

Envelope 1.0, January 29, 1995

a Resound module by Andrew Abernathy

This is a module for Resound, the extendible sound editor by Sean Luke. It provides very simple enveloping of sounds - simple fade in or fade out. It doesn't currently support non-linear envelopes or envelopes which go between values other than silence and full sound. It supports the following sound data formats: 8-bit MuLaw, 8-bit Linear, 16-bit Linear, Float, and Double. If you find bugs or have requests, please contact me - contact information is given near the end of this file.

History

1.0, 1995-01-28, Andrew Abernathy

- initial release

Installation

This module, Envelope.rmod, should be placed in ~/Library/Resound or /LocalLibrary/Resound. The next time Resound is run, it will load the Envelope module and an Envelope menu item will appear under the Modules menu. This distribution comes with source so that you can examine it, modify it, and rebuild it, or simply build it for an unsupported platform.

Usage

Select the portion of the sound to which you wish to apply the envelope, or select the entire sound if you wish to apply the envelope to the entire sound - if there is no selection, the envelope will not be applied. Select the "Envelope..." menu item on the "Modules" submenu - the enveloping control panel will be presented. This panel floats above most other windows.

paste.tiff ↵

Use the *Action* radio buttons to select the desired envelope - fade in or fade out. Fade in causes the selection to begin in silence and "fade in" to the original level. Fade out causes the selection to begin at it's original level and "fade out" to silence. Use the *Channels* checkboxes to select the channels to which you wish to apply the envelope. Press the *Apply* button to apply the envelope to the selected

sound.

To-Do

- support more complex envelopes

Building the distribution

The distribution should build with no problems. If you build for the Install target, the module bundle will be installed in ~/Library/Resound.

Contact Info

Envelope

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Resound

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Credits

Major thanks go to Sean Luke for the Resound application, for making this an (easily) extendible application, for his good examples and documentation, and for his help in creating this module. Thanks also to Robert Llewellyn, who helped me understand some of the general sound concepts. Finally, a general thanks to everyone responsible for bringing me this wonderful platform, and those who help me use it.

Disclaimers

I'm not perfect, and neither is this module.

Copyright

This module, including source, is donated to the public domain, so you can use code from it without crediting me, though if you modify this module, I would appreciate it if you would attempt to coordinate changes through me, or if you can't contact me, Sean Luke, creator of Resound. If neither of us can be found, or are unable to deal with your modifications, you may release your modified version

yourself, though I would prefer that you use a different name for the module, or at least clearly document your changes as your own.

About the Author

I'm a NeXTstep developer, currently (at the time of this writing) contracting with McCaw Cellular in the Seattle area. I've programming commercially since late 1990, mostly in C under DOS and VMS, but I've owned a NeXTstation since early 1992, doing personal development / exploration of NeXTstep, and I've been developing with NeXTstep commercially since mid-1994. I love nature, music, computers, video, graphics, Star Wars ANH, Monty Python, photography, and attention.