

Soundfile Window

The path names of the relevant soundfiles are listed in the **Soundfiles** window. The window shows spaces for 8 soundfiles, but this number can be increased to 256 in the Documents submenu (command-E).. The number of the soundfile, as listed to the left, *snd1*, *snd2*, *snd3*, etc, is relevant, and must be used subsequently. Entering return after typing any soundfile name will show the number of channels, sampling rate and duration of that soundfile in the forms to the right. The **gain** is a user settable parameter, and is initially set to 1. The maximum gain is 4 (for now.) Care should be taken that the product of the gain, and the amplitude specifications for a specific "note" (described below) do not exceed 4. It is also possible to control the gain of an individual note, and an individual track. All these gain factors are subsequently multiplied by each other, so you have the additional complication of watching out for products which exceed 4. If you need higher gain it is best to mix to disk and then read the file back in.

Immediately to the right of the soundfile form there is a (smooth) button which either says "on" and is highlighted, or "off". When you hit the start button on the control window all soundfiles listed are automatically turned on. You can turn one off by clicking on that word. This will cause a subsequent play to ignore that soundfile. This is useful if you have a bunch of soundfiles and want to hear only

a subset for one reason or another. You don't have to restart the driver to do this.

The other parameters are not user-settable. You can play any of these soundfiles individually by clicking on the snd number to the left, this will then become a Stop button until you click it again or the sound ends.

You can open soundfiles from an openpanel as well from the Documents submenu (command-e). One or more soundfiles will be entered beginning at the form where you last left your cursor. You can load a truckful of soundfiles at one time this way, dragging the cursor over their names in the open panel. The number of soundfiles slots will automatically be expanded.

Mulaw (codec) soundfiles are converted internally into 22k mono files, so it may take more time to open a bunch of mulaw files than regular 16-bit files. Be patient.

If you have an empty form it will be converted to a null soundfile and ignored by the driver, but this does not effect the numbering of the soundfiles. Leaving blank forms is not well texted, however, and might lead to grief.

Opening soundfiles in edsndP

If you have edsndP on your system (you should), doing a shift/click on a soundfile name will cause edsndP to open a soundview of that soundfile, rather than play it. Make sure that you get the most recent version of edsndP from pub/music at princeton.edu, and just to be certain that your workspace knows where to find it, put a symbolic link to it in your Apps directory.