



Sound Byte Version 2.0.1

January 12, 2003

Sound Byte is a computerized cart machine for the Macintosh. It is very similar to the so-called cart machines used at radio stations in the past. Each clip (recording) - a jingle, advertisement, etc, was on a cartidge, which could be quickly selected and played. Following this introduction are chapters that explain how to use and register (pay for) your copy of **Sound Byte**.

Sound Byte brings the cart machine to the computer age. You can assign select up to 75 recordings to a rack, and assign each to a button. Clicking on a button plays that recording. Multiple recordings can be played at the same time.

Sound Byte comes in three versions:

Sound Byte Lite handles up to a single rack of carts, or 75 clips. The registration fee is only \$24.

Sound Byte handles up to 5 racks of carts, or 375 clips. The registration fee is only \$49.

Sound Byte Pro a try, which supports up to 50 racks, or 3750 clips. The registration fee is only \$99.

Until you register this copy, it will operate like the Lite version. In addition, the program will occasionally display reminder messages.

Sound Byte handles all of the audio formats supported by QuickTime, including:

AIFF
WAV

AU
MP3

If you'd like to create your own recordings, please give our program **Audiocorder** a try. It may be downloaded from the following URL:
<http://www.blackcatsystems.com/software/audiocorder.html>

Sound Byte is the perfect application to use whenever you need to quickly and easily play a variety of recorded sounds.

Possible Uses:

Radio Stations - jingles, advertisements, PSAs, songs, announcements, and more.

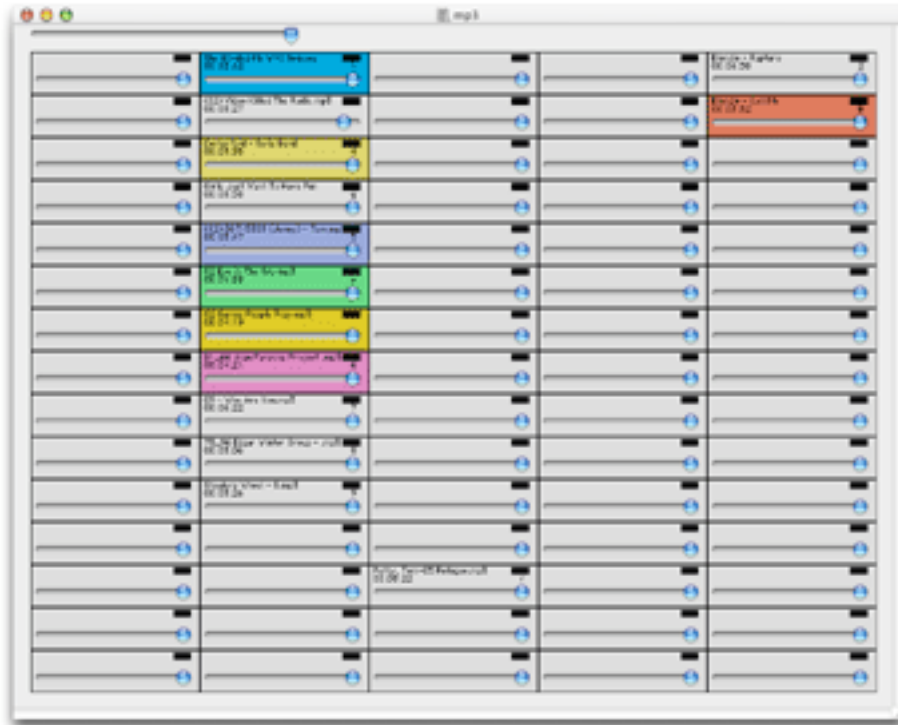
Plays and radio/TV productions - perfect for playing sound effects.

DJs - set up your play-list for the evening.

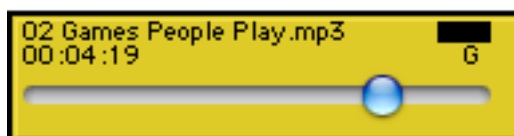
Sporting events - play sound effects when the home team scores, etc.

