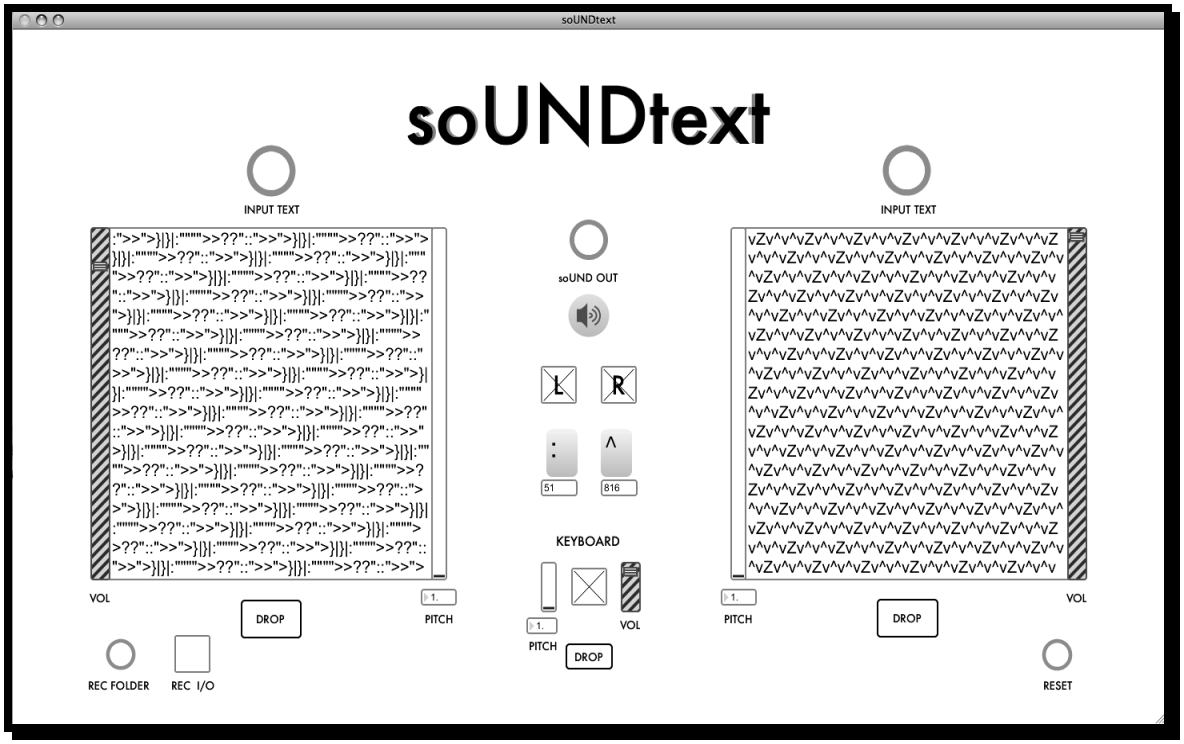
*USER'S MANUAL*

*+ starter scores*

# soUNDtext




*WORD PROCESSOR*

**GAUSS PDF**

# soUNDtext

## User's Manual

by Tom Comitta

with Samantha Boudrot

**Published by Gauss PDF in 2015**

---

soUNDtext User's Manual and soUNDtext word processor are both licensed by Tom Comitta under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

This book was first published along with the soUNDtext word processor by calmaplombprombombbalm.com in 2011.

---

www.gauss-pdf.com

*TABLE OF CONTENTS*

*TABLE OF CONTENTS*


| | | |
|---|---|---|
| **INTRODUCTION** | *5* | WELCOME TO *soUNDtext* |
| **DIAGRAMS** | 6 | Diagram 1: soUNDleft |
| | 7 | Diagram 2: soUNDcenter |
| | 8 | Diagram 3: soUNDright |
| **GETTING AROUND** | 9 | SETUP |
| | 9 | KEYBOARD |
| | 9 | TEXT BOX |
| | 10 | Looping |
| | 10 | Muting |
| | 10 | Un-Muting |
| | 10 | soUNDfonts |
| | 10 | Tuning |
| | 10 | Changing soUNDfonts |
| | 11 | Making a soUNDfont |
| | 11 | RECORDING |
| | 11 | RESET |
| | 11 | TROUBLESHOOTING |
| **GETTING STARTED** | 12 | soUNDscores |
| | 13 | alphabetical test 1 |
| | 14 | alphabetical test 2 |
| | 15 | text twister 1 |
| | 16 | text twister 2 |
| | 16 | text twister 3 |
| | 17 | The Four Seasons |
| | 18 | Two Seasons for D-fault |
| | 19 | Cybirg for U Q Y |
| | 20 | enantiomer for 2 text boxes |
| | 21 | beat 1 for Watermark by Samantha Boudrot |
| | 22 | lines |
| | 23 | curves |
| | 24 | para-alpha-textus test 1 |
| | 25 | para-alpha-textus test 2 |
| | 26 | one to one thousand |
| | 29 | money |
| | 30 | bunny |

# TABLE OF CONTENTS


| | | |
|---|---|---|
| **GETTING STARTED cont.** | 31 | beat 2 by Samantha Boudrot |
| | 32 | honey |
| **MAKING A soUNDfont** | 33 | INTRO |
| | 33 | Behind the Scenes |
| | 33 | soUNDfont PREP |
| | 34 | MAKE A soUNDfont |
| | 34 | soUNDfont KEY |
| | 35 | soUNDfont key |
| **TROUBLESHOOTING** | 40 | soUND |
| | 40 | Global |
| | 40 | KEYBOARD |
| | 40 | TEXT |
| | 40 | TEXT BOXES |
| | 41 | soUNDfonts |
| | 41 | WHEN IN DOUBT |

# INTRODUCTION

## WELCOME to *soUNDtext*

You have just downloaded a most powerful tool for composition and performance. The *soUNDtext* word processor represents the latest in the word processing technology. *soUNDtext* has been designed with the idea of giving better soUND to your text, and better control of it, than has previously been available in a word processor.

