

ShortSouds Documentation for Users

Product Description

ShortSounds is an Android application that allows users with absolutely no experience to record, mix, and add effects to tracks. To begin creating a ShortSounds, a user simply records a sound and then adds any desired effects with the simple, intuitive interface. The user can repeat this process to add more and more tracks to their ShortSounds, adjusting effects and volumes as they go, until they create their desired finished product. After the user creates the perfect masterpiece of blended and manipulated sounds, they can share their creation with their friends or save their sound in the application's library to come back to and listen to or edit later. This application is unique because it is simple and intuitive to use, allowing even individuals with no experience to easily create a sounds to share with all of their friends.

How to Install ShortSounds

Prerequisites

You must have a mobile device with Android API 16+ installed on the device.

How to Obtain and Install the Application

1. Download our application from the following link:
<https://drive.google.com/open?id=0B2K3r5c4RyccaHowQTkzTmplYjQ&authuser=0>
2. Connect your android device to your computer via USB
3. Move our application (.apk file) onto your Android.
http://developer.servalproject.org/dokuwiki/doku.php?id=content:android:tips:install_apk Instructions if needed
4. Once the application is on your device, locate it using a file manager and click on it to install.
5. Once installed, locate the app and run it!

Description of User View of ShortSounds

ShortSound Conceptual Models

A ShortSound is essentially a compilation of separate tracks that each have their own effects. In order to demonstrate this concept, each track within a ShortSound has its own separate pull-down view, where effects can be added and adjusted.

Effects are designed to be as intuitive as possible, modeled as a graph where changes along the x axis affects one variable, and changes along the y axis affect the other variable.

The ShortSounds library is modeled after other software music libraries, with all of the ShortSounds in a list, along with a share button and a play button for each individual sound.

ShortSound Workflow

If a user wishes to create a new ShortSound, the user will first record a track. After that, the user has the option to add effects to the track or record another track. Effects can always be added or adjusted later after recording new tracks as well. After recording and editing as many tracks as desired, the user will save their ShortSound to the ShortSound library to listen to, share, or edit later.

If a user wishes to edit a previously created ShortSound, the user would select the desired ShortSound from the ShortSound library. Then the user could either add or remove tracks from the ShortSound or add effects to the current tracks in the ShortSound. The user could then save and/or share the edited ShortSound.

How to Use ShortSounds

Starting Up

To begin, open up the application on your Android device.

Record a Track

The application's home screen should have the words "RECORD A SOUND" and a recording button. To begin recording, press the button. The timer immediately under the button will let you know how long you have been recording. When you are finished, press the recording button for a second time to stop the recording. After you have recorded your track, the screen will look like the second phone diagram in the top row of Figure 1. To listen to the track that you have just recorded, press the solo button.

Once you have a track recorded, you can either add effects to that track or a previously recorded track from your current ShortSound, save your ShortSound, or record a new track. To record a new track, simply press the record button again to begin recording, and again to stop the recording, just as with your first track.

* It is recommended that you use headphones when recording multiple tracks. This will prevent one track from catching audio elements of another track.

* Certain android devices actually disable the phones default microphone. If you try to record with headphones and it does not appear to be recording sound, and the headphones do not have a built in microphone, you might have one of these devices. Unfortunately, there is no solution for this problem.

Add Effects to a Track

After you have recorded a track, there will be options for different effects to add in a box, as seen in the second phone diagram on the top of Figure 1. If you have more than one track recorded, the tracks will be shown in layers. Currently there are two possible effects you can add, eq and reverb. You can enable/disable the effect by pressing the On/Off button next to the effect button. To edit an effect, click the individual effect button (labeled EQ or REVERB) which will take you to that corresponding effect view. Clicking save will save any changes you made while editing an effect, or cancel to discard.

Seek To Position In Track

Once one or more tracks are recorded, it is possible to select a position from which you would like to start playback. To do this, you simply click or drag the indicator on the seekbar located on the lower toolbar. The leftmost side of the seekbar represents the start of the tracks, the

rightmost indicator represents the end of the tracks. If you are currently playing tracks, it will pause and you will have to hit play again. When you hit play, it will play from that position.

Remove a Track

To delete a track, there is a "swipe to delete" functionality. Simply swipe the track's title left or right until the track disappears. You will be prompted before the track is ultimately deleted.

Listening to Your ShortSound

In order to play your selected ShortSound, simply press the play button located at the bottom left of the screen. This will play all of your tracks that you have recorded within this ShortSound. It is also possible to listen to tracks alone. Open a tracks effect/volume panel and press the SOLO button. Whenever a track's SOLO button is enabled, only those tracks with SOLO enabled will be played.

Rename a ShortSound Track

If you wish to rename a particular track, simply tap the track's name. A dialog box will appear. Type in your desired new name and click okay. If you change your mind, click cancel and the name will remain the same.

