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## **WaveRave 1.5**

*a multimedia sound tool*

by **Westmarch Development Corporation**

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## **File Menu**

The File menu provides commands for creating a new configuration, opening an existing configuration, saving a configuration, and exiting **WaveRave 1.5**.

<b><u>New</u></b>	Create a new, untitled, .WAV configuration.
<b><u>Open</u></b>	Open an existing .WAV configuration.
<b><u>Close</u></b>	Close the current .WAV configuration.
<b><u>Save</u></b>	Save the current configuration if its contents have changed.
<b><u>Save As</u></b>	Save the current configuration under a new name.
<b><u>Exit</u></b>	Exit <b>WaveRave 1.5</b> .

## Exiting WaveRave

To exit **WaveRave 1.5**, choose **File|Exit** from the menu.

## **File Close Command**

**File|Close** will close the currently active .WAV configuration. If you have made changes to it, **WaveRave 1.5** will ask you if you wish to save the changes.

## **File New Command**

The **File|New** command opens a new, untitled .WAV configuration, and makes it the active configuration. **WaveRave 1.5** prompts you to name untitled configurations when they are closed.

If you have made changes to the configuration currently open at the time of selecting **File|New**, then **WaveRave 1.5** will ask you if you wish to save your changes first, before closing the configuration and beginning a new one.

If you do not have any configuration open at the time of selection, **WaveRave 1.5** will gray the **File|New** option, and will not allow you to select it.

## **File Open Command**

The **File|Open** command displays the ***Open a File*** dialog box so you can select a configuration file (\*.RAV) to load into **WaveRave 1.5**.



## **File Save Command**

The **File|Save** command saves the currently active .WAV configuration to disk. If the configuration is unnamed, the **Save File As** dialog box is displayed so you can name the file, and choose where it is to be saved.

## **File Save As Command**

The **File|Save As** command allows you to save the current .WAV configuration under a new name, or in a new location on disk. The command displays the **Save File As** dialog box. You can enter the new file name, including the drive and directory. If you choose an existing file name, you are asked if you want to overwrite the existing file.

## **Edit Menu**

The Edit menu provides commands to

**Add**

**Delete**

**Change**

**Colorize**

**Show Notes**

**Options**

## **Playing Wave Files (.WAV)**

To play a wave file press a button with a wave file assigned to it and it will play. You will notice that the .WAV file will play instantly. Even off of CD-ROMs and network drives, or floppies, the access time is very fast.

## Status lights



The green LED is used to show that a button has focus, or selection status. The currently selected button is used for the **Edit** menu items **Add**, **Delete**, **Change**, **Colorize**, and **Show Notes**.

The red LED is used to show that the button is currently playing the assigned .WAV file. The red LED will turn off when it is done playing the sound.

## **What does WaveRave 1.5 do?**

**WaveRave 1.5** is a .WAV player, that allows you to assign .WAV files to individual buttons for quick replay. **WaveRave 1.5** will play each file instantly, with no delay caused by loading the file information into memory. Therefor, you are only limited by disk space in how long of a .WAV file you select to play. Most other .WAV players have limits in this area.

## **Example Uses of WaveRave 1.5**

## **About .WAV files**

A .WAV file is a digital representation of sound. This digital representation is done in the same manner as an Audio Compact Disk player. The sound is sampled and converted to a value (usually 8 or 16 bits in size). This value is then stored in the .WAV file.

To play the .WAV file, the stored value is sent out through hardware (i.e., the sound card) that modulates the sound card with the digital value and recreates an approximation of the original sound.

The .WAV file is stored in the RIFF format. This format can have many pieces of information, such as the sample rate and number of channels, the digital data of the wave file. etc. Other information can include the Artist, Copyright, Comment and Engineer. High quality .WAV files and .WAV players will support reading this set of additional information from the RIFF file.

## **Drag/Drop from the File Manager**

A file or a group of files can be opened into **WaveRave 1.5** by dragging the selected file or files from the File Manager, and dropping it/them on the **WaveRave 1.5** Main Matrix Window (which contains all the buttons).

