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 1.0.0

by Ricky Gai



MAY 21, 2021

Nexuz Innovation, Malaysia. (MA0255412-M)

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 active or passive speaker.

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. |

The information contained in this book is intended for general reference purposes only and may share portion of extracted information from other resources as part of the illustration usage. Any copyright infringement, please do contact the author to exclude from this book.

While the author endeavour to keep the information up to date and correct, the specification, quality and availability of electronics components may change in time, therefore the author make no representations or warranties of any kind, express or implied, about the completeness, accuracy, reliability, suitability or availability with respect to the information, vendors, products, services, or related graphics contained in the book for any purpose.

Any reliance you place on such information is therefore strictly at your own risk.

In no event will the author be liable for any loss or damage including without limitation, indirect or consequential loss or damage, or any loss or damage whatsoever arising from loss of data or profits arising out of, or in connection with, the use of information derived from this book and the software.

Prerequisition

Tone Studio - Setup

Software & Hardware requirements

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

Software Requirements:

Microsoft Windows x86/x64

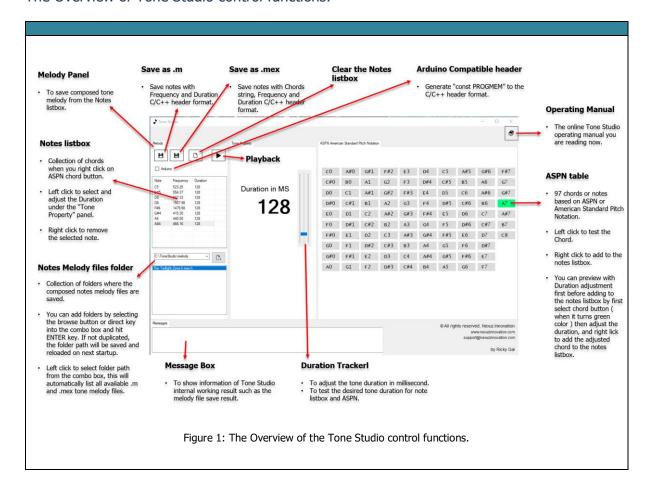
min version: 10.0.17763.0 max version: 10.0.19041.0

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

Hardware Requirements:

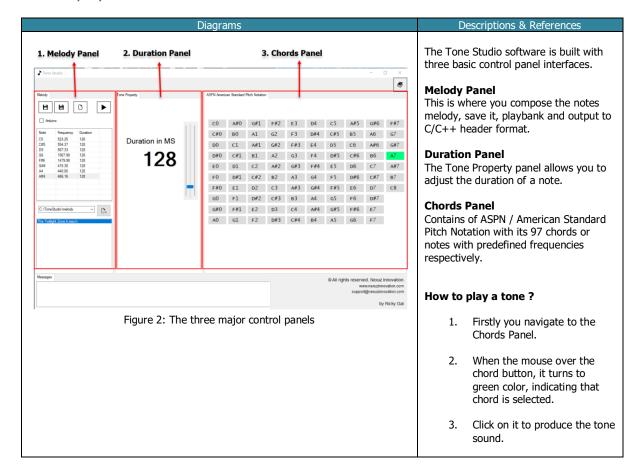
- Intel PC i3, i5, i7 or above.
- 2-4 GB RAM.
- 1-2MB Harddisk space.
- Intel/Nvidia standard graphics card.
- Built-in motherboard sound card (eg. Realtek) or built-in internal PC speaker.
- Direct audio jack cable connected to sound card speakers.
- None direct audio jack connected speaker is not supported.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

The Overview of Tone Studio control functions.



