

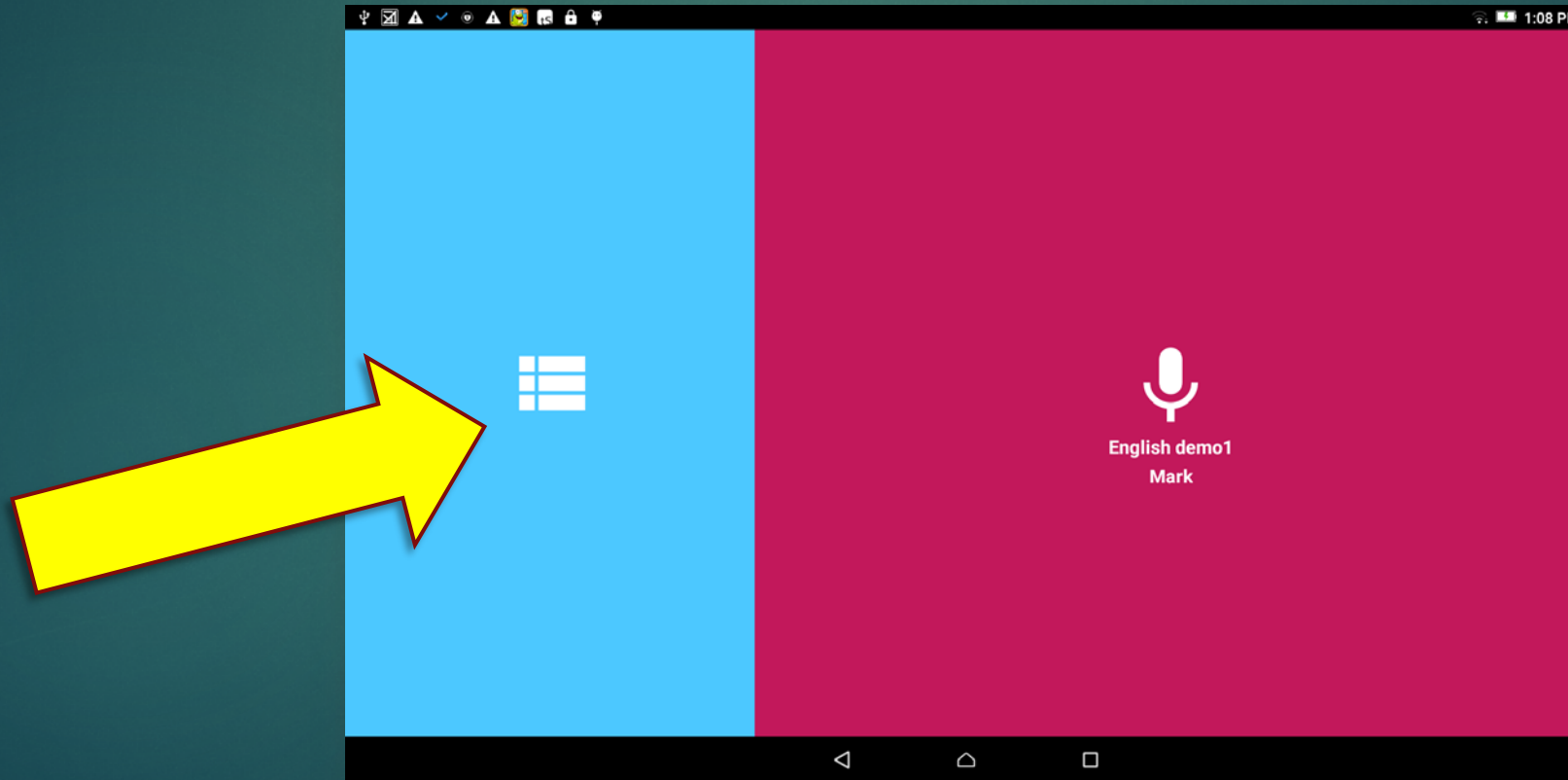


translationRecorder

HOW TO GUIDE V1.2

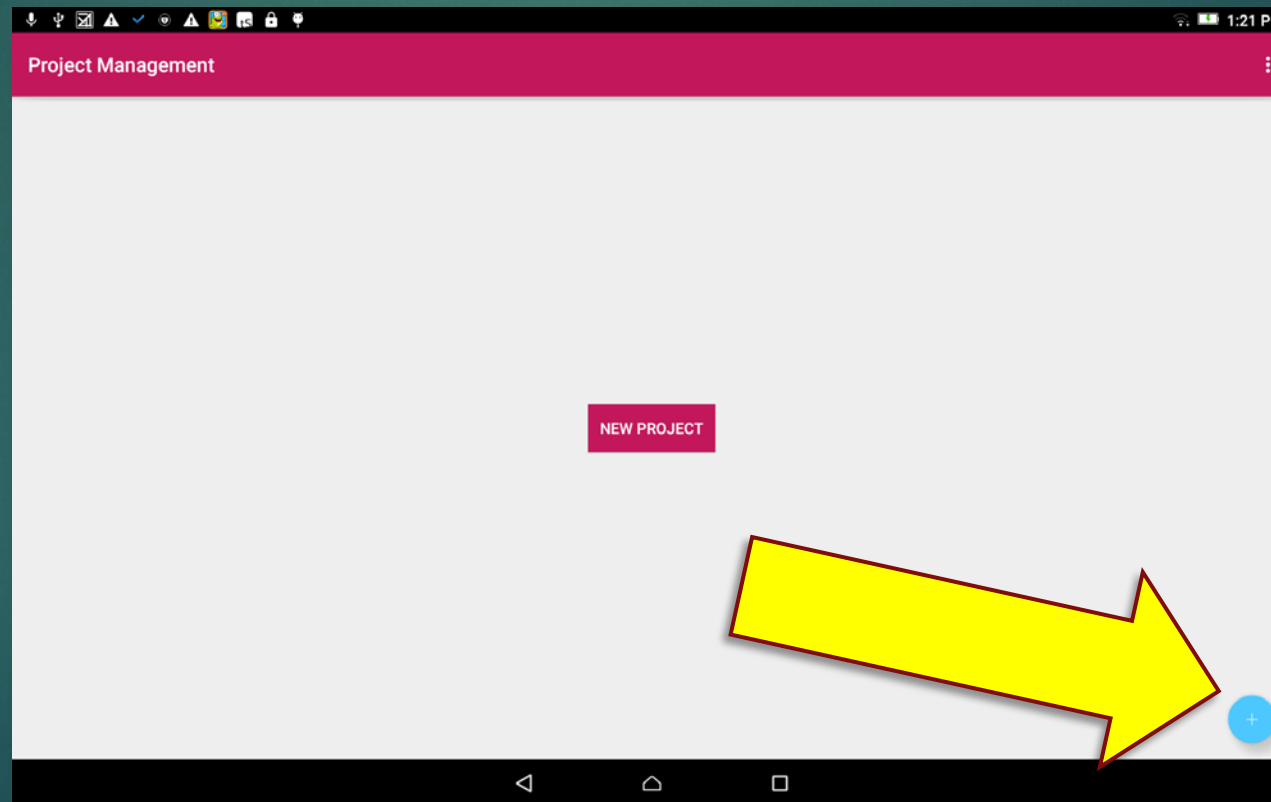
Start a Project:

From the home screen, tap in the blue area to open the Project Manager.



