

Interactive Coptic Tune (ICT) App

Operation Manual

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Step 1: What is needed ?

1. The tune name.
2. The tune text as an image (png or jpg - a format that an internet browser can display).
3. The tune sound as mp3.

Step 2: Download ICT app

1. The ICT app located on <http://gnairooze.info/subs/ict2/index.html>.
2. Click on the Download link.

Step 3: ICT app structure

The ICT app contains many folders. The following are the ones containing the tune data:

1. **img** folder: this folder contains the tune text as an image (eg. toteron.png)
2. **snd** folder: this folder contains the tune sound as mp3 (eg. tote_eron.mp3)
3. **js** folder: this folder contains the tune data file tune_data.js. This file name should not be changed.

Step 4: Add your tune files and modify the tune data file

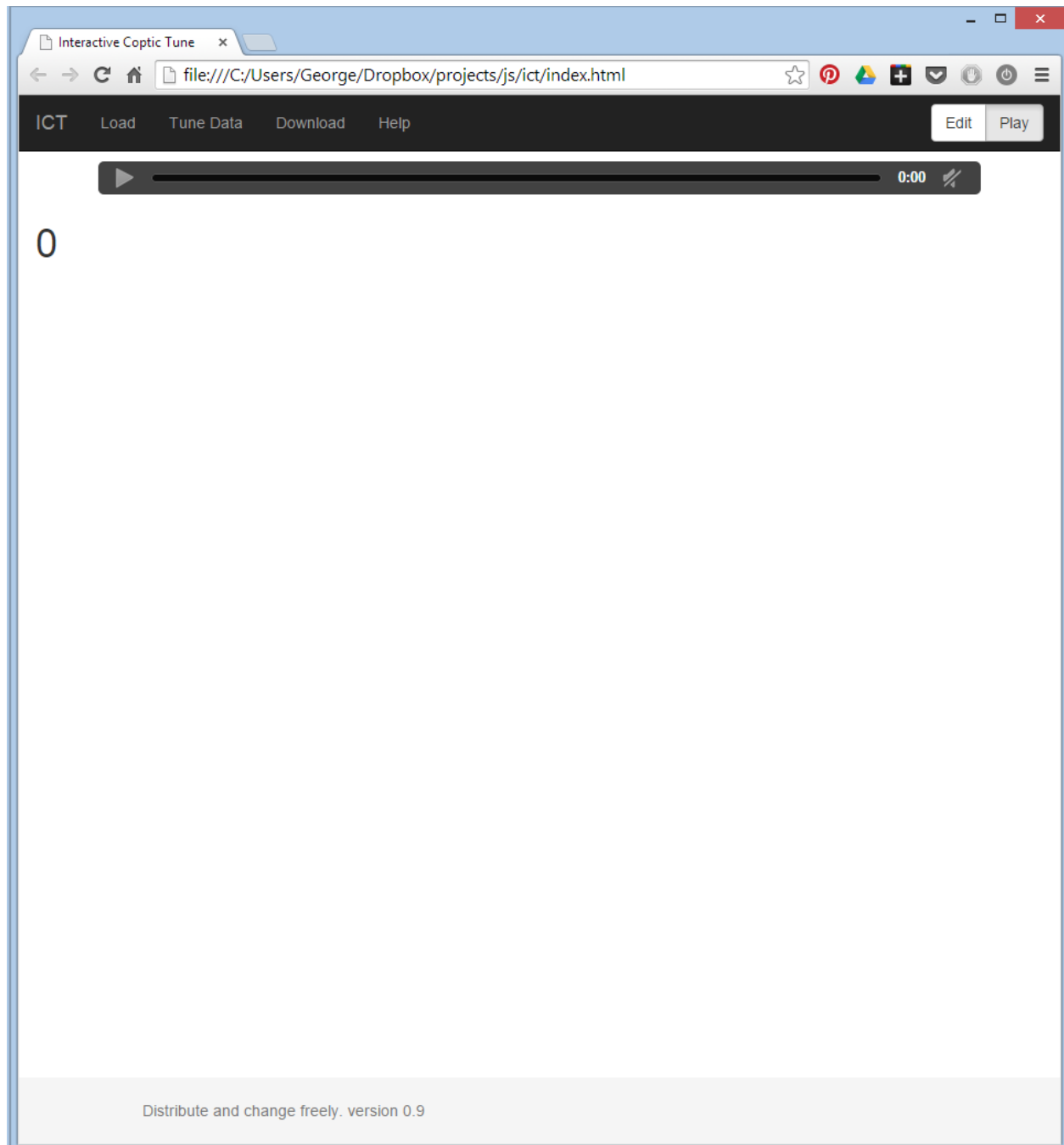
1. Add your tune image in the **img** folder
2. Add your tune sound in the **snd** folder
3. Open **js/tune_data.js** file in any text editor that can edit text without formatting (microsoft word is not suitable for this task).
4. Replace all the data in **tune_data.js** file with the following data:

```
var tune_data = {  
  "tune_name": "tune_name_value",  
  "tune_text": "img/tune_text_value",  
  "tune_mp3": "snd/tune_mp3_value",  
  "places": []  
};
```

