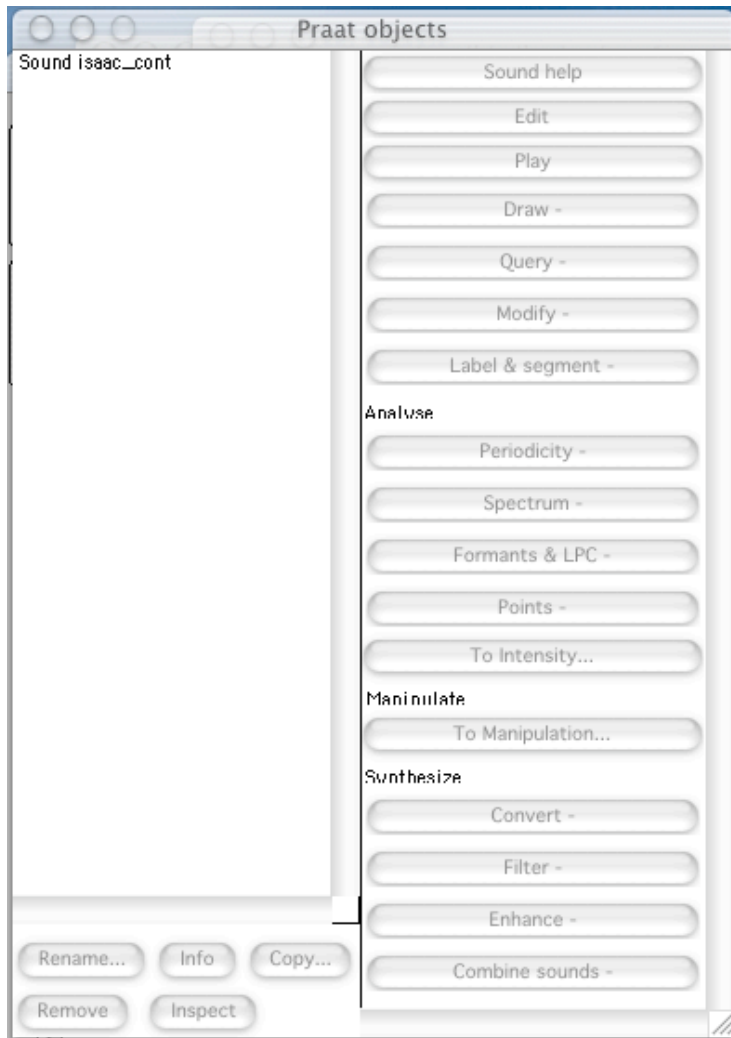


Praat Basics

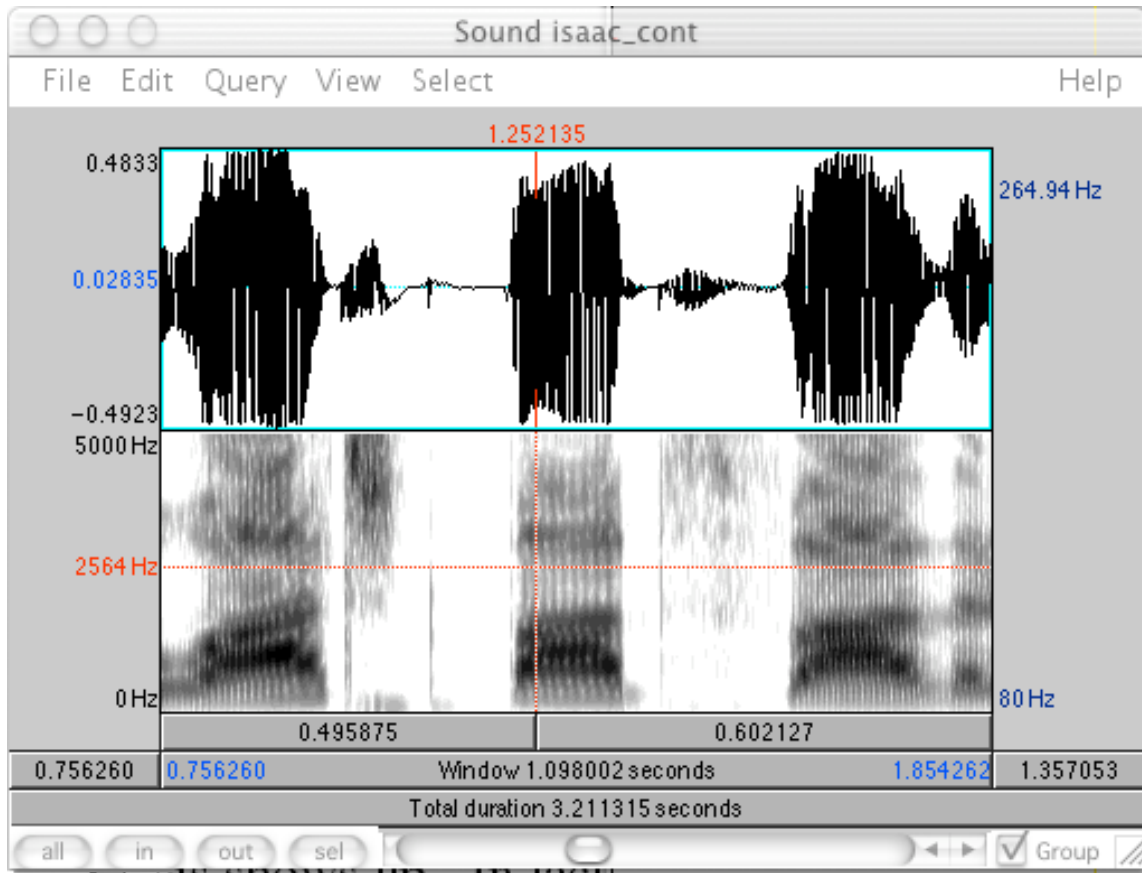
Opening a file

- Go to 'Read' menu, select 'read from file...'
Filename should appear in the objects window, prefaced by 'Sound':



Viewing waveforms and spectrograms

- Highlight the name of the sound file in the objects window.
- Click the 'Edit' button on the right of the objects window.
This opens an edit window, with a waveform and spectrogram.



- Click and drag to highlight a portion of the waveform.
- Click on the bars below the spectrogram to play.
 - Bottom bar plays the whole file.
 - Middle bar plays the whole window.
 - Top bar is divided by cursor placement. Each section plays the corresponding portion of the window.
- To move backwards and forwards in the file, use the slider at the bottom of the window.
- Zoom in and out using the buttons at bottom left:
 - 'all' zooms out to display the whole file.
 - 'in' and 'out' zoom in and out, respectively.
 - 'sel' zooms to a highlighted section of the wave.

F0 analysis, intensity, and formant tracking

- Go to the 'View' menu of the edit window, select 'show analyses'
This opens a window.
- Check boxes to generate f0 analysis, formant tracks, and/or intensity contour.
- Setting for these analyses, and the spectrogram display, can be altered using options from the 'View' menu.

Editing waveforms

- Cut, copy, and paste commands are under the 'Edit' menu of the Edit window.
- To make cuts and joins at zero crossings, use 'Move...to nearest zero crossing' commands under the 'Select' menu.
- To save section of a file, highlight the section, go to the 'File' menu, select 'Write selection to <type> file'.
You can also use 'Extract selection' – this sets up the selection as a new Sound object in the objects window, but **doesn't save it as a file**.
 - To saved a new object, highlight it in the object window, go to the main 'Write' menu (at the top of the screen), and select appropriate 'Write to...' command.
- Changes are not saved until the edited recording is written to a soundfile: highlight the name in the object window, go to the main 'Write' menu (at the top of the screen), and select appropriate 'Write to...' command.

Guidelines for editing stimuli for perception experiments

- Beware of creating unintended discontinuities (or even abrupt changes).
So:
 - Cuts and joins should generally be made at zero crossings (see above).
 - When deleting material (e.g. to shorten a vowel) beware of creating abrupt shifts in amplitude, formant frequencies, fundamental frequency, etc.

Viewing a sound file with an accompanying TextGrid

- Open each file using 'read from file...' under the Read menu.
- Highlight both the sound object and the TextGrid object in the 'Objects' list.
- Click the 'edit' button.