

Lab #5 — TA Sheet

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Before the lab

- Reboot each NeXT machine to clear **/tmp** . Soundfiles take up LOTS of space.
- Bring extra earphones.

Things to watch for

I think digital sound is fun by nature. To get the full benefit, though, the students should understand concepts like samples, sampling rate, and channels. Hopefully the **Getting Information...** section won't be too confusing, but be prepared to answer any questions. You can always point them to the Sound CheatSheet for more information.

In SoundEditor and SoundWorks, a good analogy for sound editing is text editing. I tried to make that clear, but... you might have to demonstrate a Copy&Paste or two.

After that, the only thing everyone might need help with is `rt.app` . Familiarize yourself with it, and look for errors in **playnote** commands (such as missing parentheses). Kent Dickey '92 and Professor Paul Lansky (music dept.) wrote `rt`, and they could probably help if you find something weird.

I originally wrote this lab for use with SoundWorks, but the licensing fell through and I discovered some really stupid bugs in the application anyway. If a bug-free version ever comes out, SoundWorks might be a good thing to incorporate into the **Procedure**.

Also, Professor Lansky told me about a new version of **edsnd** (**/Net/dobro/musr/Apps/edsndP**) which seems to do much of what SoundWorks was supposed to do. More importantly, it's stable, and it has a **Help** screen. You might want to check it out.