

## RECORDER






### STEP 2

After making a new taskfile you will now see the Record Window again.

The recording window is the most important. It has large buttons so that everything can be operated with the fingers. We are assuming that you have worked with recording equipment before so the controls should be self-explanatory. You'll see a time-counter that indicates the length of your recording while recording or the position in the file while playing.

Things you should be aware of are:

- ◆ You are recording into a file instead of tape. This has the big advantage that recordings are available immediately and can be archived easier.
- ◆ If you for instance made a project called "Dict", the first recording takes place into the file called "Dict00".
- ◆ Each recording after that will be appended to the end of that file: the file increases in size.
- ◆ When you however played a piece of the last recording and stopped somewhere in the middle, recording takes place at that location of the file: this way you can easily rewind and record again after a certain point of the file. To again record from the end of the file however, you can press the  button until you've reached the end of the file.
- ◆ The  and  buttons are used to jump to markers or through to the beginning or end.
- ◆ You can use the fast-forward and rewind buttons to move quickly through the recording while hearing fragments of it. This gives the possibility of aurally assessing where the important parts of the recording are located.
- ◆ Each time you start a recording, a marker is written, so it's very easy to jump to the beginning of a previous recording ( and for instance record again from that point onwards).
- ◆ If you press the record-button while recording, a marker is written also.
- ◆ If your PDA has its own record button, you can also use that one to start and stop recording in Luci. To enable this, please make sure you have this record-button pointing to Luci in your PDA's settings\buttons screen.