

# da\_Sound

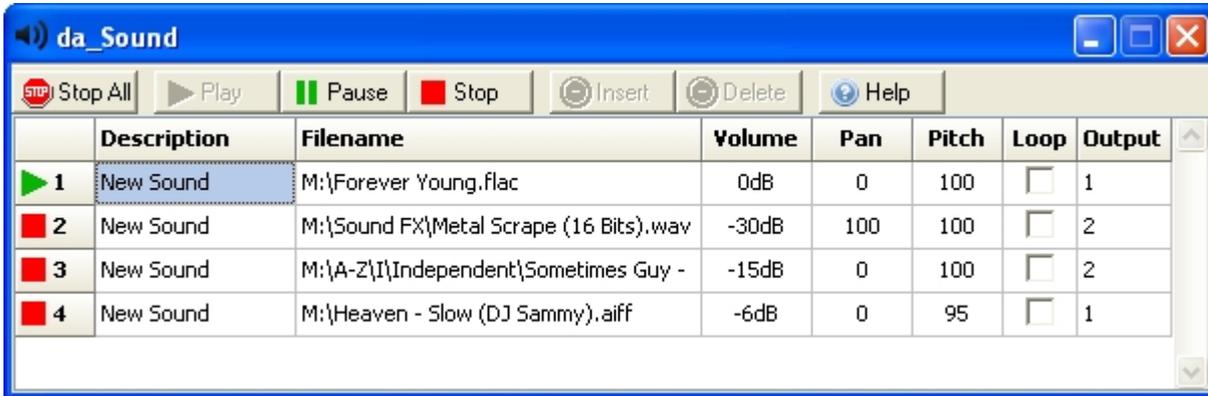
## Introduction

---

**Program:** da\_Sound

**Author:** David Duffy ([Audio Visual Devices](#))

**Email:** [david@audiovisualdevices.com.au](mailto:david@audiovisualdevices.com.au)



## Welcome

---

**da\_Sound** is a simple application for playing audio files using command line parameters. It arose out of a need to play audio files under control of Christmas lights sequencer software. The software concerned can't control audio playback directly, but it does have a "plug-in" that can execute other programs, and pass command line parameters. Hence da\_Sound is the program it now calls upon to start and stop the audio files associated with the lighting show.

## Licence

---

**da\_Sound** is a freeware application. You may use it for private or commercial use. If you find it useful, please consider donating a small amount to assist in its continued development.

## Support

---

Feel free to contact me (David Duffy) at [david@audiovisualdevices.com.au](mailto:david@audiovisualdevices.com.au) if you have any questions, bug reports or future feature suggestions. Currently, da\_Sound is hosted on the Audio Visual Devices web site.

## Credits

---

**da\_Sound** was written using Delphi 7 Professional. Various 3rd party commercial components were used in addition to the stock Delphi components.

For the "audio engine", I've used the BASS Audio Library (copyright © Un4seen Developments [www.un4seen.com](http://www.un4seen.com)). Many thanks to them for allowing it's use in this freeware application.

# Getting Started

---

## System requirements

---

**da\_Sound** has been tested to work under Windows XP, though it should work fine on Vista & Windows 7 systems. The only real requirement is at least one sound card!

## Initial Set Up

---

To ready the program for use, simply run it (with no command line parameters), then minimise it to the system tray. From then on, you may call it again and again with command line parameters to perform various operations. Once it is running, all subsequent calls to the program result in the same instance performing those operations. You must have the program running and the sound file list configured before calling it with parameters.

When **da\_Sound** is minimised, it will disappear from the taskbar and move to the system tray. Double clicking the icon in the system tray will restore the program again. You can also left click the system tray icon and choose to restore or exit the program.

The settings and sound file list are stored in an XML file, located in the same folder as the program. This XML file will be generated the first time **da\_Sound** is closed.

## Audio File List

---

### File List:

The main window contains a list of sound files. The number in the left column is the one to use in the command line parameters.

### Managing files:

Use the Insert and Delete buttons to add and remove items from this list. Items can be moved up and down in the list by dragging the rows via the left column. Double click the Filename column to select the audio file to play for that row.

### Audio Properties:

Each sound file in the list can have a different properties:

#### Volume

- Maximum: 0dB (loudest)  
Minimum: -60dB (quietest)  
Default: 0dB (loudest)

#### Pan

- Minimum: -100 (full left)  
Maximum: 100 (full right)  
Default: 0 (centre)

#### Pitch

- Minimum: 75 (75% of normal speed)  
Maximum: 125 (125% of normal speed)  
Default: 100 (normal speed)

#### Loop

- Unchecked: plays audio file once and stops at end  
Checked: playback loops until stopped by user  
Default: unchecked

#### Output

Selects which audio card to use for this sound. Check under *Settings > Control Panel > Sounds & Audio Devices > Audio*

*Tab > Sound Playback* for the list of available devices on your system.

#### **Audio Formats:**

The following audio file formats are supported

- wav
- mp3
- ogg
- wma
- aiff
- flac

## Command Line Usage

---

#### **Format:**

Command line parameters should always be in pairs. (eg 2, 4, 6, 8, etc) The first parameter is the command (play / pause / stop), while the second parameter is the number (in the list) of the sound the command acts upon.

#### **Single Action:**

The following example will start playback of the first sound in the list.

**da\_sound.exe "play" "1"**

#### **Multiple Actions:**

You can specify more than one action in the command line parameters. The following example will stop playback of the second sound in the list, as well as starting playback of the fifth sound in the list.

**da\_sound.exe "stop" "2" "play" "5"**