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Cover Show

This option allows you to view a slide show of your previously saved cover art. When you first choose the option you will be given the option of running the show repeatedly. Next you can enter the number of seconds to show each slide (use 9s to have no time limit and allow the slide to proceed only on a key press) and the number of images (for the same Cover) you want to display at a time. You can display up to 5 images at once, or select the number 9 to have a random number displayed for each Cover.

The ESC key terminates the show.

Registration Options

Check or Money Order Credit Card Orders, Mail

Unicorn Software Limited PsL
P.O. Box 117 PO Box 35705
Knob Noster, MO 65336-0117 Houston, TX 77235-5705
U.S.A. U.S.A.

Credit Card Orders,Phone On Line Ordering

1-800-242-4775 GO SWREG on CompuServe
1-713-524-6394
1-713-524-6398 (FAX)
(ORDERS ONLY!)

In Australia (In AUS\$) Purchase Orders

Budgetware
PO Box 496
Newtown, NSW 2042

From Government offices,
churches, schools, and Fortune
1000 companies ONLY.
Orders under \$100 add \$10
service fee.

See Also

[Registration Form](#)

Registration Form

I would like to register SoundZ for Windows. Please send ____ copies for only \$44.95 (U.S.) each.

I would like to take advantage of your special offer and register both SoundZ For Windows and BitMapZ For Windows. Please send ____ copies each of both for the special price of only \$54.95 (U.S.).

I would like to take advantage of your extra special offer and register SoundZ For Windows, BitMapZ For Windows, AND get 5 disks of bitmap images. Please send ____ copies each of all three for the special price of only \$59.95 (U.S.).

I would like the following disk size: 3.5" or 5.25"

1) Subtotal for SoundZ For Windows (# of copies X \$44.95) \$ _____
2) Subtotal for special offer registrations (# of copies X \$54.95) \$ _____
3) Subtotal for extra special offer registrations (# of copies X \$59.95) \$ _____
4) Optional Express Mail over night delivery add \$10.95 \$ _____
5) Purchase Order Service Fee (\$10.00, if total order under \$100.00) \$ _____
S&H
\$ _4.00_ Amount Enclosed \$ _____

I have enclosed payment for the above amount.

Please charge my: Visa Mastercard AmEx Discover

(Credit Card Orders MUST Be Mailed/FAXed To The PsL Address Above To Be Processed)

Signature: _____

Card Number: _____

Exp Date: _____

My name and mailing address is:

Name: _____

Street/PO Box: _____

City: _____ State: _____ Zip: _____

Phone Number: _____ Country: _____

See Also

[Registration Options](#)

Registration

As a registered user or SoundZ for Windows you will receive a printed and bound manual, the latest version of the program, another Unicorn Software program to try, **FREE** phone, mail, BBS or CompuServe technical support, a list of **FREE** and discounted products for Registered Users Only, and notification of all major upgrades. Once registered all upgrades are **FREE** you pay only for the cost of P&H and the disk. Please contact Unicorn Software Limited directly for information on volume discounts and site licenses.

See Also

[Registration Options](#)

[Registration Form](#)

About

The About menu has two options:



About: Provides you with copyright and version information for the program. It also provides the name of the registered user.



Registration (Unregistered Version Only): Brings up the Write program with the registration form for SoundZ. You can fill out the form and print it using this option.

See Also

[Registration Options](#)

[Registration Form](#)

File Menu

Open

New

Delete

Print

BackUp

Exit

Delete

This menu option allows you to delete a SoundZ data file from within the program. It is easier to use than searching through file directories looking for the appropriate file names.

The Delete SoundZ Data File dialog box will appear after selecting this option.

If the file is on a different drive, select the drive you want from the Drives box.

In the Directories box, double-click the directory you want.

Or press the UP ARROW or DOWN ARROW key to select the directory, and then press ENTER. The current directory will initially be the same directory as the currently selected SoundZ data file.

Once you have selected with file, it is deleted with a double click, or by hitting the OK button.

Exit



This menu option will allow you to Exit the program and return to Windows.

BackUp



This option will back up the data files you are currently using to disk. You will be shown the total size and number of SoundZ in the status box. You can back up to A or B drives, and the program will utilize any format of disk.

