

HEAR WATER SOFTWARE - user guide

The Sound Player application lets you trigger pre-recorded sounds by pressing keys on the computer keyboard. A second part of the application lets you to plot data points onto an image, which will then be used as a graph or 'score' to effect the volume and speed of a recorded sound

The Sound Player is opened by an application program MAX 8

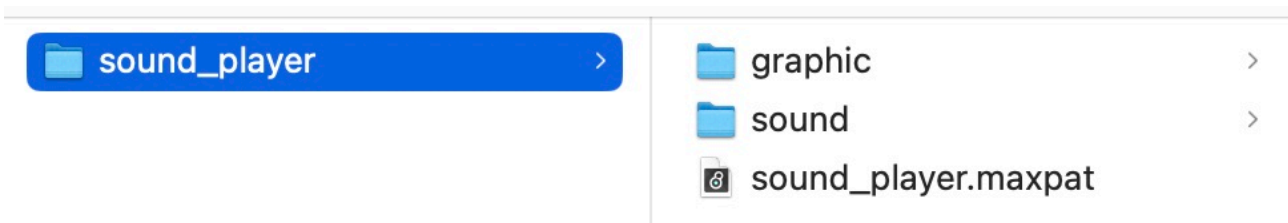
Its available for Mac or a PC here - <https://cycling74.com/downloads>

Download the demo version of MAX and install onto your computer.

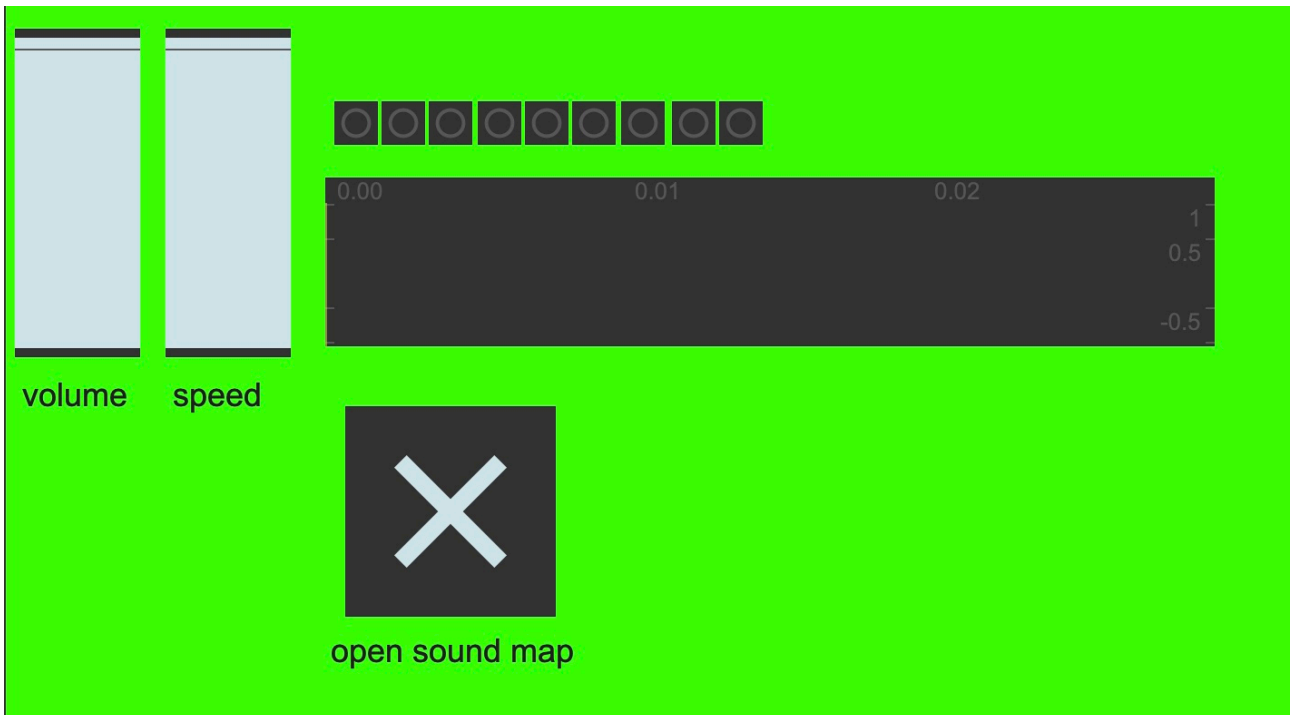
Download the Hear Water 'sound_player' software here -

Unzip the folder and place the 'sound_player' folder on the desktop for easy access

MAX will allow you to open the Sound Player application which is called sound_player.maxpat. and can be found in the folder sound_player.

