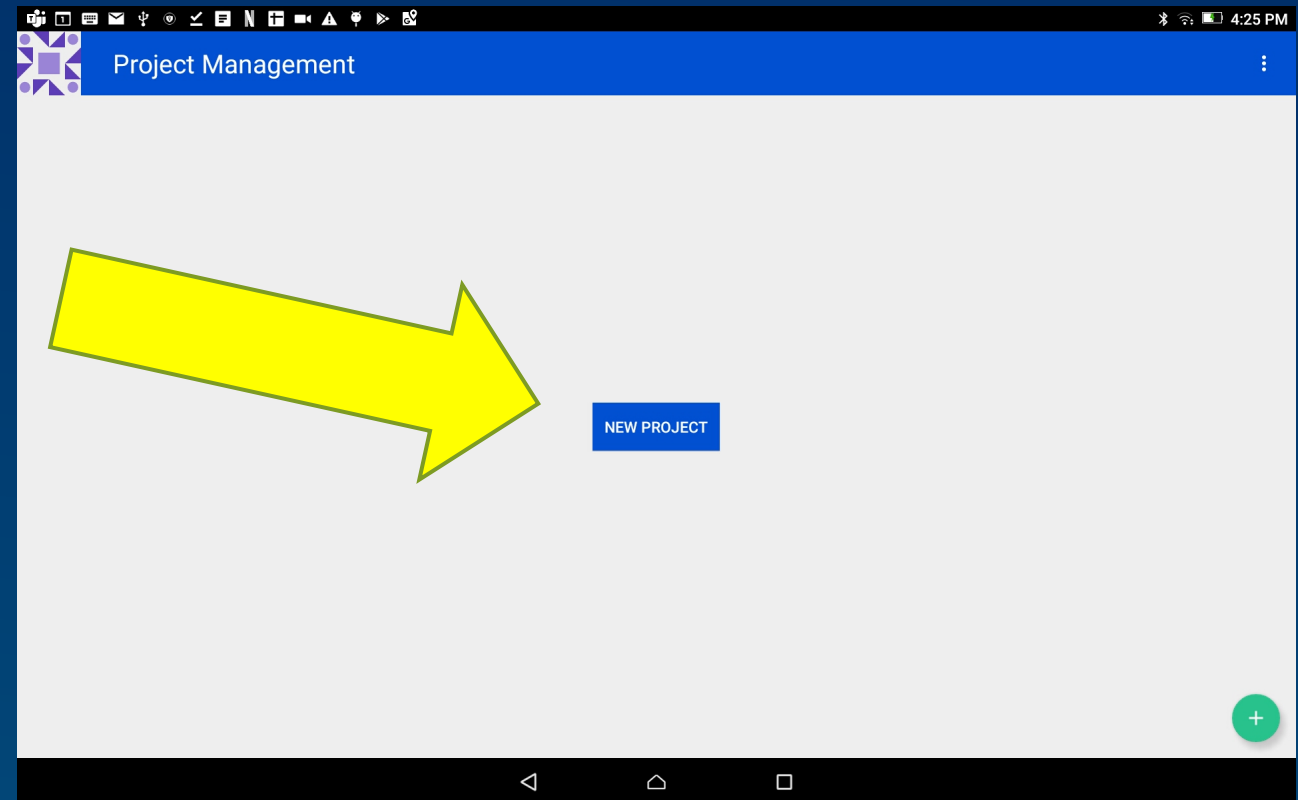
Start a Project:

Create a new project:

▶ Tap on the 'NEW PROJECT' blue button.

Start a Project
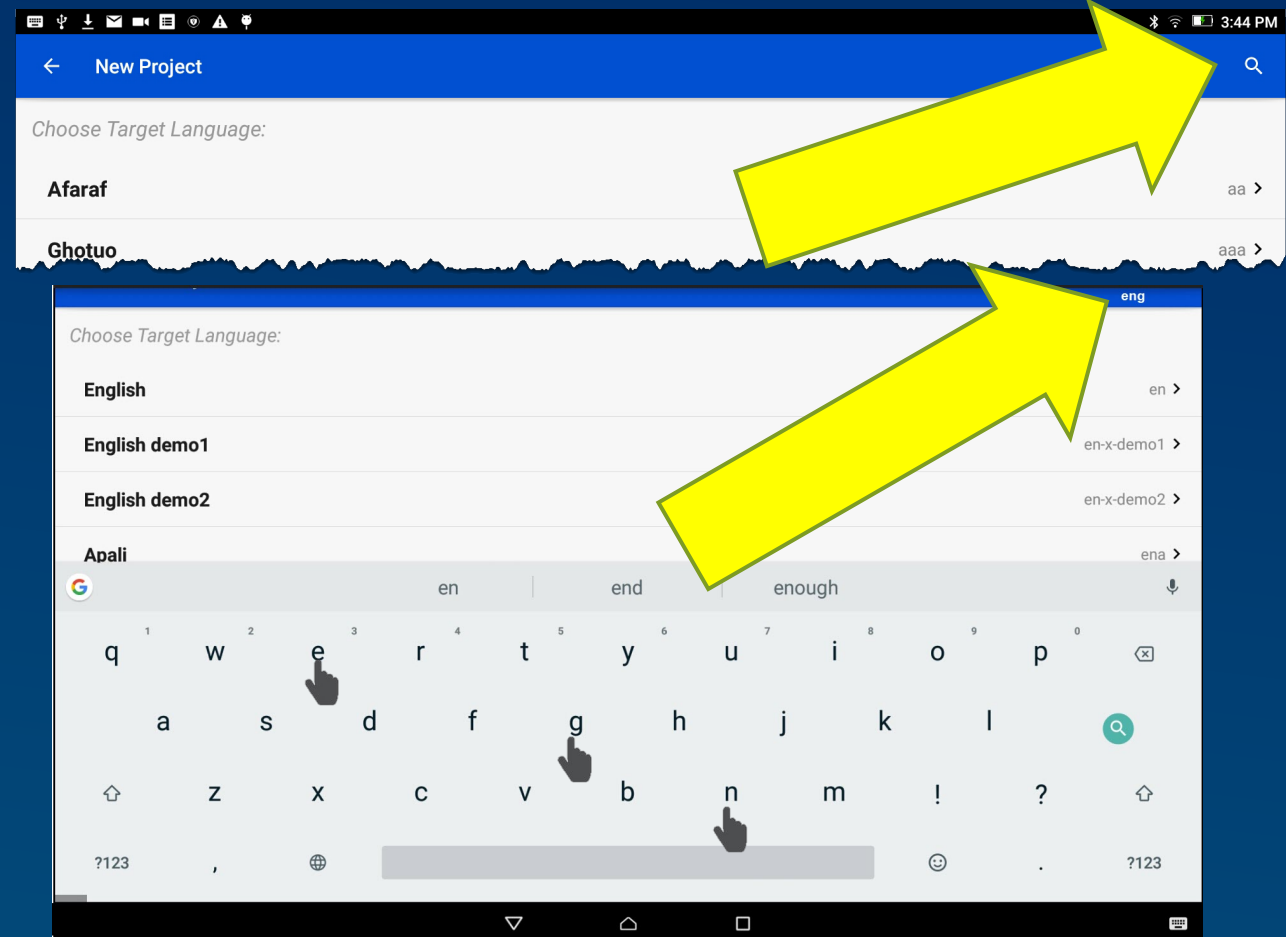
Select the Target Language:

▶ The Target Language is the language _into_ which you will translate.

▶ Search for the desired language by either:

  ▶ Scrolling to the language name.

  OR

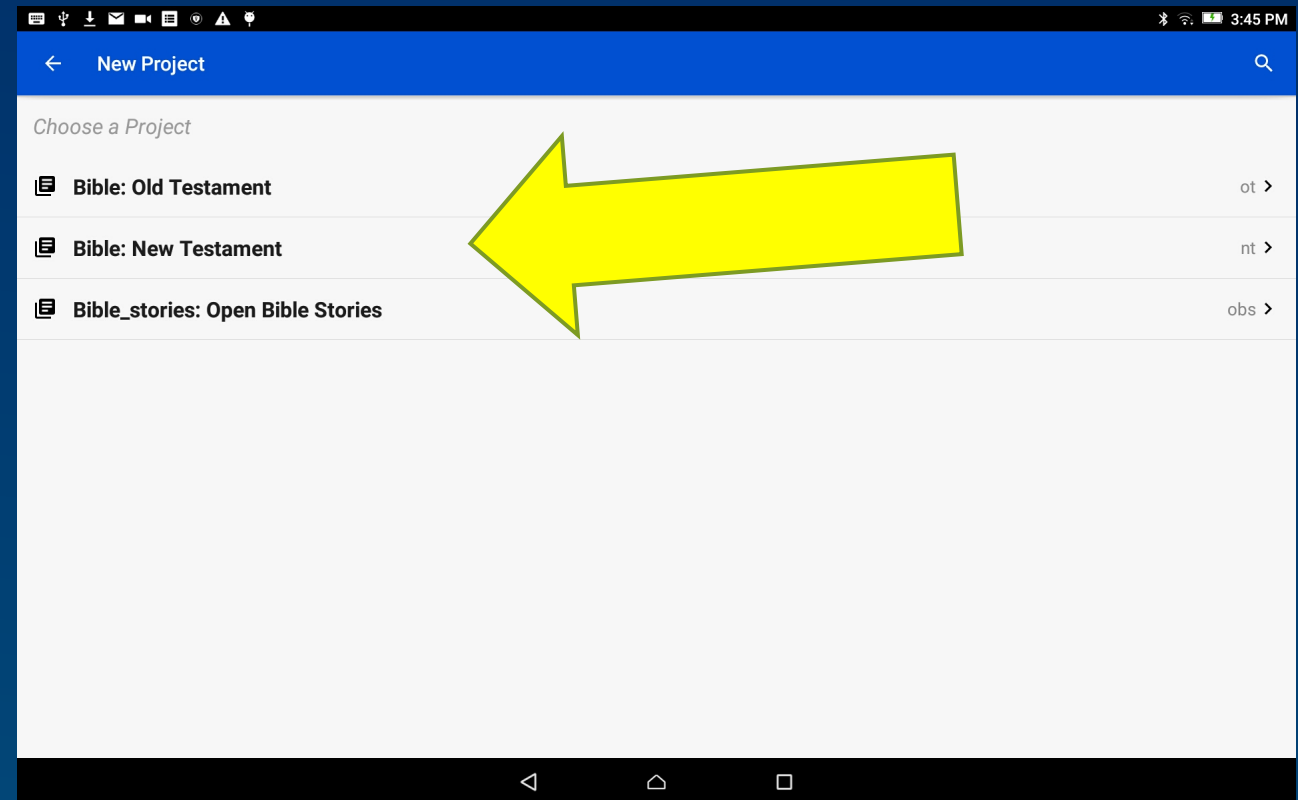 ▶ Clicking the magnifying glass and typing in the language name or language code.

