



FACT SHEET

Sounds and Sound Effects

March 2017

Bookmark allows sounds to be generated in Circulation and Stocktaking.

These sounds can be triggered by various events.

Each event can have its own special sound, or share the same sound as others.

Custom and non-included sound files can be added.

Circulation Sounds

Controls > Circulation Controls > Sounds.

Sound event	Sound played
General sound	.beep1
Loan OK	.blips
Loan blocked	.siren2
Quick entry	.siren3
Return OK	.blips
Return box	.beep3
Return overdue item	.beep1
Return reservation	tada.wav
Return not on loan	.no sound
Return irregular	.beep2
Cannot reserve item	.beep2
Overdue item	.siren2
Loan limit reached	.siren2
Restricted item	.siren2
Privacy code required	.siren2
Item on loan to person	.siren2
List items on hold	.siren2
Item on hold	exclamation.wav
Item previously borrowed	.beep1
Borrower comment	.beep1
Loan note	.beep2
Return note	.beep2
News alert	.no sound
Birthday alert	HAPBIRTH.WAV
Extend loan	.no sound

Play sounds (no tick = no sounds)

.beep1 [Test] [Set] [Default]

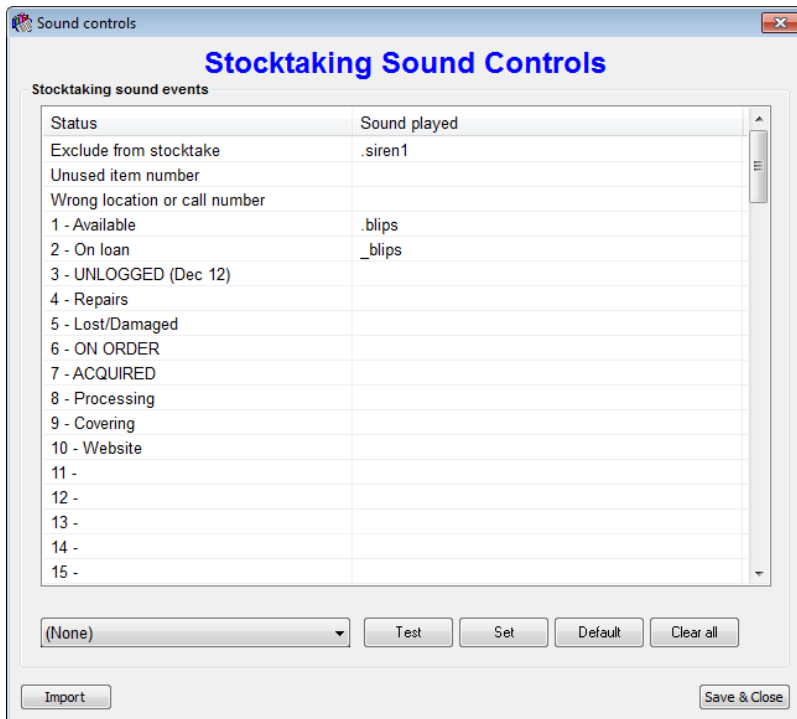
[Import] [OK]

Match the desired sound to the event.

1. Click on the event to highlight it.
2. Click on the dropdown list to choose the sound.
3. Click on TEST to hear the sound.
4. Click on SET to place the sound against the event.

Stocktake Sounds

Controls > General Controls > Stocktaking Sounds
 Stocktake > Scan Items > Sounds



The stocktake sounds window acts similarly to the circulation sounds window.

The triggers are listed in the "Status" column. Either an event or scanning an item with a certain status can generate a sound.

Importing Sound Files

Your own sound files can be added to the list.

Use the Import button to open the file. It is copied and added to the list.

Only WAV type sound files can be used. Do not use MP3 or other types.