Tune Studio

A mono audio tone melody editor software for Windows. Compose your own tone melody, save, playback and output to C/C++ header format.

Revision 1.0.7

by Ricky Gai



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Introduction

About this Book

This is a book about the hands-on information of the Tune Studio software for Microsoft Windows.

In the learning Arduino platform especially to the tone melody creation, you need a tone editor to allow you to compose own melody and play it on the physical 8Ω 3W speaker, active and passive buzzer.

You cannot just rely on downloaded third party notes or melodies because it may subject to copyright limitation upon product commercializing later.

Therefore, Tone Studio software is created to allow you to compose tone melody, save it, playback and output to C/C++ header format that can be used as part of Arduino sketch compilation.

Tone Studio is a proprietary software, it is not perfect but you can create, commercialize own composed tone melodies or musics at royalty free and it costs just a cup of coffee :o)

You may get Tone Studio from Microsoft Store.

All the necessary help documentations and tutorial videos are available via Github at: https://github.com/rickygai/tonestudio

For any errors found, suggestions and questions, please do email to: support@nexuzinnovation.com

About the Author

Ricky Gai

The founder and technical director of Nexuz Innovation, a small R&D IT company established in Kuala Lumpur, Malaysia.

He earned a distinction of Oxford Computer Engineering certification discipline in 1992 and mostly exposed to C/C++ programming in his career from the earlier days of MS-DOS until Microsoft Windows environment today.

Nonetheless, much time had been devoted to the electronics studies further before entering into the world of Arduino because the understanding of analog, digital electronics and PCB design are so important to build a stable circuitry beside software programming alone merely.

Thank you for supporting Tone Studio software, I hope you find something useful here.

DISCLAIMER

Abbrevation	Descriptions
NEXUZ INNOVATION / AUTHOR	refers to the author, Ricky Gai.
READER / READER(S) / READER'S	refers to the person who read or experimented the information from the contents of this book.
COMPONENTS / EQUIPMENTS	refers to electronics components, tools, materials that used as part of the circuitry setup.
CONTENTS	Information described in this book, including software source code and hardware circuit designs.
SOFTWARE / PROGRAM / SKETCH	refers to software created by the author.
IP / INTELLECTUAL PROPERTY / COPYRIGHT / PERMISSION	refers to the copyrighted materials (eg. Photo, Diagram, Source Code, Links) that owned by other creators.

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Prerequisition

Tone Studio - Setup

Software & Hardware requirements

Below were the basic requirements to run the Tone Studio software.

Software Requirements:

Microsoft Windows x86/x64

min version: 10.0.17763.0 max version: 10.0.19041.0

- Windows Store.
- .NET framework v4.7.2 or above.
- Tone Studio software available at Microsoft Store.

Hardware Requirements:

- Intel PC i3, i5, i7 or above.
- 2-4 GB RAM.
- 1-2MB Harddisk space.
- Intel/Nvidia standard graphics card.
- Keyboard and Mouse.
- Built-in motherboard sound card (eg. Realtek) or built-in internal PC speaker.
- Direct audio jack cable connected to motherboard audio socket..
- None direct audio jack connected speaker is not supported. eg. USB speakers, Bluetooth speakers and other wireless speakers are not supported.

The Overview of Tone Studio control functions.

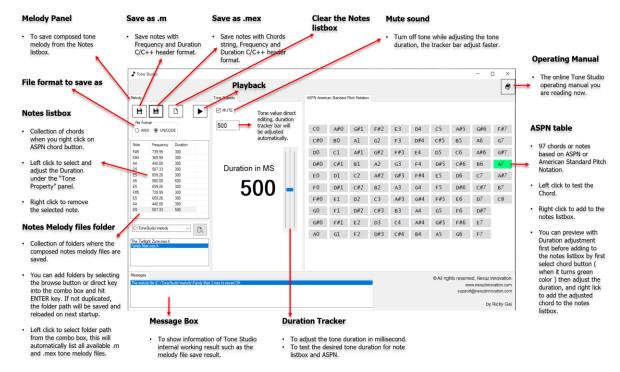


Figure 1: The Overview of the Tone Studio control functions.

Setting up the audio physical cable connection.