*soUNDtext* generates the soUNDs of real text. Actual voices have been digitized, stored as soUNDfonts, and are available at the drag of a file. soUNDfonts can be recorded by anyone, stored as a soUNDfont folder, and played at an infinitude of speeds, rhythms, and texts—in short, any soUNDtext combination that you can imagine you can create with *soUNDtext*. And after you've started making soUNDtexts you can save them for future use.

With *soUNDtext* you can record your creations: click REC FOLDER, name your file, then click REC to Record your soUNDtexts. But there's more to it than that. There are features incorporated into *soUNDtext* that give you more control over your soUND and text than a typical word processor allows. We recommend that you familiarize yourself with these features in order to get the most out of your *soUNDtext*.

*soUNDtext* can make most any soUNDtext that a human soUNDtexter can create. In fact, this sonic and textual flexibility of *soUNDtext* creates a new dilemma for the user: exactly WHAT makes a good sound, text, or soUNDtext? It is not within the scope of this manual to try to answer this question, but if you're not a soUNDtexter already, we strongly suggest spending some time reading, listening to, and studying the rhythms of your favorite soUNDs, texts, and soUNDtexts. Listen to where the words are and where they're NOT, where the accents are, when the beat is pushed or swung. If your word processor soUNDs cold and robot-like, it's because you've programmed it that way. It takes a good sense of soUND and text to create soUNDtexts that really breathe.

Experiment! You'll never know what you'll discover.

*DIAGRAMS*

## Diagram 1: soUNDleft

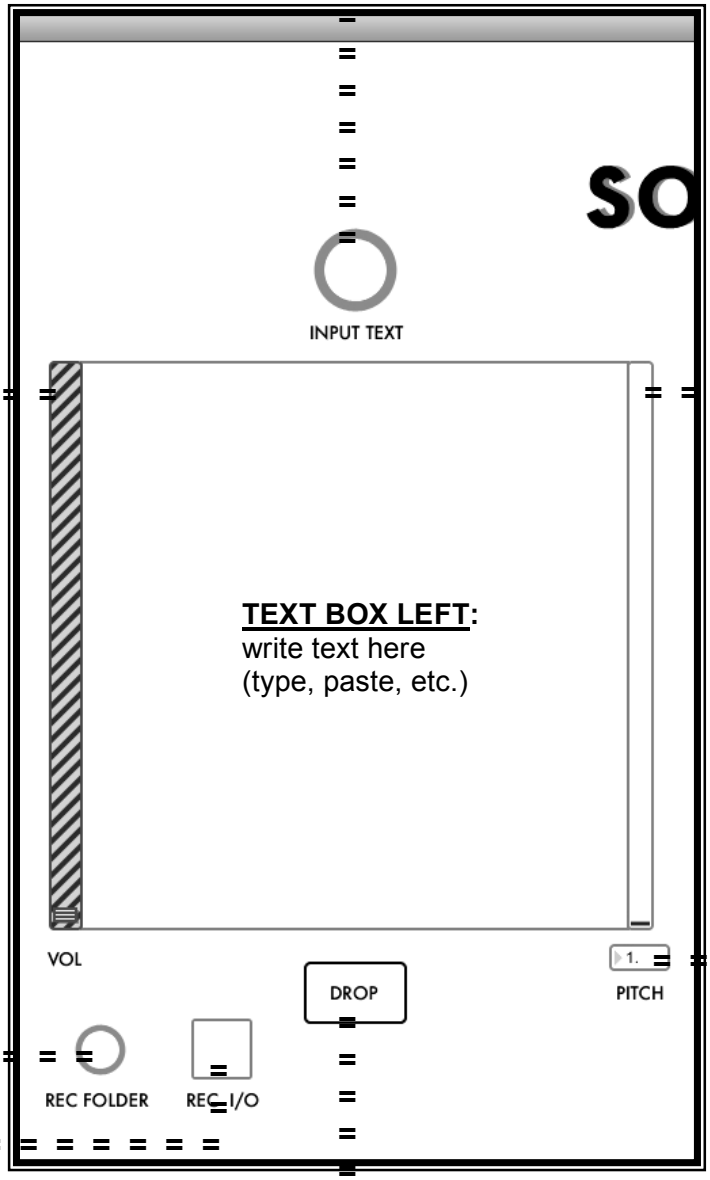
=> **TEXT INPUT LEFT**:
= After writing in the TEXT BOX
= below, click here for the program
= to register the text
=
=
=
=
=
=
=
=

=> **VOLUME**
= **LEFT**: From
= top (max)
= to bottom
= (min)
=
=
=
=
= = = = = = = = =

=> **soUND**
= **PITCH BAR**:
= Drag up (high)
= or down (low)
=
=
=
= = =

=> **REC**
= **FOLDER**:
= Click to
= select folder
= and name
= soUND file
= to record
=
=
=
=
=
= = = = = = = = = =