Main Window:

When you start the program, you'll see a window with 75 buttons, arranged in a 5 by 15 array.



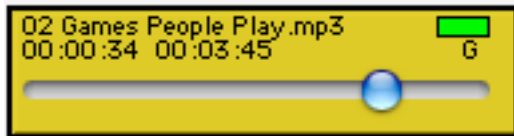
Each button represents one sound file (clip) that may be played. This window is also called a “rack” - a term from back in older days of radio when recordings (songs, stations jingles, advertisements, etc) were all stored on cartridges, or carts for short. The carts were all kept on a rack. To play a song or ad, the DJ would grab the cart, plug it in, and play it. Many consoles allowed several carts to be queued up ahead of time, so the next one would always be ready to play.



The top line of each button shows the title of the recording. By default it is the name of the file, but you can change it. Below this the length of the recording is shown, in Hours:Minutes:Seconds. At the bottom of the button is

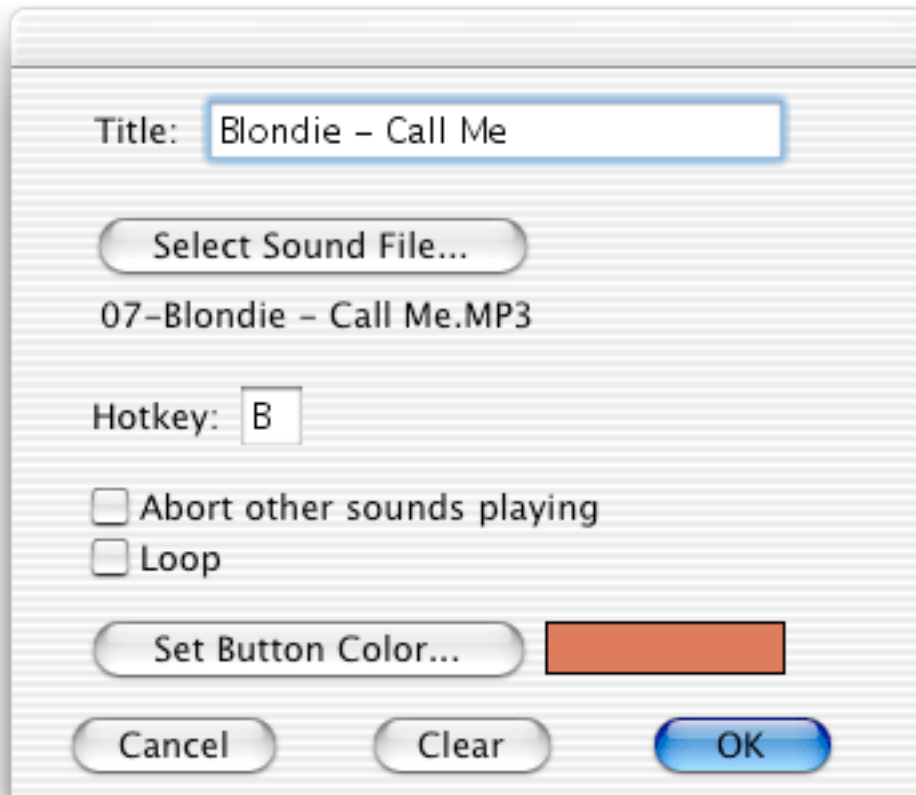
a volume control, so you can set the playback level for that particular recording. In the upper right corner of the button is an indicator that is normally black, and turns green when the recording is playing. Under this, the hotkey character for the recording is shown. Each button can be assigned a hotkey, typing this key starts (or stops) the recording. You can also start a recording by clicking on the button. You can stop playback by clicking on the green indicator.

Here's what a button looks like when the recording is playing:



The second line now shows the elapsed playback time, and the time remaining.

To assign a clip to a button, click on the button while holding down the command key. This will bring up the a small window called "Sound Clip Editor", shown below:



Clicking on the "Select Sound File..." button allows you to select the clip to associate with this button.

