

Audio

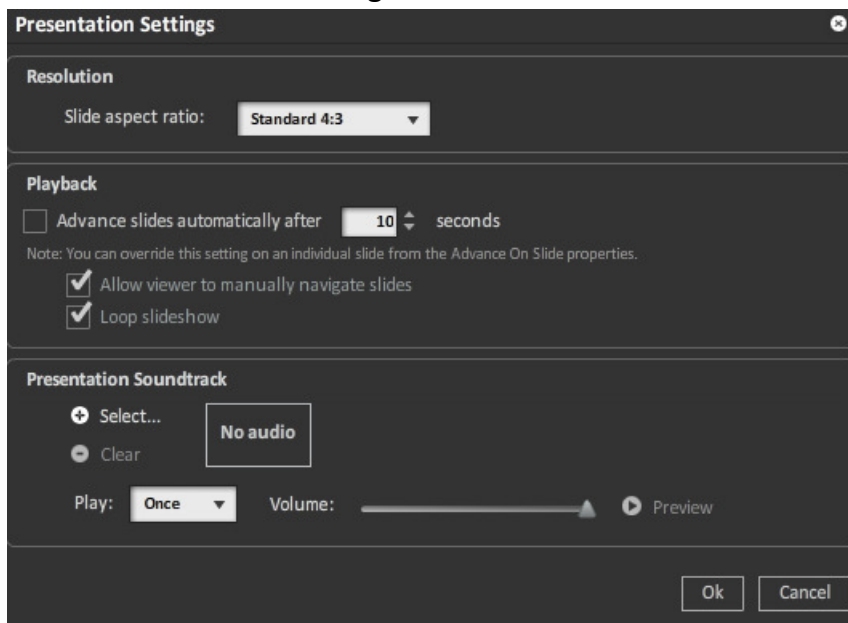
SlideRocket users can import **audio files** to play across a whole presentation or a single slide. Please note that when uploading an audio file into SlideRocket it must be in MP3 format. A new audio feature also allows users to record narration and add it to a slide. To record audio in SlideRocket directly, the computer must have a microphone.

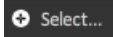
Presentation Soundtrack

The **Presentation Soundtrack** is a single audio file that can be played throughout the duration of the presentation.

Adding a Presentation Soundtrack

1. From within the editor, click on **File** in the menu bar
2. Click on **Presentation Settings...**

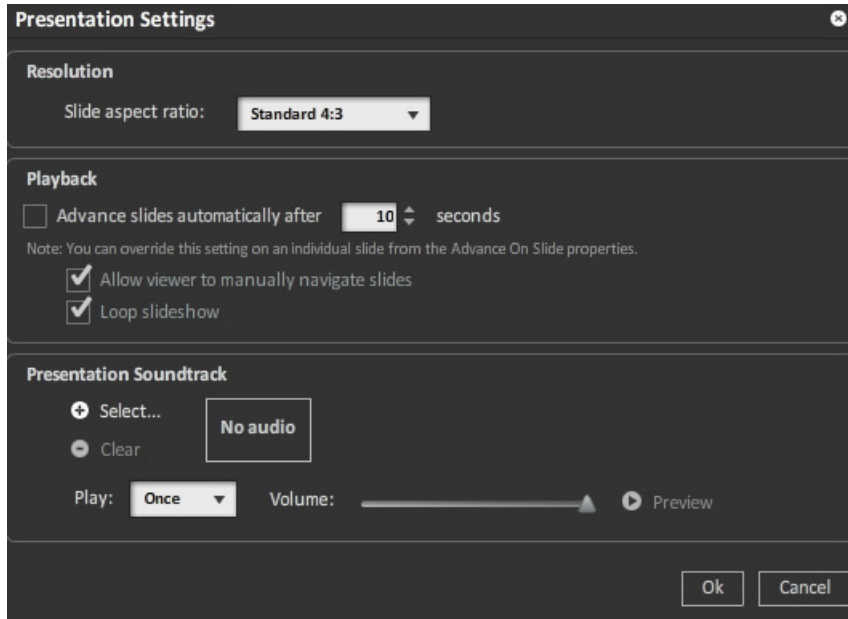


3. Click **Select...** 
4. Choose a file from the Asset Library
5. Or, Import an MP3 from a computer hard drive by clicking **Import Asset**
6. Click **Ok** to exit **Presentation Settings...**

Customizing a Presentation Soundtrack

To customize the **Presentation Soundtrack** click on the options detailed below.