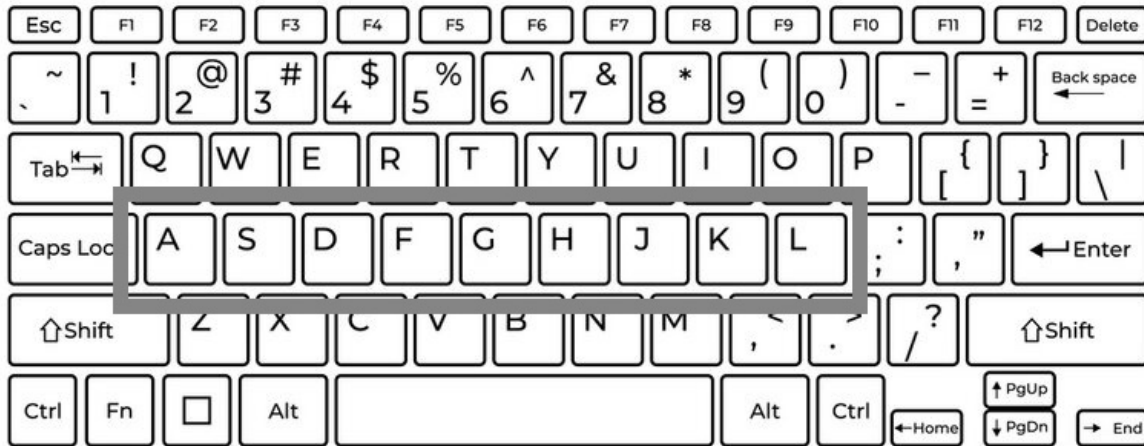


Double click to open and you will be presented with this interface



Use sound_player to trigger sounds using the computer keyboard

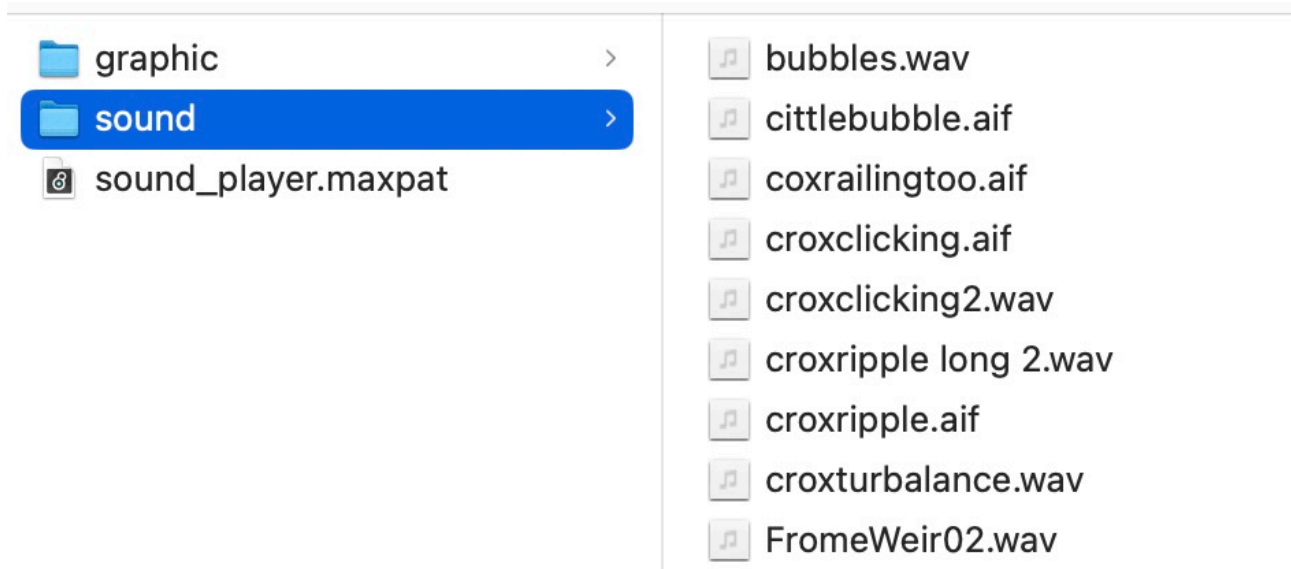
Use the keys a,s,d,f,g,h,j,k,l to trigger a sound (lowercase keys, make sure Caps Lock is not on)



