



Sound Byte Version 2.7.1

March 26, 2006

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 cartridge, 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 buy your 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.

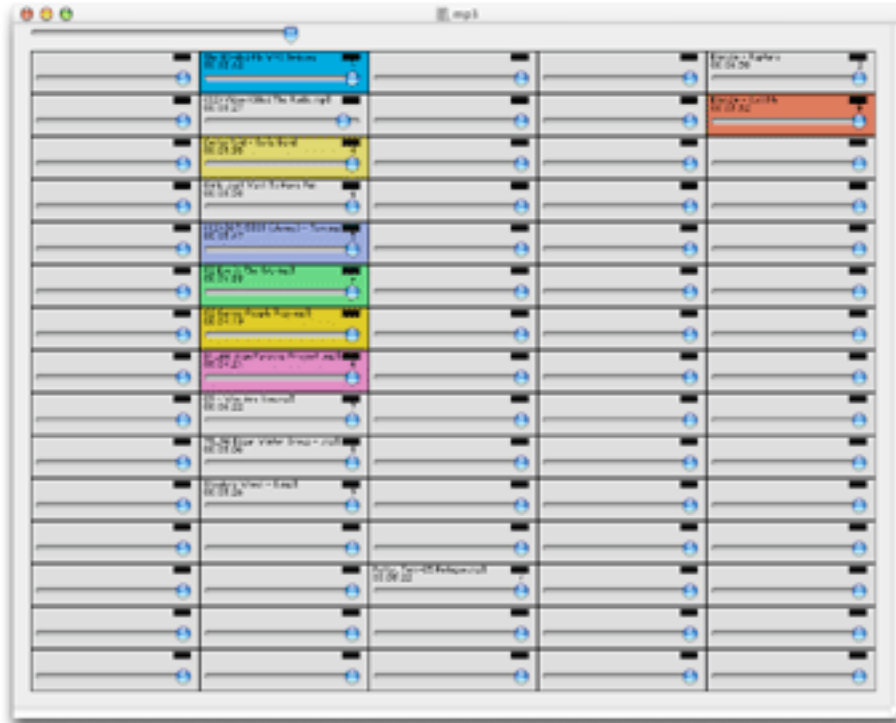
Installation:

After unstuffing the download archive, you'll have a folder containing the Sound Byte program, this documentation that you're reading now, an order form, as well as a folder called Racks. All of the racks that Sound Byte makes are stored in this folder, and it is very important that you keep it in the same location relative to Sound Byte. That is, if you move SoundByte, you need to move the Racks folder as well.

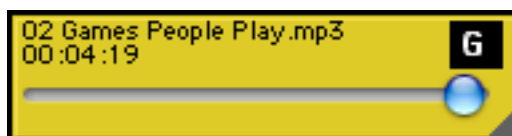
If you want to put Sound Byte into the OS X Dock, make an alias of the program icon, and put the alias into the Dock.

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.



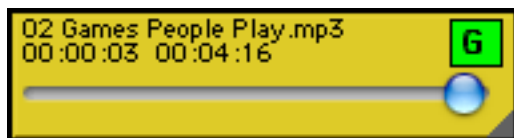
The top line of each button shows the title of the recording. By default it is the name of the file, but you can change it. Below this the length of the recording is shown, in Hours:Minutes:Seconds. At the bottom of the button is

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. Inside 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. Click on the indicator, or the upper part of the button. Don't click on the volume slider area. You can stop playback by clicking on the green indicator, or typing the hotkey again.

You can also navigate the carts by using the arrow keys. The up, down, left, and right keys will advance from the currently playing cart to the adjacent cart, and start it playing. You can also use the space bar to play the next (to the right) cart. This is handy if you need to play a sequence of carts in a row in order. Just set the up in the rack in the correct order, and hit the spacebar to start the next one. If you're already in the right most column, hitting the space bar again will jump to the cart in the left most column of the next row.

If the buttons are too small, you can use the Change Cart Size item in the Edit menu to display fewer, but larger, carts. Carts to the right and bottom are not displayed.