Start a Project

Choose a Project:

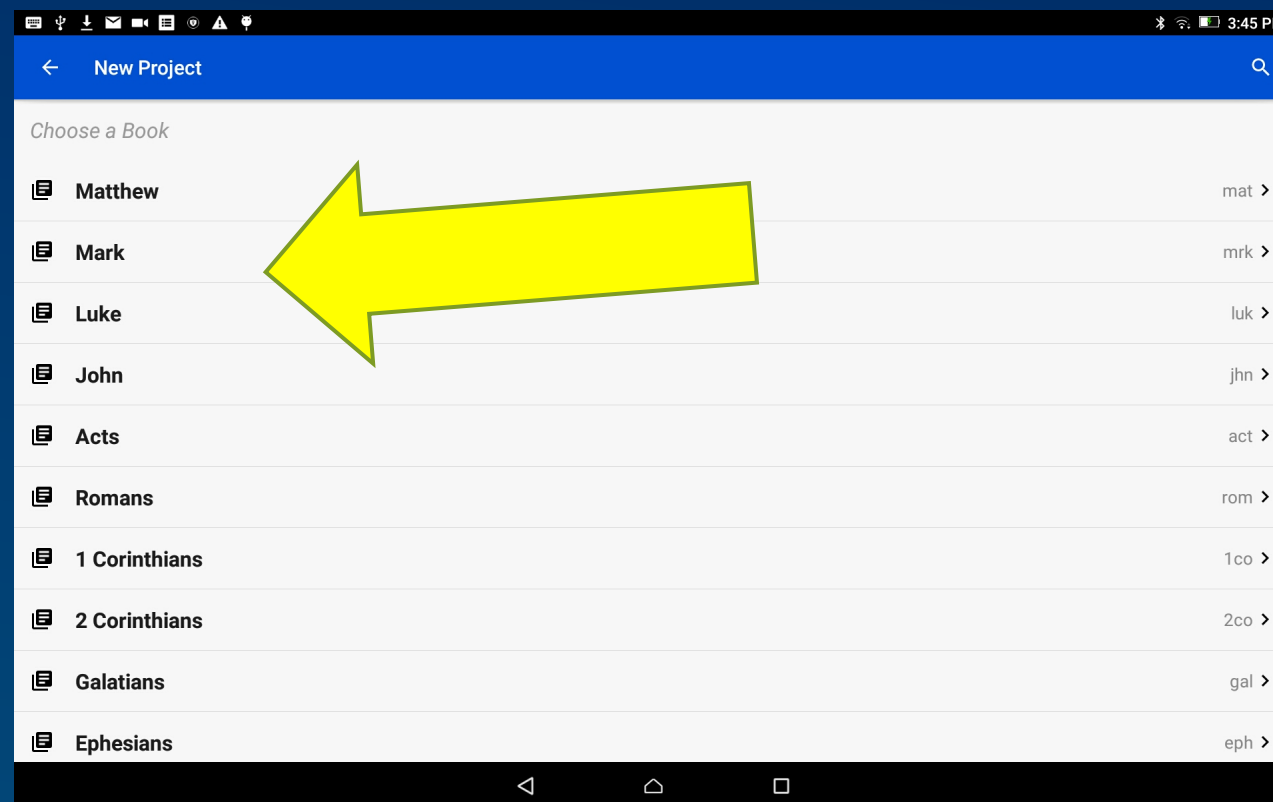▶ Tap on the words to choose to start an Old Testament, New Testament or Open Bible Stories project.

Start a Project

Choose a Book:

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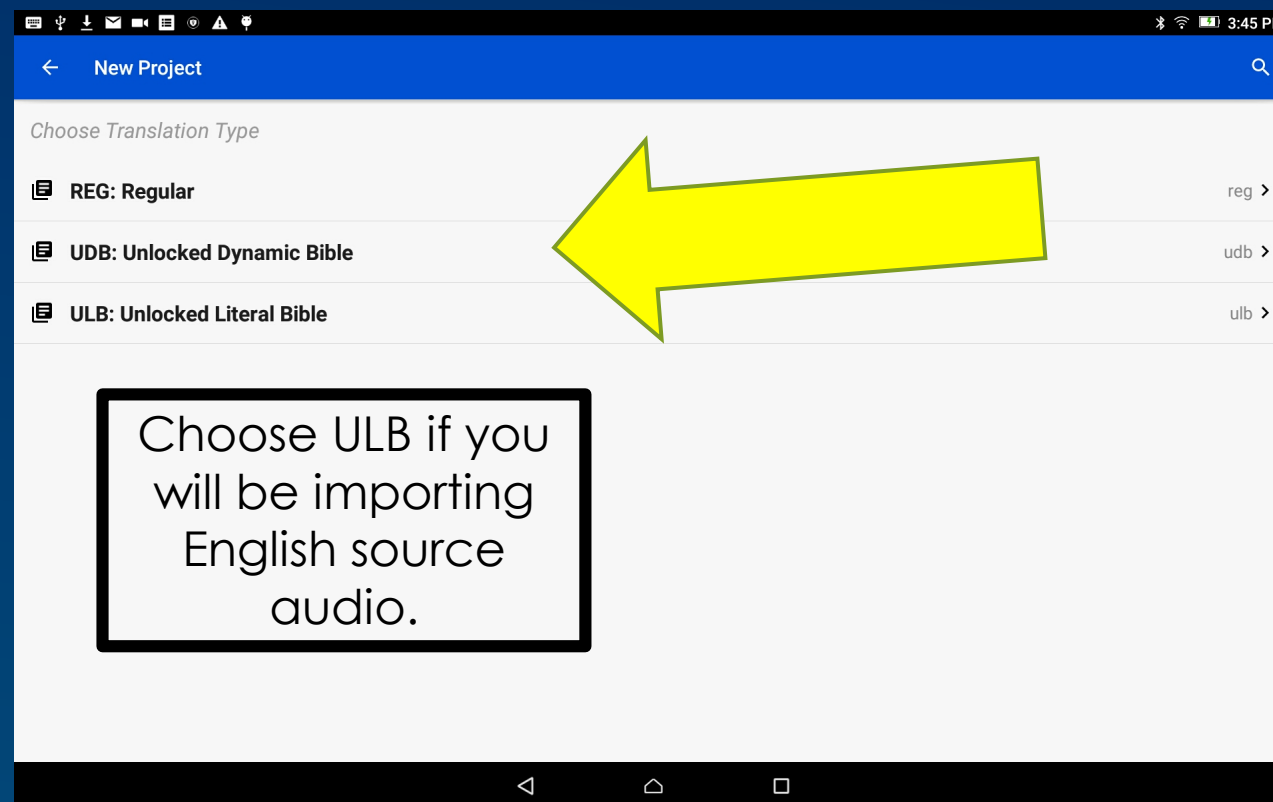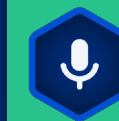
  ▶ Scroll down for more book names.