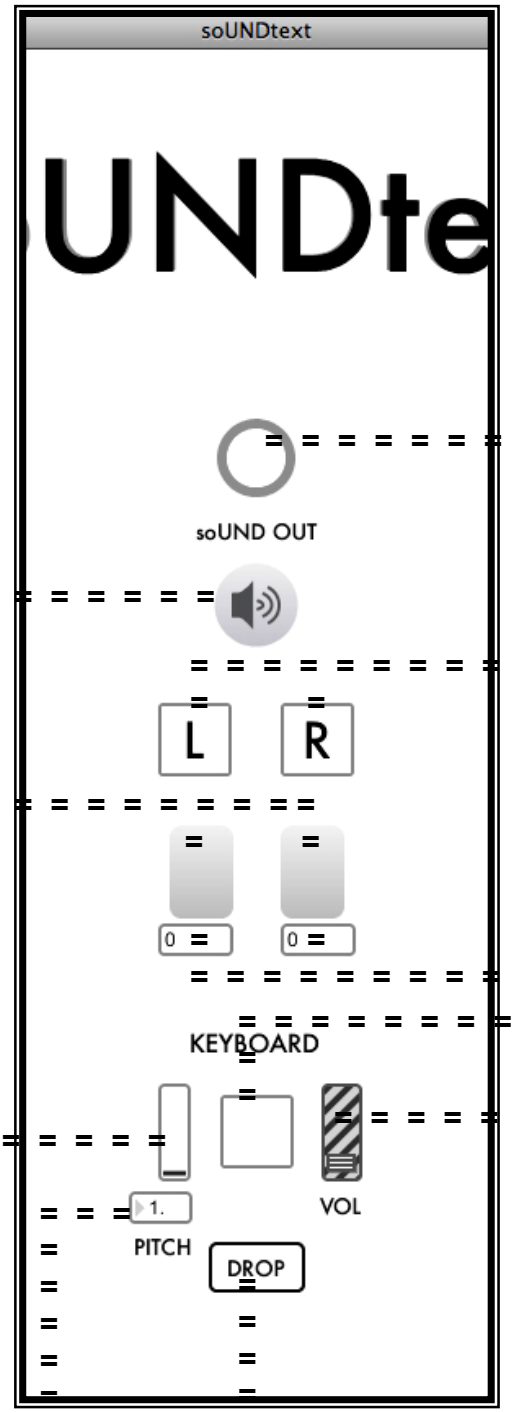
=> **soUND**
= **PITCH BOX**:
= To start, click
= and type "1"
= in the box
=
= 0 = stopped
= .01 to .99 = low
= 1 = original
= 1.01 & up = high
=
=
=
= = =




= = = = = = = = = = = = =
=
=> **RECORD**:
Click once to record (X)
Click a second time to stop (blank)

=
=
=
=
=
=
= = => **soUNDfont DROP BOX LEFT**:
Drag and drop the folder of the soUNDfont you want to use with the above TEXT BOX

## Diagram 2: soUNDcenter




=> **MASTER soUND:**
= Controls all
= soUND out:
= blue = on
= gray = off

=> **soUND OUT:**
= With the L and/or R
= CONTROL BOXES
= selected, click here
= to PLAY soUNDtext

=> **LEFT AND RIGHT CONTROL BOXES:**
= Controls the LEFT
= and RIGHT
= sound outputs

=> **TEXT ORDER:**
= Displays live
= the numerical order
= of L and R text

=> **TEXT SCREENS:**
Displays live
what is read
from TEXT BOXES
L and R

=> **KEYBOARD ACCESS:**
Click (X) = on
Blank = off

=> **soUND PITCH BAR:**
Drag up (high)
or down (low)

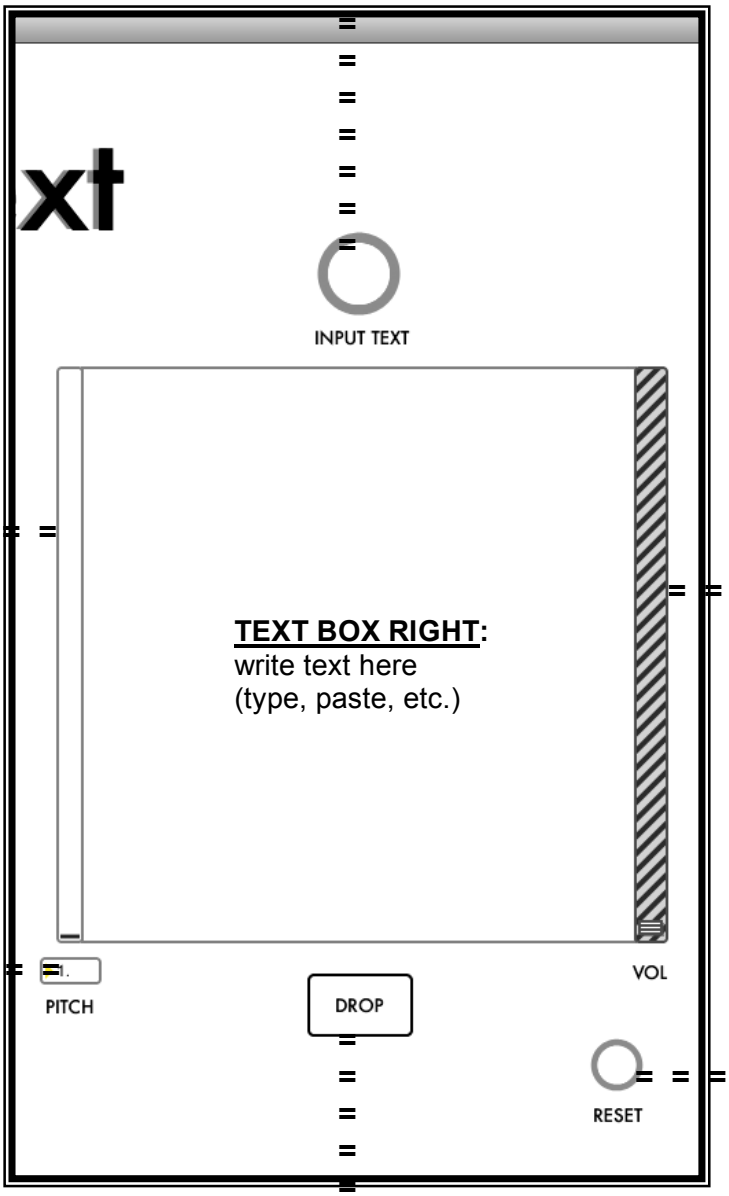
=> **KEYBOARD VOLUME:**
From top (max)
to bottom (min)

=> **soUND PITCH BOX:**
To start, click and type
"1" (see soUNDleft or right
for number value notes)

=> **KEYBOARD soUNDfont DROP BOX:**
Drag and drop the folder of the
soUNDfont you want to use with
the KEYBOARD

