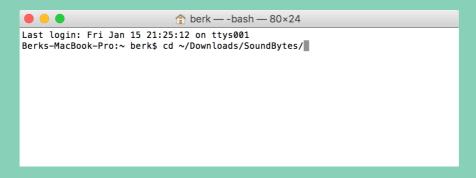
SoundBytes User Guide

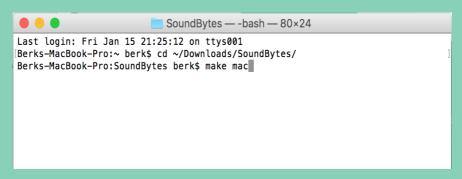
Setup

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



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

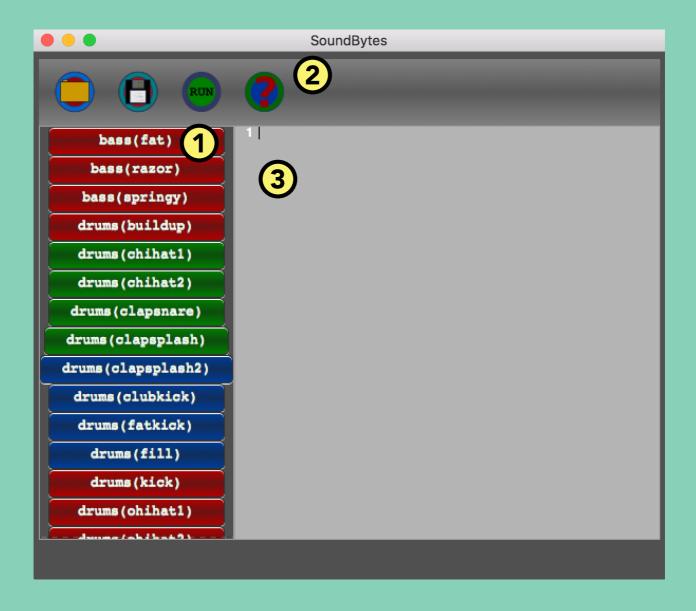
Type 'make' followed by 'mac' if you're on OSX, 'win' if you're on Windows, and 'linux' if you're on Linux.



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

Type 'make run' to launch the program!

Interface



- PREVIEW BUTTONS: Clicking on one will play that loop once so you can decide whether to add it.
- **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.
- **TEXT AREA:** This is where you type text commands to add loops, remove loops and set volumes

Getting started

The easiest way to get started is to use the preview buttons on the left hand side to listen to the loops.

ADDING LOOPS

Once you have decided which loop(s) you want to add, you can do so with the **add** command, followed by the name of the loop. For example, to add the piano, you would type:

add keys(piano) (dont forget to press run or use the shortcut ctrl-R)

It's also possible to add multiple loops at once. For example, to add bass and guitar to the keys loop, type:

add guitar(mute)
add bass(fat)

Great! Now it sounds like we could do with some groove, so add the following samples yourself: drums(fatkick), drums(chihat1), drums(ohihat1), drums(clapsnare).

REMOVING LOOPS

To remove loops, you do the same thing, but with the **remove** command instead

remove bass(fat)

(Hint: The loop bass(razor) might sound better with these other loops!)

VOLUME

You can also change the balance between the instruments by changing their volumes using the 'set ... volume' command. Here is an example:

set bass(razor) volume 3

STOPPING ALL LOOPS

To stop all loops, type **stop** and press run.