Rename a ShortSound

To rename a ShortSound, tap the menu option in the upper right corner of the screen. Select the rename option. A dialog box will appear. Type in your desired name (something other than just whitespace) and click okay and the ShortSound will be renamed. Click cancel and the ShortSound will retain its name.

Load a ShortSound From Your Library

In order to view your library, click the drawer icon in the upper left corner. The library will appear, as shown in the bottom left phone diagram in Figure 1. Once you decide on a ShortSound to work on, simply tap the name of the ShortSound to load it. From here, you can either record a new track to add to your selected ShortSound, add effects to the tracks, share your ShortSound, or save your ShortSound.

Create a New ShortSound

If at any point, you would like to create a new ShortSound, simply click the menu button in the upper right corner and select new. You will now be at the screen in the upper left of Figure 1 (but without the “Record a Sound” message), creating a new ShortSound.

Share a ShortSound

To share a ShortSound, you must first load the ShortSound from your library (or already have your ShortSound open). Then click the share button in the upper right corner and select the share option. You will be given a list of different options of platforms on which to share your file that your ShortSound is saved on, including via Facebook Messenger and email. Select your choice and share!

Delete a ShortSound

To delete a ShortSound, you must have it open. Then, click the upper right menu button and hit delete. Your ShortSound will be deleted, and the top ShortSound in your library will open. If this was the only ShortSound in the library, a new Untitled ShortSound will be created and opened when the last ShortSound is deleted.

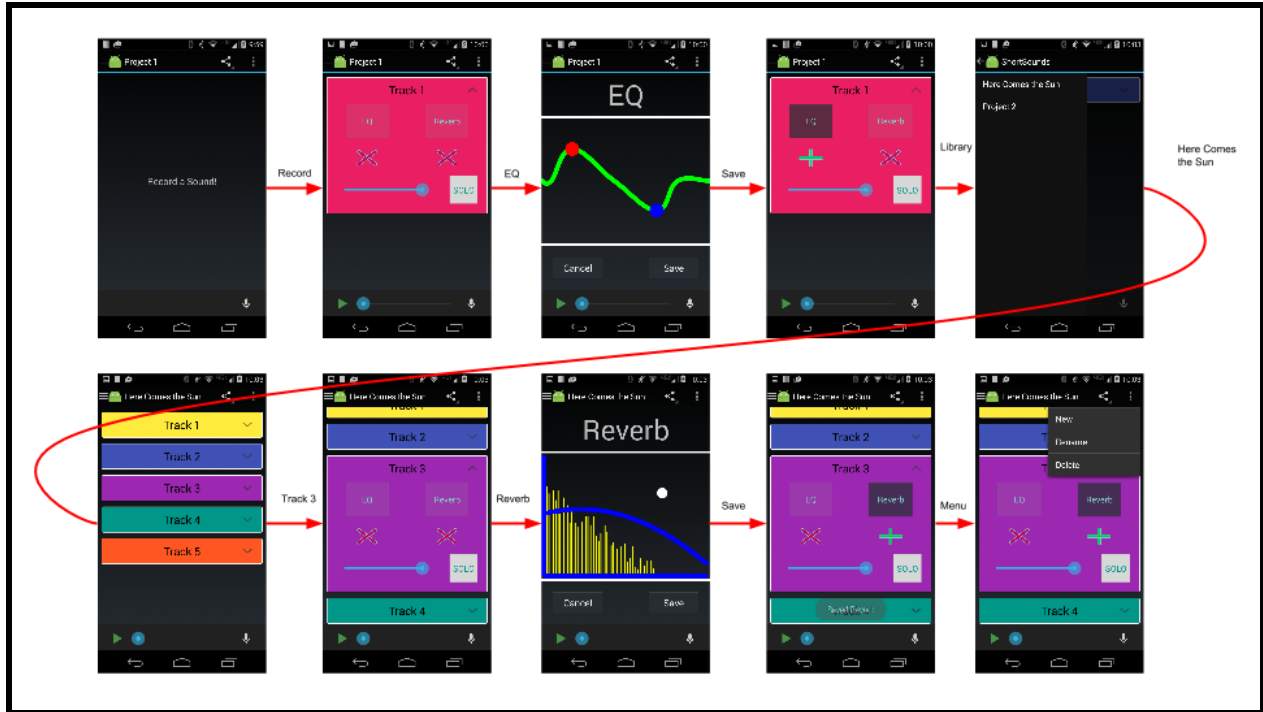


Figure 1: Using the ShortSounds Application. *

*Please note that this figure does not exactly convey how the application looks. Some buttons, color, and detail may differ or be omitted in the application. This picture is just for a general reference point.

Report a Bug

Bugs and issues can be reported here <https://github.com/nharlow89/ShortSounds/issues>.

Click the `create issue` button and provide a description of the bug, circumstances/conditions that led to the bug, which device you are running the application on, and potentially a screenshot of the bug to help us track it down! When creating the `issue` make sure to `tag` it as a bug.