Start a Project

Choose a Translation Type:

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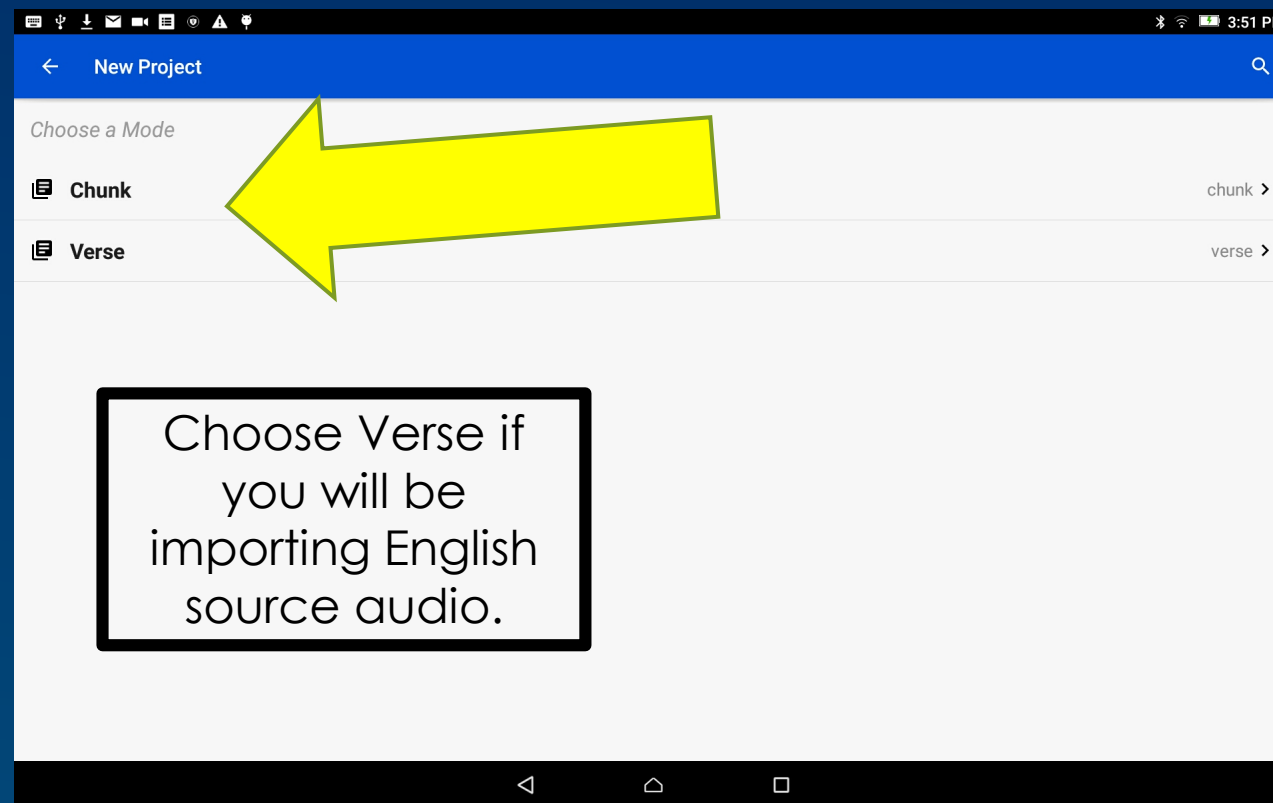
▶ Tap on the words to choose a translation type.

Start a Project

Choose a Mode:

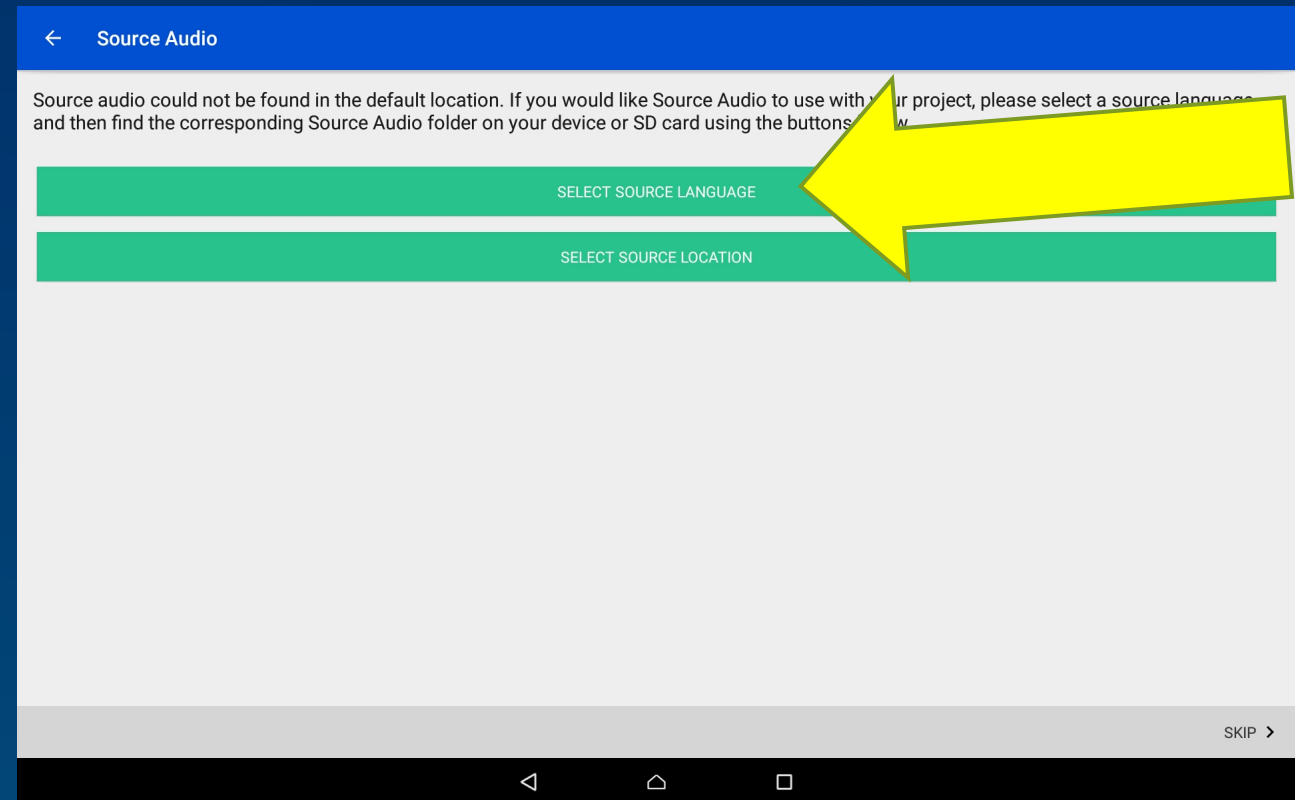▶ Tap to choose either Verse or Chunk mode. This is how the information will be divided.

Choose Verse if you will be importing English source audio.

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).

Source Audio

Source audio could not be found in the default location. If you would like Source Audio to use with your project, please select a source language and then find the corresponding Source Audio folder on your device or SD card using the buttons below.

SELECT SOURCE LANGUAGE

SELECT SOURCE LOCATION

SKIP ❯

Click here to skip the steps for source audio

Start a Project

Source Audio Selection:

▶ Search for the desired language by either:

  ▶ Scrolling to the language name.

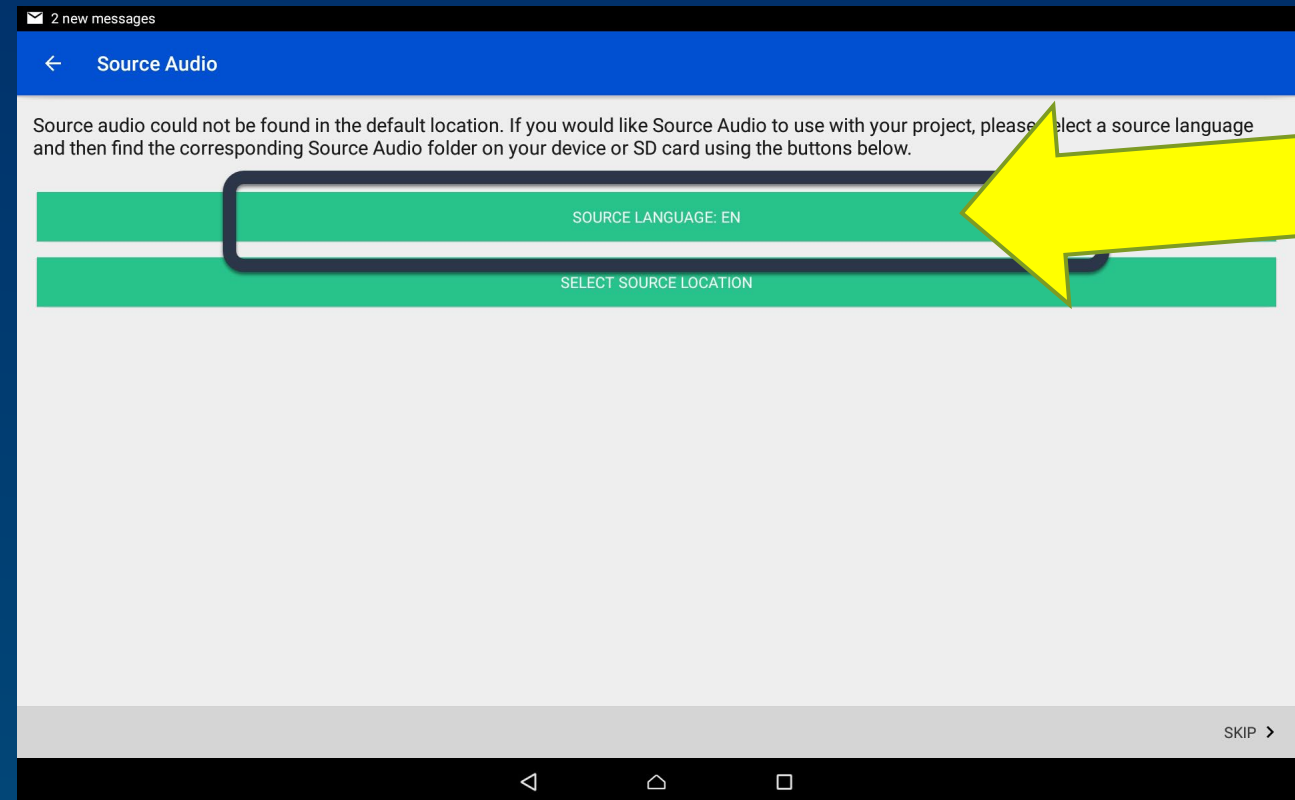 ▶ Clicking the magnifying glass and typing in the language name or language code.
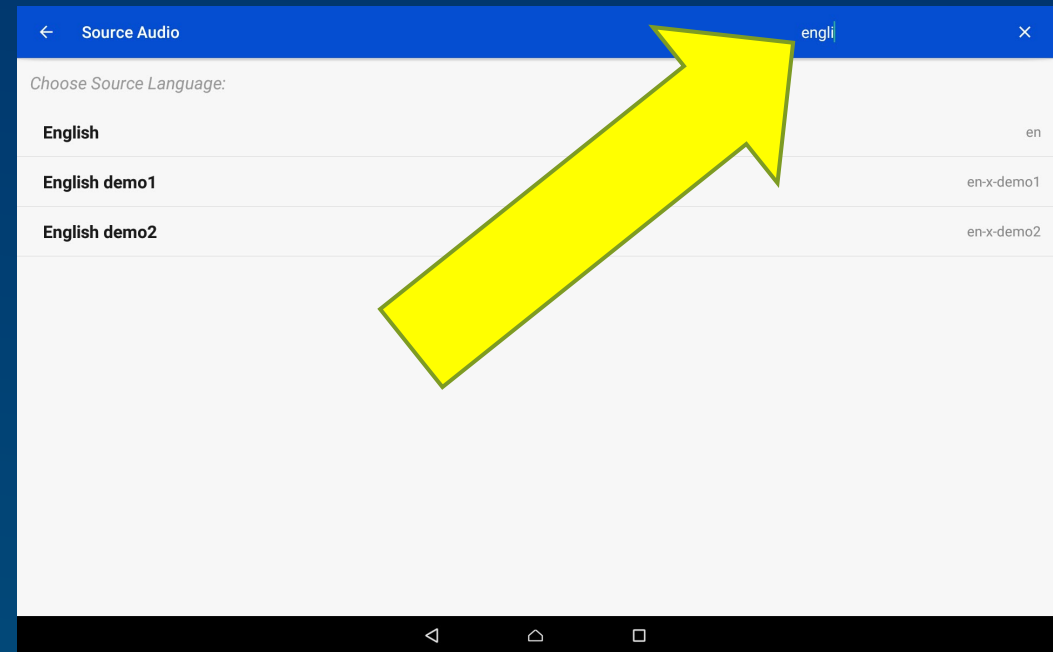
Start a Project

