

# Sound Memories

## User Manual

### Table of Contents

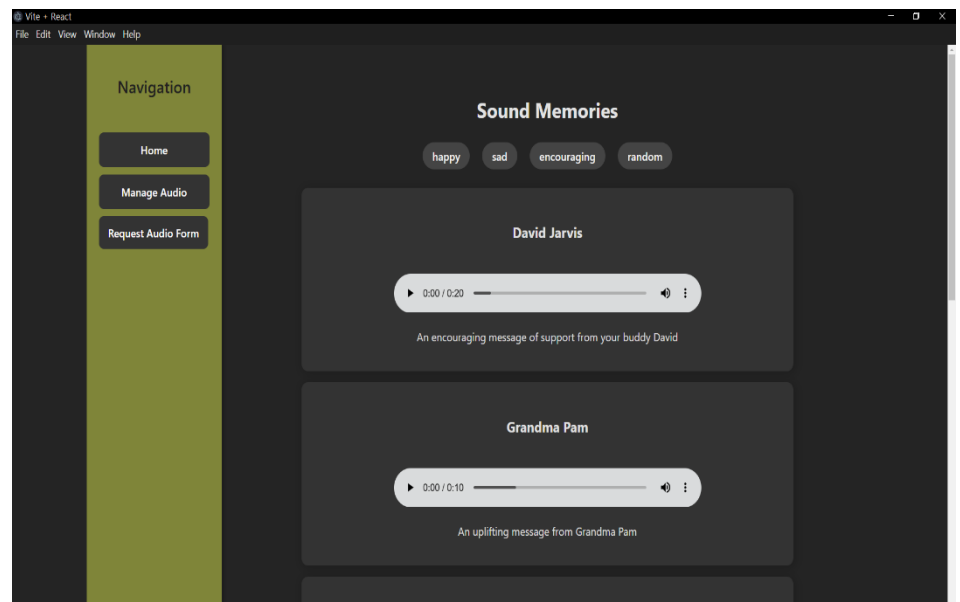
1. [Introduction](#)
2. [The Home Tab](#)
3. [The Manage Audio Tab](#)
4. [The Request Audio Form](#)
5. [Shutting Down](#)
6. [Frequently-asked Questions](#)

### Introduction

Sound Memories is an organizational system that allows users to keep track of encouraging, supportive messages from loved ones and close friends. It lives on top of an existing filesystem, and users can play audio directly inside Sound Memories as well as send invitation links to their contacts. This functionality lets users and those that they hold close keep track of any positive messages they receive.

### The Home Tab

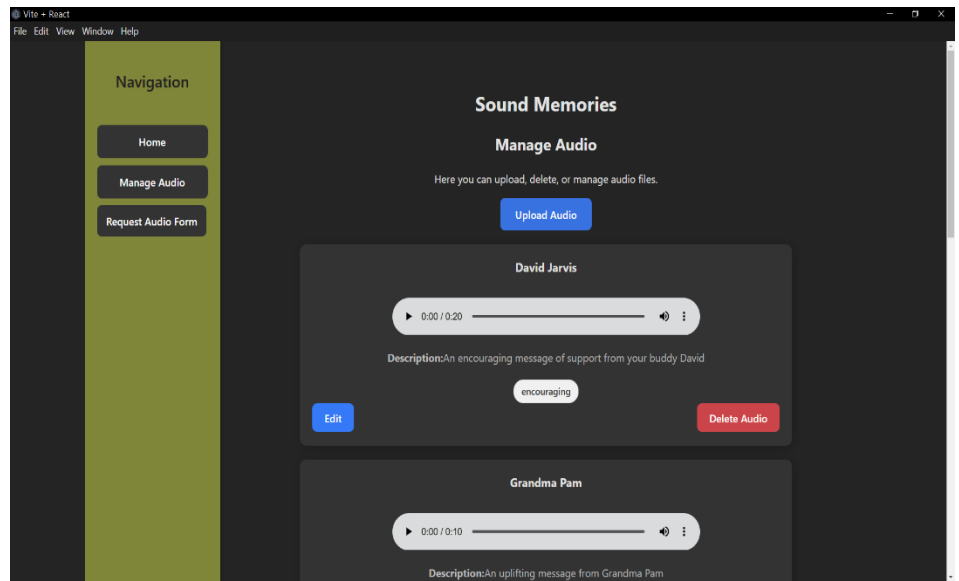
The “Home” tab (pictured at right), open by default, allows the user to browse the audio files currently present in Sound Memories’ ecosystem, play the files, and display files that are associated with a given tag. The name of the person who sent the audio file is displayed, as well as a description. The user can adjust playback volume of a given file by hovering their mouse over the megaphone icon on the right side of the playback modal.



