

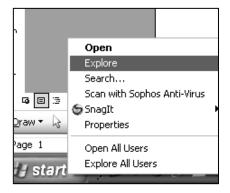
Creating/accessing Sound files for alerts in Check In and Check Out wizards

Options for playing a sound alert for various circulation functions can be selected on each library workstation. Sound alerts are available for: *Holds available, Transits, User Delinquent, Item not charged and Item not in catalog, User block, Item Hold block.*

There are several sounds delivered and by default, identified in these two wizards. However, if you wish to use different sounds, you can load those specific sound files into the Sound folder on your Workstation, and then select them in the CHECK OUT and CHECK IN wizard *property* selections. As with all property changes, you will need to restart Workflows for these changes to be recognized.

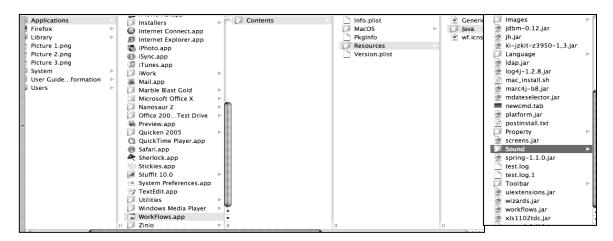
Step 1: *Identify* the sounds you would like to use, *move* them to the Sound folder that is in the C:\Program Files(x86)\Sirsi\Jwf\Sound folder (PC); or Applications>Workflows.app>Contents>Resources>Java>Sound folder (MAC)

PC – From the lower left of the screen, access START, right-click and select EXPLORE. Find the pathway to the above identified Sound folder. Deposit the sound files into that folder (Sound files have a .WAV extension)



C:\Program Files\Sirsi\Jwf\Sound

MAC – In the Applications folder, select Workflows.app – right-click, select "Show Package Contents", deposit sound files into the Sound folder (Sound files have a .WAV extension)



Applications>Workflows.app>Contents>Resources>Java>Sound



Step 2: *Identify* the sound that you want to use for the specific property in each wizard. To do this, select the wizard (CHECK OUT or CHECK IN), *right-click* on the wizard, *select* "Properties"

- **a.** For each alert that you want to play a sound, be sure that the appropriate check box is enabled.
- **b.** To specify the sound file to play for each alert, click the gadget for each corresponding sound file. The gadget will take you to the SOUND folder, where you put your new sounds.
- **c.** In the Select File dialog box, select the sound file you want to play when the alert occurs.

