CommAudio User Manual

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Set Up

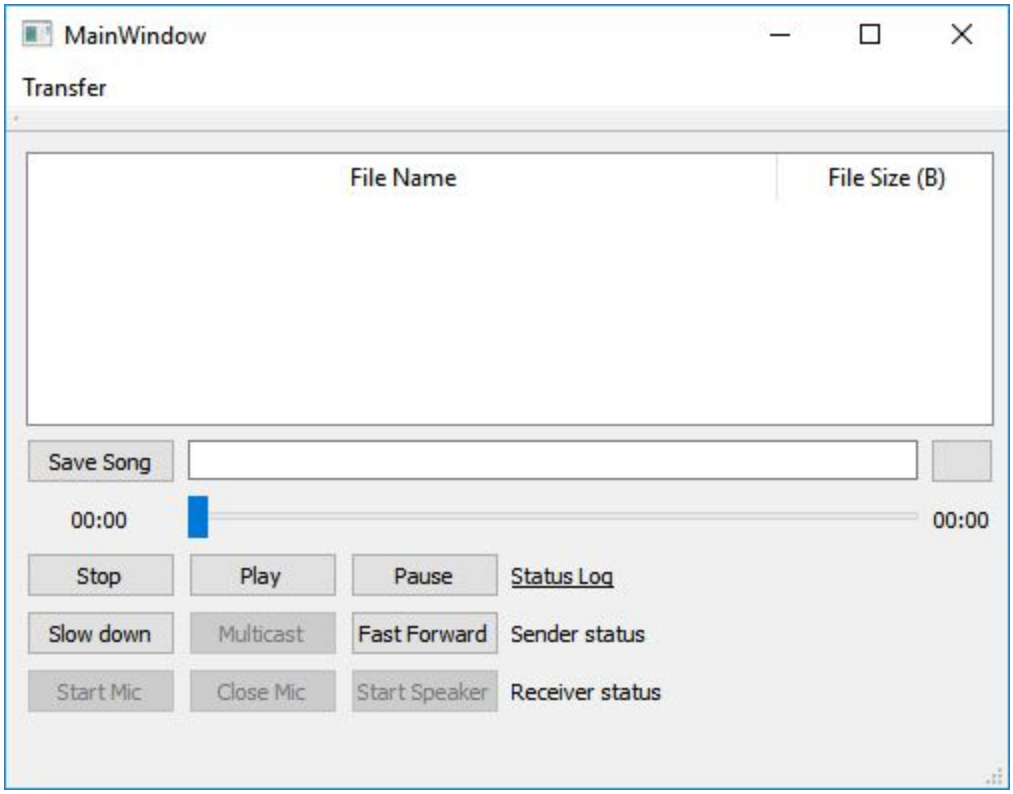
This guide assumes you have a pre-compiled application. Please see the readme for instructions on how to compile source code, or use the .exe included in this package.
Make sure to have at least two computers to run as the server and client(s) and to have songs in the build (parent) folder on the server computer.

Run the program (double click on exe or hit run if compiled from source code in Qt Creator)

