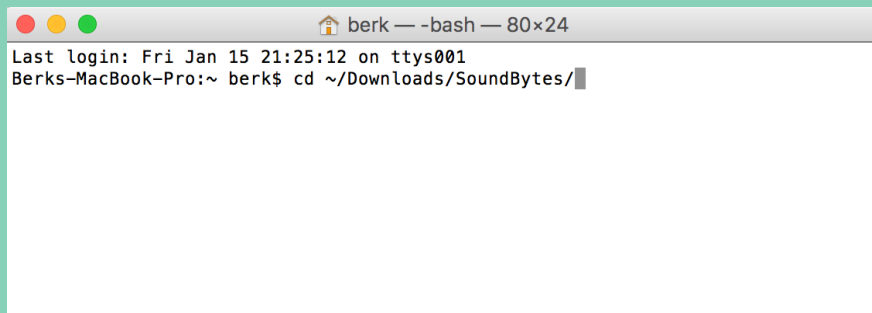


SoundBytes User Guide

Setup

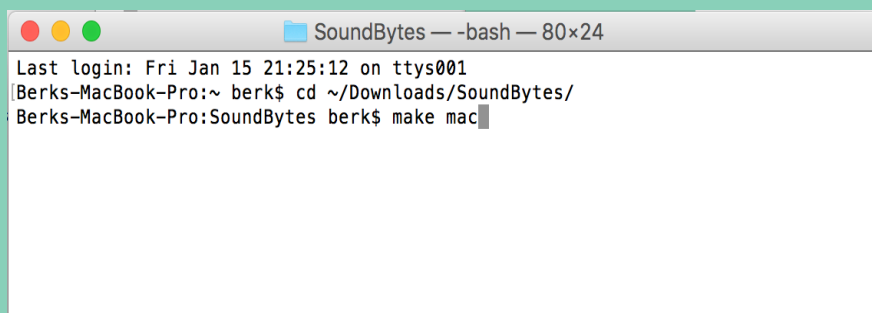
- ① Open the Terminal app and navigate to the 'SoundBytes' folder by typing in 'cd' followed by the path to the folder:

A screenshot of a macOS Terminal window. The title bar shows a home icon, the name 'berk', and the text '— -bash — 80x24'. The terminal text shows 'Last login: Fri Jan 15 21:25:12 on ttys001' followed by the prompt 'Berks-MacBook-Pro:~ berk\$' and the command 'cd ~/Downloads/SoundBytes/' which has been executed, with the cursor now at the end of the path.

```
berk — -bash — 80x24
Last login: Fri Jan 15 21:25:12 on ttys001
Berks-MacBook-Pro:~ berk$ cd ~/Downloads/SoundBytes/
```

(the ~ symbol is a neat way of saying my Home folder!)

- ② Type 'make' followed by 'mac' if you're on OSX, 'win' if you're on Windows, and 'linux' if you're on Linux.

A screenshot of a macOS Terminal window. The title bar shows a folder icon, the name 'SoundBytes', and the text '— -bash — 80x24'. The terminal text shows 'Last login: Fri Jan 15 21:25:12 on ttys001' followed by the prompt 'Berks-MacBook-Pro:~ berk\$' and the command 'cd ~/Downloads/SoundBytes/'. The next line shows the prompt 'Berks-MacBook-Pro:SoundBytes berk\$' and the command 'make mac' which has been executed, with the cursor now at the end of the command.

```
SoundBytes — -bash — 80x24
Last login: Fri Jan 15 21:25:12 on ttys001
Berks-MacBook-Pro:~ berk$ cd ~/Downloads/SoundBytes/
Berks-MacBook-Pro:SoundBytes berk$ make mac
```

This will 'compile' the program, and you will see a new file - called an 'executable' - with the name 'soundbytes' appear in the folder

- ③ Type 'make run' to launch the program!

Interface



1 **PREVIEW BUTTONS:** Clicking on one will play that loop once so you can decide whether to add it.

2 **TOOLBAR BUTTONS:** The 4 buttons are as follows:

1. Open file - for opening .lump files so you can get started easily.
2. Save file - for saving your bangin' tunes!
3. Run - for executing the text commands (this can also be done with the ctrl-R keyboard shortcut).
4. Help - for loading a help file into the text editor.

3 **TEXT AREA:** This is where you type text commands to add loops, remove loops and set volumes