## Diagram 3: soUNDright

**=> TEXT INPUT RIGHT**:
= After writing in the TEXT BOX
= below, click here for the
= program to register the text




**=> soUND**
**= PITCH BAR:**
= drag up (high)
= or down (low)

**=> VOLUME**
**= RIGHT:**
= From top
= (max)
= to bottom
= (min)

**=> RESET:**
= Resets all
= registered
= text

**=> soUND**
**PITCH BOX:**
To start, click and
type “1” in the box

0 = stopped
.01 to .99 = low
1 = original
1.01 & up = high

**=> soUNDfont DROP BOX RIGHT:**
Drag and drop the folder of the
soUNDfont you want to use with
the above TEXT BOX

GETTING AROUND

## GETTING AROUND

**SETUP**

Prepare *soUNDtext* for operation:

1. Open the program
2. Drag all VOLUME bars to the top
3. Click and type "1" into each soUND PITCH BOX
4. Drag soUNDfont folders into soUNDfont DROP BOXES
5. Click the MASTER soUND button

**KEYBOARD**

After you've set up *soUNDtext*:

1. Click the KEYBOARD ACCESS BOX
2. Start hand-typing your soUNDtext

Note: **Shift** is fully functional

**TEXT BOX**

After you've set up *soUNDtext*:

1. Type or paste text into the TEXT BOXES

To hear TEXT BOX soUND:

1. Click the TEXT INPUT button above the TEXT BOX you want to hear
2. Click the LEFT (L) or RIGHT (R) CONTROL BOX in the center control panel
3. Click the soUND OUT button (above the MASTER soUND)

**TEXT BOX cont.**

**Looping**
A sample of typed text can be looped by copying and repeatedly pasting it.

**Muting**
TEXT BOX soUND can be muted by clicking the L or R CONTROL BOX off.

X = on
Blank = off

**Un-Muting**
To un-mute a TEXT BOX:

1. Re-click the L or R CONTROL BOX

2. Click the soUND OUT button

**soUNDfonts**

*soUNDtext* comes with the following soUNDfonts found in the soUNDfont folder:

**D-fault** / Tom Comitta
**U Q Y** / Samantha Boudrot and ukulele
**Cats and Frogs** / Cats and Frogs
**Watermark** / Tom Comitta's mouth

**Tuning**
The pitch of each voice can be tuned by adjusting the soUND PITCH controls located beside and below the TEXT BOXES and KEYBOARD ACCESS BOX:

0 and below = stopped
.01 to .99 = low
1 = original
1.01 and up = high

**Changing soUNDfonts**
soUNDfonts can be changed by simply dropping a different soUNDfont folder into the DROP BOX below the intended TEXT BOX or KEYBOARD ACCESS BOX.

**soUNDfonts cont.**

**Making a soUNDfont**
See the "MAKING A soUNDfont" section for an explanation of how to create your own soUNDfont.

**RECORDING**

To record your soUNDtexts live:

1. Click the REC FOLDER button

2. Choose your soUND file destination and name the soUND file

3. Click the REC I/O box to start recording

X = start
Blank = stop

Note: You can simultaneously record soUNDtext from the KEYBOARD and both TEXT BOXES.

**RESET**

To reset text inputted into the TEXT BOXES:

1. Click the RESET button in the bottom right-hand corner

**TROUBLESHOOTING**

See the "TROUBLESHOOTING" section for problems with your soUND, text, or soUNDfonts.

GETTING STARTED

## GETTING STARTED

**soUNDscores**

Now that you've found your way around, here are some introductory soUNDscores to get you started:

1. Select a soUNDfont by dragging a soUNDfont folder into the intended DROP BOX

2. Hand-type, copy and paste, loop, mash-up, edit, and erase these texts and more—write your own!

Note: If you are reading this manual as a PDF you can literally select text found here, copy, and paste them into a *soUNDtext* TEXTBOX.

For consideration in a soUNDscore anthology, email your own scores to contact@soundundtext.com.

## alphabetical test 1

type

the quick brown

fox jumps over

the LAZY dog

&

THE QUICK BROWN

FOX JUMPS OVER

THE lazy DOG

## alphabetical test 2

t h e h u n g r y p u r p l e d i n o s a u r
a t e t h e k i n d , z i n g y f o z ,
t h e j a b b e r i n g c r a b ,
a n d t h e M A D w h a l e
a n d s t a r t e d v e n d i n g
a n d q u a c k i n g

&

T H E H U N G R Y P U R P L E D I N O S A U R
A T E T H E K I N D , Z I N G Y F O Z ,
T H E J A B B E R I N G C R A B ,
A N D T H E mad W H A L E
A N D S T A R T E D V E N D I N G
A N D Q U A C K I N G

## text twister 1

SHE SPELLS SEA SHELLS LIKE
THUS SEA SHORE SNORES AS

(repeat)

## text twister 2

||: sheep sells sleep smells :||

## text twister 3

IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;
IF IF = THEN THEN THEN = ELSE ELSE ELSE = IF;

## The Four Seasons

*text palate for text box and keyboard*

**s S p P r R i I n N g G**

**s S u U m M m M e E r R**

**a A u U t T u U m M n N**

**w W i I n N t T e E r R**

## Two Seasons for D-fault

*for text box:*

SUMMERSUMMERSUMMERSUMMITSUMMERSU
MMERSUMMERSUMMITSUMMERSUMMERSUMM
ERSUMMITSUMMERSUMMERSUMMERSUMMITS
UMMERSUMMERSUMMERSUMMITSUMMERSUM
MERSUMMERSUMMITSUMMERSUMMERSUMME
RSUMMITSUMMERSUMMERSUMMERSUMMITSU
MMERSUMMERSUMMERSUMMITSUMMERSUMM
ERSUMMERSUMMITSUMMERSUMMERSUMMER
SUMMITSUMMERSUMMERSUMMERSUMMITSU
MMERSUMMERSUMMERSUMMITSUMMERSUMM
ERSUMMERSUMMITSUMMERSUMMERSUMMER
SUMMITSUMMERSUMMERSUMMERSUMMITSU
MMERSUMMERSUMMERSUMMITSUMMERSUMM
ERSUMMERSUMMITSUMMERSUMMERSUMMER
SUMMIT . . .