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. If the file is grayed out in the open file dialog list, chances are the filetype is not set to one of those recognized by Sound Byte as a valid file. You can use ResEdit or another utility to change it. Filetypes recognized are:

'AIFF'
'MooV'
'Mp3 '
'MPEG'
'MPG3'
'sfil'
'Sd2f'
'ULAW'
'WAVE'
'????'

It's always possible that the filetype of the recording file is not recognized by Sound Byte. You can try dragging the file onto an empty cart, and see if it is recognized.

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.

If you select the **Disable After Playing** option, then when the sound is done playing, the cart will automatically be disabled. It will appear faded in the Rack, and you won't be able to play it again until you've selected the Reset Disabled Carts option in the Edit menu. This is useful when you only want to play a sound once, and don't want to accidentally play it again, and want to make it so that unplayed sounds are more obvious in the Rack window.

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.

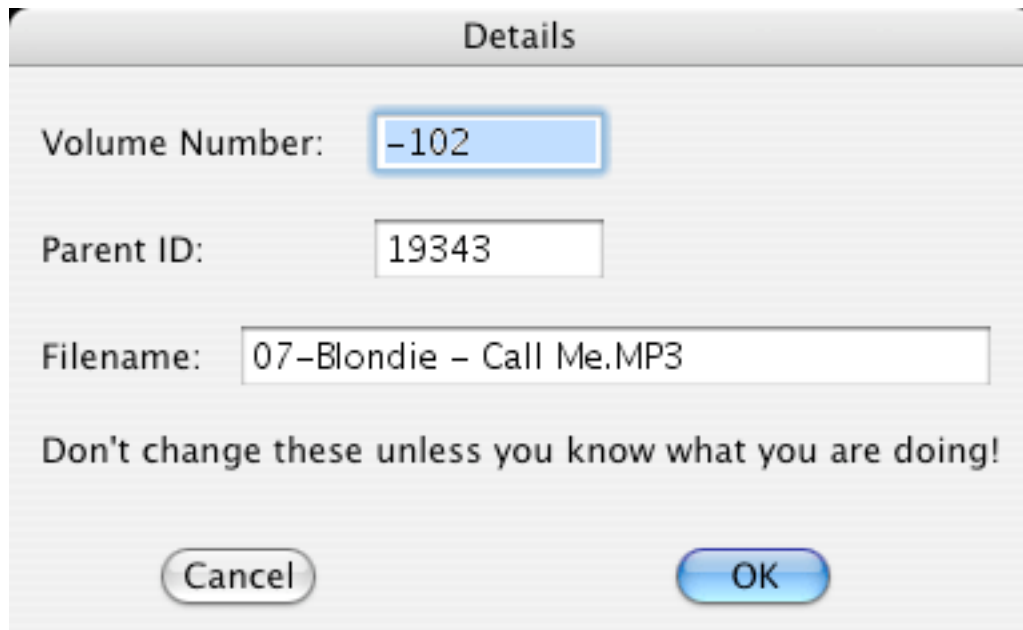
Clicking on the "Set Button Color..." button lets you change the color of the button. This can be very handy if you want to color code buttons to make them easier to find. You'll get a color picker window, with lots of options, depending on which version of MacOS you're running. Select the color, then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

The Fade Rate field specifies how quickly the sound fades to silence when you select the Fade Current Cart item from the Edit menu. Larger numbers cause faster fades. A value of 4, for example, fades from maximum volume to complete silence in about 6 seconds. A value of 8 does the same fade in about 3 seconds.

