Controls:

Move -> mouse drag

Zoom -> mouse wheel

Activate sound + zoom on it -> click on sound

Show / hide sound info -> press ‘a’ with mouse on circle

Reset view -> middle mouse click

Disable mouse zooming/moving and hide zoom bar -> right click

*FILE: Infrastructure\ManagedPApplet.java*

*Remove / add debug text (mouse coordinates and other info):* DEBUG (false is off)

*Zoom “bar” color:* m\_ZoomBarColor (set with new Color(R, G, B))

*FILE: Main.java*

*Number of circles*: NUMBER\_OF\_SOUNDS

*Most other things are explained in the code ☺*

*FILE: AutoPlayingManager.java*

*Time until “demo mode” activates:* IDLE\_USER\_TIME (in milliseconds)

*Time to keep each circle “selected”:*  (MAXIMUM/MINIMUM)\_ACTIVATION\_TIME (in milliseconds)

*Time to pause between sounds:* (MAXIMUM/MINIMUM)\_TIME\_BETWEEN\_ACTIVATIONS (in milliseconds)

*FILE: Pulse.java*

*Pulse Speed:* m\_growthPerSecond (how fast it grows outwards)

*Pulse Slowdown*: m\_acceleration (negative number slows down outside, positive speeds up)

*FILE: Sound.java*

*Number of pulses*: m\_numberOfPulses

*Time between pulses:* m\_TimeBetweenPulses (time in milliseconds)

*Line width when not selected*: INACTIVE\_LINE\_WIDTH

*Line width when selected*: ACTIVE\_LINE\_WIDTH

*How long zoom animation lasts (time until zoomed-in/out)*: TIME\_FOR\_ZOOM

*Amount to zoom:* ZOOM\_FILL\_PERCENT (must be between 0 and 1, with *f* right after the number)

*Circle Colors:*  COLORS (add to list with new Color(R, G, B) (RGB between 0-255)