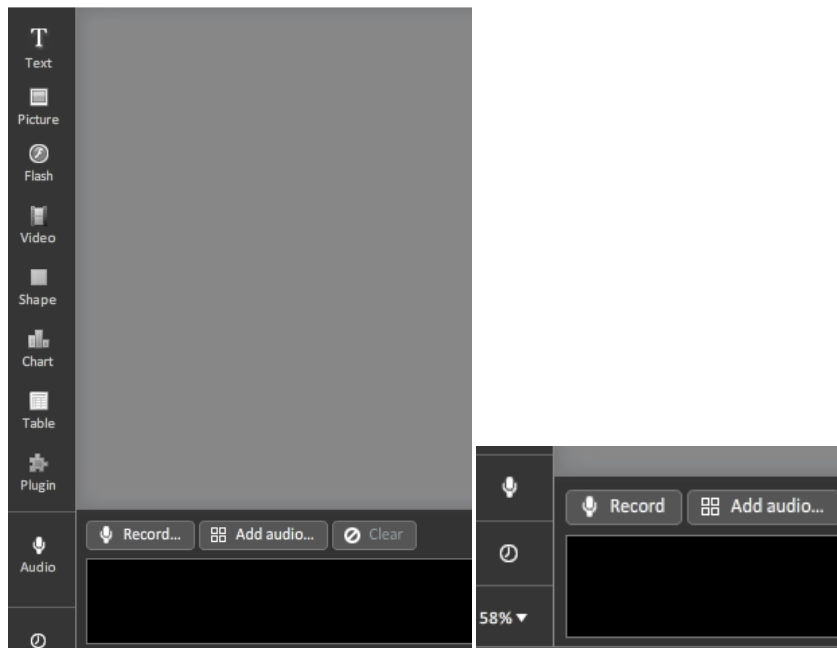
1. From within the editor, click on **File** in the menu bar
2. Click on **Presentation Settings...**



3. **Clear:** Removes audio from the **Presentation Soundtrack**
4. **Play**
 - a. **Off:** Prevents the audio file from playing
 - b. **Once:** Plays the audio file one time through
 - c. **Loop:** Continually plays audio while presentation is being played
5. **Volume:** Sets how loud the audio will be played. This can be customized by the viewer once the presentation starts
6. **Preview:** Plays audio at set volume
7. Click **Ok** to apply the **Presentation Settings**

Slide Audio

Audio files can be added to an individual slide or recorded live directly onto the slide.

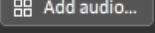


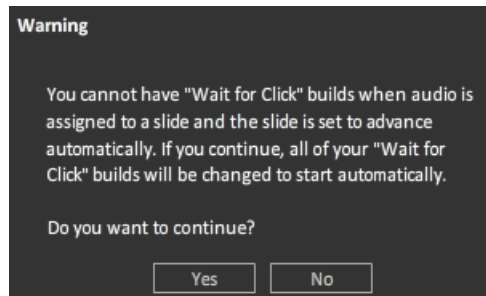
Adding Slide Audio

Audio can be added to a slide from the asset library or uploaded from a computer hard drive. If the slide has builds on it, you will be prompted to set the builds to animate automatically. This allows for the builds to be synchronized with the audio and the auto advancement of the slide.



Click on **Audio** to open the **Slide Audio Panel**


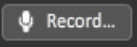
1. Click on **Add audio...** 
 - a. For trial and business level users, if there are builds set to animate on **“Wait for Click”** then click **Yes** to change the builds to animate **Automatically**

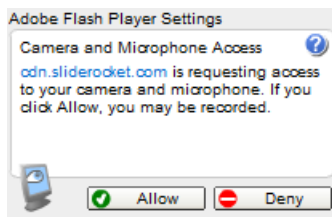


2. Choose a file from the Asset Library
3. Click **Ok**
4. Or Import an MP3 from the computer hard drive by clicking **Import Asset**

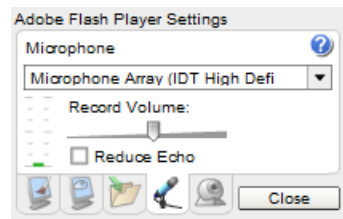
Recording Live Slide Audio

Slides can be narrated by recording live audio for the slide. The audio will be named with the date and time and then saved to your asset library, allowing you to share it with others in your SlideRocket company or use it again. If the slide has builds on it, a prompt will ask if you want to synchronize the builds to the audio. After the audio is added, the slide will be set to automatically advance to the next slide when the audio finishes playing.