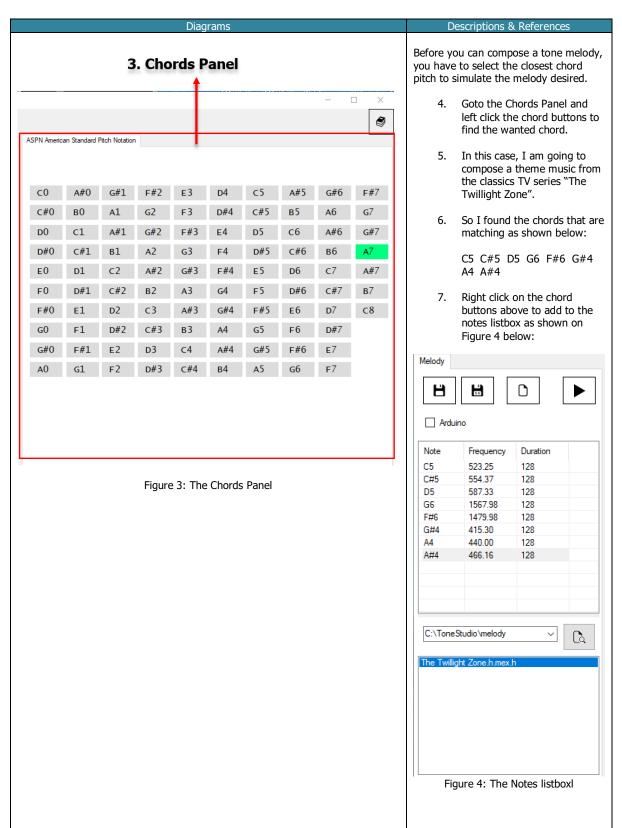
Operating Guidelines

How to play a tone?



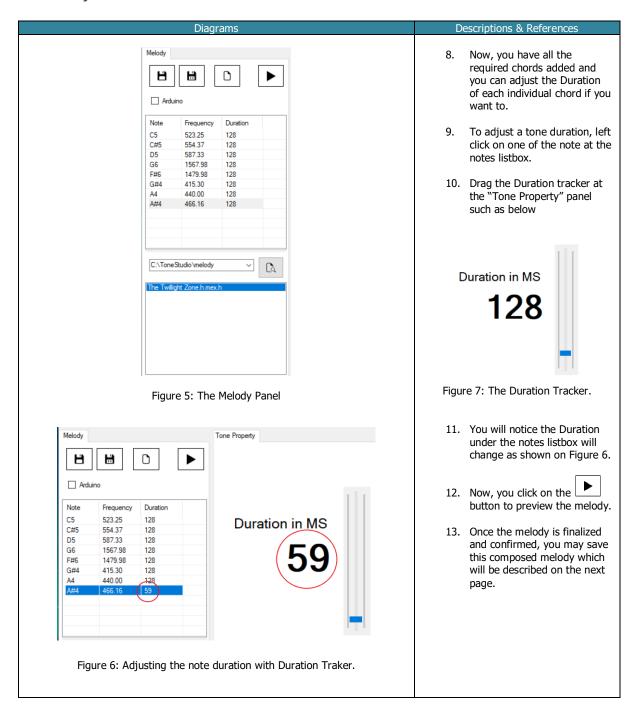
The ASPN chords or notes control panel

How to compose a tone melody?



The Melody control panel

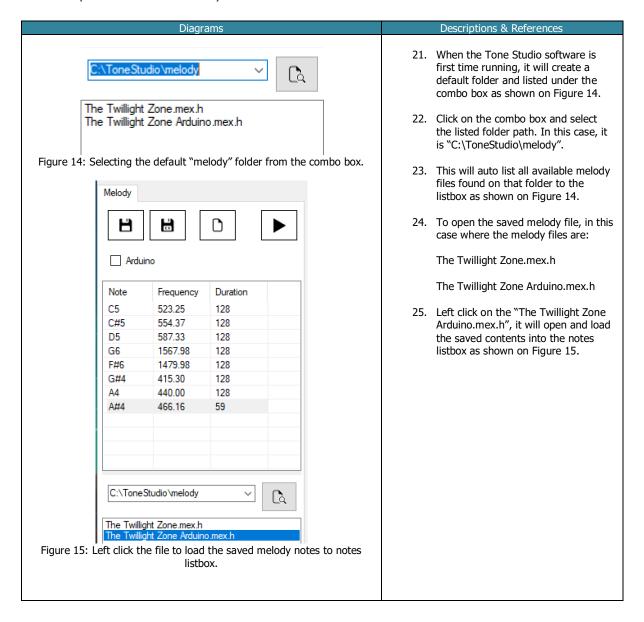
How to adjust the tone duration?