**What is Drag and Drop**

**How to use Drag and Drop**



## **What is Drag and Drop**

Drag and drop is a method of selecting files from a file name server (the Windows File Manager is one such server) and then dragging the files as an icon to a client program.

**WaveRave 1.5** is a client program that will accept wave files and then add them to next available button(s).

## **How to use Drag and Drop**

Select a single file or group of wave files in the file manager. Using the left mouse button, click and hold on one of the selected files icon (next to the file name on the left). Now drag the icon to WaveRave and release the left mouse button. The files will be added to the available buttons.

## The Play Button Menu



This is the **right** mouse button menu, brought up by clicking on a **WaveRave 1.5** button with the Right Mouse Button.

**Add**

**Delete**

**Change**

**Colorize**

## **Example Uses of WaveRave**

Sound collectors who scour Online services or collect WAVE files on CD-ROMs find **WaveRave 1.5** useful for sorting through large groups of files to locate a certain sound. For WAVE file creators, the ability of **WaveRave 1.5** to group sounds provides an excellent test and debug environment. **WaveRave 1.5** can be used as a virtual cart machine for radio broadcasting, and a sample commercial is included in the program to demonstrate this use. We have heard from broadcasters using it live in the studio in their laptop. Weve seen it used as a sound-effects unit. And using it to browse large numbers of WAVE files has been a regular use by most **WaveRave 1.5** users.

## What is Planned for Version 2.0?

We are planning to add a whole list of great new features. These include:

1. **DDE Server**. Access sounds from other programs.
2. Full support of **Universal Naming Conventions**
3. The ability to record new sound .WAV files for a button.
4. VU Meters
5. Play position indicator (so you can see how far into the .WAV you are).
6. On-the-fly mixing. Play several .WAVs at the same time.
7. Digital Filtering (**DSP**).
8. Note Bar. Display notes about a .WAV file (i.e., last few words in an Ad, etc.).
9. Type 2 .WAV support. This is a new, cutting edge method of sound representation.
10. Edit .WAV notes. Things like copyrights, etc. can be added into a .WAV file.

All this and more will be available in version 2.0. Support **WaveRave 1.5** and you will have the best in .WAV tools.

## **DSP**

DSP stands for Digital Signal Processing. This is a method of using software to manipulate signals to shape them. This includes equalization, filters, and other effects.

## **Universal Naming Conventions**

This allows you to access network resources without assigning them to a Drive letter.  
I.e., \\main\_server\work as opposed to sharing \work as F:.

## **DDE Server**

A DDE Server is a program which interfaces using the Dynamic Data Exchange protocol with other programs. This allows the sharing of resources and information between many types of programs.



## **Technical Support**

First, you must be a registered user of WaveRave 1.5 to receive technical support, unless you need help with the installation process.

Technical support for registered users is free. You can call Monday through Friday, except on holidays, between 9:00 AM and 6:00 PM. Please have your registration number ready, as well as a good description of the problem.

You may also send mail to us through CompuServe, 71514,3336, or 71664,3726.

Call Rusty and Edies BBS, 1-216-726-3636 with your modem and terminal software, and leave e-mail to Tomas Hood.

Or call the Support BBS, 1-206-493-6881, and log on with your First and Last name as shown in the registration information, and use your Access Number as your password.

Thank you for registering!

## **Registration Information**

## **Assigning a .WAV file to a button**

The easiest way to assign a wave file to a button is to use the **EDIT|ADD** menu item or just press the **Insert** key.

At this point you can type in the full path name of the wave file or click the **Browse** button. Once a wave file name is correctly entered, you can press the **Test** button to listen to the wave file before you add it to the button list. If this is the file you want then press the **OK** button. This will assign the wave file to the next available button.

## The Options Dialog

The options dialog allows you to change the grid size, by selecting how many columns and rows you want. Selecting a column size of 3 and a row size of 3, for instance, gives you 9 buttons.

Also, you may select whether or not **WaveRave 1.5** will give you audio prompts.