The name of the file is automatically used as the button title. If you'd like to change the title, type the name you'd like to assign to this sound clip in the field called Title. You'll want to do this **after** you select the sound file, or the name you've typed in will get replaced by the name of the sound file, and you'll have to enter it in again.

If you select the **Abort other sounds playing** option, then whenever you play this sound, any other sounds that are currently playing will automatically be stopped. This can be much more convenient than having to manually stop the other sounds that may be playing.

If you select the **Loop** option, then when the sound is done playing, it will automatically be re-played.

You can also assign a hot key to this sound. This allows you to play the clip by just typing that key, without using the mouse. Hot key's may include the

shift and option keys.

Clicking on the "Set Button Color..." button lets you change the color of the button. This can be very handy if you want to color code buttons to make them easier to find. You'll get a color picker window, with lots of options, depending on which version of MacOS you're running. Select the color, then click on OK.

When you're done, click on the OK button. Clicking on the Clear button will erase the button name and file association, essentially erasing the button entry.

Drag and Drop

You can also drag a suitable sound file into the button, which will assigned that sound file to the button. Grab the button in the lower right corner.

If you want to move buttons around (within the same rack), you can just drag one button on top of the other. They will automatically trade places.

Playing a Sound

To play a clip, just click on the button, or type the hot key. The indicator in the upper right of the button will turn green, to show that the clip is playing.

Clicking on the indicator while the clip is still playing will stop playback. You can have more than one clip play at the same time.

You can stop all currently playing clips by pressing the ESC (escape) key.

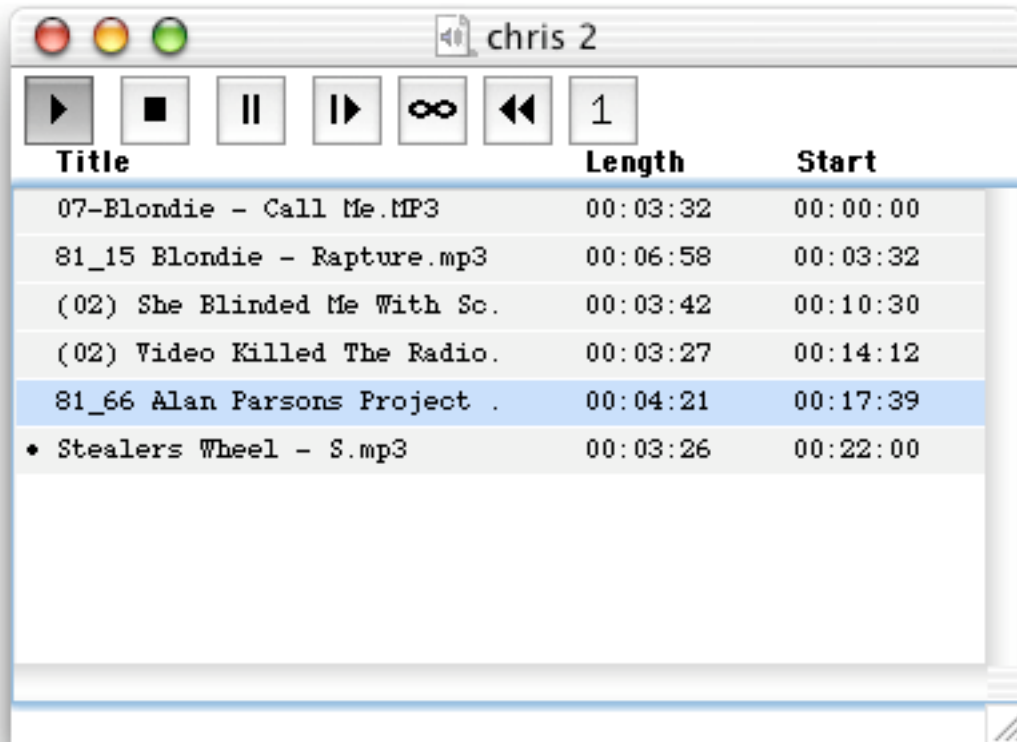
More About Racks

Under the Rack menu is a list of the racks available. To chose a new rack, just select it from the menu. The name of the rack can be changed by selecting "Rename..." from the Rack menu while that rack is the currently active window.