Use the left on-screen slider to change the volume (labelled 'volume').

Use the right on-screen slider to change the speed of the sound (labelled 'speed').

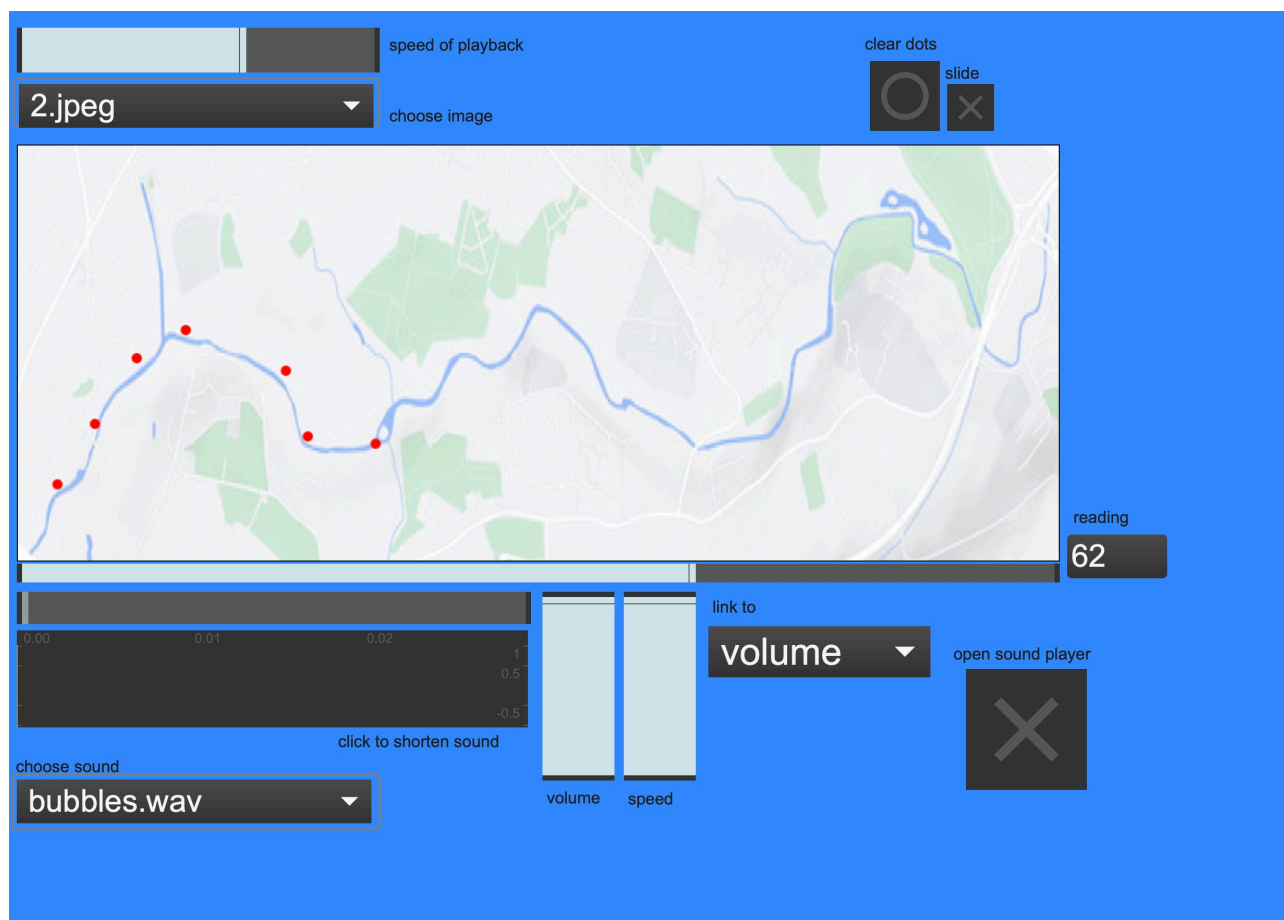
If you want to use your own recordings place them into the sound folder. They need to be .AIF or .WAV format. The first 9 samples can be triggered from the keys, but if you load more, they are available to use with 'music map' (later)