## **Show Notes Dialog**

The Show Notes Dialog displays information that can be stored internally in the .WAV files. These notes may include the artists name, the legal copyright, the engineers that worked on the .WAV file and any other type of comments. More and more .WAV files will support this.

## The Registration Dialog

After you have paid your registration and receive your registration key, you will use this dialog to fill in your **name** (exactly as you gave it to us for registration), the **serial number** (which you will receive from us) and the **access key** (which you will also receive from us). Thats it! Once this is done correctly, you will have a fully registered **WaveRave!**

## **Delete**

This allows you to remove a .WAV file from a button.

## **Change**

This allows you to change the .WAV file from what it is currently, to a new one of your choice.

## **Colorize**

This feature makes button identification easier. By coloring groups of buttons according to type or other criteria of your choice, you can quickly identify them. This option allows you to pick from all legal colors available to you on your machine under Windows.



## About Shareware

Shareware can be defined as a **try before you buy** market. Over the past years, shareware has grown from an out-of-the-basement market to a large and very reliable software distribution method. It provides users with high quality software at an affordable price. However, to continue this effort, software authors must be supported. Also, the software is copyrighted and can not be used legally after the trial period. Use after the trial period requires registration.

**WaveRave 1.5** is a shareware product. **WaveRave 1.5** must be registered after the trial evaluation period.

Copyright laws apply to shareware software products, and the copyright holder retains all rights, with a few specific exceptions as stated in the license and copyright section of the software. **WaveRave 1.5** software includes the executable, the help file(s), and other related collections of information (see **Copyright and License**). The author specifically grants the right to copy and distribute the software, either to all or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their shareware products. Refer to the Copyright and License section for a complete copy of the **WaveRave 1.5** copyright and license agreement.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it is commercial or shareware. The shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you do not use the product, you do not pay for it. Therefore, if you enjoy using **WaveRave 1.5**, and wish to continue using it after the trial period, you must register it.

### **How to Register**

A good idea!

### **Copyright and License**

Important Information that you need to read.

## How to Register WaveRave

New **WaveRave 1.5** users can register for \$25. The next version, **WaveRave 2.0**, is a \$45 product. Registered users of **WaveRave 1.5** will be able to upgrade to version 2.0 for \$10. Upgrade from **WaveRave 1.5** to **WaveRave Pro** is also available.

You may register **WaveRave 1.5** by one of these methods:



1. Call our **ORDERS ONLY HOTLINE**. 1-800-270-4WDC (1-800-270-4932). Someone is able to take your Visa or MasterCard only between the hours of 9 AM and 6 PM, Pacific Time, Monday through Friday, Except holidays. Of course, you may also call this hotline at 1-206-493-6882. And, you may call outside the hours of 9 AM to 6 PM, but you will only be able to leave a message.

Be prepared to give us your Visa or MasterCard number, along with the card Expiration Date. We will bill your account at the time of registration. Charges will be made by Westmarch Development Company, and will appear on your bill as such.

2. You may also register through an on-line service:

### **CompuServe**

GO SWREG. Keyword is WaveRave. The cost is \$30 USD. This is slightly higher than the other options, due to costs incurred through using CompuServe Software Registration.

### **Crystal Mountain BBS**

At the Name prompt, enter **WaveRave Shareware**. For your password, type **Register**. This will bring you to a menu in which you will be able to enter your subscription information.

3. **Mail**

You may mail your registration to Westmarch Development Corporation. Expect delays of two to four weeks to receive your registration in return mail. Mail the following form to **Westmarch Development Corporation, WR Registration, 4820 Yelm Hwy SE, Suite B-199, Lacey, Washington USA, 98503**. Enclose a money order or Visa or MasterCard information (number and expiration date).