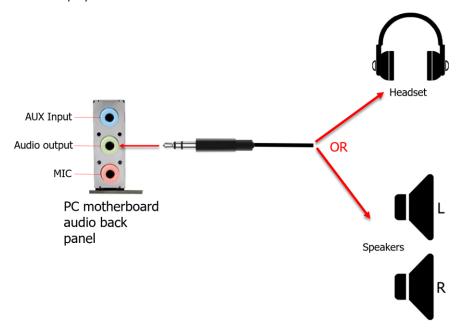


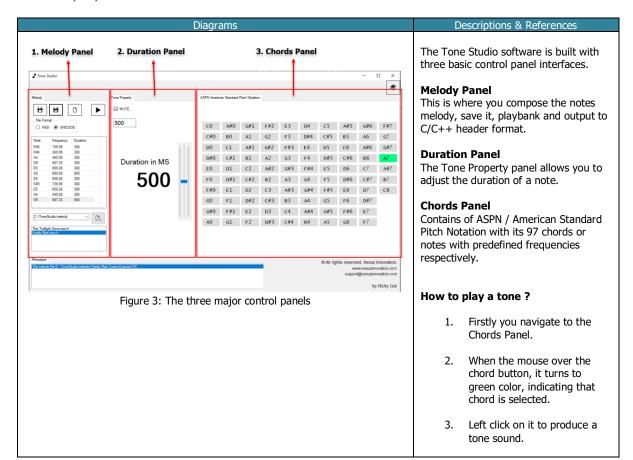
Figure 2: The Tone Studio audio cable connection setup.

NOTE:

For speaker configuration, the stereo audio jack may connect to an amplifier which output sound to both speakers, some portable mini speaker had built-in amplifier and using similar stereo audio jack as input. Alternatively, some amplifier or DAC may use RCA connector type as output to speakers.

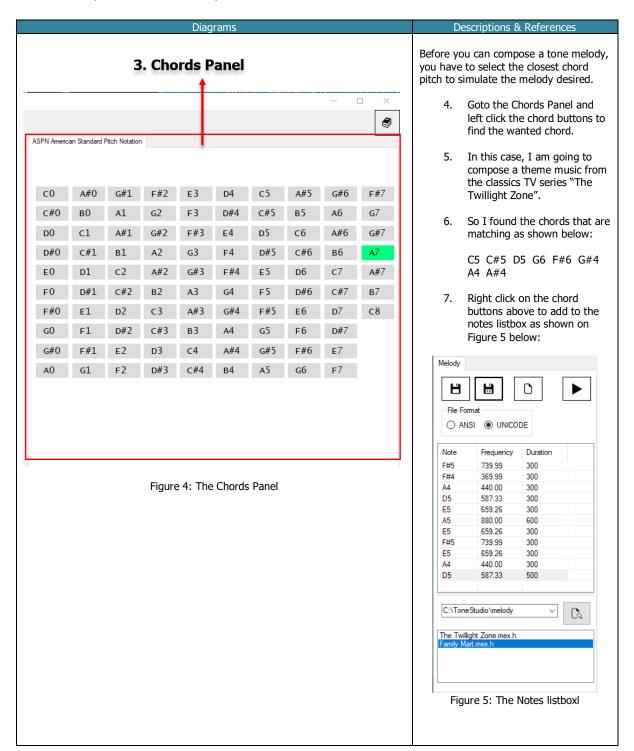
Operating Guidelines

How to play a tone?



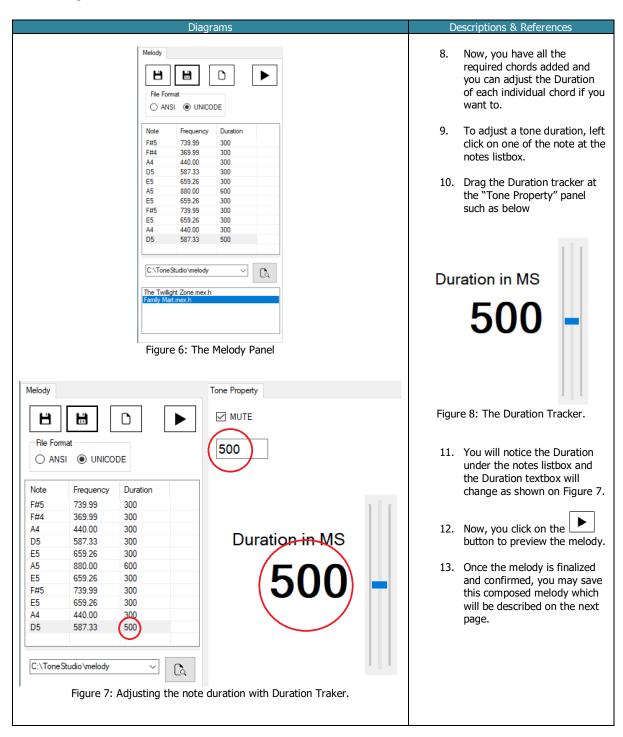
The ASPN chords or notes control panel

How to compose a tone melody?