Source Audio Selection:

▶ The language code now shows on the Source Language green bar.

▶ Tap on the bottom green bar (Select Source Location).
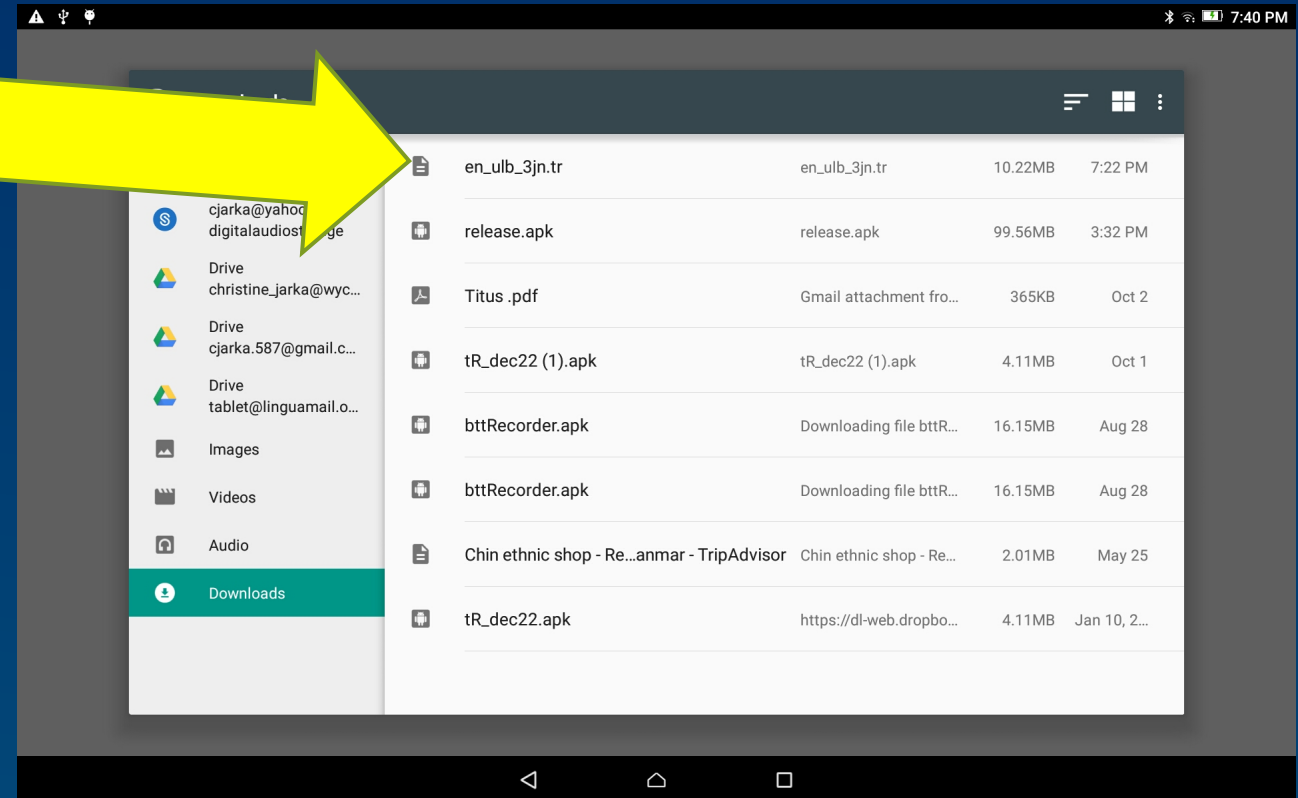
Start a Project

