VocPlayer is an application developed in MATLAB to facilitate the recognizability of vocalizations.

<u>Launching VocPlayer:</u>

1. Download VocPlayer from the BorjonLab GitHub (https://github.com/borjonlab/VocPlayer)
2. Open MATLAB, and set your working directory to the enclosing folder of VocPlayer
3. Type 'main' in the command window, and press enter.
   This will open VocPlayer.

<u>Using VocPlayer</u>

1. To begin using VocPlayer, load a .mat file by navigating to File... >> Load File
2. Upon successfully loading a .mat file, VocPlayer will populate with vocalizations.

   Each row represents a vocalization. Rows in <mark>yellow</mark> represent vocalizations that have **not yet been played.**

3. Cycle through each vocalization and fill out the form accordingly. You can cycle vocalizations using the "Prev Voc" and "Next Voc" buttons, or by manually selecting a row within the table. Your entries for the current vocalization will save after cycling to the next.

   Rows in <mark>green</mark> represent vocalizations that **have already been played.**

   <u>Saving/Loading Project Files, exporting finished codings</u>
1. You may not finish all vocalizations in one sitting. VocPlayer allows you to save "project files", so you can save your progress and come back later. You can save project files by navigating to File... >> Projects... >> Save Project File. The project file will save as the original file name appended with "_UNFINISHED_PROJECT":

   Likewise, you can open this file using File... >> Projects... >> Load Project File.

2. When you are finished coding all vocalizations, you can export the finished file with File... >> Export File.

Any inquires regarding errors, usage, or installation can be directed to msahoo3@uh.edu.