Your rack is automatically saved when you quit the program, or close it.

Play List

The Play List allows you to select cuts to play ahead of time, organize them in a list, and control their playback.



For each recording in the playlist, the title (name of recording file), length in Hours : Minutes : Seconds is shown, as well as how much time into the playback session that recording will start. A small black dot appears to the right of the title of the active (currently playing or next to play) recording.

To create a play list, select **New PlayList...** from the **File** menu. You'll be asked to name the play list. It will have one blank entry in it. This will be removed the first time you save and re-load the play list.

You can drag a cart over to the play list window from a button on the main window, or you can drag a sound file over directly from Finder.

You can then drag additional cuts over. Dragging them after cuts already in the play list schedules them later. Dragging them onto an existing scheduled cut schedules them before that cut.

You can delete a scheduled cut by selecting it, and typing cmd-X or selecting cut from the edit menu. You can also re-arrange the order by dragging entries around.

You can also open an existing play list by selecting **Open** from the **File** menu, and then selecting the play list file. You can only have one play list open at a time.

The play list has seven buttons. Let's go through them in order from left to right:



Play - Clicking this button starts playback of the selected recordings, in order. A small dot is displayed next to the active (playing) cut.



Stop - Clicking this button stops playback. Clicking Play again will start the active recording, at the beginning.



Pause - Clicking this button pauses playback. Clicking Play will start it again, right where it left off, not at the beginning of the recording.



Skip - Clicking this button will stop playback of the currently playing recording, and start playback of the next. Think of it as a way to abort a cut, and jump right to the next one.



Loop - When depressed, the loop button will cause the playlist to start over again, after the last cut is finished.



Rewind - Stops playback, and selects the first recording as the active

recording. When play is clicked, the first recording will start playback.



Play One Cut - Click once to select, again to de-select. When selected, only one recording will be played when Play is clicked. Pressing Play again will play the next recording. Useful to queue up several recordings in a row, and play them one by one, under your control as to when they start. For example, sound effects for a play or other production, etc.

Your play list is automatically saved when you quit the program, or close it.

Registering

Sound Byte is shareware, if you continue to use it, you're required to register your copy. Until you register, the program will occasionally display reminder messages, and you'll be limited to ten minutes of use at a time.

By registering your copy of Sound Byte, you'll help support the program, and encourage the development of future releases.

After registering, you'll be entitled to one year's worth of updates and new program versions.

The registration fees for each version are as follows:

Sound Byte Lite \$24

Sound Byte \$49

Sound Byte Pro \$149

When you register you'll receive a registration code, by email. If you don't get your registration code within a week, please send an email to: soundbyte@blackcatsystems.com.

If you want to use Sound Byte on multiple computers, you'll need to register a copy for each computer. If you'll be using Sound Byte on many computers, you may want to take a look at our site licensing options, which can save you a great deal of money.

Thanks again for giving Sound Byte a try.

Black Cat Systems
PO Box 2293
Westminster, MD 21158
USA

email: soundbyte@blackcatsystems.com

Web: <http://www.blackcatsystems.com/software/soundbyte.html>

Registering by Check or Money Order

To order by check, please print, fill out and mail the following form, along with your payment. You can pay with a wide variety of cash from different countries but at present if you pay via check, it must be a check drawn in US Dollars. While there is the risk of loss in the mail, currency is also OK, including foreign currency.

Please make sure you include your email address with your payment. That way we can send the registration code to you, so you **must** include your email address. If you do not send us a valid email address, we have no way to send you the code. Please write clearly.

I would like to register _____ copies of Sound Byte Lite, at \$24 US per copy.

