Soundboard manual

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Contents

1 Introduction

This program can be used to send soundboard audio, as well as text to speech over apps like discord.
This program accepts three types of inputs:

- Commands

- Music File Names

- Text

2 Commands

Any input that starts with a '!' is considered a command. These are the commands that are currently available.

- !tts

  - Enables/disables text-to-speech (see text section)

- !lock

  - Locks the input window in place (it won't be movable)

- !unlock

  - Makes the input window draggable (opposite of !lock)

- !colour <coulour>

  - Changes the font colour into <coulour>.
  - Valid inputs are colour names (e.g. black, white, red) or hex codes (e.g. #ffffff)
  - Examples:
    * !colour white
    * !colour #ff1267

- !stop

  - Stops whatever is playing at the moment

- !sound_device

  - Attempts to automatically detect the virtual microphone.
  - This is automatically done when booting for the first time.
  - If you get the error 'SD could not be determined', this means you haven't installed the virtual microphone.

- !quit or !exit

  – This closes the program and saves any changes to settings you made (like position of the window, font colour, etc.)
  – If you close the program in any other way, the changes will not be saved.

- !reload

  – This reloads the auto-complete functionality in the current directory (see music files section).
  – When a new sound file is added to the current directory while the program is running, this command can be used to add it to the auto-complete.
  – Restarting the program or going to a different directory has the same effect.

3 Music files

Whenever your message ends with ".mp3" or ".wav", it is treated as a music file. The program will then search for the file with the corresponding name and try to play it. Any music file must be placed in the *Soundboard* directory. A music file can also be placed in a subdirectory of *Soundboard*. In that case, you will have to write out the path to the file. You can rename existing music files however you like. Example:

- Hello.mp3
- w3/heal.wav

4 Text

Whenever the !tts command is enabled and your message isn't any of the previous kinds of input, it will be read out by a robot voice. Currently the only ways to check whether this command is enabled are by just trying it out, or looking at the *config.json* file.

5 Good to know

This program supports some other features that make usage a bit easier.

5.1 Auto-complete

This program supports auto-complete. Both commands and names of music files can be auto-complete.
Pressing tab once will auto-complete your current message to the first match it finds.
Pressing tab multiple times will cycle trough the possible matches.
These matches will only include any files and subdirectories in the current directories.
Example:
When you are in the main directory, the auto-complete will not be able to match with sound files in the w3 directory (the w3 directory itself will be among the matches however).
Whenever a '/' is added to the message, the current directory will change (if valid).
Example:
When the current message is *w3/*, the current directory will be w3 and the auto-complete will only match files in this directory (untill the '/' is deleted again.)

5.2 History

The program keeps track of a message history. You can cycle trough this history by pressing the up and down buttons.