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

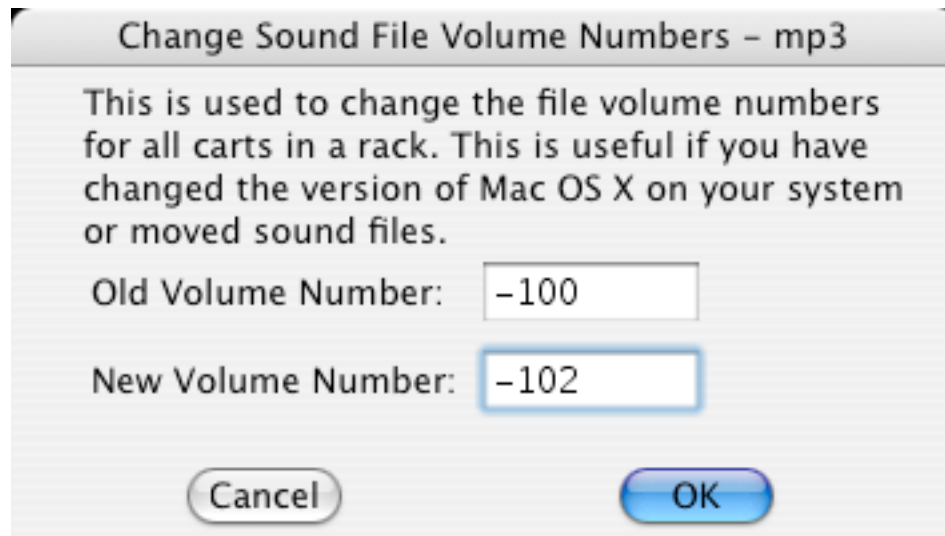
entry.

Clicking on the Details button will bring up a window that allows the filename, as well as the volume number and parent ID of the recording file to be directly set. These should be changed only if you know what you are doing, and should be ignored by most users. It can be used if the volume (hard driven) used to store recording files gets assigned a new volume ID by the Macintosh operating system.



If you need to change the volume number for a lot of carts, select the Change File Info item in the Edit menu. You will get a window like that shown before. You enter in the old and new volume numbers, and all carts with the old volume number will be changed to the new one.

The easiest way to find out the correct new volume number is to add a sound file from the volume in question, and then check the details for it, to see what the volume number is.



Clicking on the Mute button (or selecting Mute from the Edit menu, cmd-T) will mute any currently playing carts, which is handy during a voice-over, etc.

Also be sure to check the section on Preferences, which can set some useful features of Sound Byte.

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, on the little triangle. Drag it to the new location.

Holding down the option key when you drop the file will change the file that is played, but keep the button color, text, hotkey, etc all the same.

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.

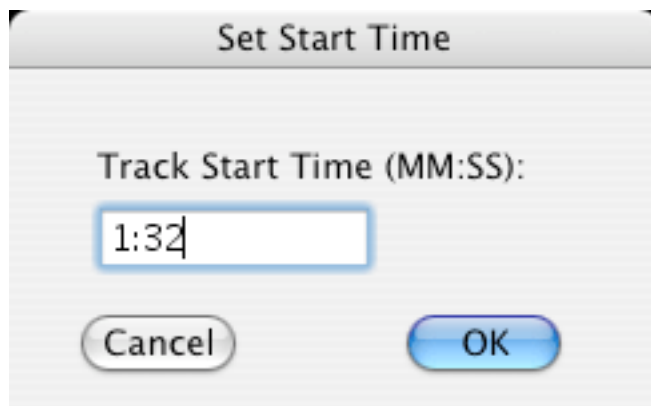
Playing a Sound

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.

If you'd like to start a cart at a particular time into the track, hold down the option key when you click on the button. You'll see a dialog like this:



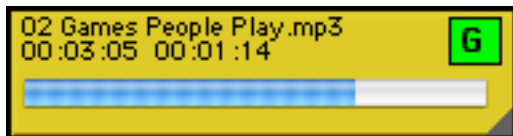
Enter in the start time in minutes:seconds and click OK. The cart will be started at that time, but in the paused mode. Unpause playing sounds (cmd-U) to start it. You can of course queue up multiple carts at one time and then unpause all of them at once.

More About Racks

Under the Rack menu is a list of the racks available. To choose 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.

If instead of the volume slider, you'd rather see a progress bar showing the amount of the cart that has played so far, select Show Play Progress from the Edit menu. Each cart will now look like the following:



You can select Show Volume Sliders to get the sliders back, or select Show Nothing if you'd rather see neither.

