HandBook ***OBJECTWARE***

SoundPlayer+

A Microsoft Wave, Amiga 8SVX, and NeXT .snd supporting player, with play list and timing functions.

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Part One
Introduction

SoundPlayer+ is a direct replacement for the demo app SoundPlayer. In addition to SoundPlayers' functionality I have added.

- Play Lists. SoundPlayer+ can play a list of sounds in sequence, or at random, and looped.
- Handles Amiga IFF 8SVX files(.svx), and 8 Bit mono MicroSoft WAVE(.iff) files.
- Displays waveform on screen, and shows where it it is in playing the sample.
- Shows length of sample in seconds. Switchable between seconds played so far and seconds to go.
- Drag and drop sound files into SoundPlayer+
- Darned attractive info panel

License

If you intend to use this product for longer than 45 days you have to register it, or remove it from any media which you own.

Licensing this product costs $5.00 in US Funds, or £3.50, whatever is most convenient.

Make cheques payable to Hugh Allan, and send them to the following address:

Hugh Allan
11 Rugby Rd
Lutterworth LE17 4BW
Leicestershire, England

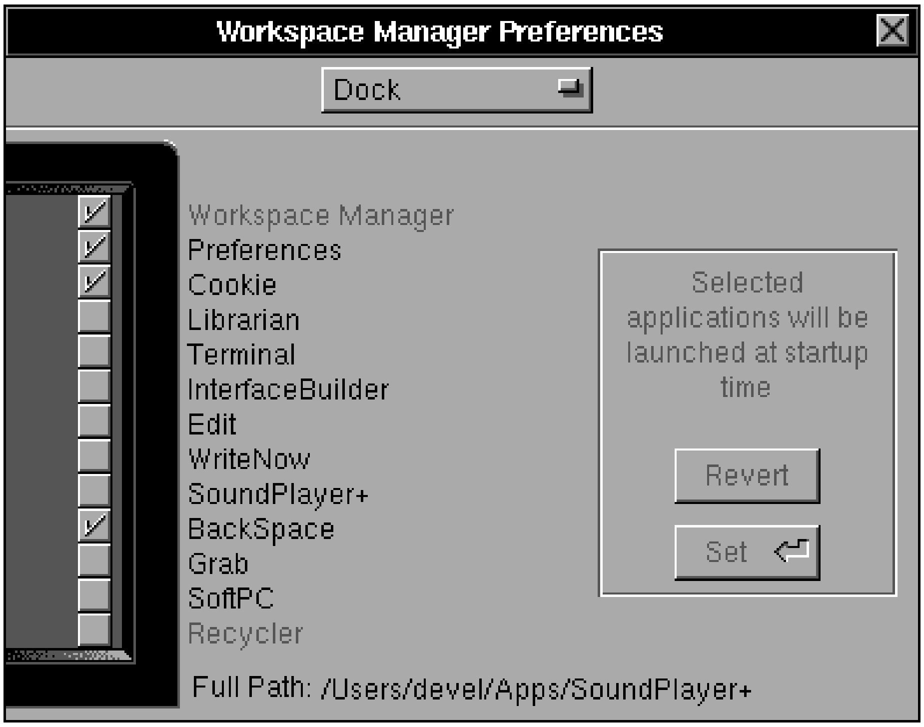
In return you will receive a disk with the following.

- The latest version of SoundPlayer+
- The SoundPlayer+ Manual
- Demo sounds, in 8SVX, WAV and NeXT format
- Online support through CIX(Compulink Information Exchange), or Compuserve.

Part Two

Getting Started

Installation Once you have unpacked SoundPlayer+ copy it to your /LocalApps or Apps directory. If you wish, move it to your Icon Dock and set it to run on startup like so...