You can prepare sounds using a variety of free sound editing programs. Audacity is a good example with lots of online support and tutorials. Audacity can be downloaded here - <https://www.audacityteam.org/>

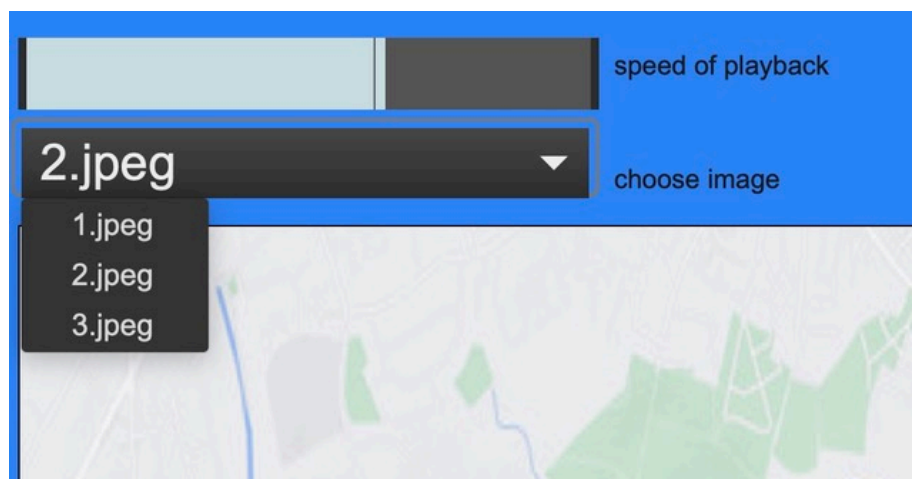
Click the box with the cross (uncrossing the box) to bring up another part of the software called Music Map. (Labelled with 'click to enter Music Map')

Music Map



Music Map allows you to create a musical score by clicking markers onto the map. With each click a red dot appears. The red dots can then be played as a score to control either the volume or speed of the sound that has been selected. (Labelled 'sound to use')

The speed the program reads the dots is controlled by the slider marked 'speed of playback'. Selecting 'slide' means the graph will be read by 'sliding' between each red dot. Clicking 'clear dots' clears the picture of any data points so you can start adding red dots again.