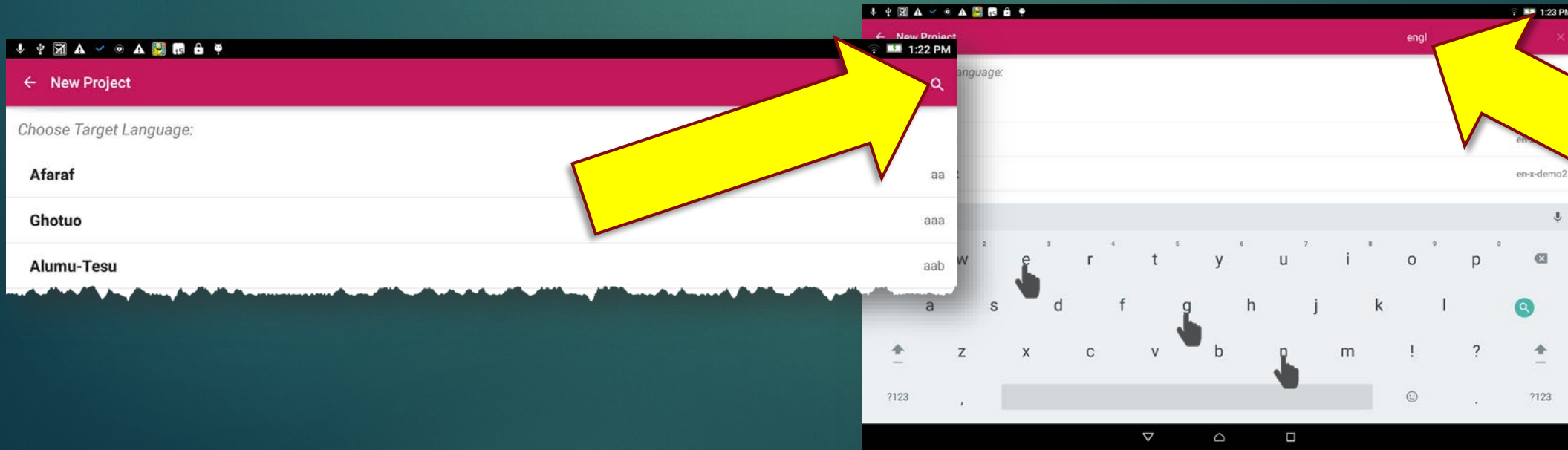
Create a new project:

- ▶ Tap on the blue circle with a white plus sign.



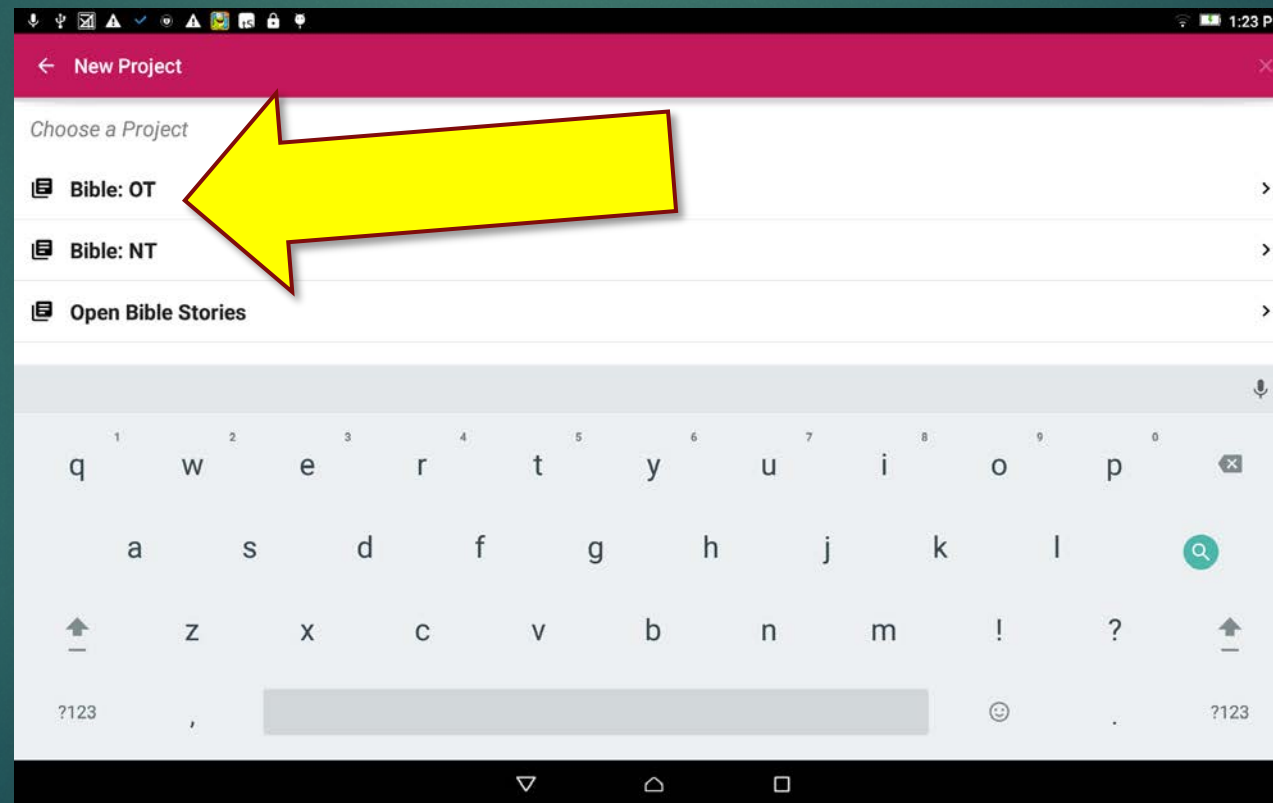
Select the Target Language:

- ▶ The Target Language is the language into which you will translate.
- ▶ Search for the desired language by either:
 - ▶ Scrolling to the language name.
 - ▶ Clicking the magnifying glass and typing in the language name or language code.



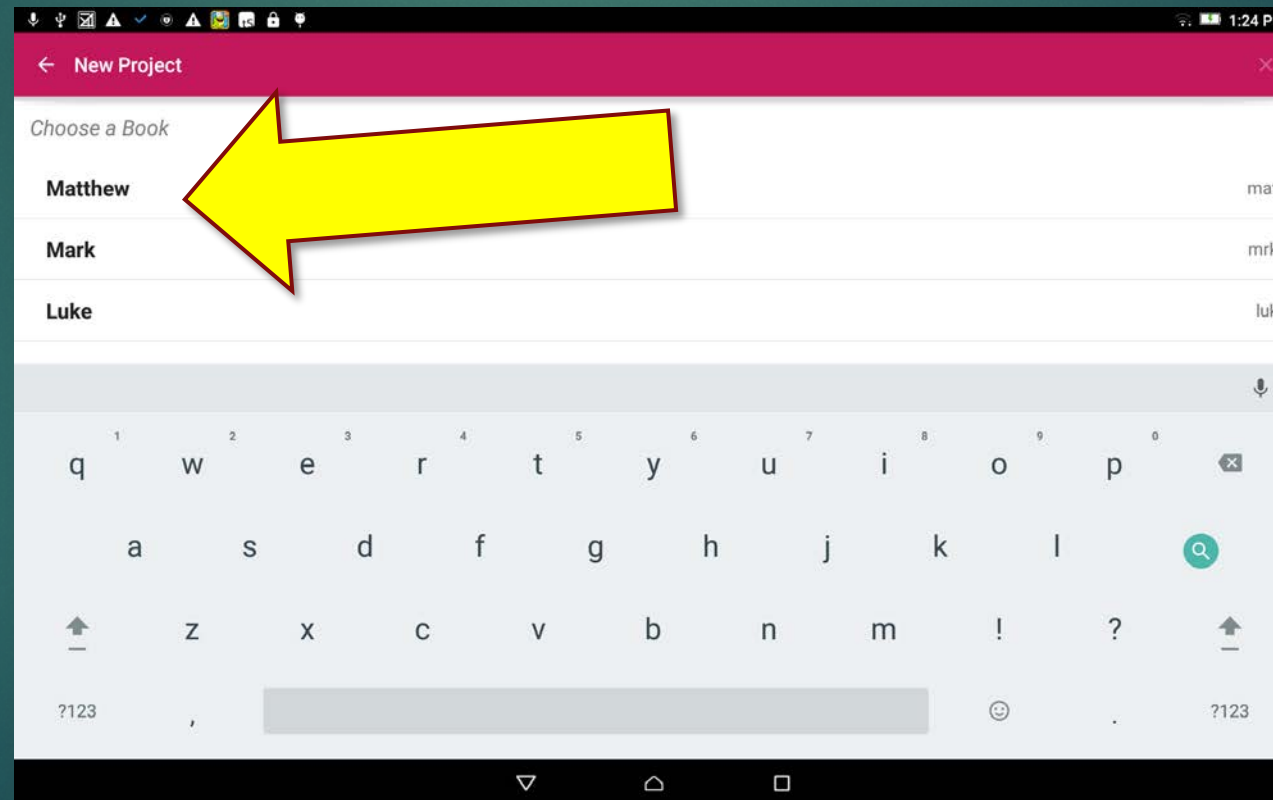
Choose a Project:

- ▶ Tap on the words to choose to start a OT, NT or Open Bible Stories project.



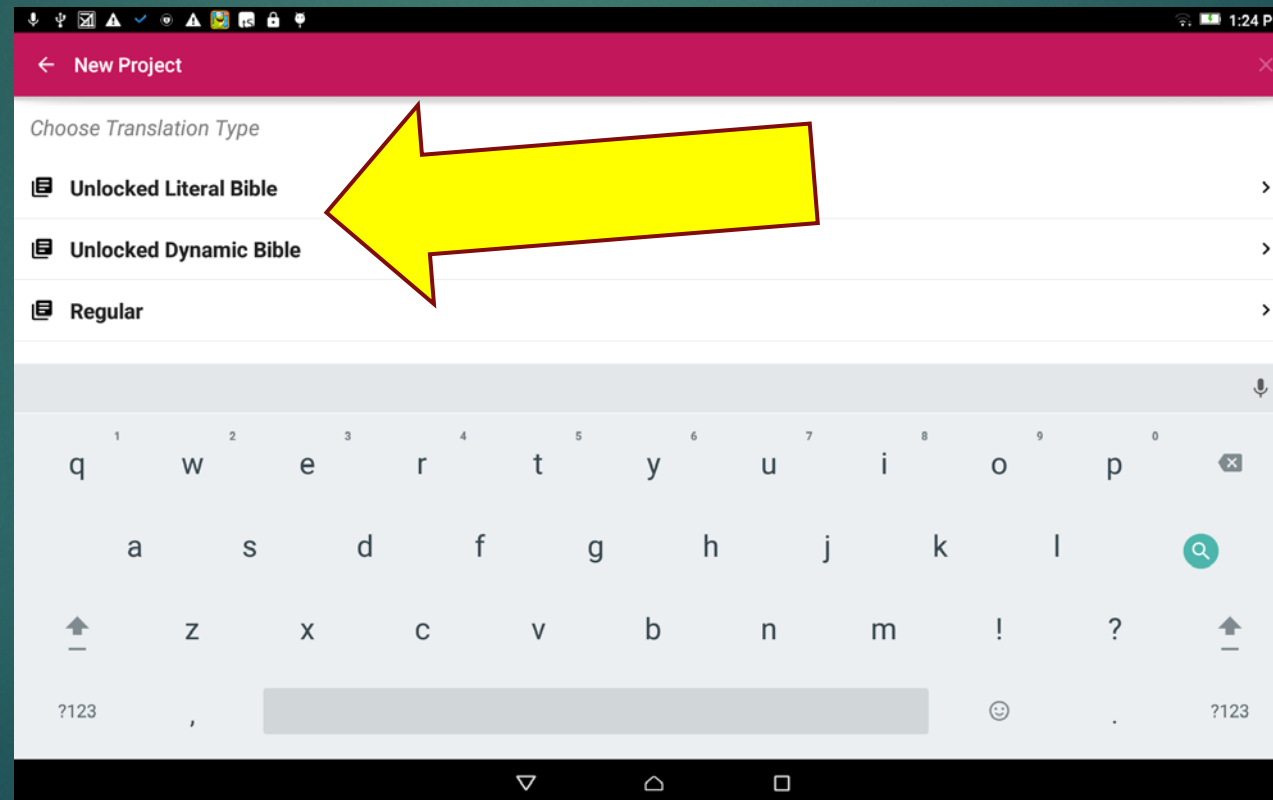
Choose a Book:

- ▶ Tap on the book title to choose a book for the project.



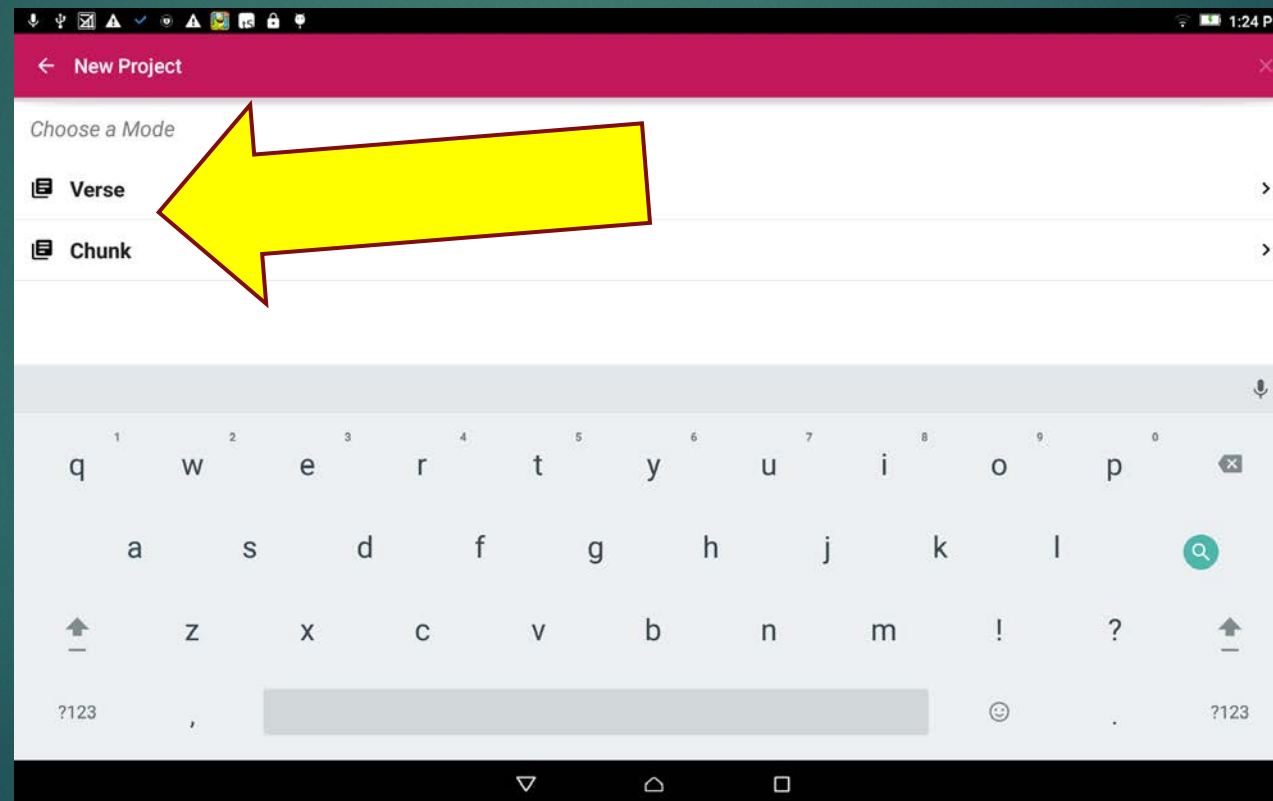
Choose a Translation Type:

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



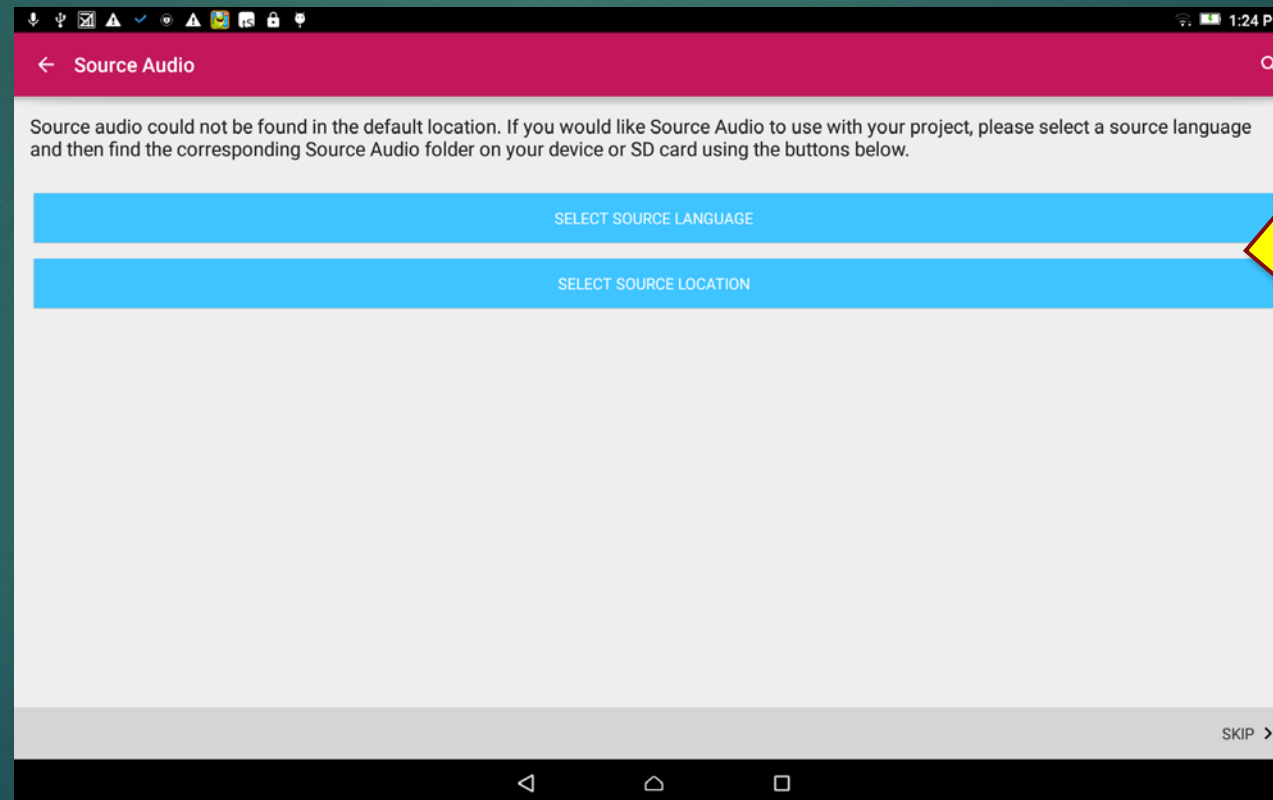
Choose a Mode:

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



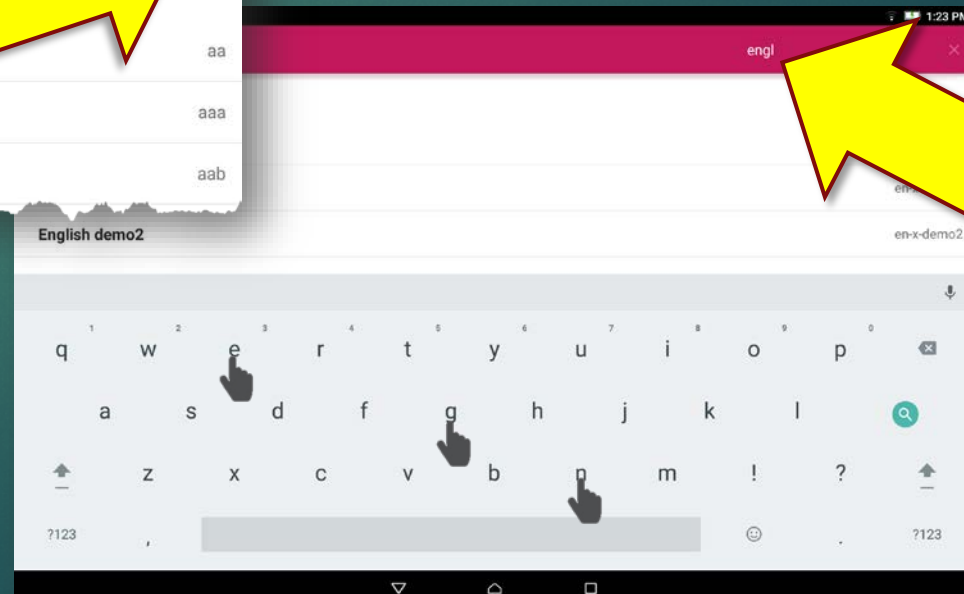
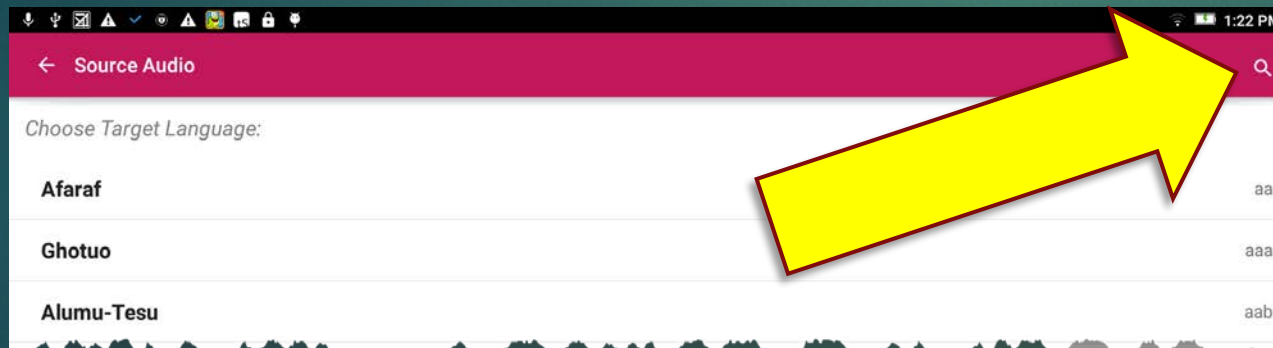
Choose the Source:

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



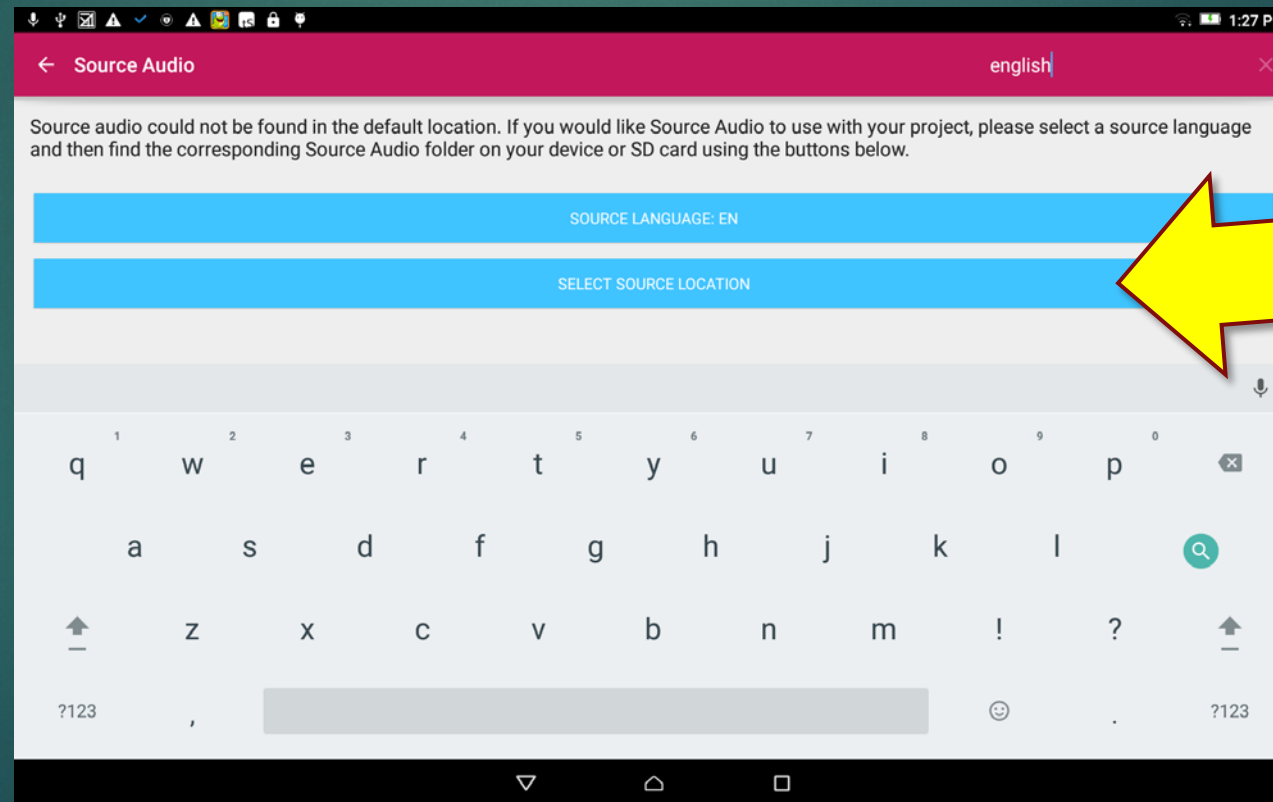
Select the Source Language:

- ▶ 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.



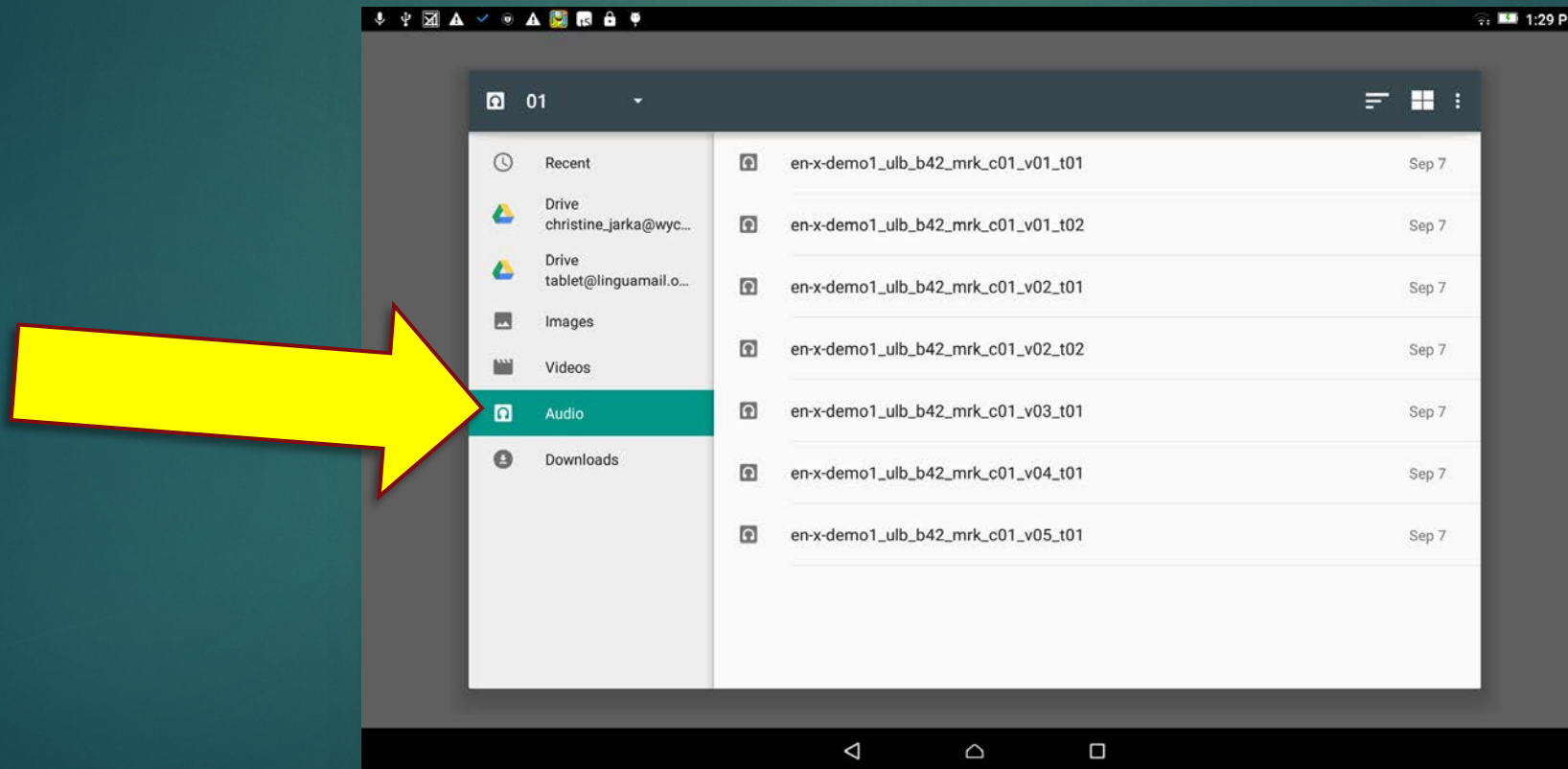
Choose the Source:

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



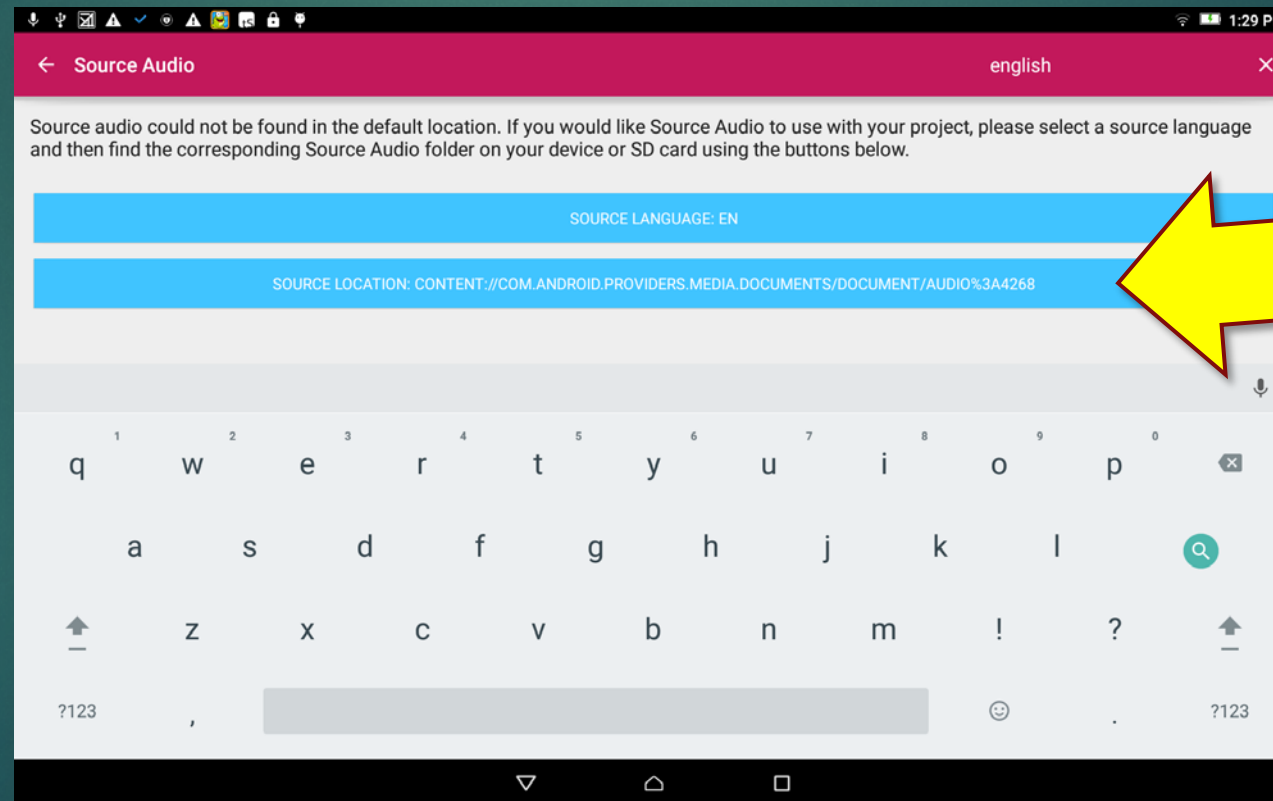
Choose the Source:

- ▶ Use the File Manager to find and select the appropriate source file. (The facilitator will help with this.)



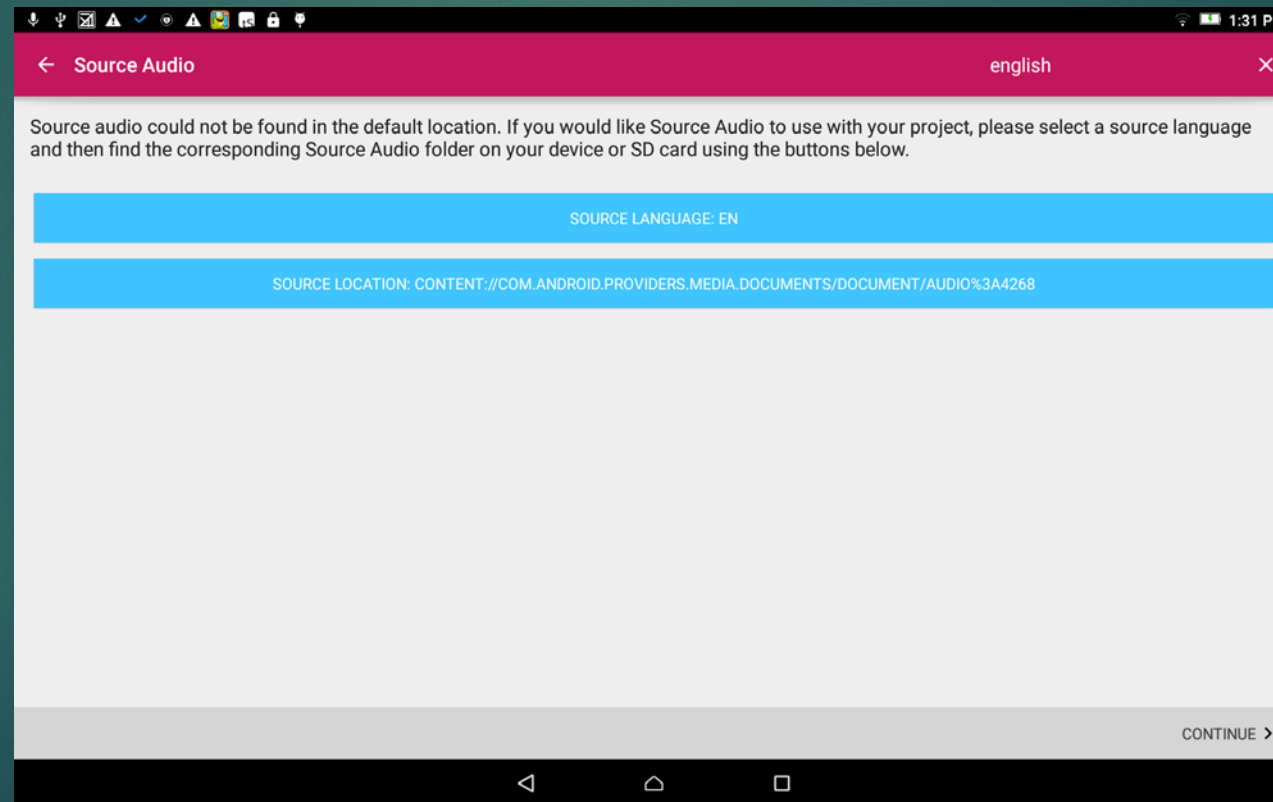
Choose the Source:

- ▶ The source language file name now shows on the Source Location blue bar.



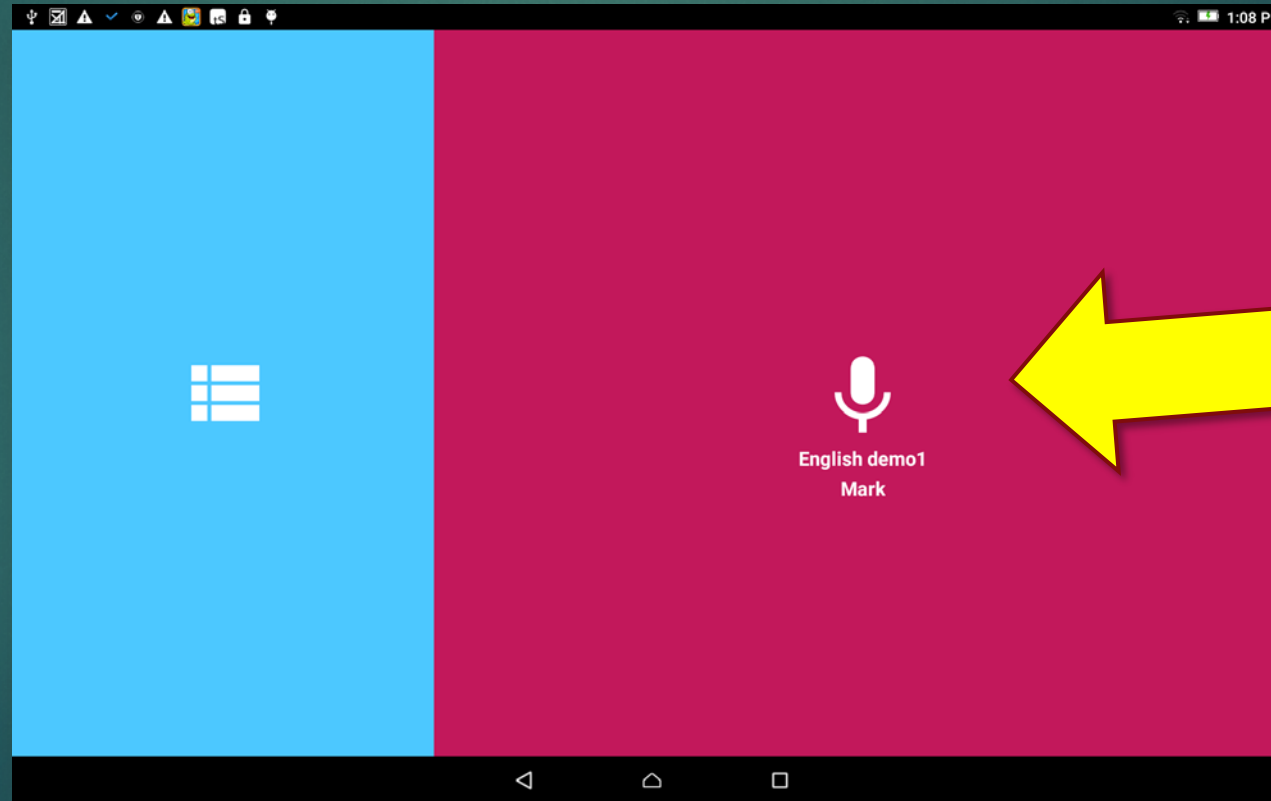
Choose the Source:

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



Recording:

From the home screen, tap in the pink area to open the Recording Manager.



Recording:

- ▶ Warning – you must allow the hardware to record.
 - ▶ Tap on the square check box to not be reminded again.
 - ▶ Tap on the **ALLOW** link to allow the program to have access to the hardware.



Recording:

- ▶ Warning – you must allow the hardware to record.
 - ▶ Tap on the square check box to not be reminded again.
 - ▶ Tap on the **ALLOW** link to allow the program to have access to the hardware.



Recording:

- ▶ Check the information on the top gray bar:

Target Language

Project Type

Book

Chapter

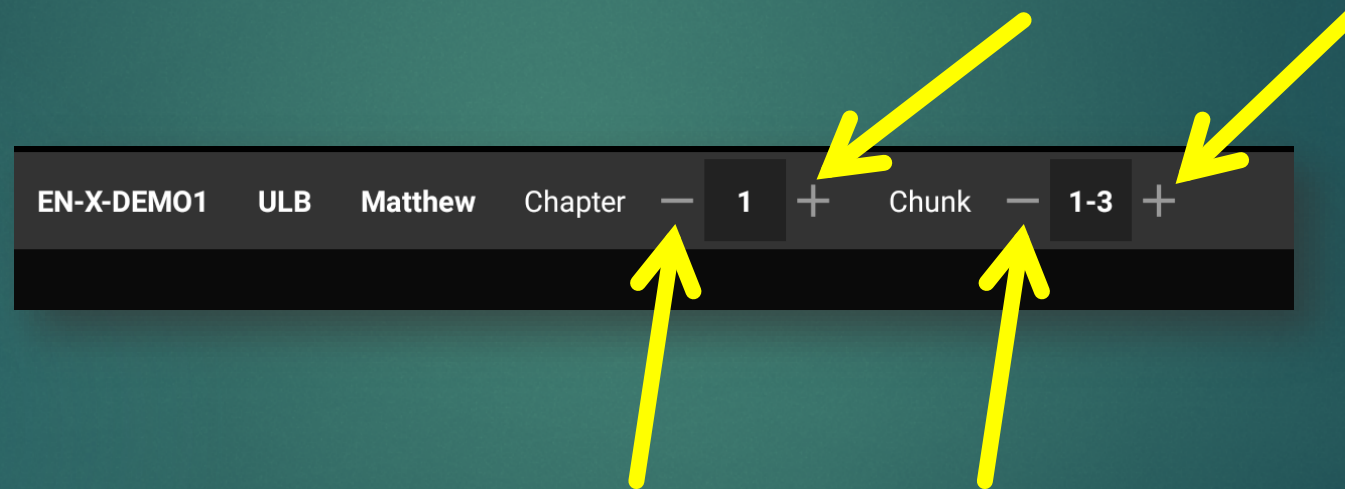
Verse or Chunk

EN-X-DEM01	ULB	Matthew	Chapter	—	1	+	Chunk	—	1-3	+
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Recording:

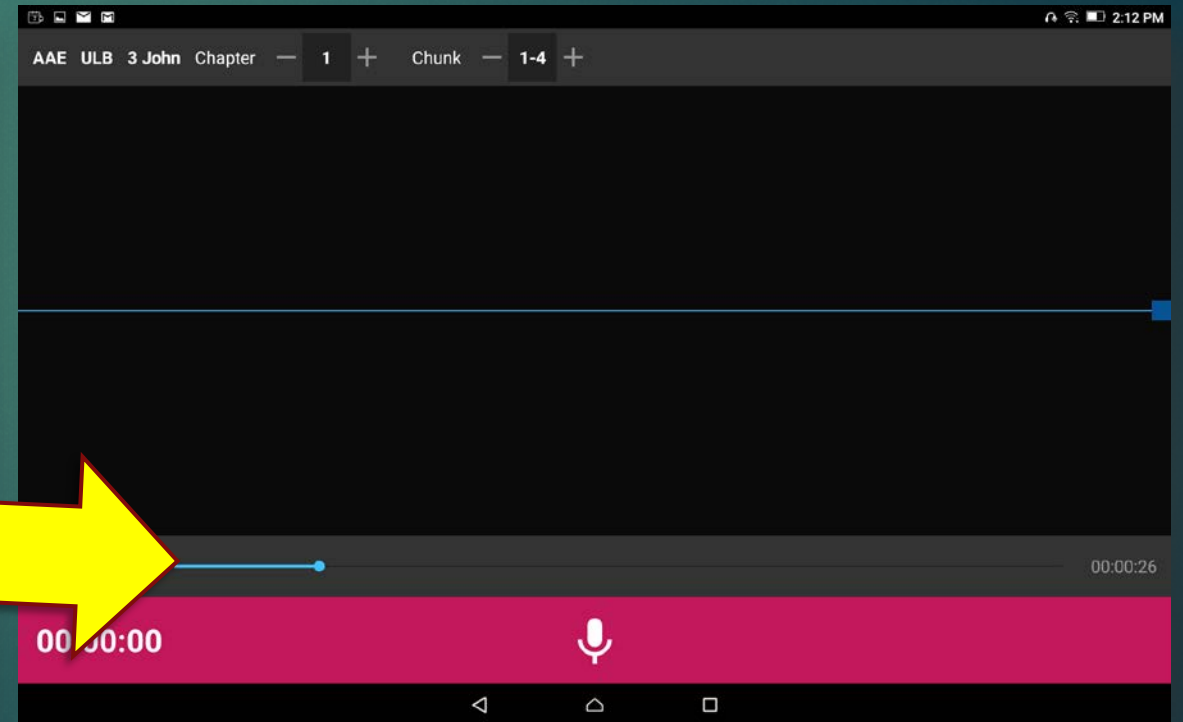
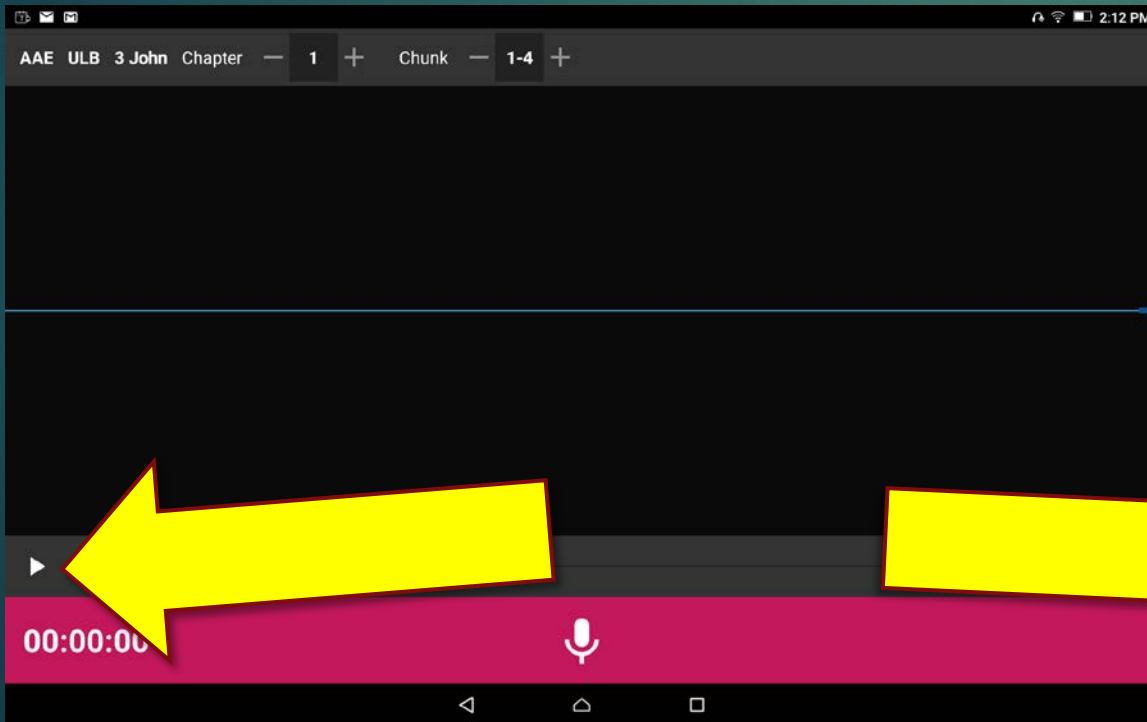
- ▶ Check the information on the top gray bar:

Choose the plus and minus signs to change the numbers.



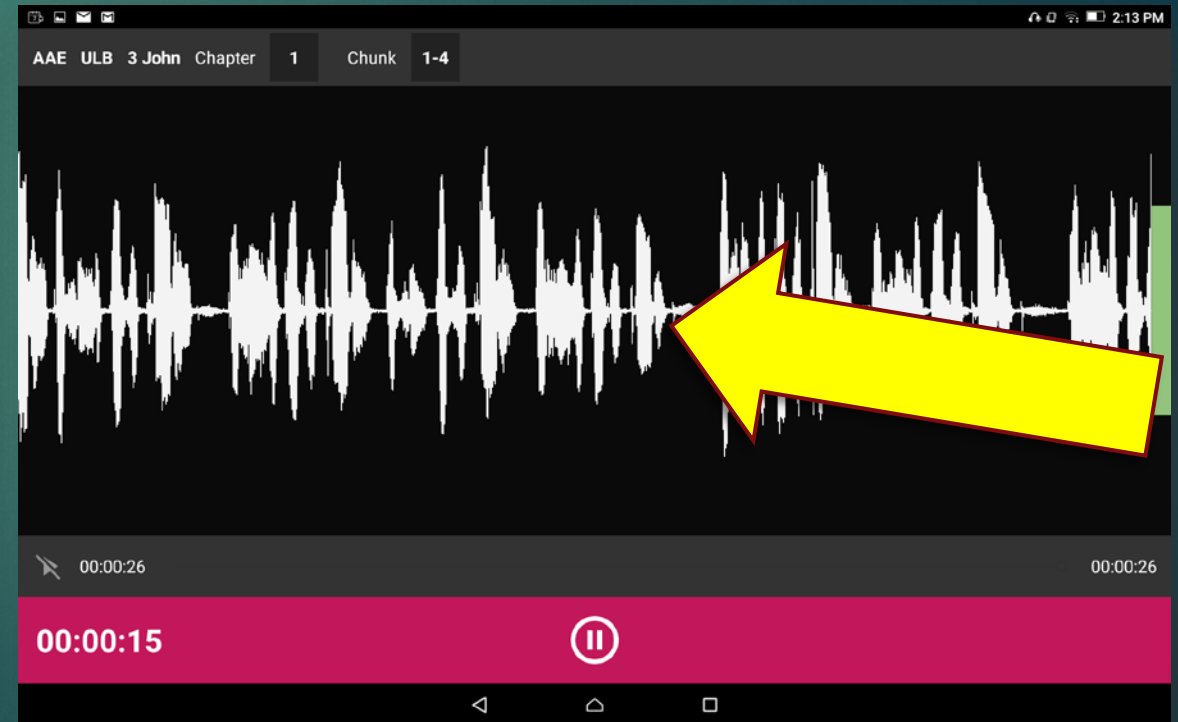
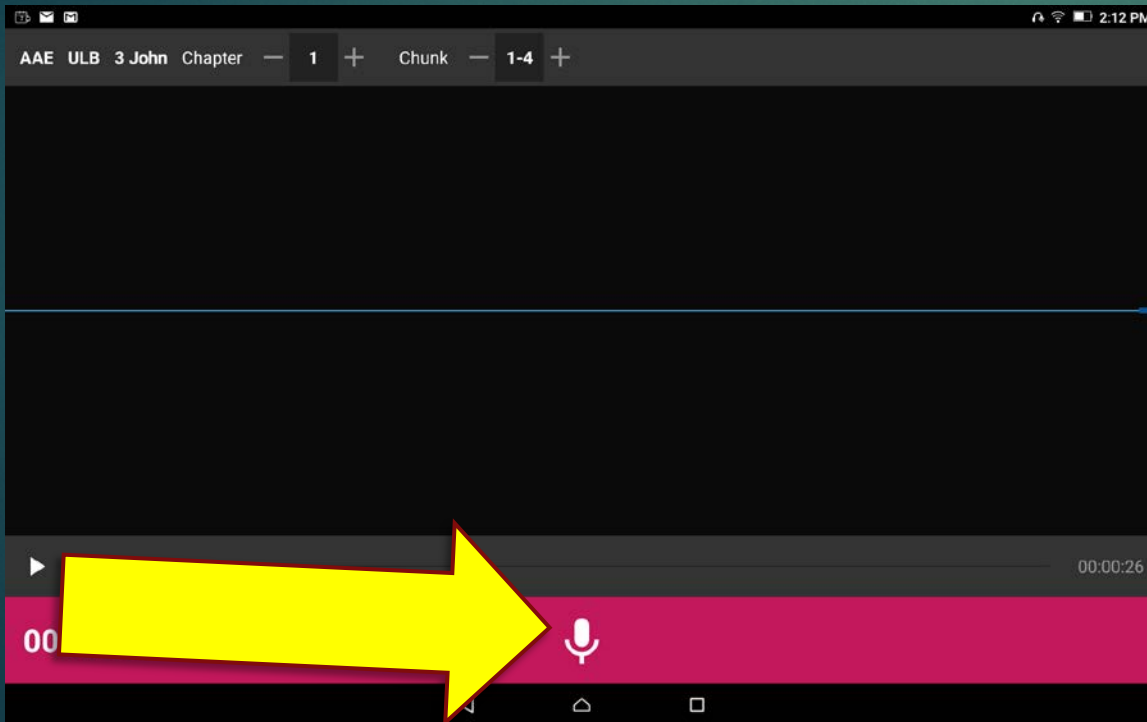
Recording:

- ▶ Play the Source Audio
 - ▶ Tap on the play Source Audio icon.
 - ▶ Listen to ALL of the source audio. You may listen multiple times.



Recording:

- ▶ Tap the microphone icon to start recording.
 - ▶ Speak clear and loudly into the microphone.
 - ▶ As you begin to speak you will see waves appear on the screen which is a result of the sound of your voice.



Recording:

- ▶ Tap the microphone icon to start recording.
 - ▶ When done with that portion tap the pause button.
 - ▶ You can then start recording again or tap the checkmark to move to the checking screen.