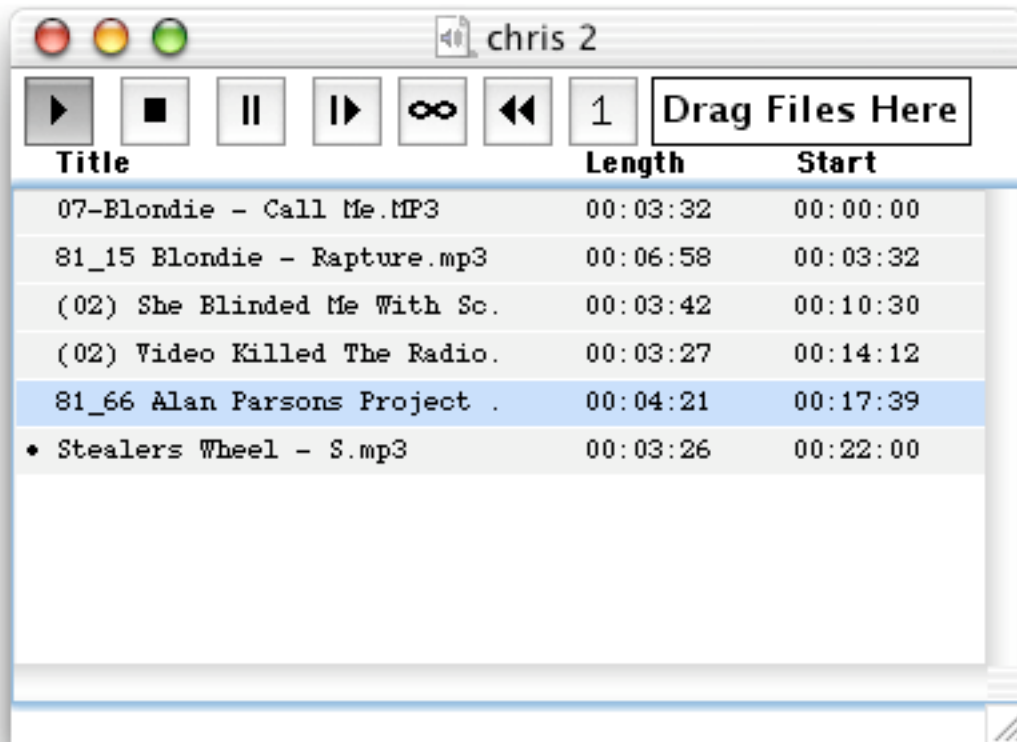
Selecting Max All Volumes from the Edit menu will set all volume sliders to the maximum volume.

Selecting Fade Current Cart from the Edit menu will fade the volume of the currently playing cart over a few seconds. This operation of this function is undefined if you have more than one cart playing. You can select the fade rate for each cart by cmd-clicking on the cart to bring up the editing window for that cart.

Selecting Pause Playing Carts from the Edit menu will pause the playback of all active carts. Selecting it again will start them playing from where they left off.

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. Drop it onto the "Drag Files Here" box to have them appended onto the end of the play list, or drag them into the position where you want them. You can always change the order of items in the play list up or down, by dragging the entries around.

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.