The program will prompt you to change disks as they become full. This method of back up does not use compression and can only be used until your data file reaches about 1000 SoundZs. After that we recommend using FLEXIBAK Plus, see Appendix C of SOUNDZ.WRI for more information on FLEXIBAK Plus.

Print



This menu option allows you to obtain print outs, preview a print out, or write to file a print out. Just click to select the print out you desire from the list, these are the contents:

Listing: Reference Number, Category, Title, Format & Artist.

Catalog: provides all information.

3X5 Cards: Gives you all information printed on 3X5 cards. (See Appendix A for specifications)

Rolodex Cards: Gives you all information except the Tunes on pin fed rotary index cards. (See Appendix A of SOUNDZ.WRI for specifications)

Labels: Gives you Reference Number, Artist & Title. (See Appendix A for specifications)

J Card Inserts: Prints J Cards (one per page) for cassette boxes. (See Appendix A for specifications)

Tune List #1: Tune, SoundZ Title, Reference Number and Side/Selection.

Tune List #2: Tune, Artist, Reference Number and Side/Selection.

Tune List #3: Tune, Reference Number and Side/Selection.

Cats n Boxes: Counts for each category and Box in use, as well a percentages.

Stats n Mony: Counts for each format and their value, as well a percentages of total.

Next choose the type of print out (PinFed or Sheet) and if you desire to preview the print out, click that box. When all of your options are entered click the OK button. You will then have an opportunity to enter a title for the print out.

If you selected one of the Tune options you will be told how long the print out might take to produce. You have the option of canceling the print out at this point if you choose. Press the OK button to proceed.

Once all of the Tunes have been extracted, you will be presented with a window to select the Order of the Tune list. You can cross index the listing if you so desire by choosing more than one option and using one of the Combiners. Press the Order! button when you are done.

The program will then start CA-RET to handle the print outs.

New

This menu option allows to create a new SoundZ data file for use. All SoundZ data files have the extension SDZ.

The Create SoundZ Data File dialog box will appear after selecting this option.

If the desired location for the file is on a different drive, select the drive you want from the Drives box.

In the Directories box, double-click the directory you want.

Or press the UP ARROW or DOWN ARROW key to select the directory, and then press ENTER. The current directory will initially be the same directory as the currently selected SoundZ data file.

In the File Name box, enter the name of the file you want to create.

Double-click the name of the SoundZ data file or choose OK.

Open



This menu option allows to select a SoundZ data file for use. All SoundZ data files have the extension SDZ.

The Open SoundZ Data File dialog box will appear after selecting this option.

If the file is on a different drive, select the drive you want from the Drives box.

In the Directories box, double-click the directory you want.

Or press the UP ARROW or DOWN ARROW key to select the directory, and then press ENTER. The current directory will initially be the same directory as the currently selected SoundZ data file.

In the File Name box, double-click the name of the SoundZ data file you want to open.

Or select the file and choose OK.

If you enter a file name not in use, you will be asked if you want to create a new file with that name.

Edit Menu



This menu has three options, you can use the Cut, Copy, and Paste commands to transfer information to and from the Clipboard.

To copy text by using the mouse

- 1 Select the text you want to copy.
- 2 Move the mouse pointer to the place you want to insert the copy.
- 3 Press and hold down ALT, and click.

To copy text by using the keyboard

- 1 Select the text you want to copy.
- 2 From the Edit menu, choose Copy.
- 3 Move the insertion point to the place you want the copied text to appear. Or select the text you want to replace with the copied text.
- 4 From the Edit menu, choose Paste.

To move text by using the mouse

- 1 Select the text you want to move.
- 2 Move the mouse pointer to the place you want to insert the text.
- 3 Press and hold down SHIFT+ALT, and click.

To move text by using the keyboard

- 1 Select the text you want to move.
- 2 From the Edit menu, choose Cut.
- 3 Move the insertion point to the place you want the cut text to appear. Or select the text you want to replace with the copied text.
- 4 From the Edit menu, choose Paste.

Picks



This menu option will bring up a window of buttons for picking SoundZ. Think of this as a way of filtering your data file for only the information you want. These Picks remain in place for Print Outs too. Once you put a Pick in place, it will remain active for the rest of the current session **UNLESS** you run the Crunch option from the Utilities menu, or the Clear Picks button from this menu.