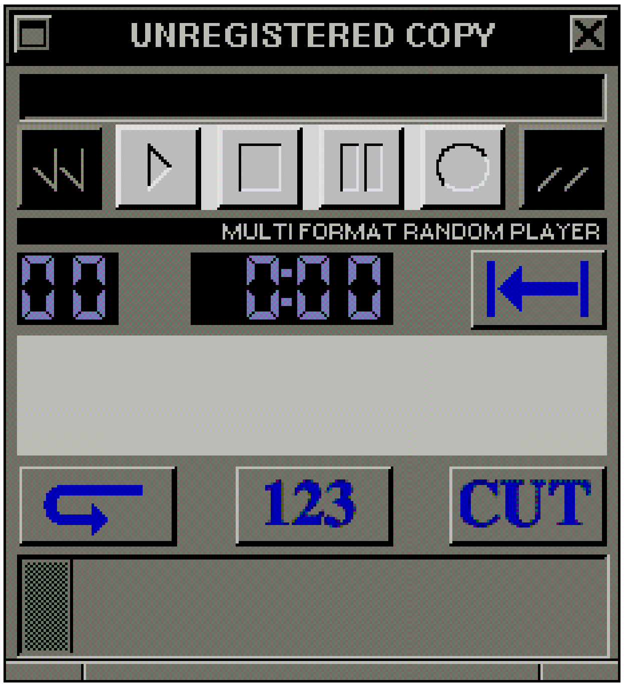


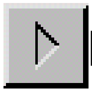
SoundPlayer+ can tell whether it has been launched from Preferences and will hide it’s main window until needed.

Now log out and back in. You are now ready.

Recording and PlayBack

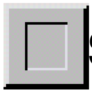
The functions for playback and recording of sound are highlighted as so:





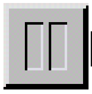
Play

Play plays the current sound stored.



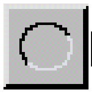
Stop

Stops the current playing or recording of a sound.



Pause

Pauses the current recording or playback of sound.



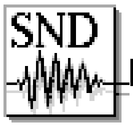
Record

Record samples sound from the built in CODEC Microphone at 8012.83 Hz(See Appendix A for guide to NeXT Sound Sampling). Once the record button is clicked it will highlight, and the timer will display the amount of sound sampled in seconds.

Opening and Saving Files

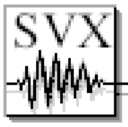
Supported Types

SoundPlayer+ supports three types of files, the types are:



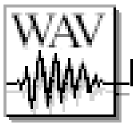
NeXT Sound Files

These are files created by standard NeXT applications. These end with ***.snd.*** You may open and save out these files.



Amiga IFF 8SVX Files

These files are standard on the Commodore Amiga Computer. These end with ***.svx.*** You may open these files only.



Microsoft Wave Files

These files are standard on Windows 3.0 with MultiMedia extensions and Windows 3.1. 8 Bit samples are supported only. You may open these files only.

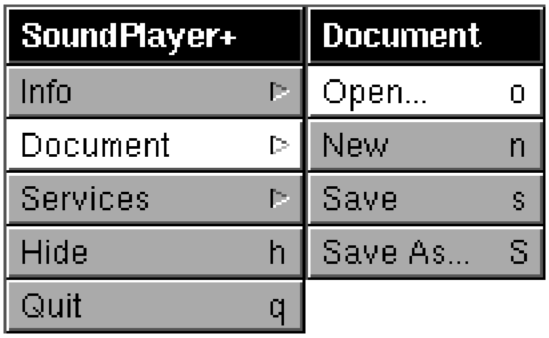
Dragging and Dropping Icons

The easiest way to play a sound on SoundPlayer+ is to drop it's icon onto the SoundPlayer+ Window or it's application Icon. If SoundPlayer can play this file it's application icon will turn to:

To show you. When dropped the file will be play listed and played.

Opening Files

The document menu has an item to open files:



This option will open a file browser from which you can choose files.

Double Clicking

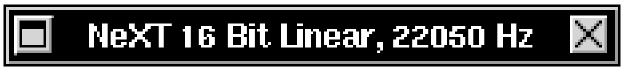
If SoundPlayer+ is selected as your default tool for .snd,.wav and .svx files, sounds can be played by double clicking on their icons in WorkSpace File Manager, or NeXT Mail.

Saving Files

To save a file select the Save option on the document menu. The file will be saved out using the current file name. To save the file with a different name, use Save_As instead.

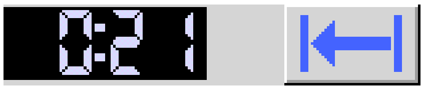
Sound File Information

The control panel has these areas describing the sound file.



