

Vocal CD 1.1

by Robert Ray

Overview

Vocal CD is a typical Windows CD player in all but one respect: it allows you to enter the lyrics to the songs on your CDs and then time the words to the singer. As the CD plays, it will load the appropriate lyrics and then scroll the words by as the performer sings them. In other words, it is the bouncing ball effect (without the ball).

Legal Issues

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Vocal CD is shareware. You may use it for thirty (30) days before you need to register it. After thirty (30) day, you are required to register Vocal CD if you continue using it. The unregistered version of Vocal CD may be distributed freely.

You may not modify or disassemble Vocal CD, or distribute modified, disassembled, or registered versions of the software.

Under no circumstances will I be liable for any damages resulting from the use of the program, nor from any copyright infringements from the reproduction of lyrics in course of using the program. The author has not distributed the program with copyrighted materials, and may not be distributed with copyrighted materials. The exception being the software itself, which is copyrighted.

An Object Oriented Approach to Documentation

Regular CD Player Functions

Time Button (Upper Left Corner): Defaults to elapsed time, pressing this button with toggle between elapsed time and remaining time

Track Number Combo Box:

This combo box displays the currently playing track number, track name (if you have entered it), and track length. Clicking on this box will show all available tracks and allow you to choose a new track to play. The tracks listed in the combo box are limited to the tracks on the play list.

Shuffle and Repeat Buttons:

These buttons will toggle their respective function on and off. They will appear illuminated if they are on. Their states are saved when the program is terminated and when a CD is removed. Shuffle is a non-repeating method of randomizing the play list, and Repeat will repeat the play list.

Please note that the play list will not re-randomize itself after playing all the way through. If you wish to shuffle the tracks again, press the Shuffle button twice.

CD Progress Scroll Bar (Middle Center):

This "scroll bar" will show the current location on the CD, as well as the play list. Clicking to the left or right of the thumb (arrow pointer) will make the CD seek to the previous or next track, respectively. Clicking on the thumb and then dragging it left or right will let you randomly access the CD. The tracks displayed on the scroll bar are limited to the tracks on the play list.

Previous Track Button:

Will play the previous track, or the current track if the current position in the current track is past 2 seconds.

Play/Pause Button:

If the CD is stopped, this will begin playing the play list. If the CD is playing, the CD will pause. If the CD is paused, it will resume play. The button illuminates to show the current playing mode.

Stop Button:

This will stop the CD. It is illuminated if the CD is stopped.

Next Track Button:

Will play the next track.

Addition CD Player Features

Resume Play:

If the CD is playing when the program is exited or when the CD is removed, when the program is restarted, or when that CD is reinserted, it will resume playing from where it was before the exit/removal. This feature is always active and has no corresponding object.

CD Info Button:

This brings up a dialog that will allow you to enter the artist, title, and track names for the CD currently in the player. Only the CD in the player can be changed, so you must put in each CD to catalog your entire collection.

Artist Edit Box:

Put the artist of the album here.

there is no artist (e.g. a soundtrack CD), clear this box.

Title Edit Box:

Put the title of the album here.

Tracks Edit Box:

Put the track name of the currently selected track.

Tracks List Box:

Select the track number to change from this list. Once selected, the track name can be changed in the Tracks Edit Box.

Play Check Box:

If you would like the currently selected track to *not* play, uncheck this box. If this box is not checked, Vocal CD will act as though the track does not exist. It will not show up in the Track Number Combo Box, nor on the CD Progress Scroll Bar. To allow the track to play again, choose it from the Tracks List

Box

and check the Play Check Box.

Save Button:

Will commit your changes to disk.

Lyric Functions

Lyrics Button:

This is the first button to press when inputting a new song.

Edit Box:

Shows current lyrics, if any. Input lyrics here. The CD will continue to play while inputting. Separate syllables with the caret (^) symbol. Example: if the performer is singing "the sky is purple" you would type "the sky is pur^ple" This is very important if you want words with multiple syllables to scroll by at the correct time. Separating lines with a carriage has no effect on the final output of the program, but is recommended for timing purposes. A carriage return should be placed after every logical line sung by the performer. Take care not to add any extra spaces at the end of each line. The parser does not weed them out at present.

Edit Menu:

Standard Windows Clipboard cutting and pasting functions are available from this menu.