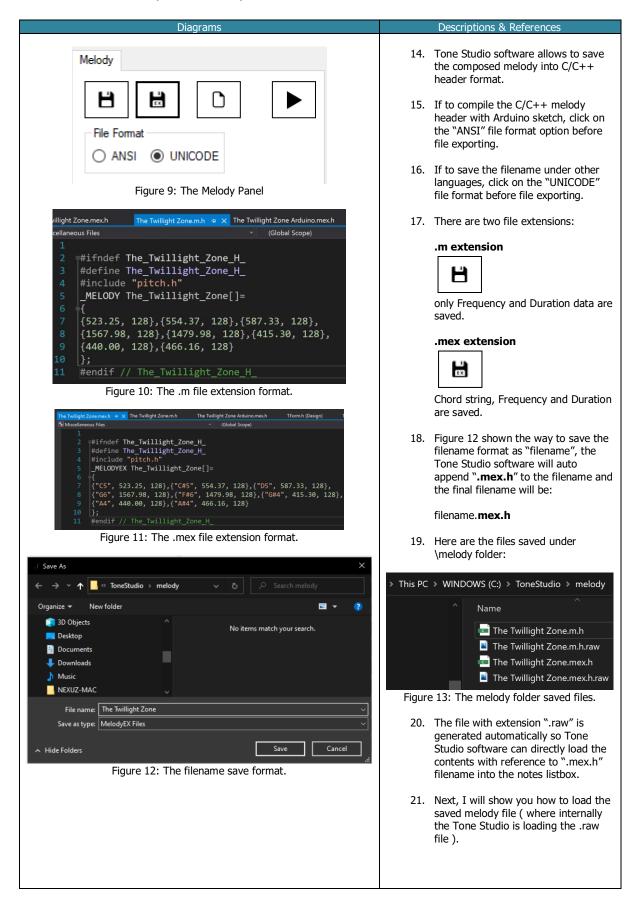


The Melody control panel

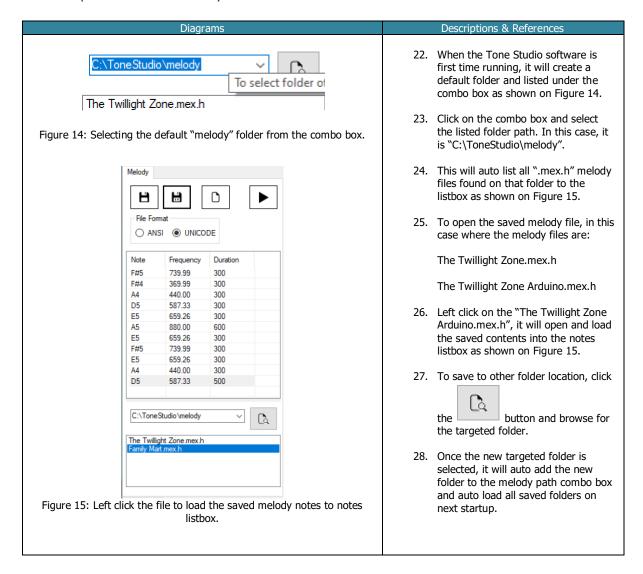
How to adjust the tone duration?



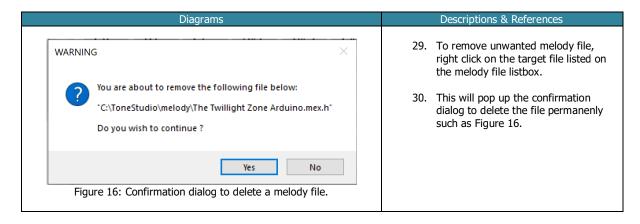
How to save the composed melody?



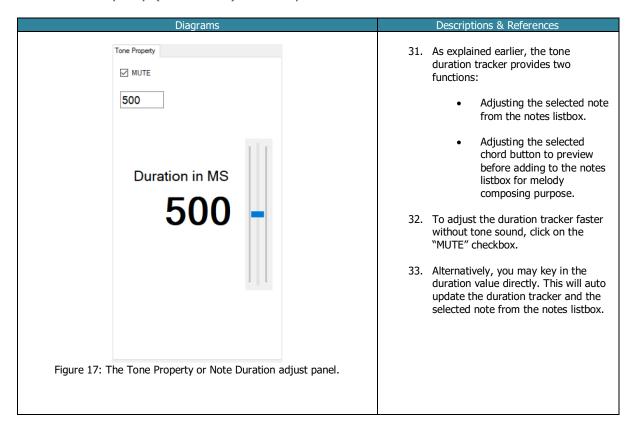
How to open the saved melody files?