### **The Registration Form**

## What do I get when I register?

Once you register **WaveRave 1.5**, you will be entitled to:

1. Free tech support between 9:00am and 5:00pm Pacific time, by calling 1-206-493-6882; or by leaving mail at Rusty and Edies BBS, 1-216-726-3636 (addressed to Tomas Hood), or via the Online bbs (see item 4 below),
2. Automatic notification of any major program updates;
3. Additional program updates at a significantly reduced rate;
4. 24-hour access to the Registered Users BBS at Westmarch Development Corporation.
  - a. Call the Crystal Mountain BBS, 1-206-493-6881 (V.32bis/HST) (Fido 1:352/777)
  - b. Access the Westmarch Support Sub-Board by entering your First and Last name as entered in the registration, and your access number as your password.

## **The Register Dialog**

How to enter your registration information once you have registered.

## **Copyright and License**

Important Information that you need to read.

## **About WaveRave**

**WaveRave 1.5** is a multimedia sound tool which functions much like a professional audio sampler. Listening to large numbers of multimedia sounds with conventional sound tools can be a tedious task, but using the Westmarch team's breakthrough technology, **WaveRave 1.5**, allows as many as 144 sound files to be loaded simultaneously. Playback is as instantaneous and simple as a mouse click. **WaveRave 1.5** brings this professional playing and sampling capability to the PC.

**WaveRave 1.5** plays files with names having an extension of .WAV. These are called WAVE files. **WaveRave 1.5** comes with many features that make it more powerful than other Wave File players. **WaveRave 1.5** supports the RIFF file standard and allows the you to view the extra information in wave files. It also has an intuitive user interface and allows you to play many Wave Files in sequence for sound effects.

You can assign each sound to it's own virtual button on the screen. Playback is accomplished using a mouse to point and click the button. Buttons can have a color tag for instant recognition, and labels provide positive identification of the sounds. You can also create, load and store groups of sounds. Green and red LEDs indicate which button is selected and playing. **WaveRave 1.5** can create just a few of these special buttons or fill the screen, at your option.

## **Copyright and License**

Important Information that you need to read.

## **About Westmarch Development Corporation**

Westmarch Development Corporation is located in the scenic Western state of Washington. Situated in Olympia, in the southern part of Puget Sound, Westmarch creates quality software products (such as **WaveRave 1.5**) for the Windows platform. Westmarch is dedicated to a standard of programming that translates into products which are high in value. Yet, Westmarch provides these products at economical prices. **WaveRave 1.5** is one such product, released through the shareware method of software distribution.

Westmarch Development Corporation is available for certain types of custom application development. If you would like to explore the idea of contracting Westmarch, please fax or write:

**Westmarch Development Corporation**  
**4820 Yelm Hwy. SE**  
**Suite B-199**  
**Lacey, Washington USA 98503**

**Fax: 1-206-459-7384**

## Copyright and License Information

### DISCLAIMER

Users of **WaveRave 1.5** must accept this disclaimer of warranty:

**WaveRave 1.5** is supplied as is. Westmarch Development Corporation disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. Westmarch Development Corporation assumes no liability for damages, direct or consequential, which may result from the use of **WaveRave 1.5**.

### COPYRIGHT

**WaveRave 1.5** and the associated files (the **WaveRave 1.5** Package) is copyright, 1994, by Westmarch Development Corporation. All rights reserved.

### LICENSE

#### **WaveRave 1.5** Package Definition

The **WaveRave 1.5** Package is defined as containing all the material listed in **Contents of Distribution Set**, in the **README.1ST** file.

#### Definition Of Registration

Registration is defined as the payment of a designated fee by you to Westmarch Development Corporation for license to continue using the **WaveRave 1.5** Package beyond the term of the evaluation period. Registration fees are set solely at the discretion of Westmarch Development Corporation.

#### Applicable Law

This software and accompanying documentation (the **WaveRave 1.5** Package) are protected by United States Copyright law and also by International Treaty provisions. Any use of this software in violation of Copyright law or the terms of this limited license will be prosecuted to the best of our ability.

#### Evaluation Term

You may use the **WaveRave 1.5** Package for evaluation purposes for a period not to exceed twenty (20) days. If you continue using all or any part of the **WaveRave 1.5** Package after the twenty (20) day evaluation period, you MUST pay Westmarch Development Corporation the correct registration fee.

