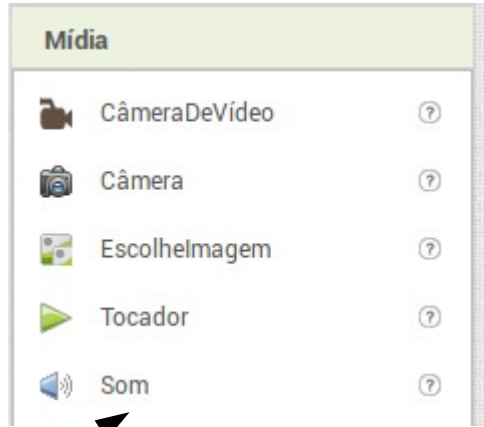


Reproduzir um som

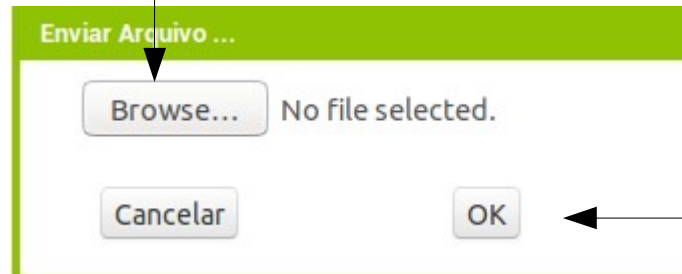


Arrastar

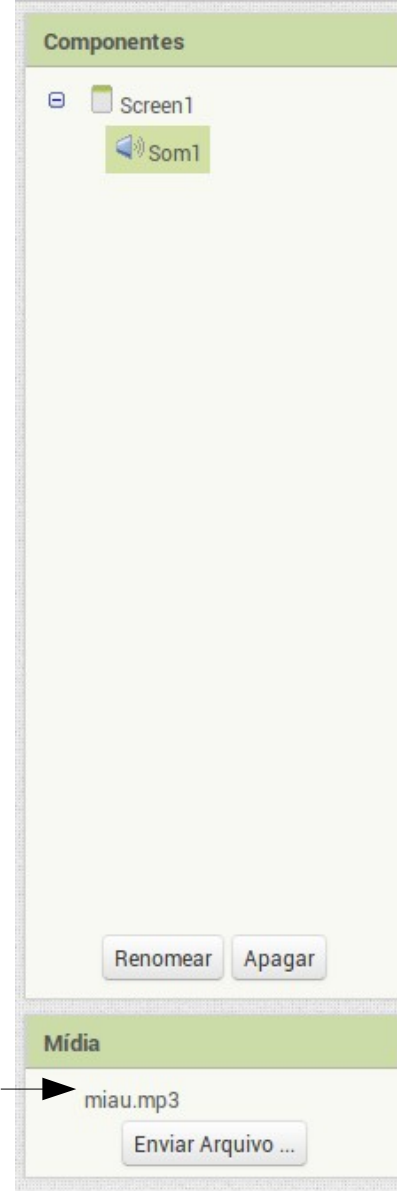


Clicar

Selecionar o arquivo de som



Enviar



Reproduzir um som

The image illustrates the steps to play a sound in a mobile application, showing the visualizer, component list, and property panels.

Visualizador: The top-left panel shows the application's visual representation. At the top, there is a checkbox labeled "Mostrar os componentes ocultos no Visualizador". Below it, the screen is labeled "Screen1". At the bottom, there is a section titled "Componentes invisíveis" containing a speaker icon labeled "Som1".

Componentes: The top-middle panel shows the component hierarchy. Under "Screen1", there is a speaker icon labeled "Som1". Below this panel are buttons for "Renomear" and "Apagar".

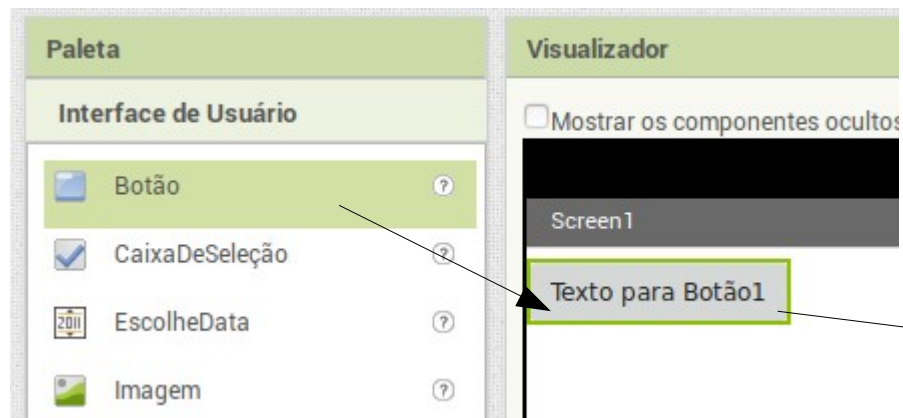
Propriedades (Left): The middle-left panel shows the properties for the selected "Som1" component. It includes a text input for "IntervaloMínimo" with the value "500" and another text input for "Fonte" with the value "Nenhum...".

