

paste.tiff ↵

Resound 2.4

Sean Luke
January 13, 1996

Resound is a sound editor for NeXTSTEP.

But Resound's function isn't just to edit sound. Resound is meant to provide an environment for programmers to create custom sound filters (*modules*), which load into Resound when it runs. Think of Resound as a free Adobe Photoshop™ for sound bites.

Resound was made to fill a need in the NeXT community: no easy way to do sound research without writing a complete application. There are many sound editors out there that perform rudimentary application functions, plus one specific sound function for which the editor was made. As a result, to perform a variety of sound editing functions, we have to use several different editors. This is not how it should be!

Neat Features of Resound

In addition to Resound's ability to load custom-made sound modules,

576618_CheckMark.tiff ↵ Resound's custom sound views include rulers, amplitude lines, play marks, and auto-scrolling when playing.

792841_CheckMark.tiff ↵ Resound can read and auto-play foreign sound files in conjunction with a WWW browser like OmniWeb™.

499345_CheckMark.tiff ↵ Resound can convert to and record from a wide range data encodings and rates .

136778_CheckMark.tiff ↵ Resound provides access to nearly every feature of NeXT's SoundKit.

112392_CheckMark.tiff ↵ Resound comes with several powerful modules that include amplitude modification, FFTs, filtering and convolution, and rudimentary mixing.

Setting Up Resound

Move Resound.app to /LocalApps or ~/Apps. You can set Resound to be the default editor for sounds by choosing a sound file in the Workspace Manager, choosing "Tools" in the inspector, and choosing Resound. Resound will only show up here if it's previously been placed in /LocalApps or ~/Apps.

You can do the same thing for "au", "aiff", and "wav" sound files. Resound can read these foreign files as well.

Resound comes with seven modules in the *Modules* directory. Place each module either /LocalLibrary/Resound, or ~/Library/Resound (remember to delete any old modules). The *Contributed* directory also contains contributed modules.

Contributors and Testers

Resound could not have been possible without the help of many people in the BYU and NeXT community. Contributors, testers, and bug-finders include (but are hardly limited to): Glen Henshaw, Don Yacktman, Paul Cardon, Jeff Martin, Bill Bumgarner, Kris Magnusson, Andrew Abernathy, Todd Nathan, Sean Varah, M Malcolm Crawford, and Stephan Wacker.

Resound Module Development

Resound comes with a simple API for developing loadable modules, which is free to copy and use for any purpose. To use the API, you need to understand the NeXT development environment, the Sound Kit, and how to create bundles.

Resound's API for creating modules is located in the API directory. Much of Resound's documentation for developing modules is located in the on-line help of Resound itself. You should check there if you're still confused.

Distribution

Resound may be freely distributed, but not sold or distributed for money in any form without the author's express permission. Resound is copyrighted 1996 by Sean Luke, all rights reserved.

Please send bug fixes and comments to: seanl@cs.umd.edu.

Sean Luke
U Maryland at College Park

seanl@cs.umd.edu