

Editing Sounds(WAV) and Pictures(BMP) In Baby Games

It is possible to customize Baby Games with your own sounds and pictures. Many parents like to use their own voice to present game activities to their children. Additionally, if your first language is not English, you can change all of the sounds and pictures to your native language. It is a good idea to work with a copy of the file(s) you want to modify in case you produce undesirable results. Once you are finished and satisfied with your changes, you can delete the original copy(ies) (Just make sure that the new sound you are making is named **EXACTLY**..case sensitive...as the one you are replacing and is placed in **EXACTLY** the same folder). If either of these conditions is not met, you will receive an error message from Baby Games when you attempt to use the new sound. **PLEASE NOTE:** If you are changing the sounds to another language, you **MUST** leave the sound names in English so that Baby Games can find them. The sound names are **CASE SENSITIVE**. You must also leave the "Sounds" folder in the Baby Games folder.

In order to edit the sounds in Baby Games, you will need the following items:

- (1) A microphone.
- (2) Sound editing software. You will be much happier with the results of your sounds if you are able to edit out unwanted background noises as well as dead space and static.

Please follow these instructions to edit Baby Games sounds:

- (1) Create a new sound with your sound software. The sound must be saved in the WAV format.
- (2) Name the sound in the **EXACT** same way as the sound your are replacing and put it in the same folder as the sound you are replacing. **NOTE:** The Sounds folder must be located in the Baby Games folder for Baby Games to find the sounds.
- (3) When asked if you want to replace the existing sound with the one you are moving, press "Yes."
- (4) Start up Baby Games to hear your new sounds.

Please follow these instructions to edit Baby Games pictures:

- (1) Open the picture(s) of your choice with a paint program.
- (2) Make changes as desired.
- (3) Place edited picture back into original folder. **NOTE:** You must not change the picture name or BabyGames will not load it. Also, be careful to not change the actual size of the picture file or it will not appear properly in Baby Games. Pictures must be saved in the **BMP** format.

Trouble Shooting:

Make sure that your new sound(s) are named **EXACTLY** as the one(s) your are replacing and is placed in the **EXACT** same folder as the one(s) you are replacing. Make sure that the Sounds folder is located in the same folder as Baby Games. Make sure the sounds are in the **WAV** format.

Make sure that you do not change the picture name or size. Always work with a copy of sound and picture files when making changes. Make sure the picture is in the **BMP** format.