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Operating System

Your computer must have Microsoft Windows 95, Microsoft Windows NT 4.0, or higher versions of these operating systems.

Disk space

This program requires approximately 4 megabytes of storage space on your hard drive (often less). If you decide to save sound effects from the CD ROM to your hard drive you will require additional storage space.

Hardware

A mouse or other pointing device is required. You **MUST** have a multimedia kit (speakers, sound card) to use this program.

For Windows 95, Windows NT 4.0, Windows 98

1. Turn on your computer. Place the CD-ROM in the CD-ROM drive.
2. In the startup screen, double click on the "My Computer" icon.
3. Double click on the CD-Rom drive icon.
4. Double click on the CdSetup or CdSetup.exe icon.

Starting the program

Click on the 6,000 Sound Effects icon. THE CD ROM MUST BE IN THE CD ROM PLAYER! **THE PROGRAM WILL NOT WORK AT ALL** if you do not put the CD ROM in your CD ROM player.

Viewing title and categories of sound effects

When 6,000 Sound Effects loads, you will see the main menu:

{ewc D2HTLS32, D2H_256Color, help0001.bmp}

Main Menu

The Title and Keywords for each sound effect are shown.

Playing a sound effect

To play a sound effect, click on the START button from the VCR buttons located in the bottom left hand corner of the program's main menu:

{ewc D2HTLS32, D2H_256Color, help0002.bmp}

Start button

The sound effect will then play. While the sound effect is playing, you may pause or stop the sound effect, again using the VCR buttons:

{ewc D2HTLS32, D2H_256Color, help0003.bmp}

Pause and stop buttons

The yellow button (middle) pauses the sound effect. The red button (right) stops the sound effect.

The buttons are NOT lit when they are not enabled.

Using a sound effect in another program

To use a sound effect in another program, you must SAVE the sound effect. To save a sound effect, first make sure that the sound effect you want to copy is selected. The selected sound effect will be highlighted, as illustrated below:

{ewc D2HTLS32, D2H_256Color, help0004.bmp}

In this illustration "Honda Motorcycle" is selected

To save the sound effect, select FILE, SAVE from the main menu:

{ewc D2HTLS32, D2H_256Color, help0005.bmp}

File save from the main menu

Once you have selected FILE, SAVE, a Save file dialog will appear:

{ewc D2HTLS32, D2H_256Color, help0006.bmp}

File, save dialog

Select an appropriate name for the file, for example, Honda, and type it in File name:

{ewc D2HTLS32, D2H_256Color, help0007.bmp}

Save dialog after a name is entered

Note that the program will append the extension "wav" to the file name that you choose.

Find that tune!

With 6,000 sound effects, you obviously need a way to find a specific sound effect immediately.

There are several different ways to find a sound effect.

The first way is to limit the display of sound effects in the main menu.

As you will notice, the program has a status label (located in the bottom, middle of the main menu) which shows what sound effects are being displayed:

```
{ewc D2HTLS32, D2H_256Color, help0008.bmp}
```

Category display

When the program begins, the category will be ALL sound effects.

To view sound effects ONLY from one category, use the category buttons on the right side of the main menu:

```
{ewc D2HTLS32, D2H_256Color, help0009.bmp}
```

Category buttons

When you click on one of the buttons, that category, and that category ONLY will be displayed. The category display label will change to let you know that you have a search active. For example, if you selected CARTOON, you would see the following:

```
{ewc D2HTLS32, D2H_256Color, help0010.bmp}
```

To change to another category, click on that category. To return to ALL sound effects, click on the ALL button, located to the left of the category display:

```
{ewc D2HTLS32, D2H_256Color, help0011.bmp}
```

Location of ALL button

Custom filter

Just like any "mechanical" filter, this program provides "filters" which result in limits on the sound effects that are available from the main menu display. When you enter a filter ONLY sound effects containing the filtered item will be shown. All other sound effects will not be visible until you CLEAR the filter or set a new filter.