5. Replace **tune_name_value** with your tune name.
6. Replace **tune_text_value** with your tune image file name.
7. Replace **tune_mp3_value** with your tune sound filename.

Step 5: Create the tune places and animation

1. Open **index.html** file in your browser (Google Chrome preferably) by double clicking on it.



2. Click on the **Edit** button on the top right corner, and then click on **Load** button on the top left corner after **ICT** link. The tune image and sound will be loaded.

The screenshot shows a web browser window with the title "Interactive Coptic Tune". The address bar shows the file path: `file:///C:/Users/George/Dropbox/projects/js/ict/index.html`. The browser's toolbar includes navigation buttons (back, forward, refresh, home) and various extension icons (star, Pinterest, Google, etc.).

The application interface has a dark header bar with the following elements from left to right:

- Buttons: **ICT**, **Load**, **Tune Data**, **Download**, **Help**.
- A set of action buttons: **Add**, **Anchor**, **Delete**, **Edit**, **Play**.

Below the header, there is a media player control bar showing a play button, a progress slider, the time **0:15**, and a volume icon.

The main content area displays the number **0** and the title **Tote ron**. Below this, there is a table with two columns of text:

Ποτε ρων λευμοε ηραυι: οτοε πενλαε εεν	حينئذ امتلا فمنا
οτθεεληλ: γε Πενσε Ιηε Πχε: λετωναε εβοε	فرحاً، ولساننا
εεν ηηεθωωοντ.	تهليلاً، لأن ربنا
	يسوع المسيح قام
	من بين الأموات.

To the right of the table, there is a code editor box containing the following JSON object:

```
{"tune_name": "Tote ron", "tune_text": "img/toteron.png", "tune_mp3": "snd/tote_eron.mp3", "places": []}
```

At the bottom of the application, a footer bar contains the text: "Distribute and change freely. version 0.91".

3. First, an anchor point should be created. It the first point in the tune. The one that will start the animation. Click on the **Anchor** button at the top right.

- Click on the tune image in the position where the tune should be started at time zero. A point marked with white cross in a red circle will be created.

The screenshot shows a web browser window titled "Interactive Coptic Tune". The address bar displays the file path: `file:///C:/Users/George/Dropbox/projects/js/ict/index.html`. The browser's toolbar includes navigation buttons (back, forward, refresh, home) and various extension icons. The application's navigation bar contains links for "ICT", "Load", "Tune Data", "Download", and "Help", along with action buttons: "Add", "Anchor", "Delete", "Edit", and "Play".