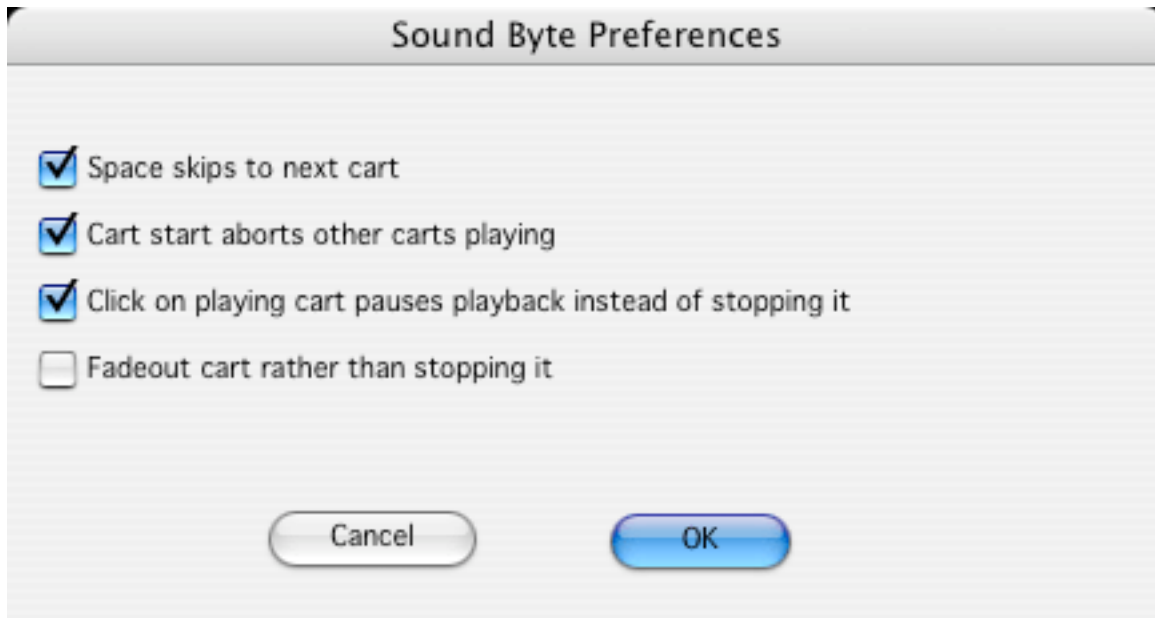


Play One Cut - Click once to select, again to de-select. When selected, only one recording will be played when Play is clicked. Pressing Play again will play the next recording. Useful to queue up several recordings in a row, and play them one by one, under your control as to when they start. For example,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

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

Preferences

The following preferences can be set:



Space skips to next cart

Hitting the spacebar will cause the next cart (to the right) to start playing.

Cart start aborts other carts playing

Starting a cart will stop any other playing cart(s)

Click on playing cart pauses playback instead of stopping it

Instead of stopping, a currently playing cart will pause when the cart button is clicked. Playback will resume when it is clicked again.

Fadeout cart rather than stopping it

Instead of abruptly stopping, a currently playing cart will fade out when another cart is started.

Buying Sound Byte

Sound Byte is distributed as 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 purchasing your copy of Sound Byte, you'll help support the program, and encourage the development of future releases.

After buying, 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 buy Sound Byte you'll receive a registration code, by email, usually within a few minutes. If you don't get your registration code within a day or two, 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
4708 Trail Court
Westminster, MD 21158
USA

email: info@blackcatsystems.com

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

Ordering 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 buy _____ copies of Sound Byte Lite, at \$24 US per copy.

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

I would like to buy _____ 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 \$_____ Maryland Residents please add 5% sales tax.

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
4708 Trail Court
Westminster, MD 21158
USA

Ordering Online By Credit Card

To order 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 order 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.

Ordering by Credit Card Using the Register Program

If you'd like to order 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](tel:+15106526589). 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.

