



Help for SoundX/X

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Description

The SoundX/X ActiveX control provides Soundex, Extended Soundex, and Metaphone algorithms which convert words or names to codes that represent how the words "sound". This is useful in a database application where users need to find names they may not know how to spell.

Soundex is a letter plus digits, Extended Soundex is purely numeric and can result in faster database scans, and Metaphone is letters, which can result in a better match rate, but also takes up more computer storage space. The length of the codes (Soundex, Extended Soundex and Metaphone) is selectable through a property.

To generate the code, simply set the Word property with the word or name for which you want a coded entry. When you do this, SoundX generates the codes for all three of the algorithms. All you have to do is read the appropriate property: Soundex, ExtSoundex, or Metaphone.

About The Soundex Algorithm

Soundex is an algorithm developed and patented by Margaret Odell and Robert Russell in the early part of this century (U.S. Patent 1,261,167 (1918) and 1,435,663 (1922)). Don't worry about the patents, they've long since expired.

Many articles have been written about it, but one of the best descriptions is by Donald Knuth in *The Art of Computer Programming, Vol. 3*.

Soundex converts a word or name to a code comprised of a letter followed by three digits. Some redundancy is taken out of the word (such as stripping vowels, consonant doubles, etc.). The first letter is preserved and the code is generated from what remains.

About the Extended Soundex Algorithm

This is a minor change to the basic Soundex algorithm. In this algorithm, the first letter is treated like all the rest of the letters (i.e., if it's a vowel, it's stripped, if it's part of a consonant double, the second is stripped (as in LLAMA), etc.).

This code is purely numeric. This can result in faster database scans to pick out like-sounding words or names.

About the Metaphone Algorithm

Metaphone originated from Lawrence Philips, an artificial intelligence specialist at NAC Reinsurance. There is a write-up on Metaphone in the December 1990 issue of [Computer Language](#).

Metaphone does a better job than Soundex and Extended Soundex when it comes to representing like-sounding names. Its drawback is that Metaphone is comprised purely of letters. In other words, it takes up more storage and, in a large database, this can be costly.

File Name

MSOUNDXX.OCX

ActiveX / OCX Object Name

Mabry.SoundXX.1

ActiveX Compatibility

VB 4.0 (32-bit), 5.0 and 6.0

ActiveX Built With

Microsoft Visual C++ v6

ActiveX - Required DLLs

None. This is a light ActiveX control that requires no extra DLLs to operate. This means that your installation packages will be smaller. And, your web pages will load faster, since there are no extra DLLs to download.

Distribution Note When you develop and distribute an application that uses this control, you should install the control file into the user's Windows SYSTEM directory. The control file has version information built into it. So, during installation, you should ensure that you are not overwriting a newer version.

Close

SoundX/X Properties

Properties that have special meaning for this control or that only apply to this control are marked with an asterisk (*).

Align Property

Enabled Property

***ExtSoundex** Property

Left Property

***Length** Property

***Metaphone** Property

Name Property

***Soundex** Property

Tag Property

Top Property

***Version** Property

***Word** Property

How To Buy This Software

CREDITS

SoundX/X was written by James Shields.

CONTACT INFORMATION

Orders, inquiries, technical support, questions, comments, etc. can be sent to mabry@mabry.com on the Internet. Our mailing address/contact information is:

Mabry Software, Inc.
503 316th Street Northwest
Stanwood, WA 98292

Sales: 1-800-99-MABRY (U.S. Only)

Voice: 360-629-9278

Fax: 360-629-9278

Web: <http://www.mabry.com>

COST

The price of SoundX/X (control only) is US\$35 (US\$40 for International orders). The cost of SoundX/X and the C/C++ source code (of the control itself) is US\$75 (US\$80 for International orders).

Prices are subject to change without notice.

Printed manuals are available at US\$12.50 per copy.

PART NUMBERS

The product number for SoundX/X (control only) is 16010.

The product number for and the C/C++ source code (of the control itself) is 16011.

DELIVERY METHODS

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Air Mail - you will receive diskettes, a printed manual (if purchased), and printed receipt if you choose this delivery method. The costs are:

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US\$15.00	Airborne Express 2nd Day (US deliveries only)
US\$20.00	Airborne Express Overnight (US deliveries only)
US\$20.00	Global Priority Mail (Int'l deliveries only; Western Europe, Pacific Rim and Canada only)
US\$45.00	International Airborne Express (Int'l deliveries only)

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Bank Address:	3601 Stone Way North
	Seattle, WA 98103
Bank Phone:	206-585-4951
Account Name:	Mabry Software, Inc.
Routing Number:	12000024
Account Number:	16311706

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503 316th Street Northwest
Stanwood, WA 98292

Phone: 360-629-9278
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Where did you get this copy of SoundX/X?

