Create

Create brings up a new panel that is used to create the LPC and pitch analysis data files.   An unlimited amout of these panels can be created by choosing *Create* from the menu.

The panel is divided into three sections.

LPC

This top section contains the settings for the creation of a LPC data file.   The **Frames** and **Poles** are given the default values as specified in the *Preferences* panel.   The word `all` in the **Duration** field specifies that the entire field is to be processed.   A sound file must be selected first, either by typing in the name or selecting it from the open panel brought up by pressing the **Soundfile** button.   If no LPC filename is specified, the resultant LPC file has the same base name as the sound file, with a `.lpc` extension.

PTRACK

The **Framesize**, **High** and **Low cps** fields are initially determined by the settings in the *Preferences* file. The **Interframe Offset** is given by the number of frames specified in the LPC section. The **Inskip** and **Duration** fields have the same meaning as in the LPC section.   In order to better determine the correct values for the cps fields, you can type a tone value in the **HZ** (hertz) field and by pressing the **HZ** button, you will hear a single tone at that frequency.   The program that is called when the **HZ** button is pressed is determined in the *Preferences* panel.

GO!

Here is were everthing happens.   The **Play Soundfile** button lets you check your input file sound.   The **Watch** button opens up scroll view that allows you to see the error messages and output from the programs being called.   It is not fully supported and poorly implemented.   The **View** buttons open up the newly created `lpc` and `pch` files in their own new windows.

The **Go** button runs all four programs needed to create finished `lpc` and `pch` files.   The **LPC** button only runs the *lpc* program and the *stablilize* program.   The **Ptrack** button only runs *ptrack,* and the **Merge** button merges the `lpc` and `pch` files.