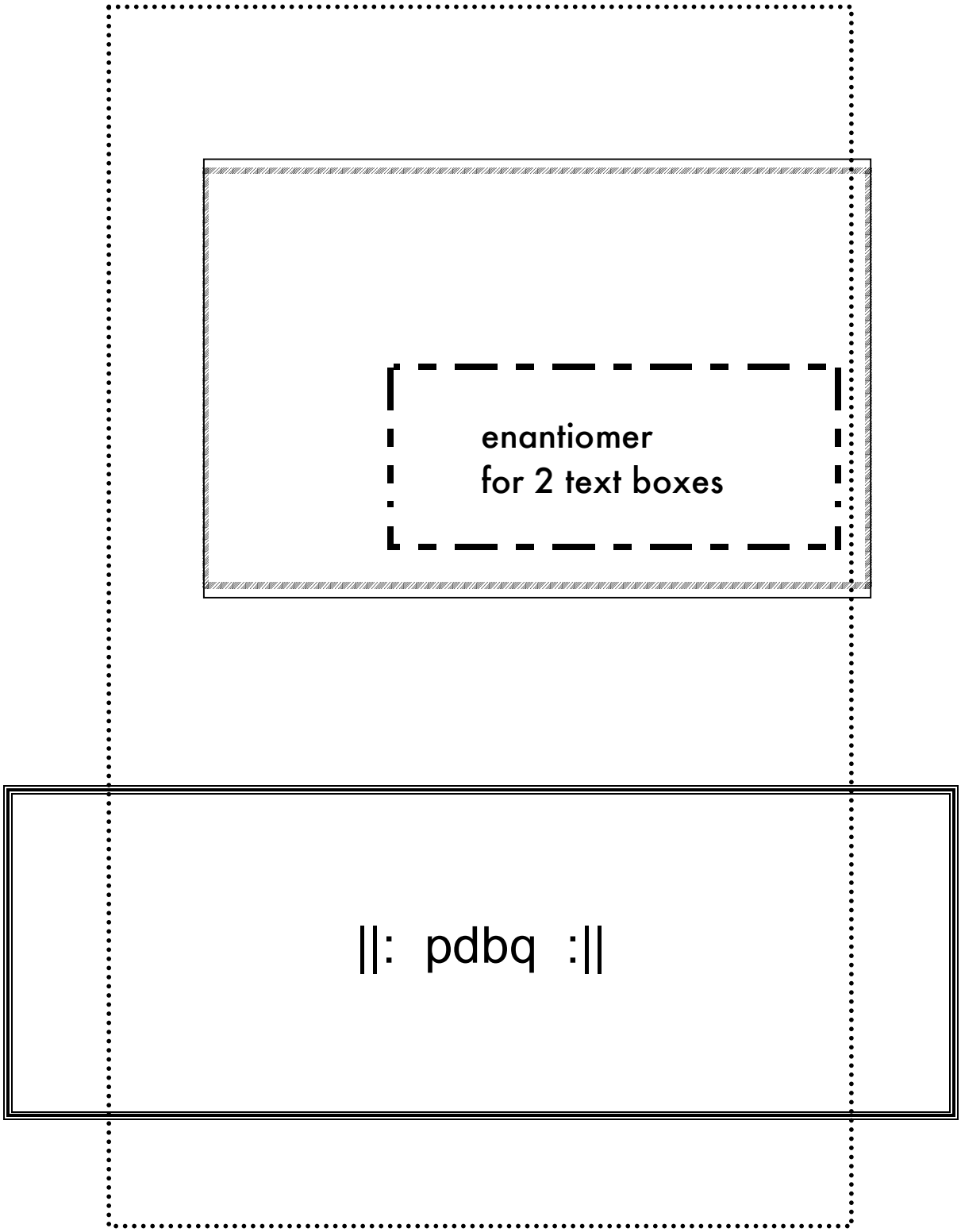
*for keyboard:* W I N T E R

*with variation*

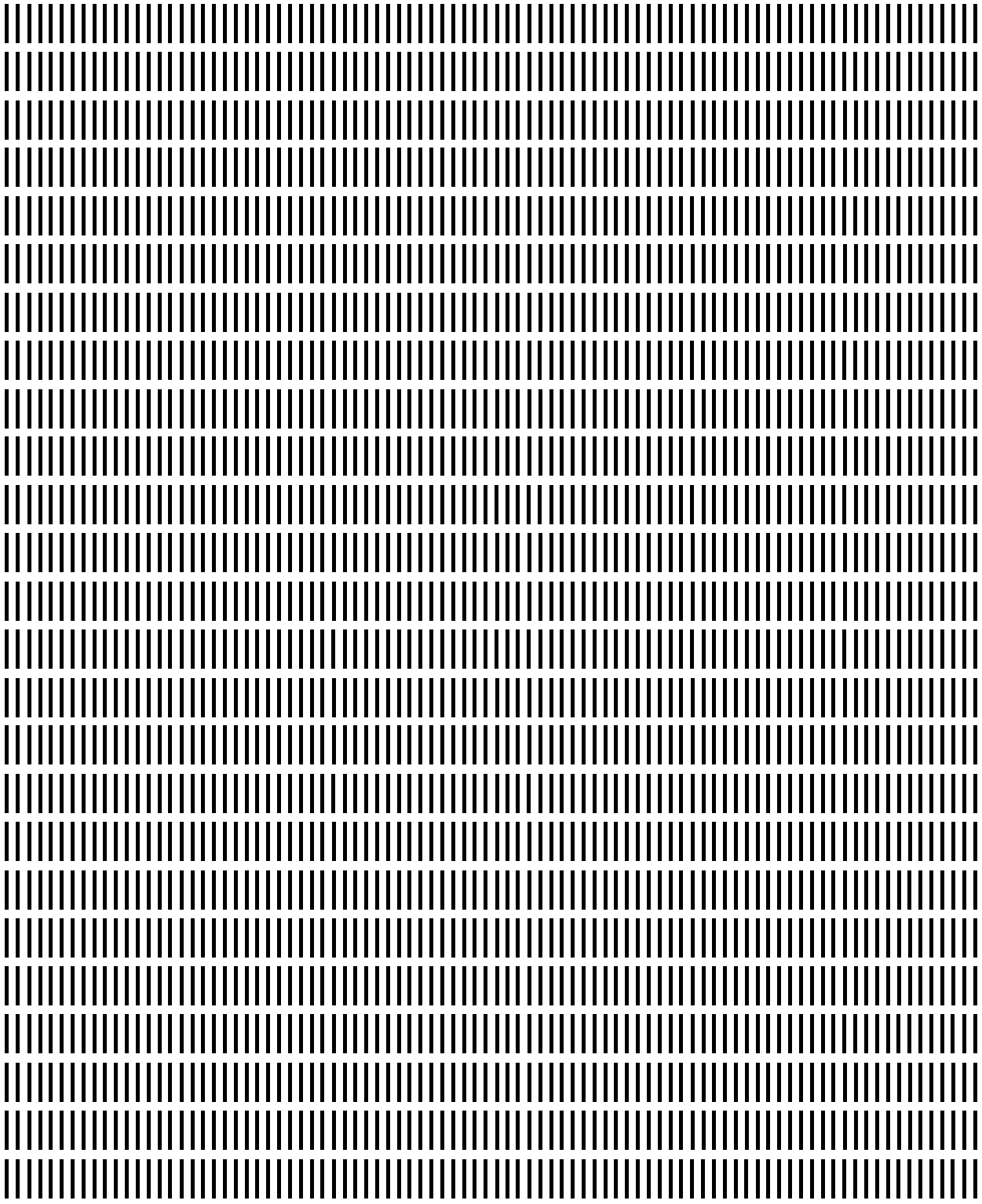
Cybirg for U Q Y

soUND PITCH = 6

text = anything


enantiomer
for 2 text boxes
||: pdbq :||

## beat 1 for Watermark by Samantha Boudrot



## lines

_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-
_=+wWETYI[]\|AFHkKlLzZxXvVNM<>/#4^*-

curves

~369(0)oOsScC~369(0)oOsScC~369(0)oOsScC

## para-alpha-textus test 1

@#*&%(#@%*&@#($712)(&!()&_%(#(*%&#@($*&_
)!*#+!$*!@+%(*@#_)%&($#)^@#_)$(&!@)_$(^%_#$
*(%^)_*$&)_(~*+!#)(*!%()_@#^*%)#(@%^!@(&#*~_)
!!*~#_)@~!(*&$_)#!@&^%_)&$%_(@#%^@_#)75)&
_)&)*%)_#&^)#&$+!+!)~(#*~_)!^%(#^)&+)%*=)8)&(^+
^7=05*+*!+_~*+~*#)(!@&^%_(*#%^#@)%(&@)+*=+
$*!@+($&#@)%^&~+)!*$+!)@(&%*(_@#%^)$#^%#