Once you have selected the item you want to Pick for you will be prompted for what criteria you want. When you have entered your choice hit the Enter key and you will be returned to the Picks window. You can select more than one item for Pick for, by using a Combiner. Once you have made your choices click the Set Picks button to confirm.

For example you want to work with all SoundZ that are in Category Rock and by The Beach Boys. Select the Category entry from the Find! window, then select Rock. Before you can add another Find! criteria you must first use a Combiner (in this example And). Then select the Artist entry and enter the Beach Boys. The program will find the next title meeting that criteria and display it on the screen. (If you had selected Or in the above example you would have gotten all records for Category Rock or any done by the Beach Boys {even those not category Rock})

A more complex example would be Category A or Category B and User Code D and Title A. (You would get all Categories A or B with the Code D and the title beginning with A.)

When you have selected either of the U Boxes for Picks, the screen that appears will be of the type for the U Box. A button X Box will allow you to choose only one of the options listed. An X Box will allow you to select whether the box should be Xed, Not Xed or, if it does not matter, N/A.

For example: If you chose for Live to be Xed, Studio not Xed, and the other two N/A. You would have selected SoundZ that are Live and not Studio ONLY, since the other two boxes were N/A they could be either Xed or not.

See Also

[Close 'Nuf](#)

[Find!](#)

Close "Nuf

In the Find! and Pick options when you enter the Title, Artist, User Defined Fields, etc. you do not have to enter the entire thing. For example when entering a title you wish to deal with you do not have to enter the full Title, only the first few words, or even letters. In Update this will allow you to view all the records that are Close 'Nuf to what you entered.

EXAMPLE: Entering "Meet" will bring up "Meet Me", "Meet The Beatles" and "I'll Meet You On The Other Side"

See Also

[Picks](#)

[Find!](#)

Find!



On the Singles Screen, from the SoundZ Menu, you have a Find! button. This will bring up another window that will allow you to enter information regarding the SoundZ you want to find. You can find by any of the SoundZ fields except the Tune fields, U Boxes or Dates, if you want to find by those use the Pick menu.

On the Find! window just select the option you want to find by, ie Title, and a box will appear to for you to enter your choice. When you have entered your choice hit the Enter key and you will be returned to the Find! window. You can select more than one item for Find! by, by using a Combiner. When you are done hit the Find! button to start the search.

For example you want to Find! a SoundZ that is in Category Rock and by The Beach Boys. Select the Category entry from the Find! window, then select Rock. Before you can add another Find! criteria you must first use a Combiner (in this example And). Then select the Artist entry and enter the Beach Boys. The program will find the next title meeting that criteria and display it on the screen. (If you had selected Or in the above example you would have gotten all records for Category Rock or any done by the Beach Boys {even those not category Rock})

A more complex example would be Category A or Category B and User Code D and Title A. (You would get all Categories A or B with the Code D and the title beginning with A.)

See Also

[Picks](#)

[Close 'Nuf](#)

Utilities Menu

[Index](#)

[Crunch](#)

[ReNumber](#)

[Colours](#)

[User Fields](#)

[Categories](#)

[WallPaper](#)

[Auto Number](#)

[Import](#)

[Upgrade](#)

[Change2SoundZ](#)

Change2SoundZ

This option allows you to import data files from AlbumMaster, CDMaster or CassetteMaster FOR WINDOWS. Just specify the file name/location of the files and the program will import them.
REGISTERED COPY ONLY.

Upgrade

This option allows you to import data files from version of SoundZ for DOS prior to 4.00 and after 3.00. Just specify the location of the SOUNDZ.DAT and the program will import the file. REGISTERED COPY ONLY.

Crunch

This option compresses the blank spaces out of the data file, resequences the data file for optimal speed and rewrites all the indexes . This can take awhile if your file is especially big. You SHOULD run this prior to printing J Cards if you have Multi Title tapes.

Colours



This option will let you change the colours used for text and inputs in primary, secondary and tertiary windows within SoundZ. You can also alter the colours for the Browse and Tune boxes. Simply enter one of the 256 choices shown for each prompt.

Primary Window: The main screen of the program.

Secondary Window: Windows that appear as the result of choosing one of the menu items.

Tertiary Window: A Window that appears as a result of selecting an option from another Window.