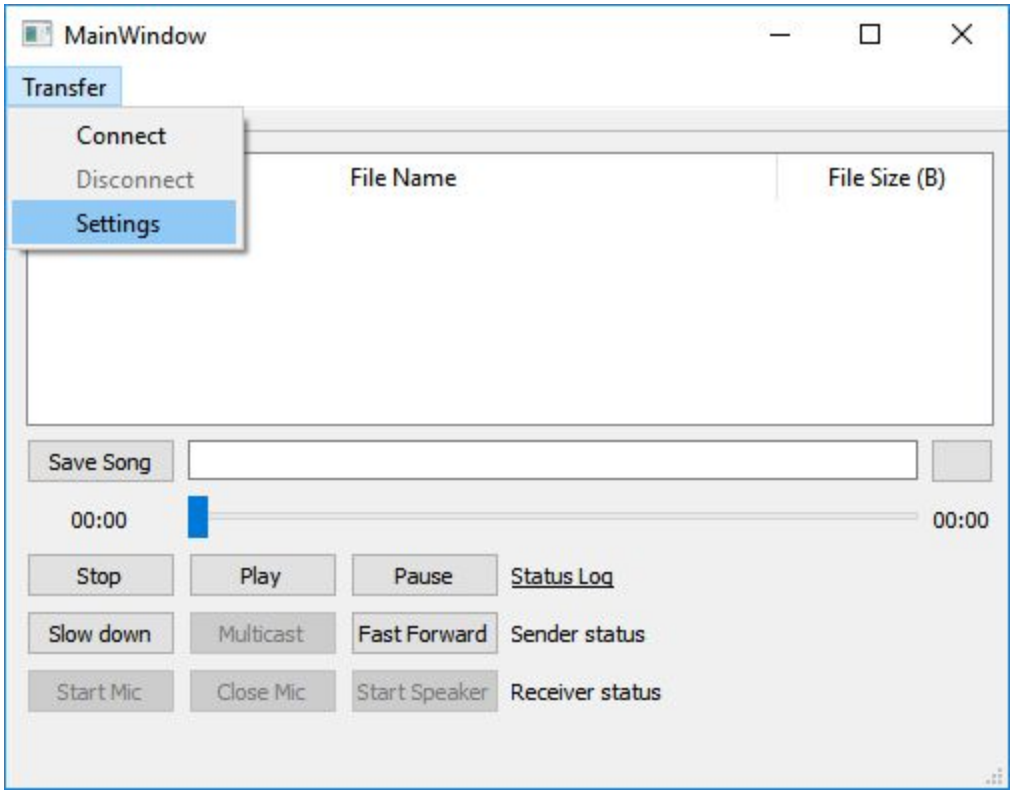
How to Use

General

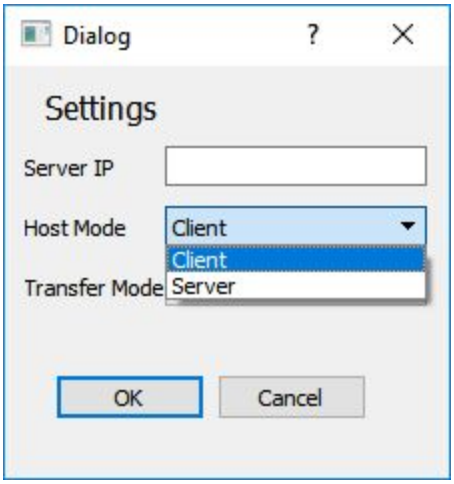
1. Set up server first. Upon running the program, you should see a window like so:



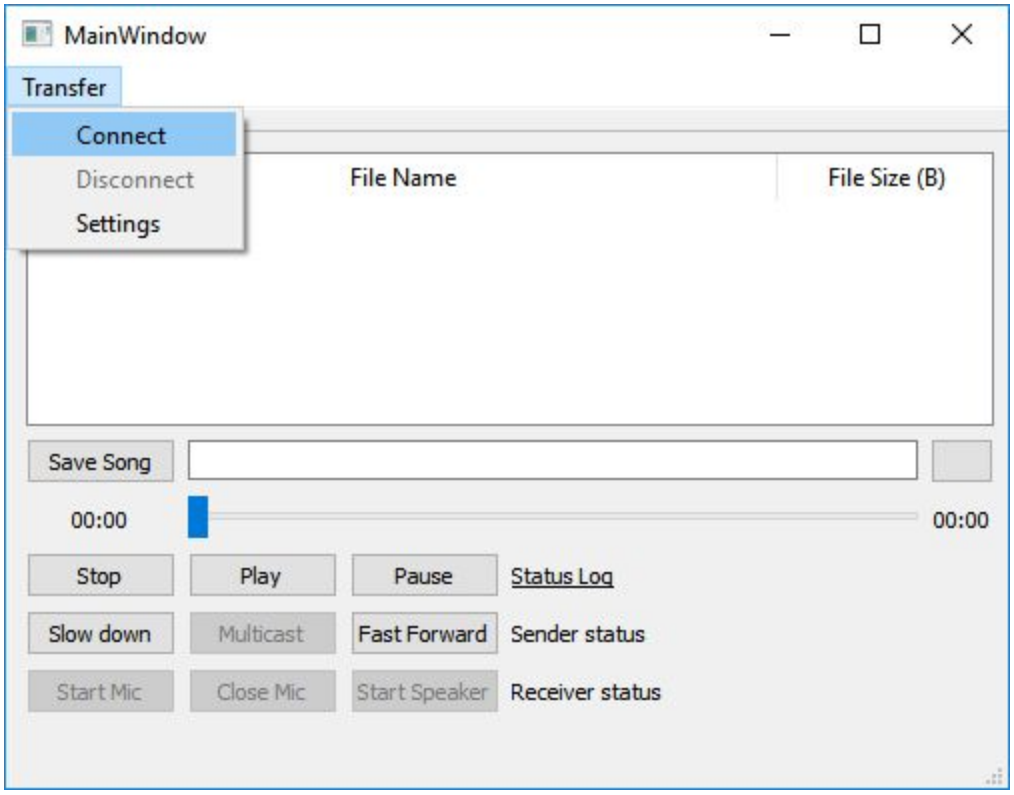
2. Go into settings to choose what mode you want:



3. Choose the host mode (shown below) and a transfer mode.

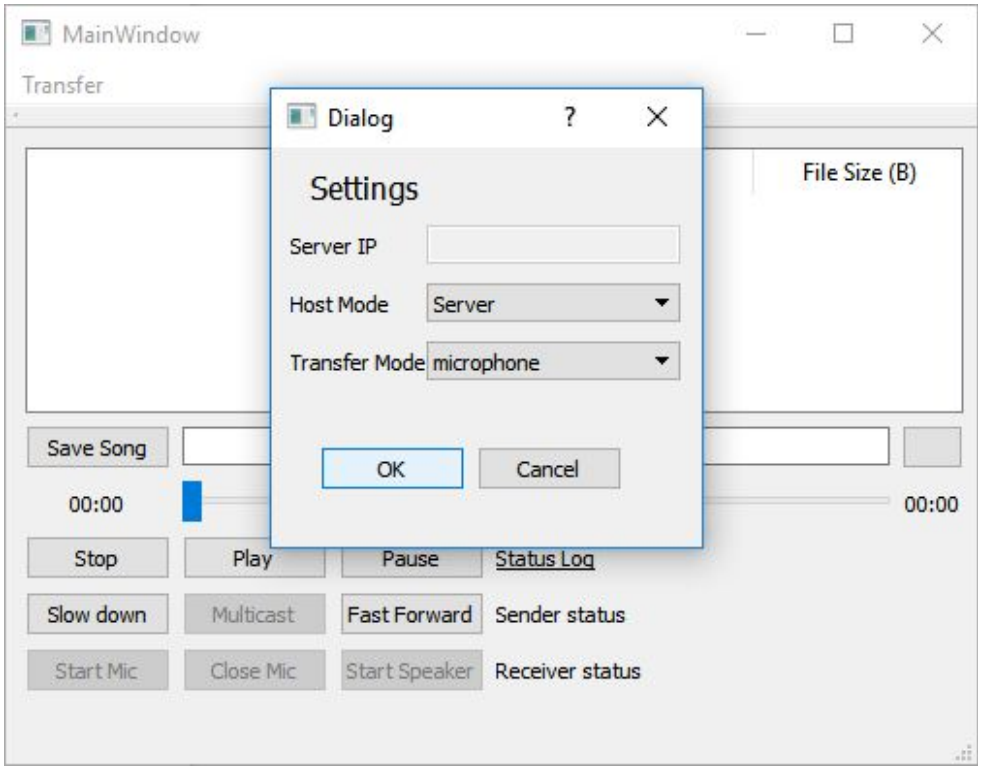


4. Then connect to start running in that mode.

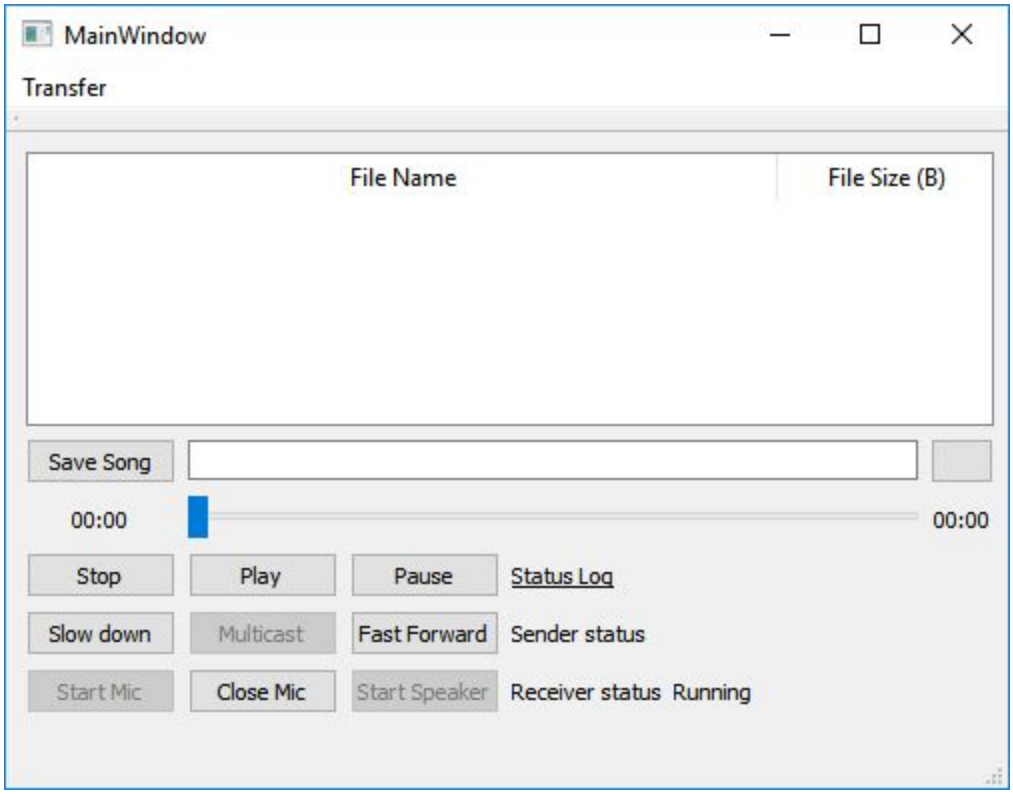


Microphone

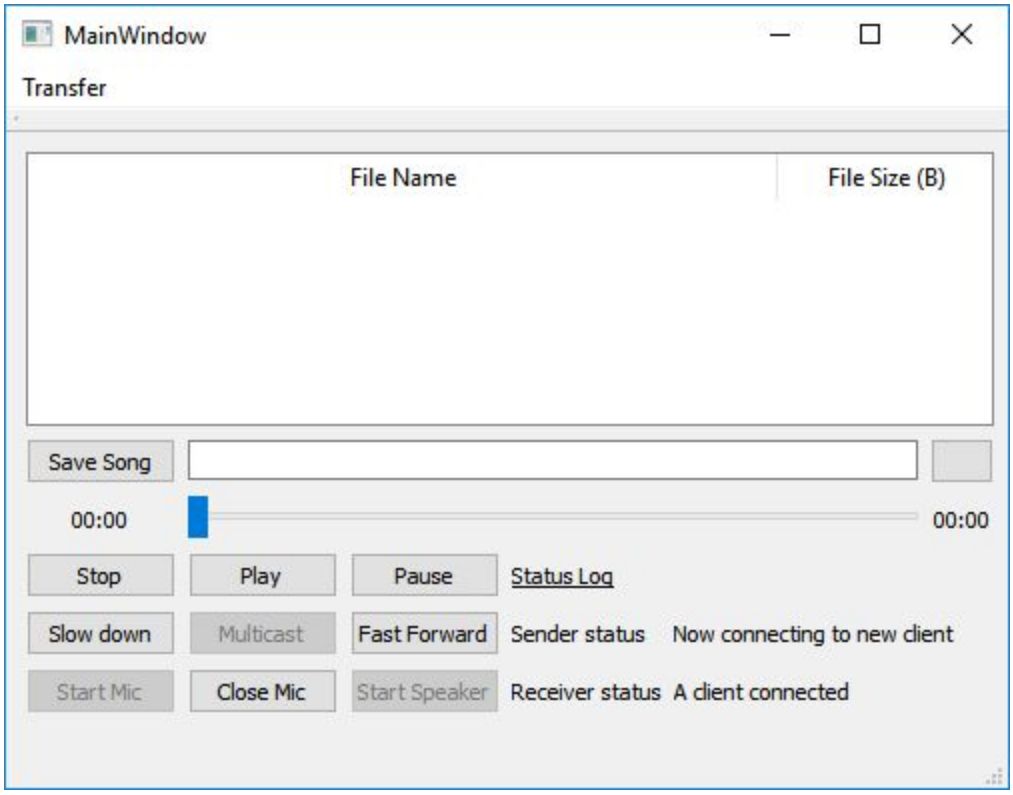
1. Select Server and “microphone” as Transfer Mode from Settings