At the top of the page there is also an option to send an invite link to someone’s email and request that they record audio messages for a user; this functionality will be covered in its [own section](#).

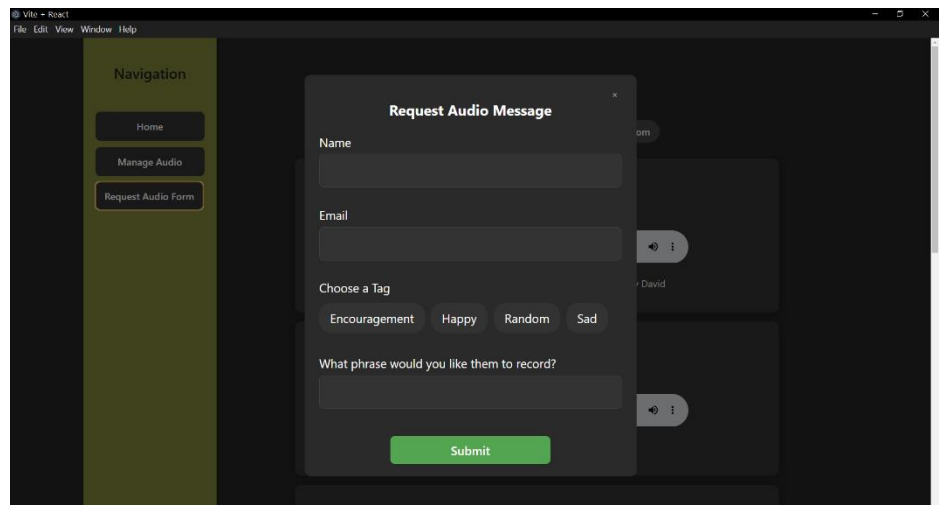
## The Manage Audio Tab

When the user has the “Manage Audio” tab selected, at the top of the tab will be the “Request Audio” button again, and underneath that will be a button labeled “Upload Audio”. If the user selects the “Upload Audio” button, they will be prompted to upload an audio file to Sound Memories and provide information about the file (such as who sent it, what tag it should be associated with, and a description), then the upload will take place (note that due to limitations, Sound Memories currently only supports files with .mp3, .wav, and .ogg filename extensions). Underneath the “Upload Audio” button, the user will be presented with a list of audio files currently detected by Sound Memories; the option to play an audio file, edit information about it, or delete it (which will prompt the user to confirm before deletion occurs) exists for all files Sound Memories detects.



## The Request Audio Form

When the user clicks the “Request Audio Form” button in the navigation pane, a modal window will pop up with the Request Audio Form. The form will prompt a user for their name and the email address of someone to invite (or “invitee”) to join Sound Memories. A few suggested tags are included, as well as a box containing a phrase for the invitee to record. After hitting the submit button, a link is generated.



## Shutting Down

Sound Memories can be closed by clicking the red “X” in the top right of the window header. Despite Sound Memories closing, however, there may be Node processes that are still running. To remove these, after closing Sound Memories, open Windows Command Prompt and run the following command:

```
taskkill /IM node.exe /F
```

This command should stop any Node processes that were started by Sound Memories which were not properly shut down.

## Frequently-asked Questions

Question: “Sound Memories won’t launch. I’ve been sitting here for a minute, what’s going wrong?”