Tune: The colours used for the Tune box.

Browse: The colours used for the Browse menu option.

Tool Bars?: Lets you turn on/off the tool bars.

Index

This option allows you to place the file in an option that suits your needs, you can also combine several of the options together. So you could put the file in order by Title, with a sub order by Artist, with a sub order by Category.

Import

This option allows you to Import data files created with SoundZ for DOS (versions after 4.00) and SoundZ for Windows. The records will be imported to the file currently in use. Some users find it easy to have one master file and a separate file to make entries with and use this to merge the two.

If there are Categories not in your Category file used in the Imported file, you have the option to change these (not only in the Category list but for each SoundZ as well). For example you used R for Rock in the imported file but you want to use R&R from now on, you have the opportunity to change the Category for all SoundZs with R and in the Category list as well.

User Fields



This option allows you to change/enter your titles for the user named fields and the titles for U Boxes and the selection options for them. It will display where these options actually are on the screen to make your entries easier. You can also select either the button or X Box options for the U Boxes. More information about U Boxes is in the file SOUNDZ.WRI.

With this option you can also change/add formats for the two user defined Formats. Just enter the name of the format and the number of sides it has. Finally, you can change the money symbol that the program uses; however YOUR keyboard must support the symbol. i.e. you can not get a US keyboard driver to enter a British Pound sign.

Auto Numbering

The Auto Number option: If this is checked the SoundZ Number will automatically be placed in the appropriate field when adding new SoundZs. If you change the number (ie you deleted a SoundZ with a lower number), the number first inserted will be saved for the next add. If it is not checked this option is off.

You have the option of the last number used, when toggling this option on.

Categories



The Categories option allows you to add, change, and delete Categories from your Category list used throughout the program. See Appendix D of SOUNDZ.WRI for more information on how to best use the Category option.

Renumber

This option renumbers the data file, based on the current index option and should be used immediately after indexing (if it is desired). It will number your SoundZs from 1 to whatever. based on the order the file is in when it is run. For example the file is in Title order, it will number them based on that alphabetized list.

Cover Art

This option allows you to view a slide show of your previously saved cover art. When you first choose the option you will be given the option of running the show repeatedly. Next you can enter the number of seconds to show each slide (use 9s to have no time limit and allow the slide to proceed only on a key press) and the number of images (for the same Cover) you want to display at a time. You can display up to 5 images at once, or select the number 9 to have a random number displayed for each Cover.

The ESC key terminates the show.

SoundZ

The two options for editing SoundZs are:



Browse



Singles

Warranty

Unicorn Software Limited makes no warranty of any kind, express or implied, including without limitation, any warranties of merchantability and/or fitness for a particular purpose. Unicorn Software Limited shall not be liable for any damages, whether direct, indirect, special or consequential arising from a failure of this program to operate in the manner desired by the user. Unicorn Software Limited shall not be liable for any damage to data or property which may be caused directly or indirectly by use of the program.

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The License Agreement and Warranty shall be construed, interpreted and governed by the laws of the state of Missouri.

Legalese

LICENSE AGREEMENT

SoundZ is a commercial program being distributed through a method known as "Shareware" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but SoundZ must be distributed in unmodified, complete form, including this Reference Guide and License Agreement. Also, SoundZ may not be distributed in conjunction with any other product. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products. If you find this program useful and find that you are using SoundZ and continue to use SoundZ after a reasonable trial period, you must make a registration payment of \$29.95 to Unicorn Software Limited, P.O. Box 117 Knob Noster, MO 65336-0117. Or you can use your MC, Visa, AmEx, or Discover by calling the PsL at 800-242-4775 or 713-524-6394 or by FAX to 713-524-6398. These numbers are for ordering only! See REGISTER.WRI for other ordering options. For information about dealer pricing, site licensing, shipping of product, returns, latest version number or technical support call 816-429-3558 or write to Unicorn Software Ltd. directly.

The \$44.95 registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

The SoundZ cataloging program is protected by United States Copyright Law and International Treaty provisions. All rights are reserved. Non-registered users of SoundZ are licensed only to use the program on a trial basis for the sole purpose of determining whether or not it meets their requirements. All other use requires registration.

Commercial users of SoundZ must register and pay for their copies of SoundZ within 30 days of first use or their license is withdrawn. Site-License arrangements may be made by contacting Unicorn Software Limited.