"<<" Button:

Will skip the CD back a few seconds, to allow lyric interpretation from the playing CD, if the lyrics are not offered

in the CD booklet.

Pause Button:

Will pause the CD to give you time to type the lyrics down as you listen to them.

Save Button:

Commits the lyrics to disk. Caution: if you have timed the lyrics, but need to correct spelling or make minor changes to the words, do not make them from this dialog. Saving the lyrics here will wipe out all timing data, resetting the values to 0. To correct typos and insert or delete words or syllables, use the Edit Button on the main dialog.

Timing Button:

First Text Line:

This text shows the upcoming line.

Second Text Line:

This text shows the progress of your timing.

Start Button:

Pressing this button will reset your current position to the beginning of the song and begin playing the track. Be prepared to hit Hit Me immediately if the singing starts right up. Don't be afraid to hit the Start button multiple times to get the timing of the first syllable correct.

Oops Button:

This will set your current location back to the beginning of the line, and restart the music at the beginning of the *previous* line, to allow you to regain your bearings. The Oops button can be hit as often as you like.

Hit Me:

This button is the button to press when the current syllable you are on is sung by the performer. This button always has focus, meaning you can press the button with the mouse, or hit the space bar, or hit the enter key, even after you pressed a different button, such as Oops. I recommend leaving the mouse pointer of the Oops Button, and hitting the space bar as input. This allows you to quickly hit the mouse button if you make a mistake.

Keep:

Press this button after you've timed the whole song. You will know you've

gotten

all the words when "End" appears on the First Text Line.

Edit Button:

After you have timed the song, and are watching the words scroll by, the Edit button will allow you to make fine adjustments to the timing, as well as fix typographical errors, and even add and delete words. When you hit the Edit button, the syllable that will be brought up in the Edit dialog window is the next syllable to be played. All other syllables are accessible from the Edit dialog window once it is up.

Prev Button:

Selects the previous syllable. If you are at the beginning of the song, pressing this button will allow you to insert a new word at the beginning of the song. This is the only instance where adding a new syllable is inserted *before* the current syllable.

Next Button:

This selects the next syllable.

Syllable Edit Box:

Make changes to the syllable here. Usually you'll only fix spelling mistakes here.

Time Text Box:

This displays the current syllable's time in 1/100ths of a second. 0 is the beginning of the song and negative values have no meaning and are invalid. Note that in actuality the CD does not track time as precisely as 1/100ths of a second. However, it does subdivide seconds into 75 equal units. For simplicity and intuitiveness, I have chosen to stretch those 75 equal units into 1/100ths of a second. Consequentially, a change of 1/100th of a second in the Time Text Box may or may not change the actual time the syllable is played.

Sample Button:

This will play the syllable off the CD at the time currently displayed in the Time Text Box. This is the second best way to tell if your time is correct. The first best way is to play the *previous* syllable and listen to hear if the next syllable is heard. If you have two words "the tree" and you think the "tree" is off, play "the" and listen for the

'tah' sound in tree. If you hear the 'tah' sound, move the "tree" time up a few 1/100ths of a second. Then play "the" again until you don't here the 'tah.' Even though this is the more accurate way of timing the syllables, I had the Sample button play the current syllable to avoid confusion, plus it is the logical thing for it to do.

< Button: This will reduce the time of the current syllable by one. Setting it to a time less than the previous or more than the next syllable is not recommended.

> Button: This will increase the time of the current syllable by one. See the < Button.

Syllable, Endword, Endline Radio Buttons:

This defines the type of syllable the current syllable is. I use syllable loosely through out this documentation to describe an individual sound. An actual syllable is a subdivided word. "Man" in "many" (or "man^y" in the case of this program) is a syllable. The "man" should be set to Syllable, and "y" should be set to Endword. You will never need to set a syllable to Endline, which for display purposes is the equivalent as Endword. These radio buttons are preset correctly for the lyrics you typed in the Lyrics dialog window, however, any syllables you create in the Edit dialog window must be set to the appropriate syllable type. If you see two words hyphenated together, such as "big-----ger-----and-----bet--ter" you'll know you didn't set 'ger' and 'and' to Endword.

Add Button: To add a syllable after the current syllable, press this button. You'll find yourself using this button when you forgot to break a word up into two syllables. I usually forget the caret in "any." This is the recommended method for fixing such areas, as fixing them in the Lyrics dialog window will cause you timing to be lost.