Propriedades (Right): The middle-right panel shows the properties for the selected "Som1" component. It includes a text input for "IntervaloMínimo" with the value "500" and another text input for "Fonte" with the value "miau.mp3...".

Fonte: The bottom-middle panel shows a file selection dialog for the "Fonte" property. It displays a list with "Nenhum" (highlighted in orange) and "miau.mp3". Below the list are buttons for "Enviar Arquivo ...", "Cancelar", and "OK".

Arrows indicate the flow of interaction: from the "Som1" component in the Visualizador to the Componentes panel, then to the Properties panel, then to the File Selection dialog, and finally back to the Properties panel.

Reproduzir um som



Reproduzir um som

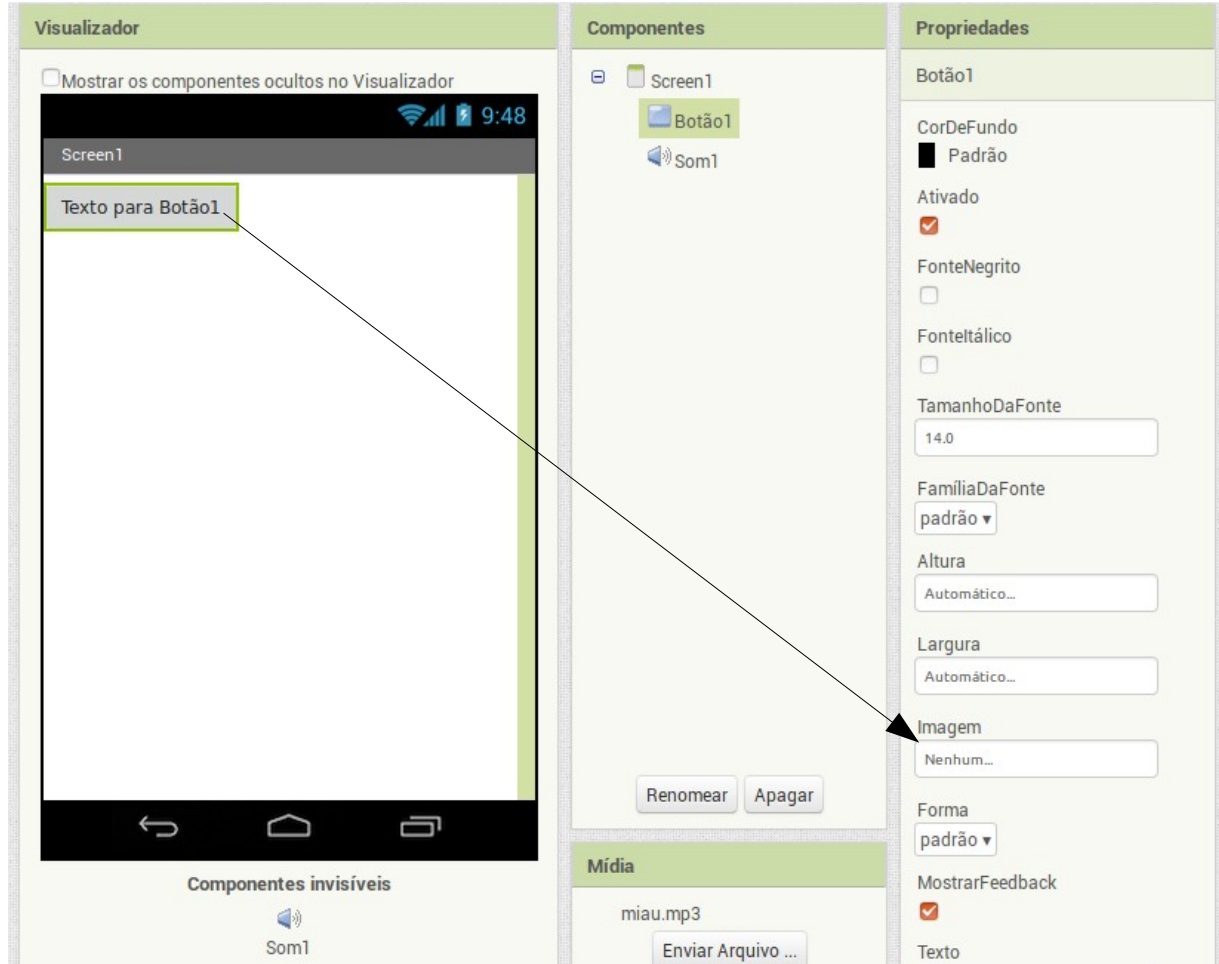


Reproduzir um som

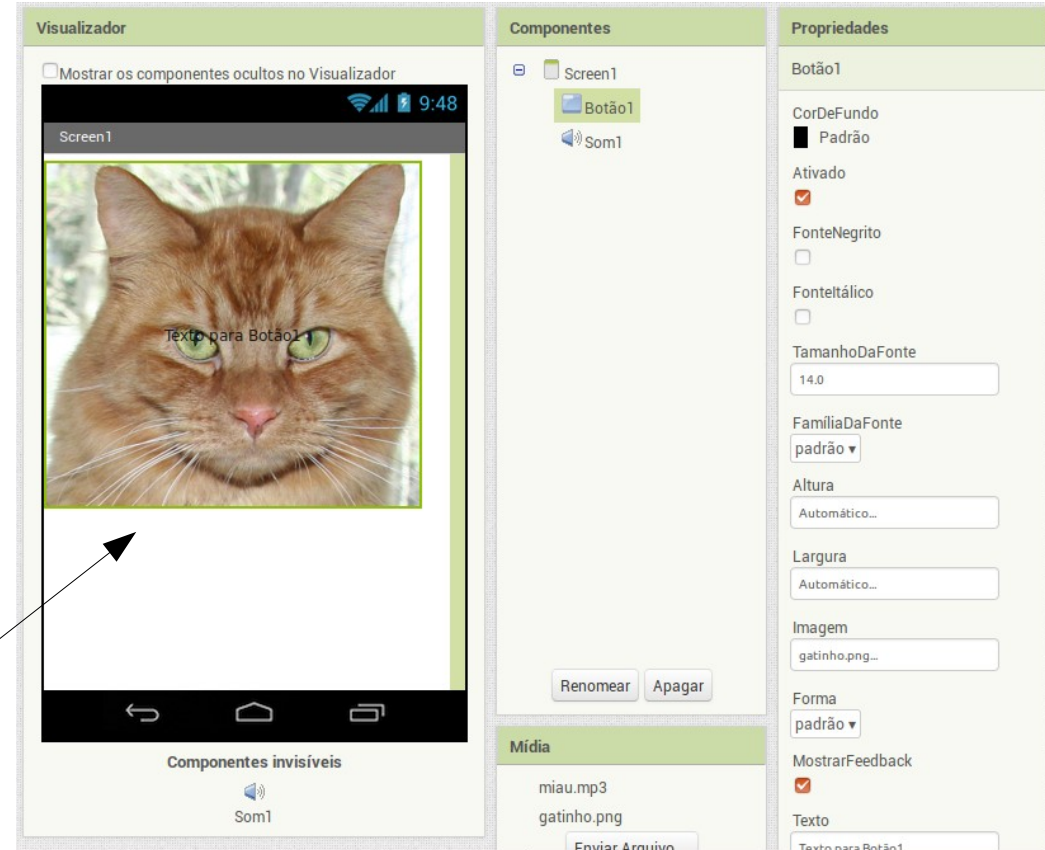
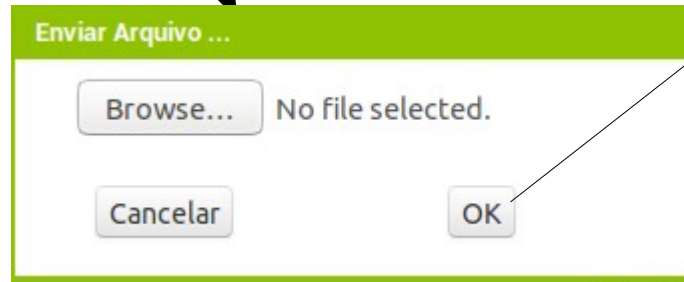


Compilar e testar

Colocar imagem no botão



Colocar imagem no botão



Colocar imagem no botão

