Sound Effects Generator
Copyright Sean O'Connor, September 1995

"Sound Effects Generator" is a program for creating Windows sound files. The sounds are saved as .EFC files which can be reopened and modified by the program. In the <u>full version</u> they will also be saved as .WAV files of the same name for use in other Windows applications.

There are four components to building up a sound:

1) The Amplitude Graph
The amplitude graph describes how you want the volume of the sound to change over time. To alter the graph click on one of the points and drag it to a new position.

You can create new points by clicking the right hand mouse button on the graph, and you can delete existing points by clicking the right hand mouse button directly on them.

To make the whole sound louder or quieter, click on the `+` and `-` buttons. The `R` button resets the volume to its original level.

2) The Frequency Graph
The frequency graph describes how you want the pitch of the sound to change over time. The top of the graph represents high frequency and the bottom low frequency.

You can create new points by clicking the right hand mouse button on the graph, and you can delete existing points by clicking the right hand mouse button directly on them.

To make the whole sound higher or lower, click on the `+` and `-` buttons. The `R` button resets the frequencies to their original levels.

3) The Waveform Graph
The Waveform graph shows what type of waveform will be used to produce the sound. The waveforms to choose from are sine (a pure sound), organ (a pure sound with harmonics), saw (a harsh sound), square (even harsher) and noise (random).

4) The Controls
Length   The length of the sound file in milliseconds.
Echo   Echo consists of the volume of the echo and the delay between the sound starting and when the first echo will start.
Distortion   Distortion makes a maximum amplitude cut off point.
Quality   The sounds quality can be either 11,025Hz or 22,050Hz. 22,050Hz produces better quality sounds but the .WAV files that are created are twice as large as at 11,025Hz.
Repeat   The number of times the sound will be played.

The Buttons
Play   Plays the sound
Open   Opens a previously saved .EFC file.
Save   Saves the sound as a .EFC file and also as a .WAV file of the same name.
Help   Brings up this help file.
About   Displays the program`s about box.

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Credits

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Thanks to:

Liam O'Connor
Alex Dunney

Order Form

The full copy of "Sound Effects Generator" allows you to also save the sounds you create as Windows .WAV files. To order a full copy, please send:

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