### Adding Sound to an Object

1. Select the object
2. Click the “Object drop-down arrow”
3. Click on Sound
4. **Browse** to the desired sound
   - a. All sounds must be in one of these formats:
   - b. aif, aiff, mp3, wav, or wma
5. Click **Open**
6. Choose the “Object” or “Corner icon” option
7. Click **Attach Sound**

### Recording a Sound to an Object

1. Select the object
2. Click the “Object drop-down arrow”
3. Click on Sound
4. Click **Start Recording** (maximum recording length is one minute)
5. Click **Stop Recording** when finished
6. Choose the “Object” or “Corner icon” option
7. Click **Attach Recording**

### Object vs. Corner Icon Option

When choosing **Object** for the **Launch by clicking** setting, the entire object becomes an active link. Clicking anywhere on the object will activate the link.

When choosing **Corner icon** for the **Launch by clicking** setting, a small icon will appear in the bottom-left corner of the object. Clicking this icon will activate the link. The object itself can be clicked on without activating the link.

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SMART Notebook Main Screen

SMART Object

Object drop-down arrow

Workspace

Helpful Hints

When adding a sound the whole object, it is beneficial to have the object in its final place before adding the sound. After a sound has been added to the whole object, you will have to go through a couple extra steps to reposition the object at a later time. Turret

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SMART Object drop-down arrow

Insert Sound

Record sound dip

Play by pressing:

Preview Sound

Sound...