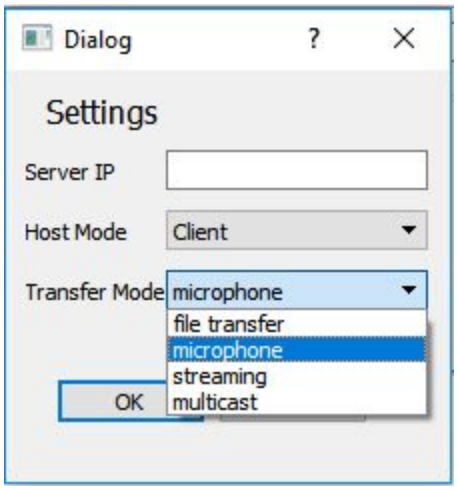
2. Click on the “Start Speaker” button:



3. After a client connected, the two-way microphone is ready!



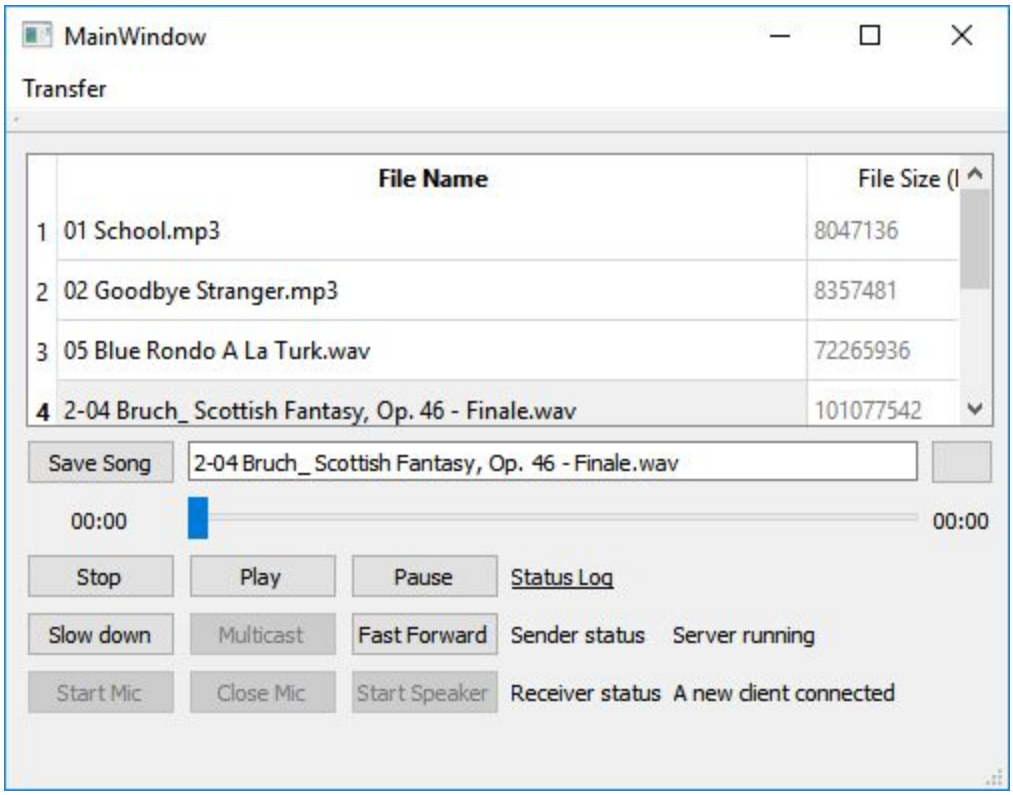
1. To connect a client, set Transfer Mode as microphone and enter the server's IP address.



2. Click on the "Start Speaker" button (just like on the server).
3. Click on the "Start Mic" button to start two-way microphone.