You are encouraged to pass a copy of SoundZ along to your friends for evaluation. Please encourage them to register their copy if they find it useful.

All Registered Users receive the latest version; Printed and bound manual; FREE phone, mail, and BBS technical support; discounts & free offers from several computer services mail notification of all major upgrades & new programs; FREE Upgrades for the price of postage and handling; and another one of Unicorn's Shareware programs to try.

ASP Ombudsman Statement

Unicorn Software Limited is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the Shareware principle works for you. If you are unable to resolve a Shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

ZideCar

The purpose of ZideCar is to allow you to build a tape (or other recording) based on the time of the tunes that already exist in your SoundZ file. In other words you can take a 90 minute blank tape, create a new SoundZ and be provided with a list of sources for the tunes you selected.

THIS OPTION IS ONLY USABLE IF YOU HAVE BEEN ENTERING TIME INFORMATION ABOUT YOUR SOUNDZ!

If Picks are in effect the program will first select all tunes that match the Picks.

You will be prompted for the order that you want for the selection screen, the file can be in Tune, Artist, or Time order and the length of the tape's sides. The time must be in standard time format (MMM:SS), and use NO leading zeros or spaces, unless there are no minutes for the tape. GOOD: 45:00, 12:43, 10:45 BAD: 001:20, :20, 1.

NOTE: If you are just looking for filler (10 minutes to fill another tape, etc) just enter the time for one side and not for the other.

When complete hit the OK button.

Next, the ZideCar selection screen will appear for you to make your selections for Side A. To select a Tune just highlight it and hit the Select/DeSelect button. When selected an "A" will appear beside the Tune. The order of the entries for the side is based on the order you select them.

You also have buttons for View, Done or Next Side and Cancel. View will allow you to view the entries you have selected so far and Next Side will take you to Side B, done will complete the selection process.

On Side B, once selected a Tune will have a "B" displayed beside it. If a Tune is selected for Side A and Side B it will have an "*" beside it.

When you have completed your selections you will have an opportunity to print a source list or write it to file. This will give you the Reference Number, Format Title, and Side or Selection Number for each tune selected. This should aid you in making your recording.

Finally, you will have the option of adding the entry to your SoundZ file and naming the format for the entry. The added entry will have all the tunes you have selected and will have a reference number of ZIDECAR007, unless you have autonumbering turned on, and will have the title "ZideCar Addition". All other information you will need to enter, since you created a custom entry from multiple sources.

Browse



First gives you a browsing screen of the Reference Number, Title, Artist, and Category. You can change these entries directly on this screen if you desire. You have the following button choices too:



New: Creates an entry for a new SoundZ.



Find!: Opens the Find! window.



Edit: Opens the Singles screen for the selected SoundZ.

Delete: Delete the SoundZ presently displayed. You will be asked for verification.

DnCF: Stands for Dupe and Change Format, with this you can take one entry and create a new one from it and at the same time change the format of the entry. For example you have a CD you are putting on tape, you would highlight the entry you want to dupe and chose this option to create the new tape with all of the same information (tunes etc). When changing from a 1 sided format to a 2 sided format ALL of the entries are put into both sides (just delete the ones not needed), when going from a 2 sided format to a 1 sided format, all of the entries are combined on the one side, with the Side A information being first. You can use DnCF to simply copy an entry to the same format.

Quit: Quits this option.

Singles

1

Singles Option: This is one of two entry screens you can use to access your SoundZ collection. There are entries for:

Title: The SoundZ's title. For multiple SoundZ sets you may wish to add Disk 1, Disk 2, Disk 3 etc. to the title.

Reference Number: This is alphanumeric (letters and/or numbers). Some of the programs options will only work if this is a number (Renumber and Find Range). If you have Auto Numbering on this number will be inserted for you.

Artist: The primary Artist on the SoundZ. If the SoundZ is a compilation, enter Various and then enter the individual artist information along with the Tunes.

Category: This is a pull down menu of Categories you have entered into the system. To Add/Update the list use the Category option from the Utilities menu.

User #1, #2 & #3: The user can name and use this field for anything they desire. ie Producer, Serial Number, Location. Use the User Fields option from the Utility menu to change.