Answer: Sound Memories is dependent on your machine’s ports numbered 3000 and 5173 to function properly. There’s some code that runs on program launch to try to free those ports up, but it may not always work. If you’re not sure, try opening the Command Prompt and running the following commands:

```
netstat -ano | findstr :3000  
netstat -ano | findstr :5173
```

These two commands will tell you if anything is currently running on those ports. If so, try killing the processes using this command:

```
taskkill /PID <process number> /F
```

You’ll need to replace the <process number> with the process number of whatever process is currently using up one of those ports.

Question: “Who’s this ‘Joe Schmoe’ guy, and why is his file in my program? Who’s ‘Grandma Pam’?”

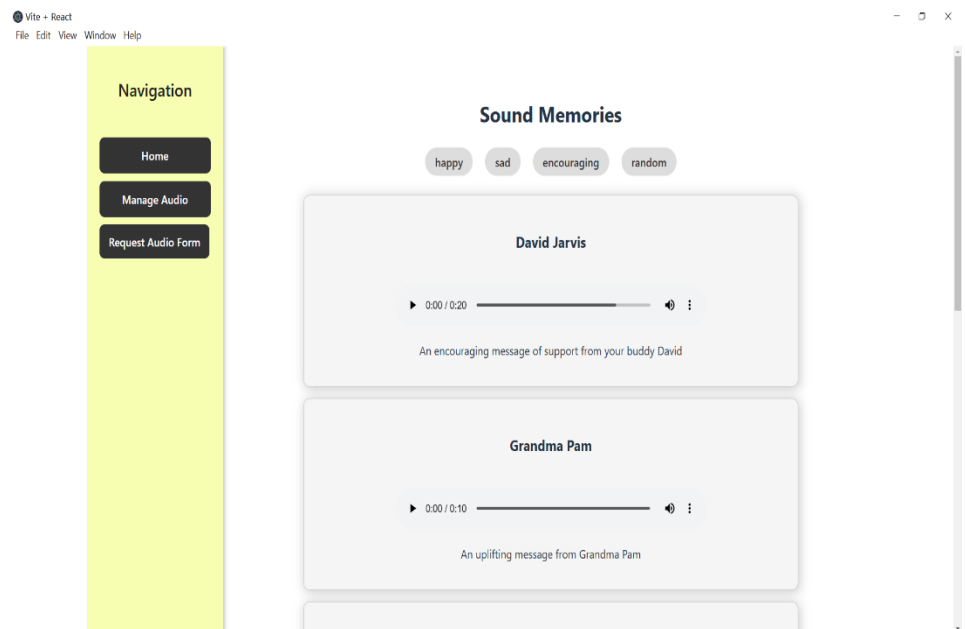
Answer: There’s a few files that are in Sound Memories by default; these are dummy files, and they are automatically available for you when you first start Sound Memories. You can delete them if you’d like.

Question: “What happens if I run the command that kills all Node processes from the [Shutting Down section](#) while Sound Memories is still running?”

Answer: Killing the Node processes while Sound Memories is still running isn’t the best idea, as you won’t be able to access your files unless you restart the application. By killing the Node processes, you’ll cut off the connection between Sound Memories and the database it reads from, which could lead to corrupted data if you kill the connection while you’re trying to upload a file to Sound Memories (or try to delete a file from Sound Memories). Please make sure Sound Memories is closed before running that command.

Question: “I don’t like dark mode, are there any other themes available for Sound Memories?”

Answer: Yes! Sound Memories automatically detects your device’s theme and will change its color scheme to match. Currently “light mode” and “dark mode” are available. To the right is an image of Sound Memories in “light mode”.



Question: “Why won’t Sound Memories detect my file?”

Answer: This could happen for several reasons, but the most common is that you attempted to upload a file that isn’t supported by Sound Memories. Sound Memories currently handles .mp3, .wav and .ogg files; any other file formats will be rejected by the application.

Question: “What’s going on with the Request Audio Form? I fill the form out, but no invitation actually gets sent.”

Answer: The “Request Audio Form” is still a work in progress; currently no email functionality for it exists, and the link that’s generated by the form can’t be accessed in a web browser. This is due to Sound Memories currently only existing as an executable

program with no online functionality. The form exists as a stub, with the hope that future developers will flesh out the invitation functionality when Sound Memories goes online.