Skip this step if not using a source audio

Source Audio Selection:

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

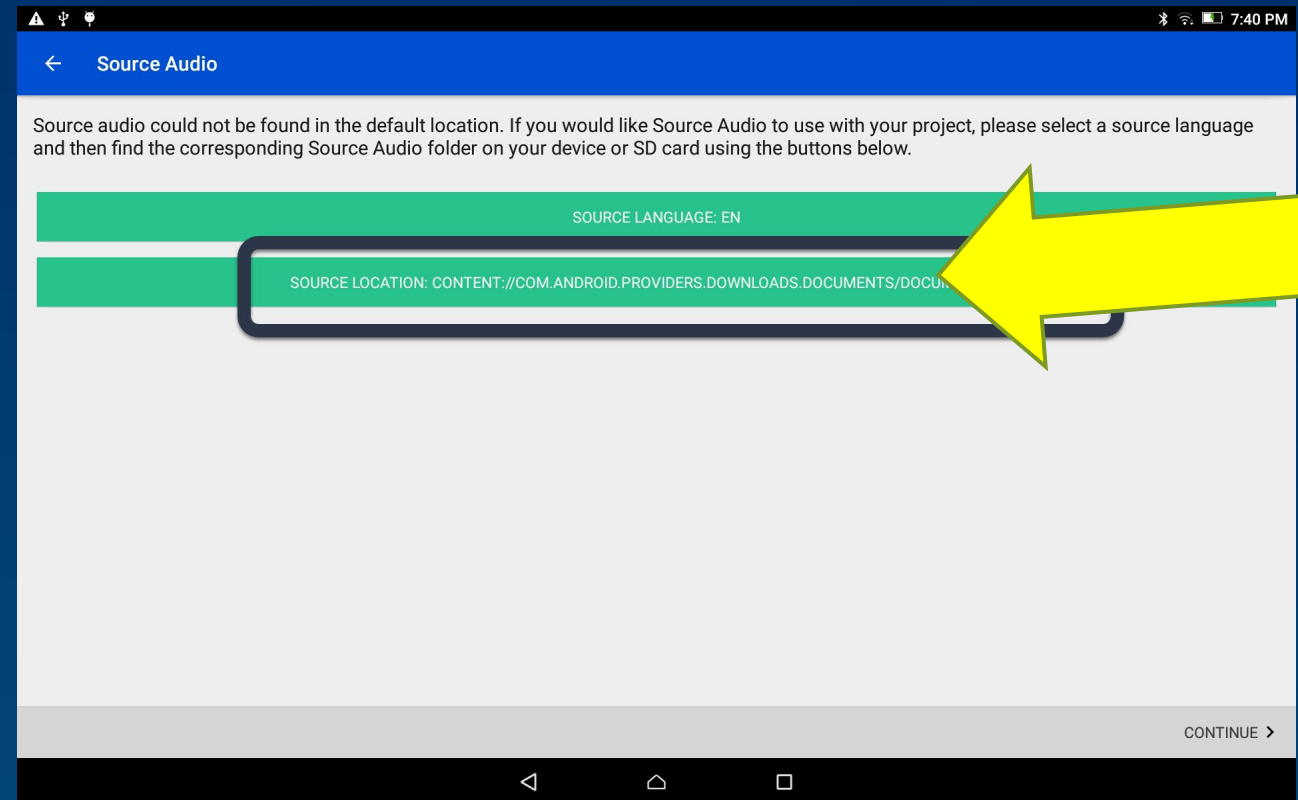(The facilitator will help with this.)

Start a Project

Source Audio Selection:

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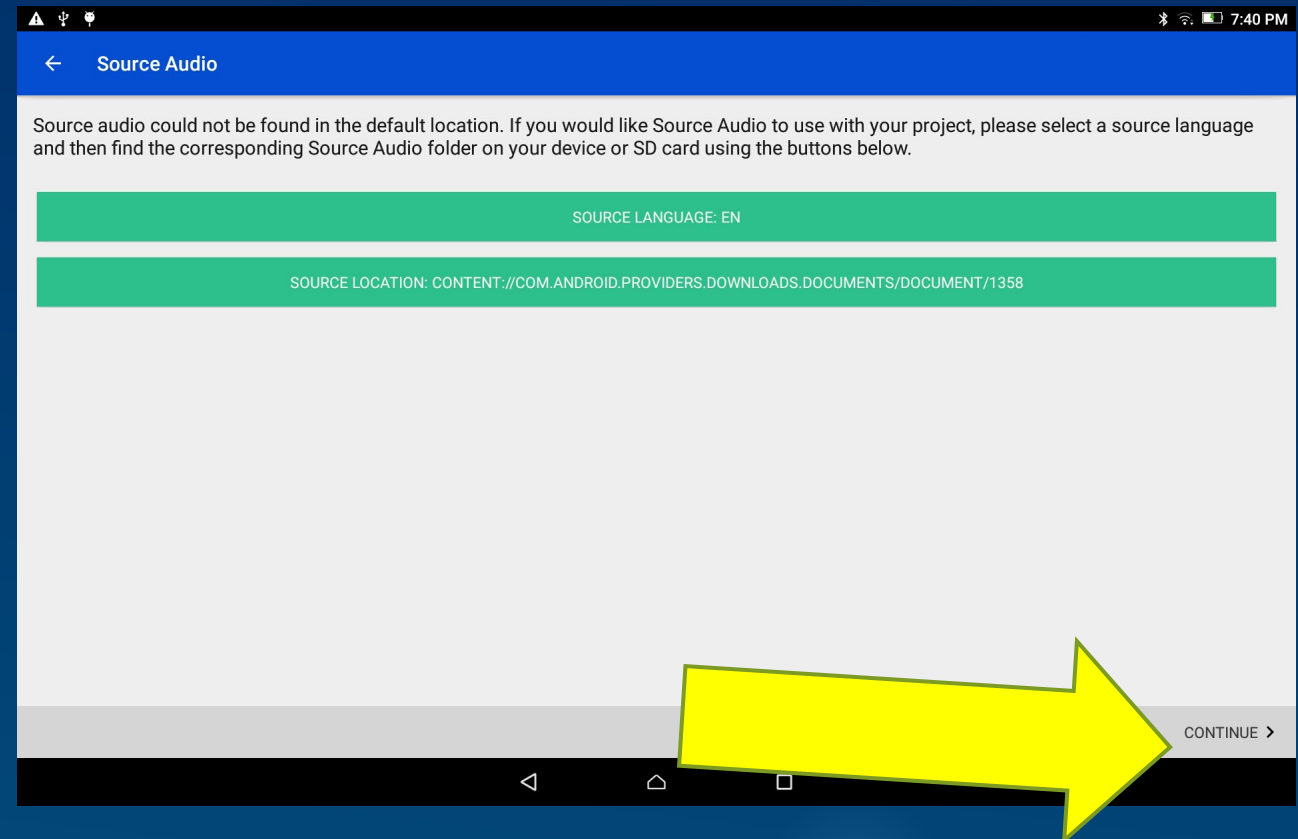
▶ Close the keyboard.

Start a Project

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.

Source Audio

Source audio could not be found in the default location. If you would like Source Audio to use with your project, please select a source language and then find the corresponding Source Audio folder on your device or SD card using the buttons below.

SELECT SOURCE LANGUAGE

SELECT SOURCE LOCATION

SKIP ›
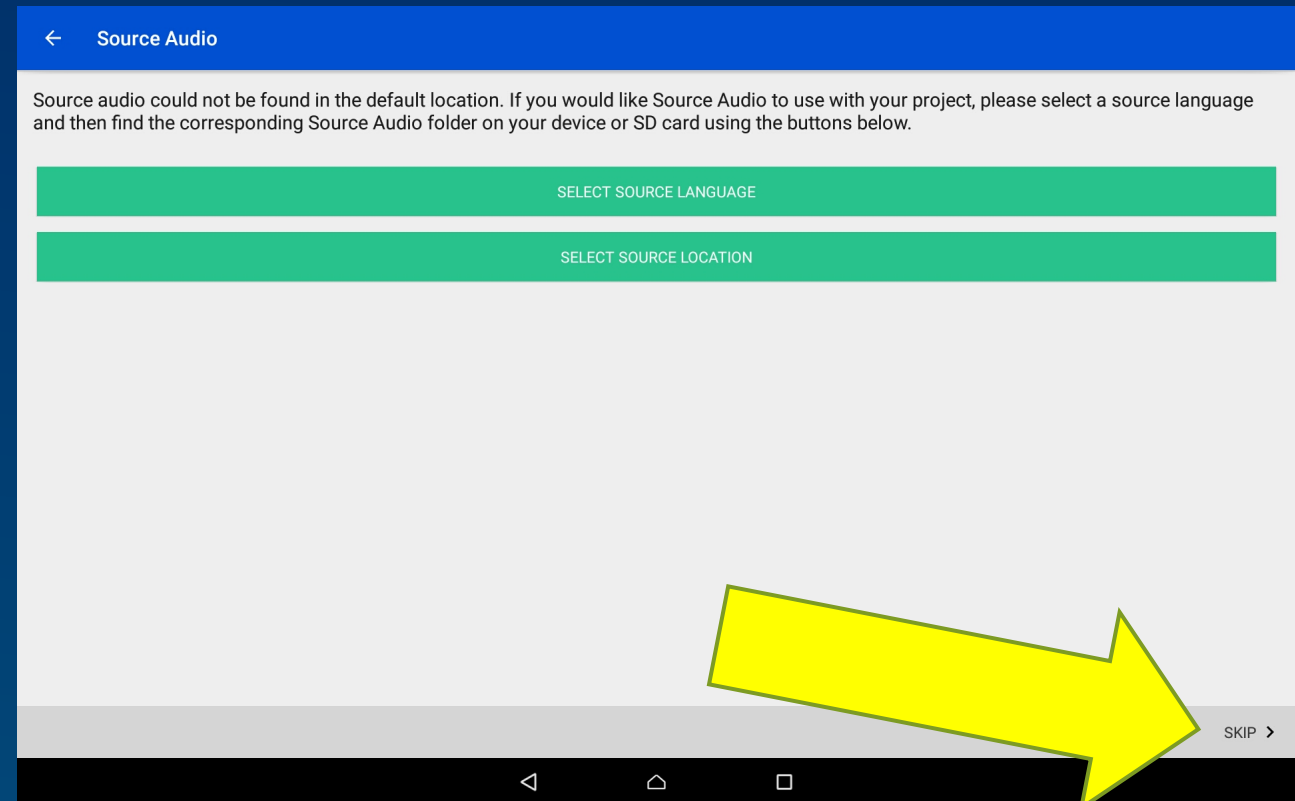
Start a Project

▶ The new project starts