Below the navigation bar is a media player interface with a play button, a progress slider, and a volume control. The title "0 Tote ron" is displayed. The main content area features a table with Coptic and Arabic text:

ⲧⲟⲧⲉ ⲣⲱⲛ ⲁⲓⲙⲟⲩ ⲛⲣⲁⲩⲱⲓ: ⲟⲩⲟⲩ ⲡⲉⲛⲗⲁⲥ ⲃⲉⲛ	حينئذ امتلاً فمنا
ⲟⲩⲁⲉⲗⲏⲗ: ⲥⲉ ⲡⲉⲛⲟⲩ ⲓⲛⲥ ⲡⲓⲭⲥ: ⲁⲓⲧⲱⲛⲓⲓ ⲉⲃⲟⲗ	فرحاً، ولساننا
ⲃⲉⲛ ⲛⲏⲉⲑⲙⲱⲟⲩⲧ.	تهليلاً، لأن ربنا
	يسوع المسيح قام
	من بين الأموات.

Below the table, there is a text input field containing the coordinates `-4,21,0,0,0` and a JSON configuration box with the following content:

```
{
  "tune_name": "Tote ron",
  "tune_text": "img/toteron.png",
  "tune_mp3": "snd/tote_eron.mp3",
  "places": []
}
```

At the bottom of the application, a footer states: "Distribute and change freely. version 0.91".

- If the previous click has been on wrong position, click on the **Delete** button at the top right, then click on the point. The point will be delete. This action can be taken in case of any mistakes or modifications are needed.
- Click on the **Add** button on the top right.

7. Play the tune in the audio player either play clicking the play button or pressing **p** on the keyboard.
8. When you hear the place you like in the tune, click on the tune image position that this related to this place.

Interactive Coptic Tune

file:///C:/Users/George/Dropbox/projects/js/ict/index.html

☆

📌

🗑️

🔍

🔌

⋮

ICT

Load

Tune Data

Download

Help

Add

Anchor

Delete

Edit

Play

⏸

0:03

🔊

3.688862

Tote ron

ⓧ

ⓧ

ⲧⲟⲧⲉ ϣⲱⲛ ⲁϣⲙⲟⲗ ⲛⲣⲁⲱⲓ: ⲟⲩⲟⲗ ⲡⲉⲛⲗⲁⲥ ⲃⲉⲛ
 ⲟⲩⲁⲉⲗⲏⲗ: ⲗⲉ ⲡⲉⲛⲟⲩ Ⲓⲏⲥ ⲡⲓⲭⲥ: ⲁϣⲧⲱⲛⲉ ⲉⲃⲟⲗ
 ⲃⲉⲛ ⲛⲏⲉⲑⲱⲟⲩⲧ.

حينئذ امتلأ فمنا
 فرحاً، ولساننا
 تهليلاً، لأن ربنا
 يسوع المسيح قام
 من بين الأموات.

-4,21,0,0,0

197,21,0,0,4.130018

```

{"tune_name":"Tote
ron","tune_text":"img/toteron.png","tune_mp3":"snd/tote_eron.mp3","
places":[]}

```

Distribute and change freely. version 0.91

9. Repeat the previous step as much as you needed. You can repeat the tune using the audio player controls and repeat the previous step many times.

Interactive Coptic Tune

file:///C:/Users/George/Dropbox/projects/js/ict/index.html

ICT Load Tune Data Download Help Add Anchor Delete Edit Play

0:15

15.438367

Tote ron

Τοτε ρων αμωος ηραυι: ονορ πενλας δεη	حينئذ امثلاً فمنا
οφθελνλ: γε Πενος Ιης Πχς: αϋτωνη εβοη	فرحاً، ولساننا
δεη ηηεωωωτ.	تهليلاً، لأن ربنا
	يسوع المسيح قام
	من بين الأموات.

