TECH NOTES

2012 – Vol. 1

LOADING A WAV FILE INTO THE UAPG2

- **First you will have to drop a _Message Player_ into your design**

- **In the Toolbar Open View - Wav File Manager**

- **Select Add from File, and find the file you want to use.**

- **Select the check box next to the Wav file and then save to library. You will get a message that says the file has been saved. You may now close that window.**

- **Next you will have to double click on the Message Player component. Select the UAP Music Management tab. Click search under the message storage window.**

- **Check the box next to the file you want to use. Then select store wave file to UAP.**

Note – Wav files must be Mono, 16Kbs to load into UAPg2

Now the Wav file has been stored into the UAPg2.

Next you can select the Event settings tab in the Message Player component and create your event.