How to delete or remove unwanted melody files?



The Tone Property (Duration) control panel



The Messages Display Panel

Diagrams	Descriptions & References
Messages The melody file [C:\ToneStudio\melody\My Melody.mex.h] saved OK.	34. The messages display panel is to display the Tone Studio software internal process result as shown on the Figure 18 where the new file "My Melody" is saved as "My Melody.mex.h" in this case.
Figure 18: The Message Display Panel.	35. DONE.

Programming Guidelines

How to compile Tone Studio generated melody header?

```
Tone Studio C/C++ melody header demo source - tone.ino
                                                                                   Descriptions & References
#include "pitch.h"
                                                                      The Tone Studio software sample source code
//#include "The Twillight Zone.mex.h"
                                                                      tone.ino is available at GitHub.
#include "Family Mart.mex.h"
                                                                      Here, we use Arduino IDE to compile with the
//#define melody The Twillight Zone
                                                                      melody header such as:
#define melody Family_Mart
                                                                      Family Mart.mex.h
const int max = sizeof( melody ) / sizeof( _MELODYEX );
                                                                      FamilyMart is a Japanese convenience store
int n {};
char buf[100]{};
                                                                      franchise chain, each time you enter the shop, the
                                                                      door melody sounds.
void setup()
                                                                      Source code on the left is the simplified version for
}
                                                                      easy understanding.
                                                                      The function is to playback the tone melody
const int speaker = 5;
const int active_buzzer = 6;
                                                                      "Family_Mart" through out the Arduino Nano pin
const int passive_buzzer = 9;
                                                                      5,6,9 from the floowing sequence repeatedly:
int pin {};
int cnt{};
                                                                      8\Omega 3W speaker -> Active Buzzer -> Passive Buzzer
int spk {-1};
void loop()
  unsigned int frequency {};
  unsigned long duration {};
  if( spk + 1 < 3 )
    spk++;
  else
    spk = 0;
  switch( spk )
                                                                                        Buzzer
  case 0: // 8 ohm speaker
     pin = speaker;
                                                                       Figure 19: The Tone Studio Arduino tone project.
     break:
                                                                      The file "pitch.h" contains the followings:
  case 1: // active buzzer
     pin = active_buzzer;
                                                                      typedef struct
     break;
                                                                         float frequency;
                                                                         int duration;
     pin = passive_buzzer;
                                                                      _MELODY;
  for( n=0; n<max; n++ )
                                                                      typedef struct
     frequency = (unsigned int)melody[n].frequency;
                                                                         char chord[5];
     duration = (unsigned long)melody[n].duration;
                                                                         float frequency;
                                                                         int duration;
     tone( pin, frequency );
     delay( duration );
                                                                      _MELODYEX;
     noTone( pin );
  }
                                                                      To save memory without chord string, you may use
                                                                       MELODY but for display or debug purpose, we use
  delay( 3000 );
                                                                      _MELODYEX to show the chord string.
                                                                      Thus, ".mex.h" file was adopted in this section.
```

FAQ

1. Why I cannot hear any sound or tone produced by Tone Studio?

Please ensure you are using physical direct cable connect to audio jack from the sound system (sound card) output as Tone Studio does not support USB / WIFI / Bluetooth audio network connection. Please refers to Figure 20 below.

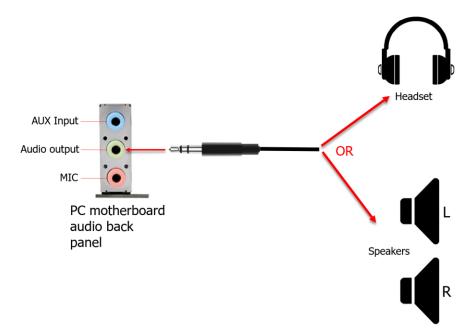


Figure 20: The Tone Studio audio cable connection setup.

- Please ensure your output device is set correctly under the volume mixer.
- Right click on the sound icon, select "Open Volume mixer" then at the Device column, select "Realtek Digital Output (Realtek High Definition Audio) as shown below.

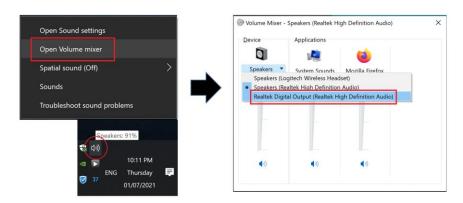


Figure 21: Setting the correct audio output device.

- NOTE: The setup above may be different due to individual sound system may not be the same, this is just a reference.
- DONE.