@)($*@+$81=047`+)&+~)*$@+)%&(+*%+)#&^+)*$^
&#+$)*$+)(&!@+$)&^~+@^$2395620%^)+%#&_@#
%*)^(*%^!~+#~!)(#*@#%)(^$%(&$^#%*&#$(@!&#*!
@#(!~_#0*~!)^$(^!(^(*%&_%+$+)(!~*#(@*!@^$()@#
%^($%&#(*$*!@_#*~#+~@#)@!(*$()#@&%(*#@%^
@#(%*&!@(*#&~_~+!@+)@$#(&%(*^@(*&&*&_&%
#()%*^&_@$&2~!@)&%(@#%*&_#@%@#$++$!@+
+~!&#%@(*&#@%)7(_&)_*%)(#%*)~&*+@#&^_)*&$
^)#$+@+~_!@5780(&)&0)(%&#*7029357)(*+%*$+)(
%&$~)*##~+(!)&%)*&^%)_^$&+@+~+#~)%&)(@*)(!
@&$~#*()~!&%)&)(@$+==+)(!@*$)#%&(*$~&~)(%()
&)(&)^(&)^($)~+!5*!@*)%(&!@)&$@)~*!@%*#%)&@
_+*!*$)(@!*#$!@)&%0)(&)(!@)(*$#()%(*$)&#^()&$+^
++^+^*^()+(&)!$+&(!&((~~@&()%^(#@*&%0237*%^)
#@3)%)!+!*~)152564)#%*+)(#*$!+@)#*!@+)(%*#@)
_^&)*#)@!*+%$*)($*=0(*+)*%#)(*%)(+%@#)*%!@%
*!(*^&#)(%*&#%(&*_)*_)!@$&*^%(*!@+8104=#_=(!