1. Click on **Audio** to open the Slide Audio Panel 
2. Click **Record...** 
3. Click **Allow** to give SlideRocket permission to record through the computer microphone



- a. If your computer has more than one microphone, Adobe Flash will select only one to record from. You can also right-click and click on the microphone logo to select a primary microphone

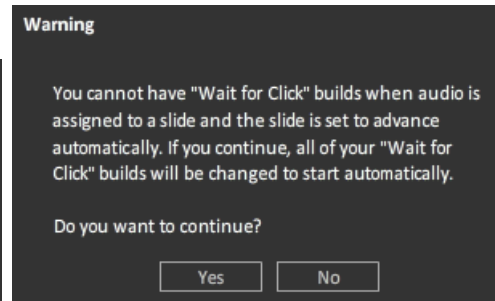
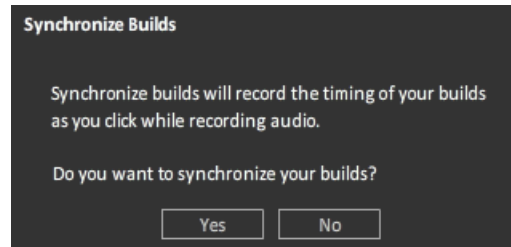


4. Click **Start Recording**



- a. If there are builds, decide if you want to synchronize builds with the audio. If so, during the recording, click the mouse for builds to animate. A **Synchronize Builds** prompt will pop up; Click **Yes** to continue. After recording, all builds will be set to occur automatically at that time in the audio. Builds can always be synchronized

again at a later time



5. After the three-second countdown, begin recording
6. When finished, click **Stop Recording**



- a. If SlideRocket was unable to pick up any audio, there will be a pop-up alert

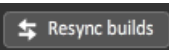
ADVANCED NOTE: The maximum amount of time that audio can be recorded for a single slide is approximately 15 minutes.

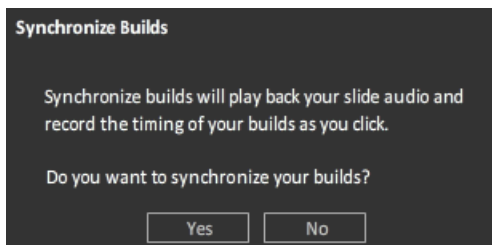
Recording audio requires an outgoing connection to TCP port 1935. The Windows and Mac OS X system firewalls allow this type of connection by default. If you are behind a corporate firewall, you will need to contact your system administrator if you are unable to record.

Recorded audio is streamed to a Flash media server using the Speex codec at 16 kHz. It is then transcoded using ffmpeg to a 64kbps MP3 at 16 kHz.

Synchronize Builds to Audio

Available for free during your trial or as part of your Business Level account, Resync builds will play the slide audio and allow you to click your mouse to set the build to animate at that same time. This feature can be used when live audio is recorded or an audio file is added to the slide.

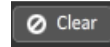
1. Add audio to the slide by clicking **Record...** or **Add audio...**
2. Once added, click **Resync builds** 
3. Click **Yes** to play the audio to **synchronize** your builds



4. As the audio plays, click the mouse to set when the build will animate

Removing Slide Audio

Slide audio can be removed by clicking on the **Clear** button.



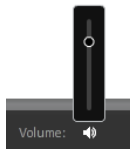
Previewing Slide Audio

To hear how the audio will play when the slide is viewed, click on the **Preview** button. If there are builds in the presentation they will animate with the audio.



Setting Volume

The default play volume can be adjusted by clicking on the **Volume** button, then sliding the level up or down.



Zoom

Using the slider to enhance viewing, the space between the sound waves can be zoomed out to space the audio farther apart or zoomed in to set the audio closer together.



Playing a Presentation with Audio

When playing a presentation with audio the slide timer will appear. This will let the viewer know how much time is left on the slide and pause as needed.



- Returns presentation to the beginning
- Advances to next slide
- Returns to previous slide
- Allows the viewer to jump forward or backward to a specific slide in the presentation
- Allows the viewer to pause the presentation
- Allows the viewer to see the duration of the slide
- Adjusts audio
- Opens window to email a link to the presentation, embed the presentation or send a link to Twitter
- Allows presentation to be printed or exported
- Expands presentation to fullscreen or closes out of fullscreen