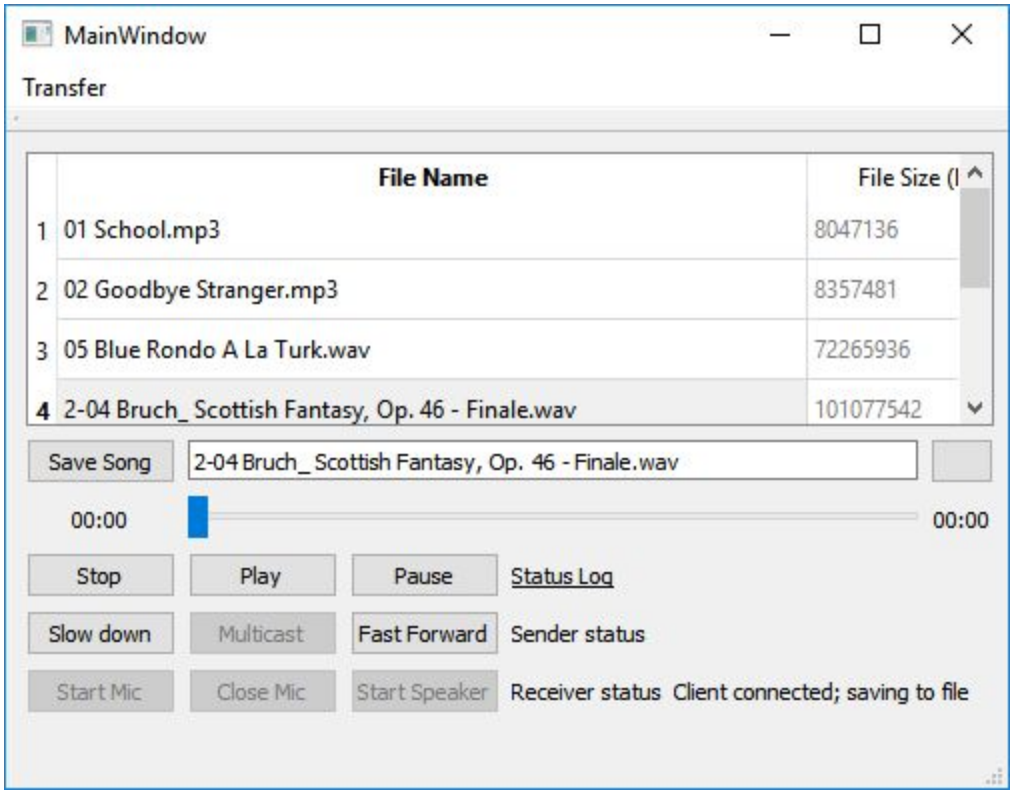
File Transfer

1. Select "file transfer" as Transfer Mode
2. Click on "Connect" from menu item to load playlist from current directory:

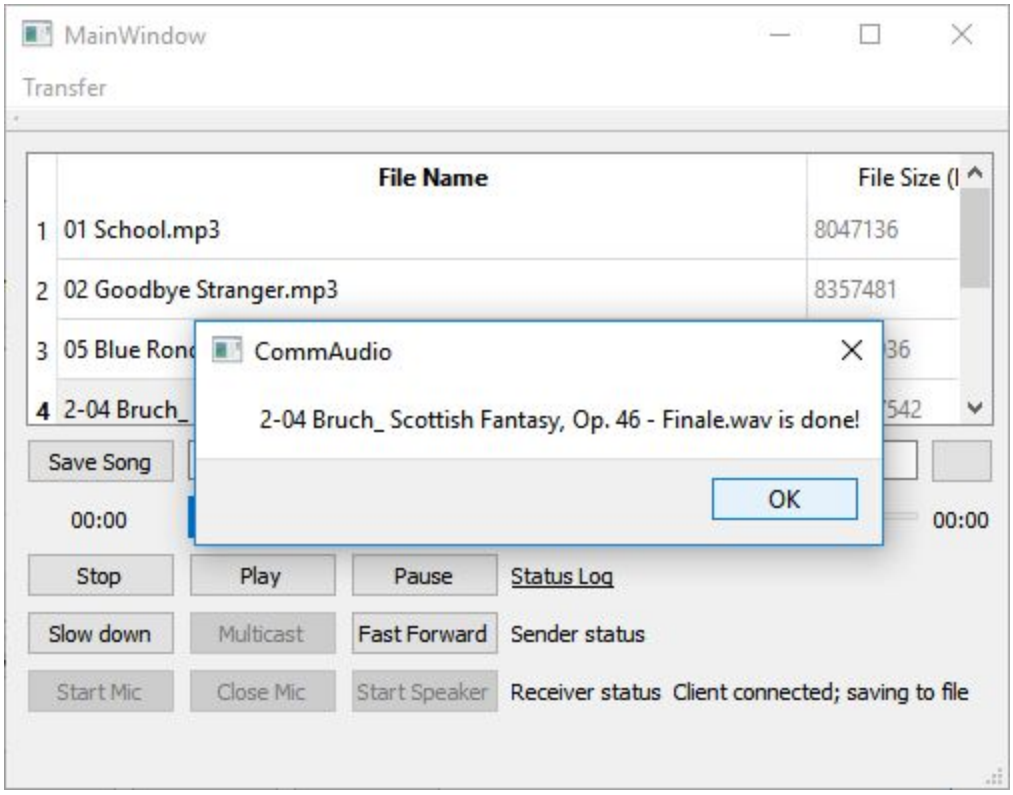


Client

1. Select “file transfer” as Transfer Mode and enter server’s IP address.
2. Click on “Connect” from menu item “Transfer” once a server has been connected.
3. Select a song to download from the table view:



4. Click on “Save Song” to start downloading the audio file. A pop up will let you know when the file has fully downloaded.



Streaming

Server

1. Select “streaming” as Transfer Mode.
2. Click on “Connect” from menu item to load playlist from current directory.
3. Select a song from the table view.
4. Click on “Start Speaker” to start streaming the music once a client has been connected.