## para-alpha-textus test 2

```
'"::"{}|}\[\|][\[\]{\]{\|}{\/>./</?</.,/>?><":'";':"|][]\][\][|[\]{\][\][
|}{\}|}|?<>/.,//././/.,.';;'}{|\}}|[\]{\[\][\]|}[}||}[|}{\.,./,/?<?></>:
":";';';":{}}{|\]\]]\[{\[}|][\[\][|}[\][\][\][|}{|}{|}{|}{\[}|{{}|}{|[|}?/.,./
>/>?>?,/>?>?../?<>?>/.,/":'":';";";;";";':':';';][\[\}[\][\][\]{|}[|
}[|}[|]{|?,?.,?.,./</.</.</><?>,?>,/.,/>./>,/..,]\[|}[|][\]{\}[|[\]
?>,.?./,?.</>,?></>,?>,/><?>,}{|}}{|[|}[\]:'";';';';[]{}|[\[\]}|[}
|}|[|}{}|}{|}[\{|}[|[\]{/</.<?>,?>,/.,?.,,.//./,,.//.,,././,';:":":';';;:"{
}}|}|[\[[]\\]{||[\|[]}|}|]\[\]/../,/./.<?>,/>,.//,/.,./,?>./,,/.>?<?>:;
;'":]|}[{}[|\]}[||[}|";][{}|}{[]\[\{}|][\?/,./?>>?{{}\]\[{|\[[\\/.,/?></
.,/??<?}{|{}\]/?,?>,;'":;';;';::":":;'<>/,/.,/<?><>?<?><>,./?
,/?<.?:":";';';';;]\\]|]|}]|\]\]../?<><?:":":":;";';'.'";';;';";":":":":":
;',./,.>,/?><<>?/,.,./,./>??>?<,./,/.:';[]}|{{|}|{[]|][\[]\[]\<>?
><,>?.,/./<>??>?>}|\][]\\[]{||}[]\[\]['';;";';\][\]{\:";":":;';{|}[]\][|
][|]\/.<<??:'";;';':":":"<<.?><./>?<?;;;";":>>?,?>/.<:;';':",/,
..,//>;;';'";,./.?:'";}[|}|}|{}[]\][\]\[\??<>,./>?<<>?/,./,,././<>?
:";'{}{}|]\[[]\[]\}{|}{|][\]\\]]{}|{}|./,/,.,/./.<;';';';';';';";;":":<,./,.//,.
;';'.,,>?/.</><?>,?><]\||}|}\]\</>,//<;';";:"]\|}}|[\]]\[|{}|{}|\\[>
<?>./;';';'::":";';';'",./,/./.,./,./>?<:"}{][|{{|}][\][\[]\][\}||}}|{\][.,.
/?>/::":":":;';"":';":;'{}|]\\][\{}|[]\[]\[\]\[]]\[]\[\][|}[|}\][\][;:'":;',.,/.
,.//.[\][]\|][|}{?/.>][\]{\]{;';/.>>?<,././,/?.,?><>?;'";';';';,.//,.,./
./,,//,.|}\]\]<,.//../,,/,././.<.<?>,?,/,./;';";';;';'[]\][\\][{|}{}|}|{?>,
.//,.;';'][{}|{}|{}|[}|{}|][\}|{\][[\[]\}[|}[\]{|}[|[}.?/.,./<?/,::'";;';';";';
;";}{][[{\{}|{}||{}\[],,./?.<?>?<>:":":";";';'<>/.,,?.,?;';';';';';'":;'
:"":"<.,,./,./,/]\{[\]\][\],,/,/.,./;';';'[]\]{}|]\[]\]\,./<>?.,/,.;'":]\]\\]\]
\]}\|}./,/.?.,;'\\[][\]]\[./,,././,./>?:"::"[]\|}{{|{}|\<>><??><:"::<
><>?<>>??.?>,./||}}||{}|{}|}{|{}|}{|>?,././?>?<??>>>/'":.'
```

