

# 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