Client

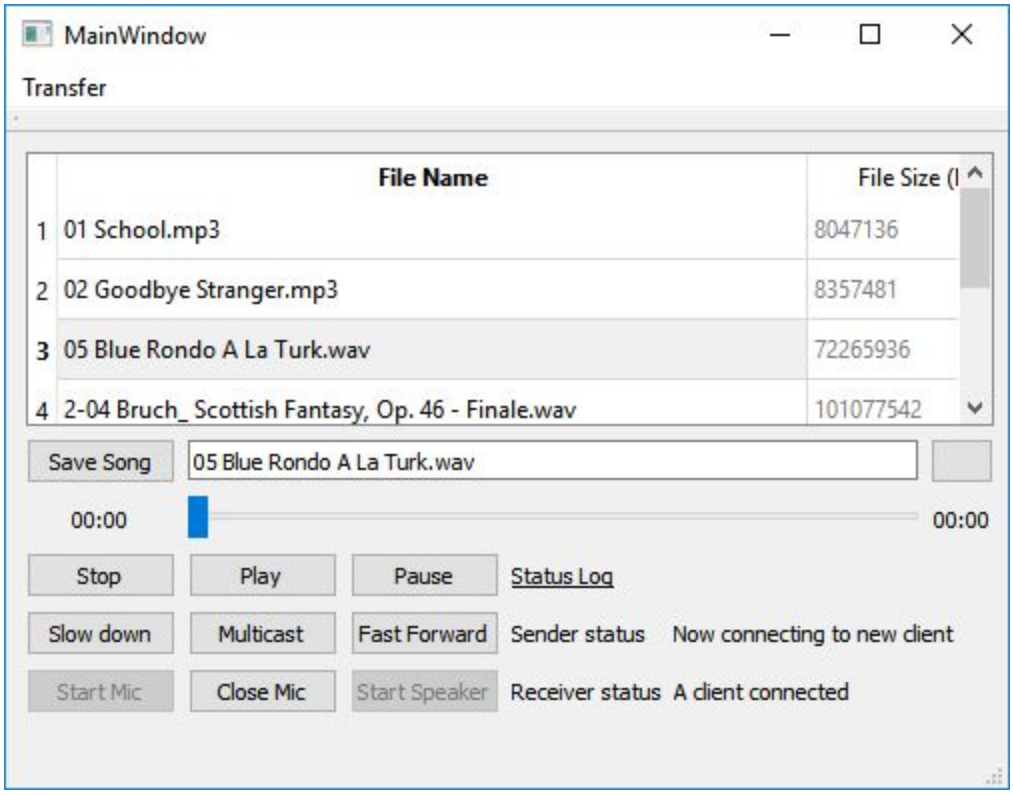
1. Select “streaming” as Transfer Mode and enter the server’s IP address.
2. Click on “Start Speaker” to connect to server.
3. Once a server has been connected, click on “Start Mic” to start streaming.
4. Click on “Close Mic” to stop streaming.