If you do not Register the **WaveRave 1.5** Package you MAY NOT use it beyond the twenty (20) day evaluation period. If you do so you are violating the terms of this license, US Copyright Law, and the applicable International Treaty Provisions.

#### Distribution

As the exclusive copyright holder for **WaveRave 1.5**, Westmarch Development Corporation authorizes distribution only in accordance with the following restrictions.

Individuals are hereby granted permission by Westmarch Development Corporation to copy the **WaveRave 1.5** Package for their own use, for evaluation purposes, or for other individuals to evaluate, ONLY when the conditions below (see Conditions) are met.

#### Conditions

The **WaveRave 1.5** Package - including all related program files and documentation files - CANNOT be modified in any way, by addition or deletion, and must be distributed as a complete package, without exception.

No price or other compensation may be charged for the **WaveRave 1.5** Package. A distribution fee may be charged for the cost of the diskette, shipping and handling, as long as the total (per disk) does not exceed US\$8.00 in the US and Canada, or US\$12.00 internationally.

#### Termination

This license expires after twenty (20) from your first installation and use of the WaveRave 1.5 Package.

If you violate any provisions of this license, it is automatically terminated.

If you do not register the **WaveRave 1.5** package by the time the twenty (20) day evaluation period is expired, you MUST delete all of the **WaveRave 1.5** Package files from your storage unit of each and every machine on which you have it installed for running.

#### Rights Reserved

All rights not expressly granted here are reserved to Westmarch Development Corporation.

#### How to Register

A good idea!

# The Registration Form

(use the Print option under the File menu above)

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## Registration FORM - Registration FORM

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Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ ZIP \_\_\_\_\_

Country (leave blank if U.S.A.) \_\_\_\_\_

Daytime Phone \_(\_\_\_\_)\_\_\_\_\_ EXT \_\_\_\_\_

Credit Card (Visa/MasterCard) \_\_\_\_\_

Expiration Date: \_\_\_\_\_

Signature: \_\_\_\_\_

Registration..... \$ 25.00

Quantity..... \_\_\_\_\_

Applicable Sales Tax (WA) \_\_\_\_\_

Total Enclosed or Charged \_\_\_\_\_

Please note that foreign orders must be paid in U.S. Dollars.

Fill out the section below so it can be used as a mailing label

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MAIL TO:



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**Comments or questions:**

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**(-----end of registration form-----)**

**Windows Keys**

**Cursor Movement Keys**

**Editing Keys**

**Menu Keys**

**System Keys**

**Text Selection Keys**

**Window Keys**

## Cursor Movement Keys

<b>Key(s)</b>	<b>Function</b>
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Page Up or Page Down	Moves up or down in a field, one screen at a time.

## Editing Keys

<b>Key(s)</b>	<b>Function</b>
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

## Menu Keys

<b>Key(s)</b>	<b>Function</b>
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.

## System Keys

The following keys can be used from any window, regardless of the application you are using.

<b>Key(s)</b>	<b>Function</b>
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.

## Text Selection Keys

<b>Key(s)</b>	<b>Function</b>
Shift+Left or Right Arrow	Selects text one character at a time to the left or right.
Shift+Down or Up	Selects one line of text up or down.
Shift+End	Selects text to the end of the line.
Shift+Home	Selects text to the beginning of the line.
Shift+Page Down	Selects text down one window. Or, cancels the selection if the next window is already selected.
Shift+Page Up	Selects text up one window. Or, cancels the selection if the previous window is already selected.
Ctrl+Shift+Left or Right Arrow	Selects text to the next or previous word.
Ctrl+Shift+Up or Down Arrow	Selects text to the beginning (Up Arrow) or end (Down Arrow) of the paragraph.
Ctrl+Shift+End	Selects text to the end of the document.
Ctrl+Shift+Home	Selects text to the beginning of the document.

## Window Keys

<b>Key(s)</b>	<b>Function</b>
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.