I would like to register _____ copies of Sound Byte, at \$49 US per copy.

I would like to register _____ copies of Sound Byte Pro, at \$99 US per copy.

___ I would also like a CDROM with a copy of all of Black Cat Systems software, including Sound Byte, for \$10 including shipping.

Email Address: _____

Name: _____

Address: _____

City: _____ State/Province: _____

ZIP/Postal Code: _____ Country: _____

Macintosh Model: _____ System Version: _____

Enclosed, please find my check / money order / cash in the amount of \$_____

All payments must be in either checks/money orders in US dollars drawn on a US Bank, or an International Money Order. If this is inconvenient, or you would like to order with a credit card, please order online at <http://www.blackcatsystems.com/register/soundbyte.html>

Mail this form, along with payment, to:

Black Cat Systems
PO Box 2293
Westminster, MD 21158-7293
USA

Registering Online By Credit Card

To register online with a credit card, go to the following URL:

<http://www.blackcatsystems.com/register/soundbyte.html>

Please make sure you include your email address when you register online.

That way we can send the registration code to you, so you **must** include your email address. If you do not send us a valid email address, we have no way to send you the code.

Registering by Credit Card Using the Register Program

If you'd like to register by credit card online (the quickest way to get your registration code back), then please go to the previous chapter.

To mail or email in your credit card order, open the Register program that accompanies Sound Byte. Enter your name, your email address, and the number of single user licenses you desire for each program you wish to purchase. Save or Copy or Print the data from the Register program and send the data and payment to Kagi at sales@kagi.com. More specifics on the Register program to follow. Kagi handles my payment processing.

If paying with Credit Card , you can email or fax the data to Kagi. Their email address is sales@kagi.com and their fax number is +1 510 652-6589. You can either Copy the data from Register and paste into the body of an email message or you can Save the data to a file and you can attach that file to an email message. There is no need to compress the data file, it's already pretty small. If you have a fax modem, just Print the data to the Kagi fax number.

Payments sent via email are processed within 3 to 4 days. You will receive an email acknowledgement when it is processed. Payments sent via fax take up to 10 days and if you provide a correct internet email address you will receive an email acknowledgement.

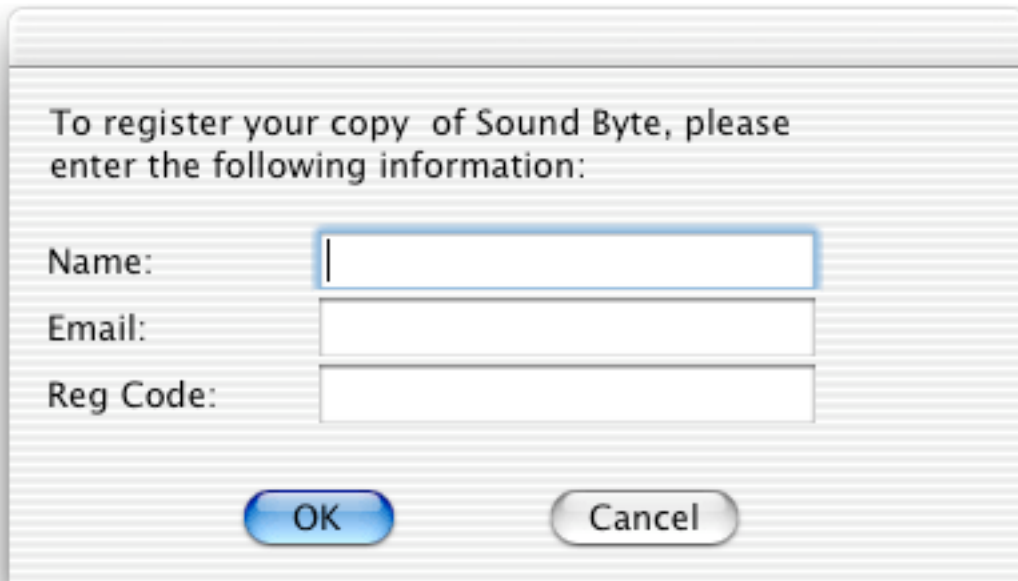
If you are mailing your credit card payment to Kagi, send it to:

Kagi
1442-A Walnut Street #392-SZ
Berkeley, California 94709-1405
USA

Please make sure you include your email address with your payment. That way we can send the registration code to you. You **must** include your email address. If you do not send us a valid email address, we have no way to send you the code.