-1,21,1905,0,0
81,20,2099,0,1.904627
200,18,1823,0,4.004917
323,22,545,0,5.8276
-2,56,2194,0,6.372657
86,60,3298,0,8.56743
239,57,1439,0,11.864514
334,56,580,0,13.304083
-4,95,1553,0,13.884556
116,98,0,0,15.438367

```
{ "tune_name": "Tote ron", "tune_text": "img/toteron.png", "tune_mp3": "snd/tote_eron.mp3", "places": [] }
```

Distribute and change freely. version 0.91

10. At the end, click on the **Tune Data** button at the top left. This will display the points' data you just created in the text area in the bottom right. Copy this data.

The screenshot shows the 'Interactive Coptic Tune' web application. The browser address bar shows the file path: `file:///C:/Users/George/Dropbox/projects/js/ict/index.html`. The application has a navigation bar with buttons: ICT, Load, **Tune Data**, Download, and Help. On the right of the navigation bar are buttons: Add, Anchor, Delete, Edit, and Play. Below the navigation bar is a media player interface with a play button, a progress bar, and a volume control. The main content area displays the number **15.438367** and the title **Tote ron**. Below the title is a table with three columns: Coptic text, Greek text, and Arabic text. The table contains the following data:

ⲧⲟⲧⲉ ⲣⲱⲛ ⲁⲓⲙⲟⲩ ⲛⲣⲁⲱⲓ	οὐοϩ πενζας ζεν	حينئذ امتلا فمنا
ⲟⲩⲑⲉⲗⲏⲗⲓ	ζε Πενϥⲥ Ⲓⲛⲥ ⲡⲭⲥ	ولساننا
ⲁⲓⲧⲱⲛⲓⲩ ⲉⲃⲟⲗ		لأن ربنا
ⲗⲉⲛ ⲛⲏⲉⲑⲙⲱⲟⲩⲧ		يسوع المسيح قام
		من بين الأموات.

Below the table is a list of coordinates (x, y, d, m, t) for the tune. The last coordinate is highlighted in yellow:

- 1,21,1905,0,0
- 81,20,2099,0,1.904627
- 200,18,1823,0,4.004917
- 323,22,545,0,5.8276
- 2,56,2194,0,6.372657
- 86,60,3298,0,8.56743
- 239,57,1439,0,11.864514
- 334,56,580,0,13.304083
- 4,95,1553,0,13.884556
- 116,98,0,0,15.438367**

To the right of the coordinates is a text area containing the following JSON data:

```
{
  "tune_name": "Tote ron",
  "tune_text": "img/toteron.png",
  "tune_mp3": "snd/tote_eron.mp3",
  "places": [
    {
      "x": -1,
      "y": 21,
      "d": 1905,
      "m": 0,
      "t": 0
    },
    {
      "x": 81,
      "y": 20,
      "d": 2099,
      "m": 0,
      "t": 1.904627
    },
    {
      "x": 200,
      "y": 18,
      "d": 1823,
      "m": 0,
      "t": 4.004917
    },
    {
      "x": 323,
      "y": 22,
      "d": 545,
      "m": 0,
      "t": 5.8276
    },
    {
      "x": -2,
      "y": 56,
      "d": 2194,
      "m": 0,
      "t": 6.372657
    },
    {
      "x": 86,
      "y": 60,
      "d": 3298,
      "m": 0,
      "t": 8.56743
    },
    {
      "x": 239,
      "y": 57,
      "d": 1439,
      "m": 0,
      "t": 11.864514
    },
    {
      "x": 334,
      "y": 56,
      "d": 580,
      "m": 0,
      "t": 13.304083
    },
    {
      "x": -4,
      "y": 95,
      "d": 1553,
      "m": 0,
      "t": 13.884556
    },
    {
      "x": 116,
      "y": 98,
      "d": 0,
      "m": 0,
      "t": 15.438367
    }
  ]
}
```

At the bottom of the application, it says: "Distribute and change freely. version 0.91"

11. Paste the tune data and replace the old data in **js/tune_data.js** file.
12. Enjoy. Pray for me.