Remove Button: Will delete the current syllable. Not a heavily used feature under normal circumstances, but necessary

to compliment the Add button.

CD will

Update Button:

Commits changes to disk. The

resume play from the location you were at when you entered the Edit dialog window, and any changes you made will immediately take effect.

Other Miscellaneous Stuff

Current Syllable Line:

On tracks that have words defined and timed, a line will be drawn on the screen that marks the play were the syllables are sung by the performer. Since the words travel through the line, the line appears as two short lines above and below the line of text. Depending on the speed of your system, during particularly fast passages, the text may travel fast enough to appear blurry. I tinkered long and hard on the routines that draw the text to the screen, and was dismayed to see the blur. I noticed, however, that if you stare at the marks above or below the text, instead of following the text with your eyes, as the text passes beneath (or above) the mark, it is focused. I believe it has something to do with the rate the eye focuses, and perhaps with the vertical refresh rates of the monitor. If you attempt to follow the text, you are focusing on the text that is just being deleted, and so you see a double (blurry) image. No matter why this happens, it only happens when the text is moving abnormally fast.

Addresses

My postal address is as follows:

2775 Mesa Verde East #F101
Costa Mesa, CA 92626

Please mail your payment here.

My internet address is as follows:

particle@ix.netcom.com

but

Bug reports and other correspondance can be sent here. I make no promises usually answer all mail.

I do take requests--up to a point. If there is a feature you'd like added to this

program, I'll be glad to hear them.

Registering

Registering costs \$15 US, or \$10 if you include a stamped, self-addressed envelope with the payment. If you choose to pay the \$15, include a return address so I can send you the validation code. You may give an internet address if you like, but please include a snail-mail address too, in case I cannot reach you on the internet.

Of course there has to be a nag screen in the program somewhere. Once you have paid the registration fee and received the validation code, restart the program or (re)insert a CD to bring up the Registration dialog window. Type the validation code in the edit box and press Okay. No more nag screen!

Please do not distribute the validation code, or a validated copy of this program. It would defeat the purpose of shareware entirely. If you were honorable enough to pay the registration fee yourself, there is no reason to reevele others of that responsibility.

If you have a validated version or validation code without paying, you are still required to register the program. Unless you personally have registered, regardless if the software is registered, after the trial period of 30 days, you are using the software illegally.

Note that your validation code will be good for the version you have and for the next revision. Reregistering, if necessary, will be at a to-be-determined reduced rate.

Bug Reporting

Bug reports can be sent to me via snail mail or my Internet address. A detailed bug report that I have no knowledge of will earn you a free validation code. By detailed I mean what was happening when the bug happened, and what you did when the bug appeared. If you can, include the address of the error. The application error message you receive will give you an address that will be similar to "0001:2AE3"

Known Bugs:

You may get a GDI error when starting the program. Restart the program (several times in some instances) to get around the bug.

The Oops button in the Timing dialog box will sometimes return to the beginning of the current line, instead of the previous line as it is supposed to. If this happens to you, you may need to get that line as close as you can and then go into the Edit dialog window to manually time that line.

I have not yet determined all resources are being released when the program quits. If you notice a drop in system resources after the program

ends

gracefully, please Email me.

Some Geeky Stuff

This program was written entirely, by me, in Turbo Pascal for Windows 1.5, from scratch, and was my first attempt at coding a Windows program.

The so called CD Progress Scroll Bar is not a scroll bar at all but an entirely self manufactured control object I developed.

At 2893 lines, the progam goes for a bargain basement price of \$.0052 per line.

Revision History

10-05-94

Version 1.1 -- Changed main window from a static dialog window to a standard window, to allow

window resizing.

Fixed Icon.

Fixed some bugs with Progress Scroll Bar when removing all tracks from playlist.

Removal of all tracks from playlist caused GPF when Shuffle was enabled.

Removal of all tracks from playlist did not clear the Progress Scroll Bar.

Addition of a track to an empty playlist caused a track number indicator

to

appear on the right-most time mark.

Streamlined playlist creation/recreation.

Next Track button would not begin playing the CD if the CD was not already playing and Repeat was not on.

10-03-94

Version 1.0 -- first released version