Name: _____

Ship to: _____

Phone: _____

Fax: _____

E-Mail: _____

Credit Card #: _____ exp. _____

P.O. # (if any): _____ Signature _____

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ExtSoundex Property Example

In this example, the program will take a word entered by the user and display the extended Soundex equivalent. To try this example, paste the code into the Declarations section of a form that contains a text box, a label, and a SoundX control. Press F5. Then, try various words in the text box.

```
Sub Edit1_Change ()  
    SoundX1.Word = Edit1.Text  
    Label1.Caption = SoundX1.ExtSoundex  
End Sub
```



Metaphone Property Example

In this example, the program will take a word entered by the user and display the Metaphone equivalent. To try this example, paste the code into the Declarations section of a form that contains a text box, a label, and a SoundX control. Press F5. Then, try various words in the text box.

```
Sub Edit1_Change ()  
    SoundX1.Word = Edit1.Text  
    Label1.Caption = SoundX1.Metaphone  
End Sub
```




Soundex Property Example

In this example, the program will take a word entered by the user and display the Soundex equivalent. To try this example, paste the code into the Declarations section of a form that contains a text box, a label, and a SoundX control. Press F5. Then, try various words in the text box.

```
Sub Edit1_Change ()  
    SoundX1.Word = Edit1.Text  
    Label1.Caption = SoundX1.Soundex  
End Sub
```



Word Property Example

In this example, the program will take a word entered by the user and display the Soundex, Extended Soundex, and Metaphone equivalents. To try this example, paste the code into the Declarations section of a form that contains a text box, a wide label, and a SoundX control. Press F5. Then, try various words in the text box.

```
Sub Edit1_Change ()
    Dim S As String

    SoundX1.Word = Edit1.Text
    S = "Soundex:" & SoundX1.Soundex
    S = S & "    ExtSoundex:" & SoundX1.ExtSoundex
    S = S & "    Metaphone:" & SoundX1.Metaphone
    Label1.Caption = S
End Sub
```

See Also

[Length Property](#)

[Metaphone Property](#)

[Soundex Property](#)

[Word Property](#)

See Also

[ExtSoundex Property](#)

[Metaphone Property](#)

[Soundex Property](#)

[Word Property](#)

See Also

[ExtSoundex Property](#)

[Length Property](#)

[Soundex Property](#)

[Word Property](#)

See Also

[ExtSoundex Property](#)

[Length Property](#)

[Metaphone Property](#)

[Word Property](#)

See Also

[ExtSoundex Property](#)

[Length Property](#)

[Metaphone Property](#)

[Soundex Property](#)

ExtSoundex Property

[See Also](#)

[ExtSoundex Property Example](#)

Description

Extended Soundex representation of the [Word property](#).

Syntax

object.**ExtSoundex**

The syntax of the **ExtSoundex** property has these parts:

Part	Description
<i>object</i>	A SoundX/X control.

Remarks

When the [Word](#) property is set, this property is generated. This property is the Extended Soundex equivalent of the [Word property](#). The length of the string returned by this property is determined by the [Length](#).

This property is read-only.

Data Type

String

Length Property

See Also

Description

Determines the length of the Soundex, ExtSoundex, and Metaphone properties.

Syntax

object.Length [= *Length*]

The syntax of the **Length** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A SoundX/X control.
<i>Length</i>	An integer that determines the length of the codes returned in the Soundex, Metaphone and ExtSoundex properties.

Remarks

This property determines the length of the Soundex, ExtSoundex, and Metaphone properties. This property defaults to 4.

Data Type

String

Metaphone Property

[See Also](#)

[Word Property Example](#)

Description

Metaphone representation of the [Word property](#).

Syntax

object.**Metaphone**

The syntax of the **Metaphone** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A SoundX/X control.

Remarks

When the [Word](#) property is set, this property is generated. This property is the Metaphone equivalent of the [Word property](#). The length of the string returned by this property is determined by the [Length](#).

This property is read-only.

Data Type

String

Soundex Property

[See Also](#)

[Soundex Property Example](#)

Description

Soundex representation of the [Word property](#).

Syntax

object.**Soundex**

The syntax of the **Soundex** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A SoundX/X control.

Remarks

When the [Word](#) property is set, this property is generated. This property is the Soundex equivalent of the [Word property](#). The length of the string returned by this property is determined by the [Length](#).

This property is read-only.

Data Type

String

Version Property

Description

Returns the version of the control.

Syntax

object.**Version**

The syntax of the **Version** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A SoundX/X control.

Remarks

This property holds the current version of the control. It is read-only and available at both design-time and run-time.

Data Type

String

Word Property

[See Also](#)

[Metaphone Property Example](#)

Description

Seed word for [Soundex](#), [ExtSoundex](#), and [Metaphone](#) properties.

Syntax

object.**Word** [= *Word*]

The syntax of the **Word** property has these parts:

Part	Description
<i>object</i>	A SoundX/X control.
<i>Word</i>	A string that holds the word to convert to Soundex, Metaphone and Extended Soundex formats.

Remarks

When this property is set, SoundX uses the appropriate algorithms to generate the [Soundex](#), [ExtSoundex](#), and [Metaphone](#) properties.

Data Type

String

Getting Custom Controls Written

If you or your organization would like to have custom controls written, you can contact us at the following:

Mabry Software, Inc.
503 316th Street Northwest
Stanwood, WA 98292
Phone: 360-629-9278
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