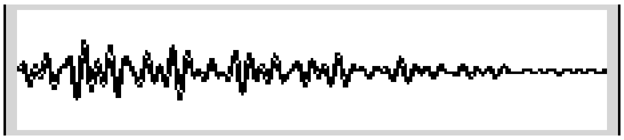
Information Line

This line tells you the sound file type, the sample format, and the sampling rate.



Timer

SoundPlayer+ has a two function timer. When in "To Start" mode, as shown, the timer displays the amount of time from the beginning of the sample. Click on the timer switch button, will toggle it to "The End" mode. When recording samples the timer is always in "To Start" mode.

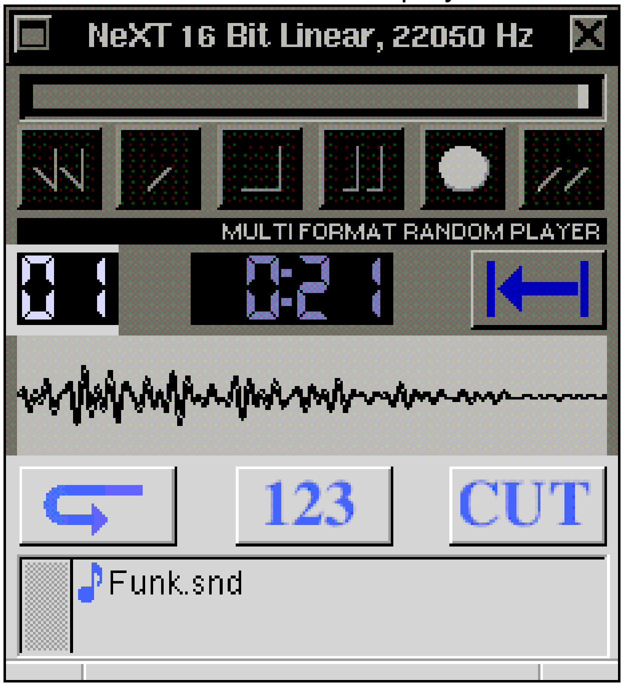


Waveform display

This section displays the waveform. When the sample is playing it will display where the player is in playing the sample.

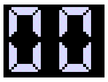
Play Lists

This area is concerned with play lists:



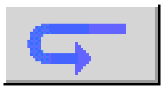
Sound File List

This area contains the list of files to play. To clear the list select **New** from the Document Menu, this will also clear the current sound in memory. To re-order files in the list hold down the Control key and by move the item to the place in the list you want to item to appear. To play an item in the list click on it while the player is stopped and click on play.



Track Counter

This displays the number of the track currently selected. To get a count of the number of tracks in the play list, scroll down to the bottom of the list and click on the last entry.



Loop Switch

While this switch is in "No Loop" mode, as shown, the player will stop at the end of the play list. Click on it to switch the mode to loop mode.

Sequence Switch

This switch works in conjunction with the Loop switch. While the switch is in sequence mode(as indicated by 123), the order of samples will be retained. By clicking on it you switch it to random mode, where the sequence of tracks will be mixed up each time around the list.

Cut Track

This button removes the current track from the play list.

Part Three

Appendix A Background Information

How sampling works on the NeXT

On the NeXT the easiest way to sample sounds is using the built in CODEC microphone. This samples sound in MULAW format, which is a way of representing 12 bits of sound information in only 8 bits. The built in microphone samples at 8012.83 samples per second. This is just fine for sampling speech at telephone quality, and the compactness of sound is well suited to transmitting voice via NeXTMail. If you wish better quality sampling there are third party products which plug into the NeXT's DSP(Digital Signal Processor) input.

How the NeXT plays back sound

The NeXT currently supports three playback speeds: 8012.83 samples per second, 22050 samps/sec, and 44100 samps/sec. When SoundPlayer+ plays back Amiga 8SVXs and Microsoft Waves, it has to resample sound to one of these rates. Even though the original samples are 8 Bit, when you save them out they come out as 16 bit sound files as many samples come out too loud for the NeXT to play and so have to be quietened down. So in order not to lose resolution they have to be converted to 16 Bit.