To set your own filter, select CUSTOM filter from the main menu:

{ewc D2HTLS32, D2H_256Color, help0012.bmp}

Custom filter

You will then see a dialog in which you will set your filter:

{ewc D2HTLS32, D2H_256Color, help0013.bmp}

Filter entry dialog

As you can see, you may set filters for the CATEGORY, TITLE or KEYWORDS. The best filter to set is KEYWORDS because this is the most descriptive information available. Let's assume for purposes of an example that we want to view sound effects ONLY about dogs. We would then set a custom filter of "dog," as shown below:

{ewc D2HTLS32, D2H_256Color, help0014.bmp}

Setting a filter for "dog"

After clicking "OK" the program will only show sound effects containing the word (or beginning of a word) of "dog," as shown below:

{ewc D2HTLS32, D2H_256Color, help0015.bmp}

Main menu display after applying a filter of "dog"

To make you aware of the fact that there is a filter being applied, the Present category display indicates this fact:

{ewc D2HTLS32, D2H_256Color, help0016.bmp}

User entered filter is active

If you ever are looking for a specific sound effect and can't see it in the main menu, try looking to see if a filter is set.

Keyword search

To locate a sound effect use the locate command on the SEARCH MENU.

{ewc D2HTLS32, D2H_256Color, help0017.bmp}

Locate command

To activate the search click on LOOKUP. After a moment, the following screen will be displayed:

{ewc D2HTLS32, D2H_256Color, help0018.bmp}

Search

As you type letters the display will move to the closest match. If there is no exact match, the search will stop at the closest term. For example, if you are looking for a sound effect of a Porsche automobile, as you enter P O the search locates the term after entering just the first two letters:

{ewc D2HTLS32, D2H_256Color, help0019.bmp}

Display after entering the search term PO (rsche)

Answers to the most common questions

1. What type of files are stored in the program?

Answer: wav files

2. What is the sound quality of the sound effects?

Answer: Files are stored in 8,000 hz to 24,000 hz fidelity depending upon the specific effect.

3. What names can I save a sound effect from this program?

Answer: Any valid name under your version of Windows. We recommend that the file end with the extension wav. Your system almost always requires "wav" sound effects to have the file extension wav.

4. Can I use the sound effects on my web site?

Answer: Yes. The license agreement provides that you can use up to 150 sound effects without permission. Instructions for obtaining permission to use more than 150 sound effects are provided in the license agreement.

5. Are the sound effects copied onto my hard drive?

Answer: No! The sound effects are on the CD ROM. Only sound effects that you decide to copy for later use will be on your hard drive (or floppy disk).

6. What's a "Failure to initialize BDE" error?

Answer: This program uses the BDE routines to index and display the sound effects. If the BDE is not already on your system, the install program will provide the BDE files necessary. Many computers already have the BDE files. This error almost always means you did not install the program. You are free to use this program on more than one computer, so long as you use it on only one machine at a time. You cannot simply place the CD in the computer and run the program without installing the program first.

Voice, fax, Internet e mail

We encourage our users to provide comments and suggestions about this program.

This program is supported by voice, fax and Internet. COSMI is proud to be one of the few computer software publishers who provide customer support without charge.

Voice

Voice is available as follows (all times are in the Pacific time zone):

Monday through Thursday, 8:30am-12:00 noon and 1:00pm – 4:00 pm.

Friday, 8:30am-12 noon. You may call 310-886-3510 with your support questions.

Internet

Support questions may be addressed to support@cosmi.com.

Fax

You may fax us at 310-886-3517.

Cosmi on the web

Join Cosmi on the world wide web at:

<http://www.cosmi.com>

You may also request customer service from our web site.

Reuse of sound effects

This program is subject to Cosmi's standard single user license agreement. This license agreement is contained in the printed user manual, or on the CD jewel case. Sound effects in this collection may be used by the registered owner of the program without payment of any royalty in the following cases:

- (a) web pages- no more than 150 sound effects per site;
- (b) computer programs (including computer programs for resale), no more than 150 sound effects per program;
- (c) any computer generated application, 150 sound effects per application;
- (d) broadcast (no more than 150 sound effects per day.)

All other uses require permission. Permission will be granted in most cases without charge for other uses.

IN ALL CASES, you must either affix a copyright notice to the materials which can be either yours or:

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PERMISSIONS WILL ONLY BE GRANTED VIA EMAIL REQUEST. Please provide the following:

Your name; mailing address, telephone number and contact time and, a brief description of your proposed use.

Email all requests to: permissions@cosmi.com

REPEAT: PERMISSIONS WILL ONLY BE GRANTED VIA EMAIL REQUEST.

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