Entering Your Registration Code

When you register Sound Byte, you'll receive an email containing your registration code. Select **Register...** from the **File** menu, and enter the code into the window that appears, along with your Name and Email address (optional):



A registration dialog box with a light gray background and a white border. The title bar is light gray. The main area has a light gray background with a fine grid pattern. The text "To register your copy of Sound Byte, please enter the following information:" is in a black sans-serif font. Below this are three labels: "Name:", "Email:", and "Reg Code:", each followed by a white text input field with a thin gray border. The "Name" field has a blue border and a vertical cursor. At the bottom are two buttons: "OK" (blue with white text) and "Cancel" (gray with black text).

To register your copy of Sound Byte, please enter the following information:

Name:

Email:

Reg Code:

□

Please be sure to enter your name and registration code **exactly** as shown in the registration email you received. Your code is locked to your name.

Sound Byte Version History

2.0.1 - January 12, 2003

Bug fix - couldn't click on carts.

2.0.0 - January 11, 2003

Bug fix - couldn't access sliders on bottom row of rack

Preferences menu item disabled (there are no preferences)

2.0.0b2 - November 30, 2002

Fixed bugs with saving play lists

Fixed bugs that could cause a crash when closing a rack

Fixed bugs with play list buttons

Fixed bugs with dragging clips

2.0.0b1 - First release of Mac OS X test version

Sound Byte Version History

Software License Agreement

This is a legal agreement between you and Black Cat Systems. covering your use of Sound Byte (the "Software"). Be sure to read the following agreement before using the Software. BY USING THE SOFTWARE (REGARDLESS IF YOU HAVE REGISTERED THE SOFTWARE OR NOT), YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, DO NOT USE THE SOFTWARE AND DESTROY ALL COPIES IN YOUR POSSESSION.

The Software is owned by Black Cat Systems and is protected by United States copyright laws and international treaty provisions. Therefore, you must treat the Software like any other copyrighted material (e.g., a book or musical recording). Paying the license fee allows you the right to use one copy of the Software on a single computer. You may not network the Software or otherwise use it or make it available for use on more than one computer at the same time. You may not rent or lease the Software, nor may you modify, adapt, translate, reverse engineer, decompile, or disassemble the Software. If you violate any part of this agreement, your right to use this Software terminates automatically and you must then destroy all copies of the Software in your possession.

The Software and its related documentation are provided "AS IS" and without warranty of any kind and Black Cat Systems expressly disclaims all other warranties, expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. Under no circumstances shall Black Cat Systems be liable for any incidental, special, or consequential damages that result from the use or inability to use the Software or related documentation, even if Black Cat Systems has been advised of the possibility of such damages. In no event shall Black Cat Systems's liability exceed the license fee paid, if any.

This Agreement shall be governed by the laws of the State of Maryland. If for any reason a court of competent jurisdiction finds any provision of the Agreement, or portion thereof, to be unenforceable, that provision of the Agreement shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement shall continue in full force and effect.

The Software and documentation is provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subdivision (b)(3)(ii) of the Rights in Technical Data and Computer Software clause as 252.227-7013. Manufacturer is Black Cat Systems., 4708 Trail Court, Westminster, MD 21158, United States of America.

The name "Black Cat Systems", and "Sound Byte" are trademarks of Black Cat Systems.

Sound Byte is ©2002 by Black Cat Systems. All rights reserved worldwide.

Created with MacZoop by Graham Cox, ©1994-2002 All Rights Reserved.