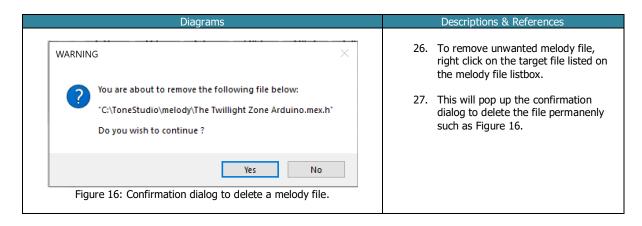
How to save the composed melody?

Descriptions & References 14. Tone Studio software allows to save the composed melody into C/C++ header format. H ťΧ D 15. There are two format file can be Arduino saved: Figure 8: The Melody Panel .m extension illight Zone.mex.h The Twillight Zone.m.h → X The Twillight Zone Arduino.mex.h H #ifndef The_Twillight_Zone_H_ only Frequency and Duration data are #define The_Twillight_Zone_H_ saved. #include "pitch.h' _MELODY The_Twillight_Zone[]= .mex extension {523.25, 128},{554.37, 128},{587.33, 128}, {1567.98, 128},{1479.98, 128},{415.30, 128}, {440.00, 128},{466.16, 128} Chord string, Frequency and Duration are saved. #endif // The_Twillight_Zone_H_ Figure 9: The .m file extension format. 16. The Arduino checkbox if checked, the format will be like Figure 11. 17. Figure 12 shown the way to save the #ifndef The_Twillight_Zone_H_ #define The_Twillight_Zone_H_ filename format as "filename", the Tone Studio software will auto _MELODYEX The_Twillight_Zone[]= append ".mex.h" to the filename and ("C5", 523.25, 128},{"C#5", 554.37, 128},{"D5", 587.33, 128}, ("G6", 1567.98, 128},{"F#6", 1479.98, 128},{"G#4", 415.30, 128}, ("A4", 440.00, 128},{"A#4", 466.16, 128} the final filename will be: filename.mex.h 18. Here are the files saved under Figure 10: The .mex file extension format. \melody folder: llight Zone.mex.h The Twillight Zone.m.h The Tv This PC > WINDOWS (C:) > ToneStudio > melody #ifndef The_Twillight_Zone_Arduino_H_ #define The_Twillight_Zone_Arduino_H_ #include "pitch.h" Name #include "pitch.h" const PROGMEM _MELODYEX The_Twillight_Zone_Arduino[]= The Twillight Zone Arduino.mex.h The Twillight Zone Arduino.mex.h.raw ("C5", 523.25, 128},{"C#5", 554.37, 128},{"D5", 587.33, 128}, {"G6", 1567.98, 128},{"F#6", 1479.98, 128},{"G#4", 415.30, 128}, {"A4", 440.00, 128},{"A#4", 466.16, 59} The Twillight Zone.m.h The Twillight Zone.m.h.raw The Twillight Zone.mex.h Figure 11: The .mex file extension format with Arduino compatible The Twillight Zone.mex.h.raw checkbox checked. Figure 13: The melody folder saved files. Save As 19. The file with extension ".raw" is generated automatically so Tone ✓ ↑ ✓ ToneStudio > melody Studio software can load it into the **□** ▼ (2) notes listbox by left clicking the .m New folder and .mex melody files listed on the 3D Objects No items match your search listbox. 20. Next, I will show you how to load the Downloads saved melody file (where internally the Tone Studio is loading the .raw NEXUZ-MAC file). File name: The Twillight Zone Arduino Save as type: MelodyEX Files Cancel Figure 12: The filename save format.

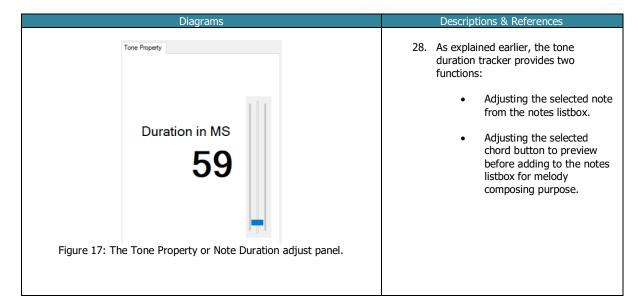
How to open the saved melody files?



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. | 29. The messages display panel is to display the Tone Studio software internal process result as shown on the Figure? where the new file "My Melody" is saved as "My Melody.mex.h" in this case. |
| Figure 18: The Message Display Panel. | 30. DONE. |