Multicast

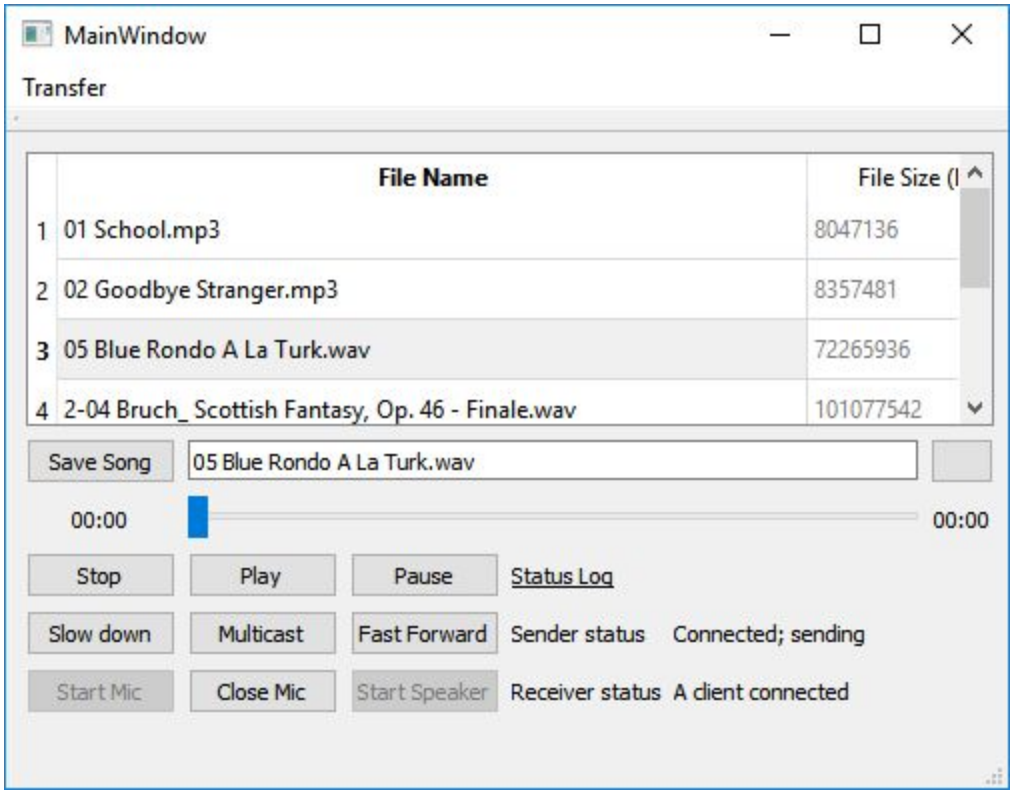
Server

1. Select “multicast” as Transfer Mode.

2. Click on “Connect” from menu item to load playlist from current directory
3. Select a song from the table view

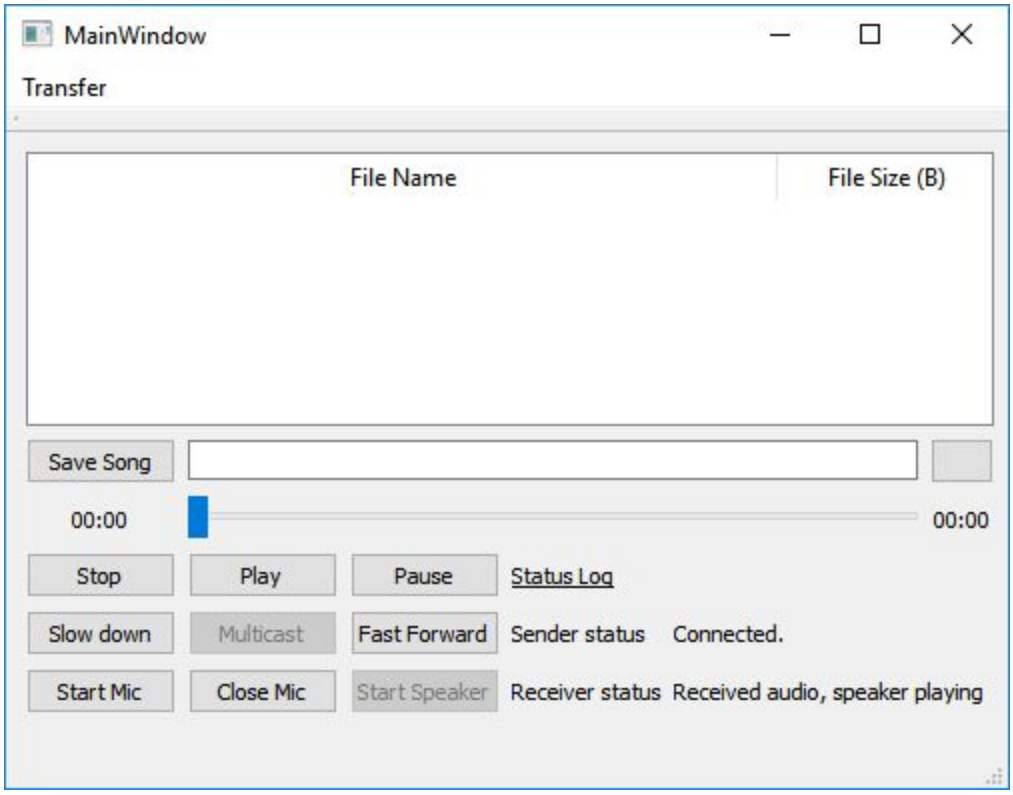


4. Click on “Multicast” to start multicasting selected song to all connected clients

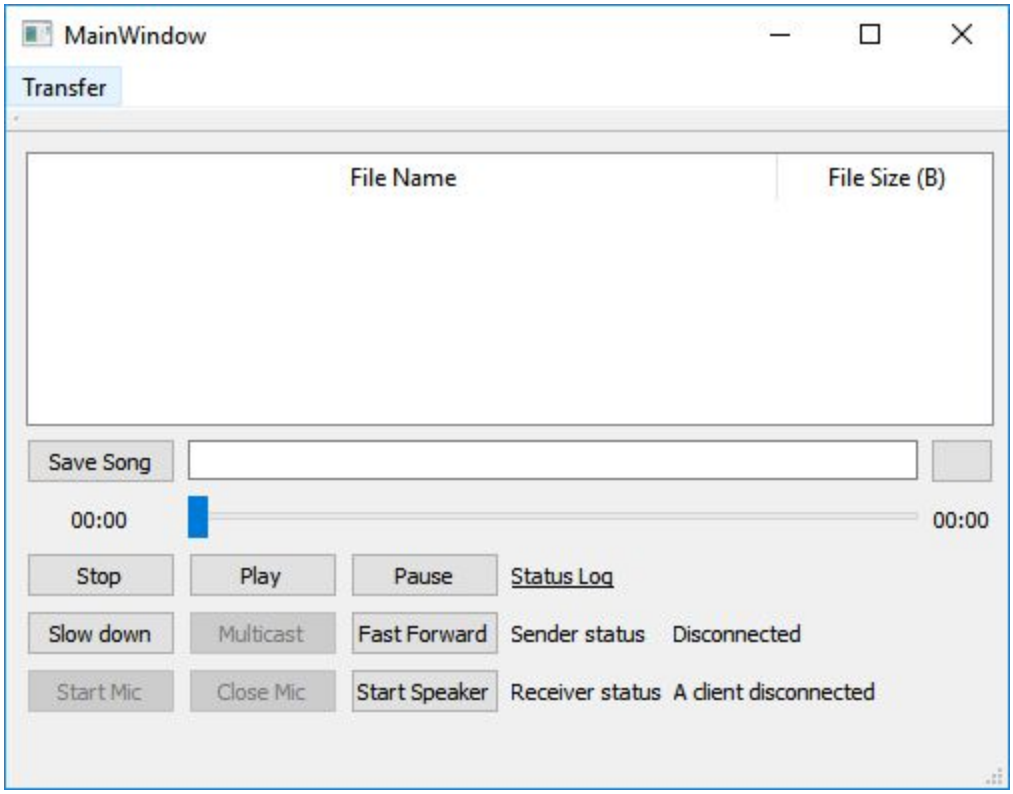


Client

1. Select “multicast” as Transfer Mode and enter server’s IP address
2. Click on “Start Speaker” to connect to server
3. Once a server has been connected, click on “Start Mic”
4. After the server clicks on “Multicast”, all connected clients will start playing the broadcasted song.