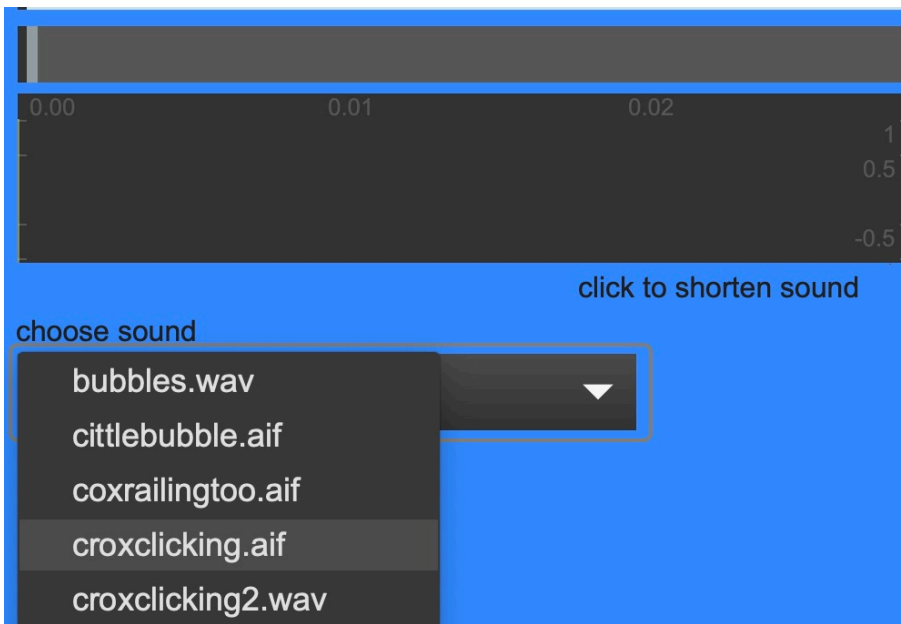


Choosing an image

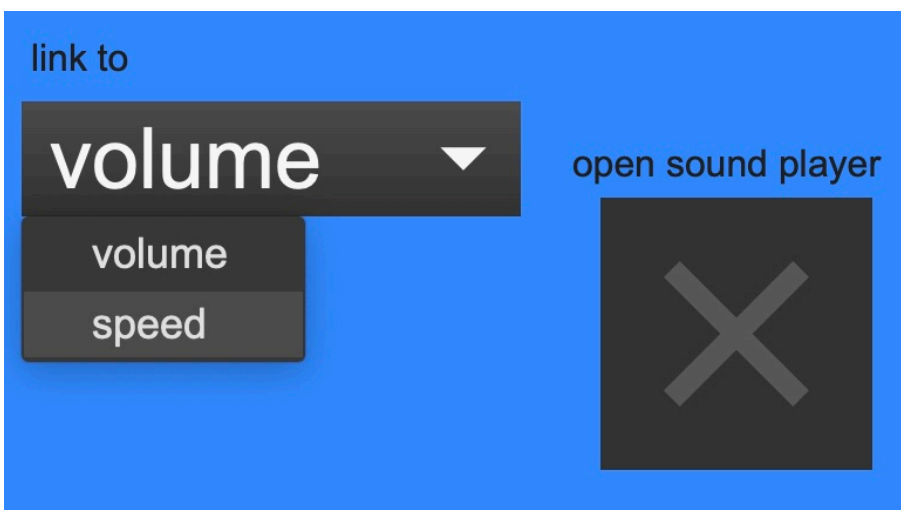
To select an image - use the drop down menu labelled 'image to use'. You can prepare your own images.

Choosing a sound

To select a sound - use the duo down menu labelled 'Choose Sound'

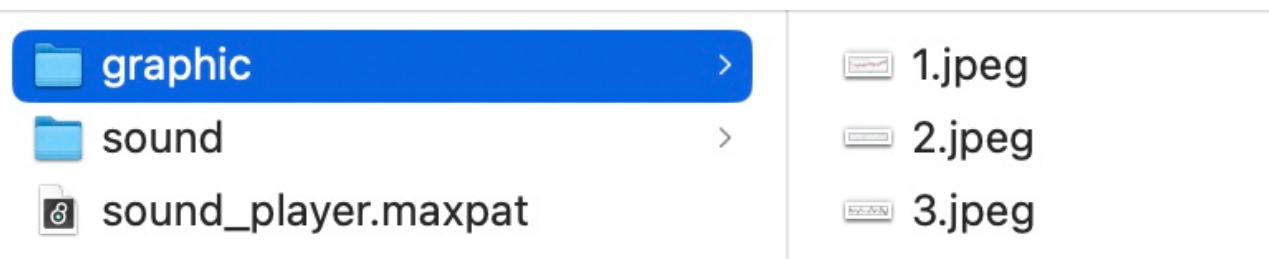


Choosing whether to control Volume or Speed with the red dots - use this drop down menu