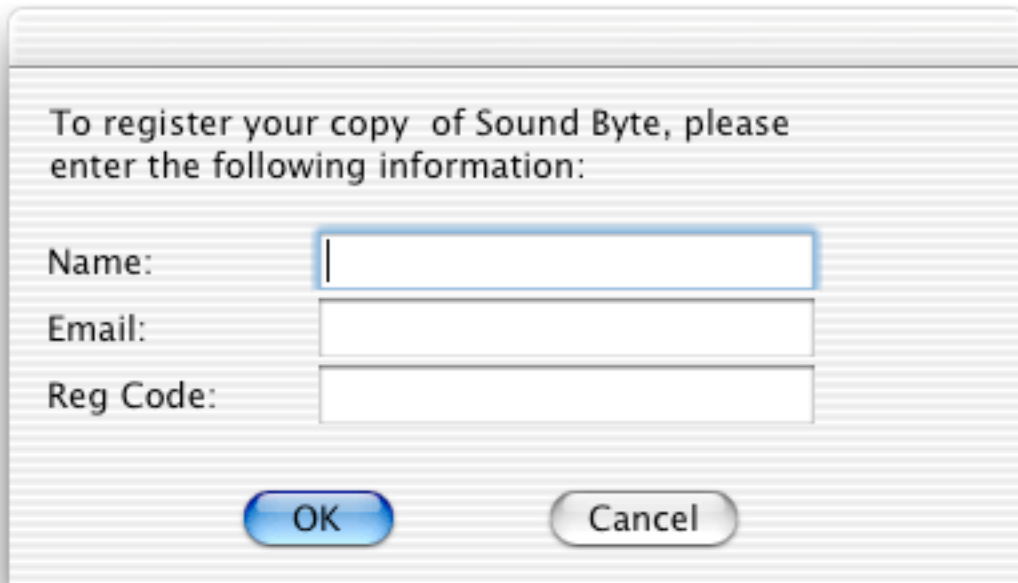
If you are mailing your credit card payment to Kagi, send it to:

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):



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

Name:

Email:

Reg Code:

OK Cancel

The image shows a standard Mac OS-style dialog box with a title bar and a light gray background. The text is centered at the top. Below the text are three text input fields stacked vertically, each with a label to its left. The 'Name' field has a blue border and a vertical cursor. At the bottom are two buttons: 'OK' with a blue gradient and 'Cancel' with a light gray gradient.

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

2.7.1 - March 26, 2006

Fixed a bug that could cause a crash when opening a Rack.

2.7.0 - January 8, 2006

Mute feature, kill sound output for voice-overs, etc.

Added preferences option for spacebar to play the next cart

Added preferences option to abort other playing carts when playing a new one

Added preferences option to pause playback of carts

Added preferences option to fade carts out

Fixed a bug that could cause a crash if the Playlist window is used without a Rack window being open.

2.6.3 - October 7, 2005

Fixed a bug that could cause Sound Byte to crash when started up, if no Rack files exist.

2.6.2 - October 7, 2005

Fixed a bug on systems with multiple volumes, where Sound Byte could lose track of sound files stored on volumes other than the startup volume.

2.6.1 - September 27, 2005

Fixed a bug that could cause long waits when adding sounds.

2.6.0 - August 29, 2005

Added large display of details on the currently playing cart.

Enlarged the size of the displayed hotkey for better visibility.

Added feature to change volume numbers for all recording files in a rack.

Added a hot spot in the PlayList window in which to drop recordings.

Fixed a bug with fading - if a cart finished playing while fading, the next cart played would start fading.

Some Tiger Mac OS X 10.4 related bug fixes.

2.5.0 - February 14, 2005

Auto-set cart size when a rack is opened.

Can now use space bar and arrow keys to navigate carts.

2.4.0 - February 14, 2005

Added the ability to display fewer but larger carts, for increased visibility.

Fade times can now be programmed individually for each cart.

Carts can be set to be disabled after being played, to make it easier to identify carts that have not been played yet.

Removed being able to click anywhere on cart to stop playback as it caused the sound to stop playing if you adjusted the volume. Now you need to click in the upper part of the cart button, where the title and playing time are located.

2.3.0 - November 4, 2004

Can now click anywhere on cart to stop playback.

Can now clear entries in Playlist window.

2.2.0 - May 12, 2004

Can pause the playback of currently playing carts.

Can start a cart at a particular time into the recording.

Can now drop multiple files into a rack at the same time.

Can clear all entries in a rack.

Volume indicators and progress displays for unused carts not shown.

After a fade, cart volume is now returned to previous setting.

Added checking for latest version and visiting website to About menu.

When a cart is dragged, the color now correctly updates immediately.

2.1.0 - March 4, 2004

Added the ability to fade the currently playing track.

Added display showing the elapsed time of currently playing tracks.

Added the ability to change the volume ID for cart recording files.

2.0.2 - February 6, 2003

Added 'Sd2f' and 'MPG3' filetypes to those recognized as valid sound files.

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

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