

The MiscSoundPalette

The MiscSoundPalette contains five objects you can add to your sound application, which enhance NeXT's SoundKit. Before we talk about them, let's explain the file **MiscSoundPaletteExample.nib**. (It is found in the *Interfaces* folder of the MiscKit Examples.) It contains a working sound editor, which runs in Interface Builder's test mode! To use it, you'll need to have loaded the **MiscSoundPalette**, the **MiscTeePalette**, and the **MiscCoolButtons** palettes. In test mode, be sure to press the big button before using the editor! Now on to the objects...

MiscSoundView

The MiscSoundPalette contains a MiscSoundView enclosed in a ScrollView.

The MiscSoundView is an extension to NeXT's SoundView object, which fixes a few bugs and adds much functionality, including a ruler, an amplitude grid, a zero line, automatic scrolling to selection or samples, and several scaling functions (including scaling to a selection and displaying it). In conjunction with a MiscSoundTracker, the MiscSoundView also can update a play mark showing how far its sound has played, and even scroll in real time to show the currently played area of a sound.

MiscSoundTracker

The MiscSoundTracker is labeled ^aTracker^o on the MiscSoundPalette.

The MiscSoundTracker can, in real time, track a wide variety of sound-related events, including current samples, seconds, or percentage being played or recorded from a sound, and the current volume, mute, and deemphasis.

MiscTapper

The MiscTapper is labeled ^aTapper^o on the MiscSoundPalette.

The MiscTapper jams open (^ataps into^o) the recording stream, to allow the MiscSoundTracker, MiscVolumeMeter and MiscVolumeLight to constantly reflect incoming sound, even if nothing is currently being recorded.

MiscVolumeMeter

Two dark-gray MiscVolumeMeters are on the MiscSoundPalette, one horizontal and one vertical.

The MiscVolumeMeter replaces NeXT's SoundMeter object. Among other nifty things, the MiscVolumeMeter adds the ability to track just one sound or all sounds being played or recorded, and shows information in either mono or stereo.

Plus it comes with source code, so you can create neat subclasses of it like the MiscVolumeLight below.

MiscVolumeLight

One light-gray MiscVolumeLight is on the MiscSoundPalette.

The MiscVolumeLight works just like the MiscVolumeMeter, except that instead of reflecting the current volume of a sound with a meter bar, it reflects it by filling itself with a gray value between black and white, where black is entirely silent and white is maximum volume. The net effect is something akin to Robby the Robot's talking mouth which flashed when he spoke.