

# **Wave after Wave**

(Version 2.01)

## **Introduction**

Thank you for downloading Wave after Wave. The following changes have been made since Version 2.0:-

- (i) the File-Save bug has been fixed
- (ii) the *README* file (this file) is in Write format to make it easier to read

## **Freeware**

As before, this programme is freeware. You can use it, distribute it and upload it at your will. All for free. Just as long as you don't represent that you wrote it.

## **What you Require**

To use this programme, you must have a Soundcard and the VBRUN300.DLL file in your WINDOWS\SYSTEM subdirectory. Without these, the programme will not work. VBRUN300.DLL is available on most bulletin boards.

## **Programme Listing**

The Visual Basic 3 listing is available for a nominal charge of £10 by post or \$5 (U.S. dollars) on Compuserve. My postal address is:-

18 Chantry Close  
Huncote  
Leicester  
LE9 6AE

My Compuserve I.D. number is 73064,1315 and you can register and pay the \$5 via the Software Registration Forum. GO SWREG. The registration I.D. is 1486. If you register this way, it is cheaper and you will get the programme listing more quickly (via E-Mail). Don't forget to leave your I.D. number.

## **What does it do?**

Windows Sound Recorder only lets you load one WAV file at a time. If you want to hear a different WAV file, you either have to open a new file or you have to run a further instance of Sound Recorder. The former is time-consuming, the latter impractical. Wave after Wave lets you access up to 12 WAV files at a time. These can be stored in albums and saved and loaded like any other file.

## **The Programme Screen**

The programme screen consists of a table of 12 row entries with 3 columns each, and a horizontal menu at the top of the screen. Each row represents a different sound. The columns are headed No (number), Sound and Source. **The number column** should be filled in with numbers from 1 to 12. You will not need to change anything in this column but you are free to do so if you wish. **The Sound column** is where you enter a description of the sound. If the sound consists of speech, I strongly recommend you enter the words spoken here. If the sound consists of music or a special effect, enter the title of the piece or a description of the special effect (eg "Torpedo being fired").

Remember to enter a description that will remind you what the sound is. Avoid dull descriptions such as "Captain Kirk 1" which don't tell you very much. **The Source Column** is where you should say where the sound came from (eg "Star Trek" or "Terminator 2"). You will note that you do not need to enter the WAV filename anywhere.

### **How to Record a New Sound**

Click anywhere on the first row of the grid. Then select Action and Record. You will be presented with a file screen. Select a WAV file as you would select any file in Windows. The name of the WAV file will now appear in the Name Column. You have now recorded a sound file. Change the Name Column and Source Column entries to whatever you want.

### **How to Play a Sound**

Click on the row containing the sound you wish to play. Then select Action and Play. The previously stored WAV file will be played.

### **How to Change a Sound**

To change a sound in the grid, just record a new sound over it.

### **How to Save your Work**

Your work will be saved as an album. Select File and Save As. Album files must have an .ALB extension.

### **How to Load an Album File**

Select File and Open. Choose a file with the extension .ALB.

I hope you enjoy using Wave after Wave. If you have any questions or (polite) suggestions, feel free to drop me a line on Compuserve.

***Sunil Iyer***

3 November 1993