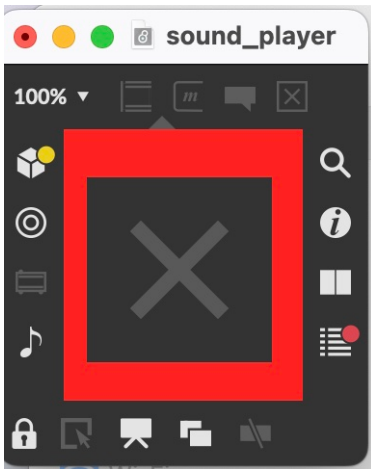
You can use your own sound or images by dropping sounds (AIF or WAV) into the sound folder, or by Dropping JPEGs into the graphic folder.

The JPEGs are stretch to fit, if you want to resize your images to fit exactly the dimensions are 1000 x 400 pixels. Or 2000 x 800 pixels at 72dpi

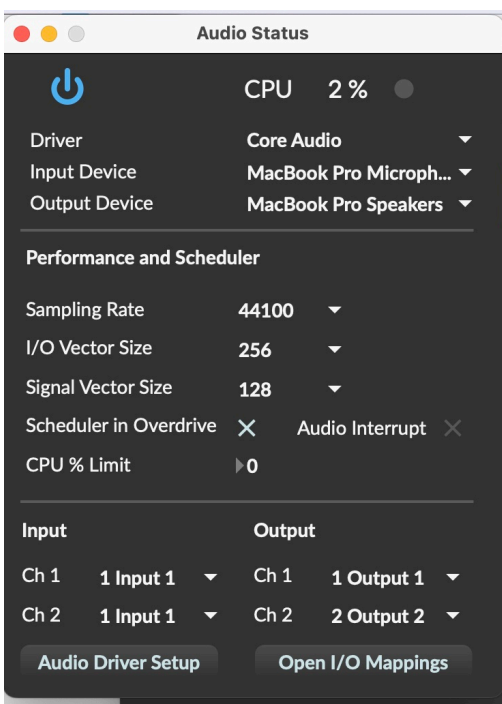
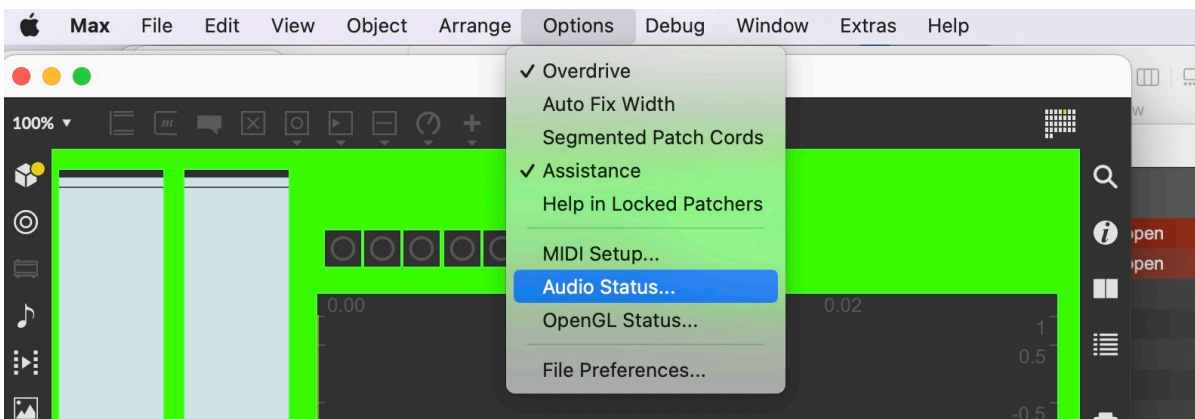


TROUBLE SHOOTING

If you can't locate the sound-player or music map, click on this box. Uncrossed brings up music map, crossed brings up the sound player



If you have no sound, choose the sound card for your computer using this menu. From the top menu choose Options / Audio Status



This brings audio set up settings.

Click on the Output Device menu to choose your sound card (in this case MacBook Pro Speakers).

And make sure the blue dot in the top left hand corner is blue (not yellow) by clicking on it.

The performance and scheduler settings should be as shown here in the left image