In this activity, we have to write a text after listening to an audio file:
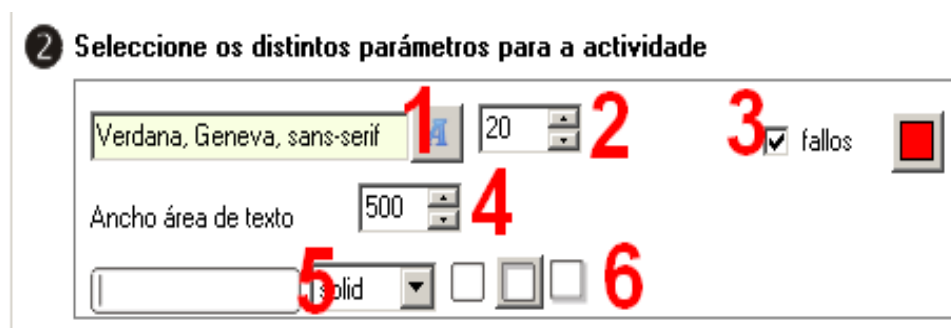

In the "*Activity*" tab you can see these items:

SECTION 1

Clicking on the gray buttons with the small speakers we will insert the different sound files in "MP3" format in the left column and "OGG" in the other column. We can insert up to 10 different mp3 and ogg files. To remove them we only have to click on the red button. In the fields on the right, you should write the text associated to each of the sound files as we want the user to type. Be careful! Ardora discriminates uppercase and lowercase letters, spaces, accented vowels, punctuation, etc.

SECTION 2

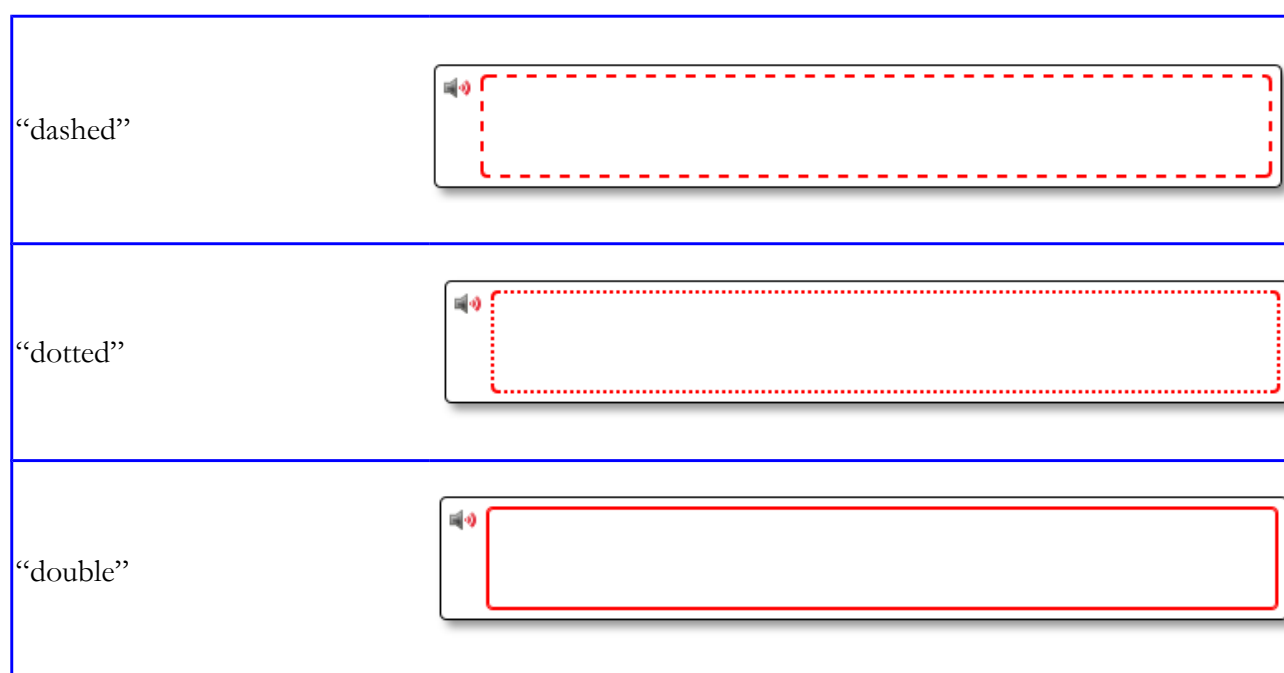In the bottom left-hand corner we can see these items:

1 - 2.- We choose here the font family and the size of the texts that the users will type.

3.-If you activate the "mistakes" check box, when the user types the sentence and it is not correct, the software will show the wrong characters in a different colour; you can select the colour by clicking on the red box (by default red is the chosen colour)

4.-In the "Width text area" field we will establish the width of the box where the user will have to write the text.
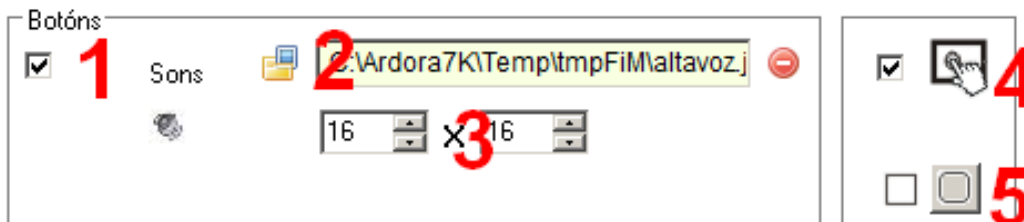
5.- In this drop-down menu we can indicate the type of line surrounding the field where the user will write the text:

"dashed"	
"dotted"	
"double"	

"groove"	
"none"	
"ridge"	
"solid"	

6. These three buttons control the type of shadow inside the box; the left one removes all shadows, the central button inserts a shadow on the left and at the top, seeming a sunk relief and the right button shows a shadow on the right and at the bottom as if it were showing a relief projection.

In the boxes in the bottom right-hand corner we have:

Check box 1 allows us to change the speaker graph if we do not like the one Ardora provides. Once activated, we have to press on the yellow folder button to import the graphic (2) and we can use the fields in the lower part (3) to adjust its dimensions. Controls 4 and 5 are already well known: the activity is compatible with touch devices such as tablets, smartphones, etc. (4) and the possibility of having rounded corners in the activity boxes (5).