Date Of Origin: Use this field to track the date the recording was actually made. The date format is up to you, i.e. MM/DD/YY, MMM YR, etc.

Date Of Purchase: Use this field to track the date you bought the recording. The date format is up to you, i.e. MM/DD/YY, MMM YR, etc.

Value: Use this field to track the value of your collection. Use standard monetary format ####.##, change the money symbol using the User Field SetUp under the Utilities menu.

value of your collection. Use standard monetary format ####.##, change the money symbol using the User Field SetUp under the Utilities menu.

U Boxes #1 & #2: The user can name and specify the options for these two boxes. Also, they can be used either as buttons or X Boxes. Use the User Fields option from the Utility menu to change.

Cover: This button lets you view and select bitmap images to store with each SoundZ. Once selected a window will display the CoverArt of the selected SoundZ. You can change or add new art by selecting the New button, Delete the art, or save your changes and exit. To abort changes simply Close the window.

NoteZ: Use this field to make any additional notes you need concerning the SoundZ.

The Side Box(es):

One Sided Formats Only:

You can scroll through the Side information, by using the mouse, arrow keys or [PgUp]/[PgDn] keys. If there is more information than can be displayed at one time there will be "drag" bars on the right side of the Side box.

You must have the Tune box selected to edit it. To do so just hit the TuneZ button on the right side of the screen. A new edit screen will appear to allow you to edit the tune information.

You will have options to Add new Tunes, Delete the highlighted tune, Insert a tune before the highlighted tune, Cancel all changes and return to edit screen, or Done to save the changes and go back to the Edit screen. Keep in mind that the tune's Track number will be calculated by the program, so you do not need to enter them.

If you have an individual Artist to enter with a Tune, use the block below the Tune and start the entry with a "*". (see examples in the SAMPLE.SDZ file). These additional lines will be displayed immediately below the tunes title, and are called "Continuation Lines".

Time: If you are going to record the time for your tunes: The time line MUST be on a line by itself and be the last line for that particular song after ALL continuation lines). The time must be in standard time format (MMM:SS), and use NO leading zeros or spaces, unless there are no Minutes for the SoundZ. GOOD: 1:20, 12:43, 0:45 BAD: 001:20, :20, 1. The limit of lines per side is 66.

Two Sided Formats:

You can scroll through the Side information, by using the mouse, arrow keys or [PgUp]/[PgDn] keys. If there is more information than can be displayed at one time there will be "drag" bars on the right side of the Side box.

Simply enter one selection on each line. If a song title is too long for one line, use the next line as a Continuation Line

Continuation Lines:

Sometimes one line is not enough! So use Continuation Lines! All you need to do is move to the next line and start the line with a SPACE (this way the program will know that this line goes with the one above).

If you have an individual Artist to enter with a Tune, use a Continuation Line but start the entry with a "*". (see examples in the SAMPLE.SDZ file).

Time: If you are going to record the time for your tunes: The time line MUST be on a line by itself and be the last line for that particular song (after ALL continuation lines). The time must be in standard time format (MMM:SS), and use NO leading zeros or spaces, unless there are no minutes for the SoundZ. GOOD: 1:20, 12:43, 0:45 BAD: 001:20, :20, 1. The limit of lines per side is 66.

Also on the screen there are buttons for:



New: Creates an entry for a new SoundZ.

Delete: Delete the SoundZ presently displayed. You will be asked for verification.

Duplicate: Duplicates the SoundZ displayed, but changes the SoundZ Number to DUPE to make it easy to identify.

Cancel: Abandons changes you have made, or aborts a New entry.

Done: Saves changes made or new SoundZ and exits.

The Navigate Buttons:

Left Arrow: Saves and backs up one SoundZ.

Right Arrow: Saves and goes forward one SoundZ.

Up Arrow: Saves and goes to the first SoundZ in the file.

Down Arrow: Saves and goes to the last SoundZ in the file.

Find!

See Also

Browse

Wallpaper

The program comes with a bitmap file named SOUNDZ.BMP. This image is displayed on the main window of the program. You can replace this with an image of your choosing by using this option. SoundZ will attempt to keep the image in the center of the screen.

If you do not desire any artwork, simply delete the enter NONE for the filename and hit the OK button.

Warning: The larger the bitmap file, the longer it will take to load and display!