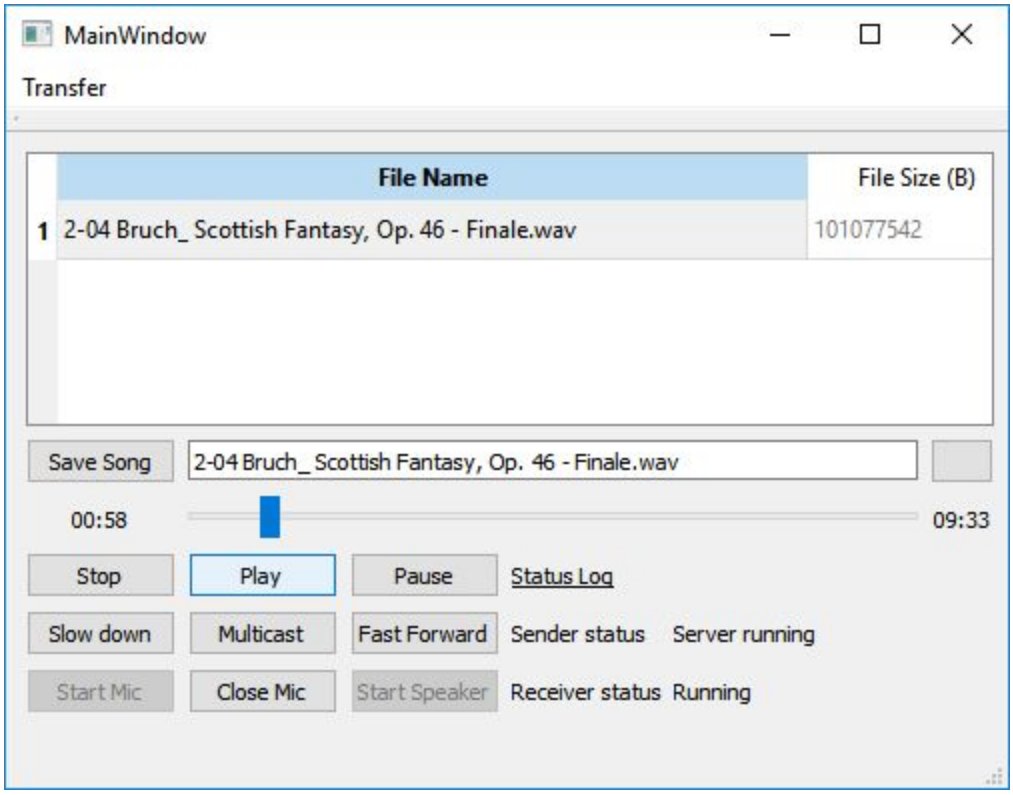


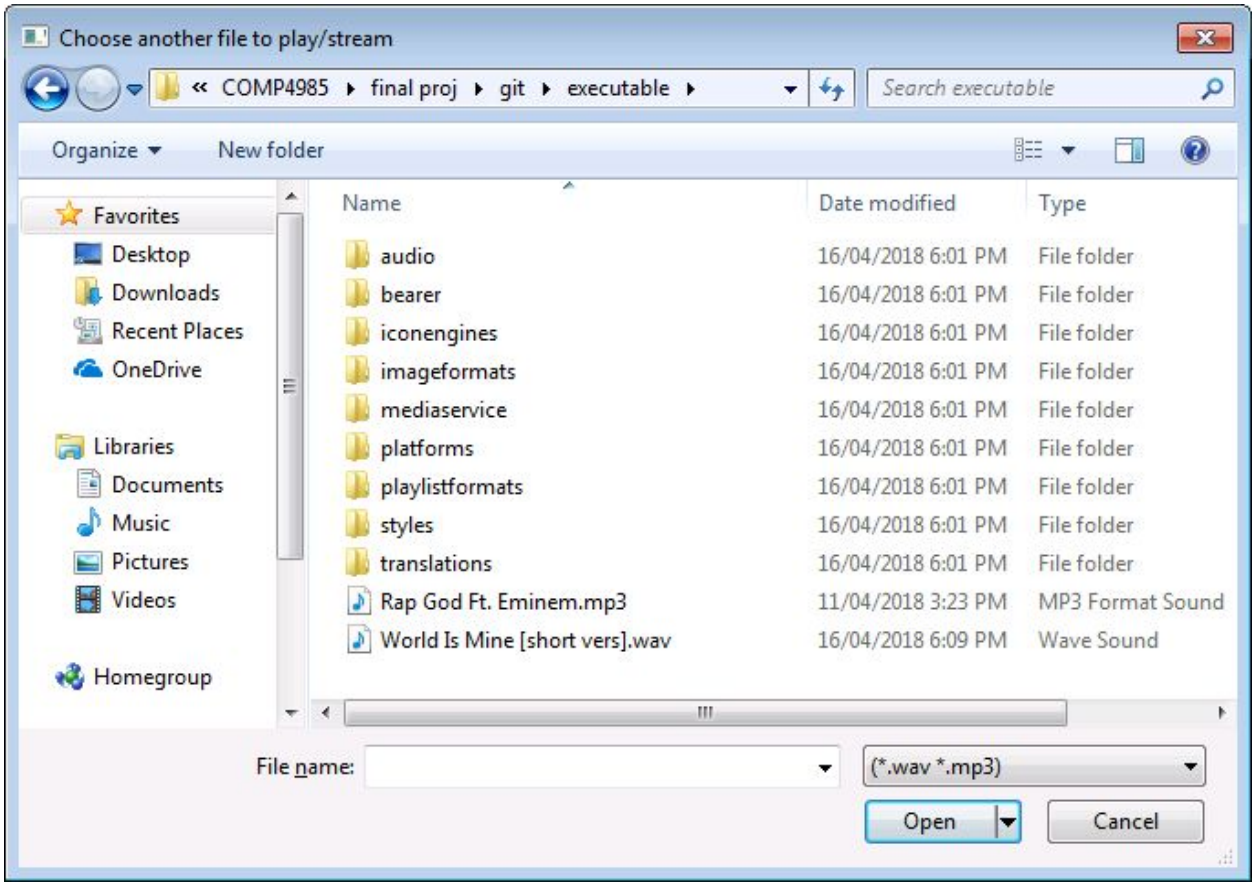
5. Click on “Close Mic” to disconnect the client



Play a File Locally

1. Select a song from the playlist in table view



2. Click on “Play” to start playing the selected song
3. Click on “Stop” to stop the audio
4. Click on “Pause” to pause the audio
5. Click on “Slow down” to decrease the speed of playing
6. Click on “Fast Forward” to increase the speed of playing
7. Drag seek bar to certain places of the audio file, and the audio file will play from there.

8. To select a song from another folder, click the blank button to the right of the selected song bar. You will be able to select a different song and play it in CommAudio.