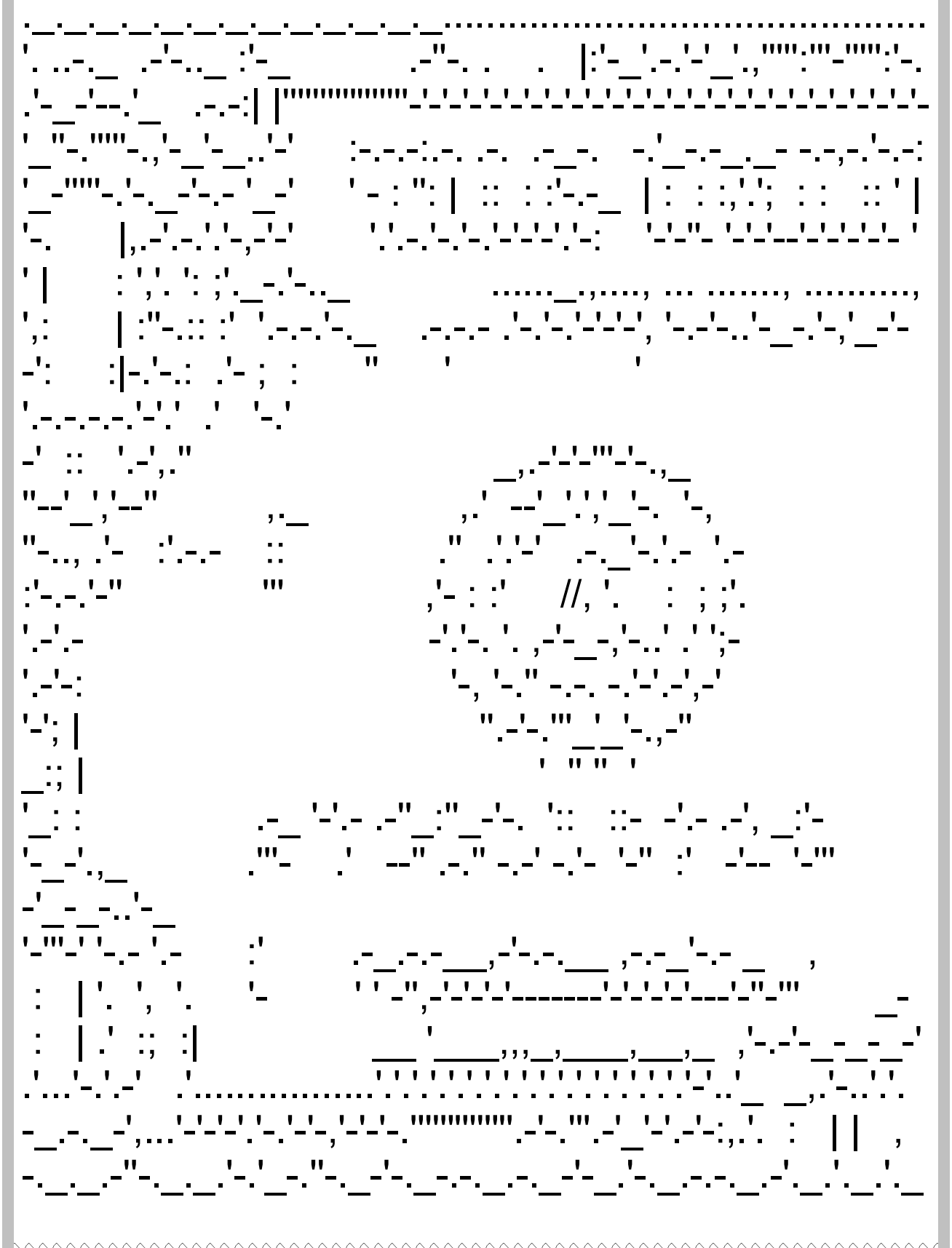
## one to one thousand

123456789101112131415161718192021222324252
627282930313233343536373839404142434445464
748495051525354555657585960616263646566676
869707172737475767778798081828384858687888
990919293949596979899100101102103104105106
107108109110111112113114115116117118119120
121122123124125126127128129130131132133134
135136137138139140141142143144145146147148
149150151152153154155156157158159160161162
163164165166167168169170171172173174175176
177178179180181182183184185186187188189190
191192193194195196197198199200201202203204
205206207208209210211212213214215216217218
219220221222232242252262272282292302312322
333234235236237238239240241242243244245246
247248249250251252253254255256257258259260
261262263264265266267268269270271272273274
275276277278279280281282283284285286287288
289290291292293294295296297298299300301302
303304305306307308309310311312313314315316
317318319320321322323324325326327328329330
331332333334335336337338339340341342343344
345346347348349350351352353354355356357358
359360361362363364365366367368369370371372

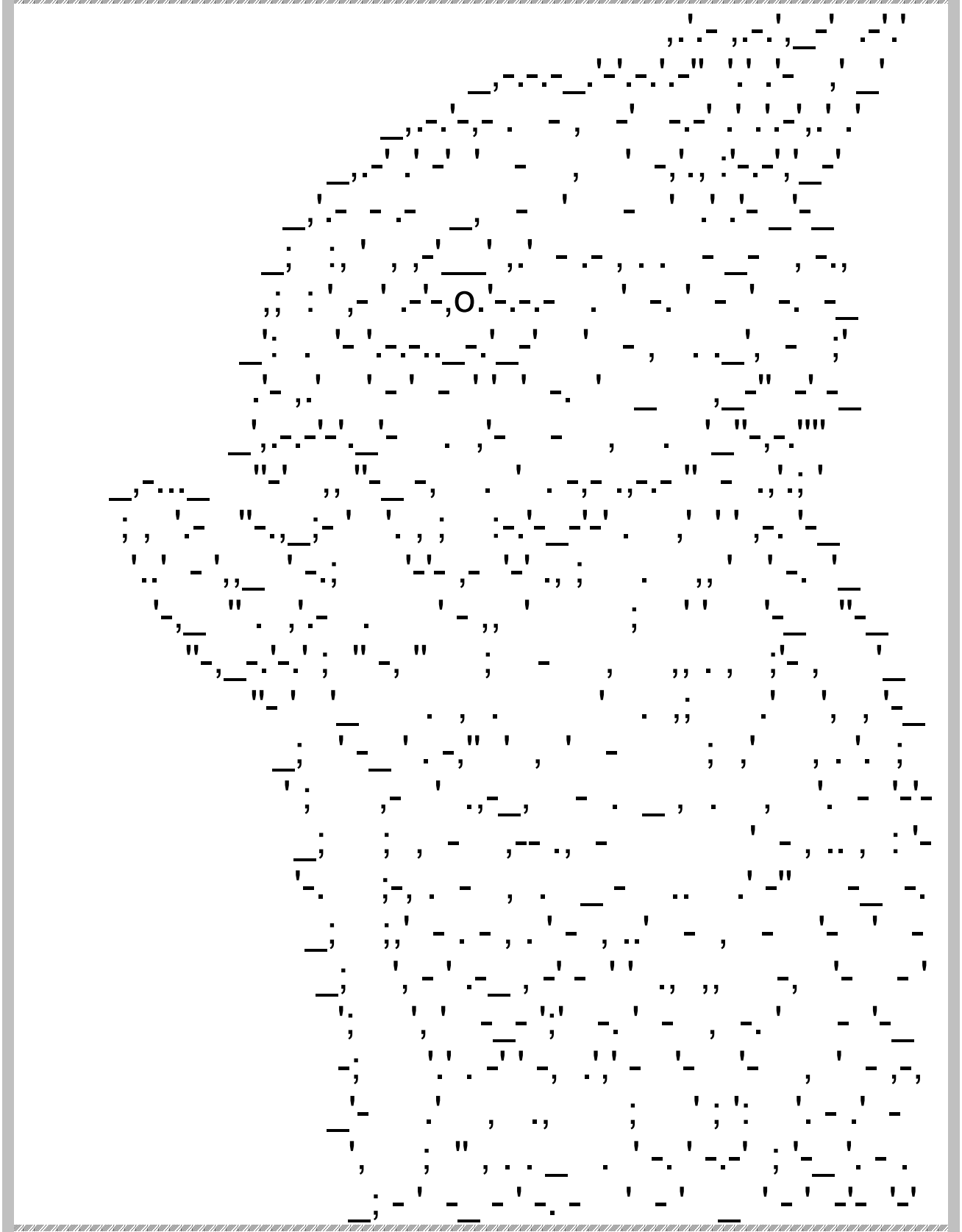
373374375376377378379380381382383384385386
387388389390391392393394395396397398399400
401402403404405406407408409410411412413414
415416417418419420421422423424425426427428
429430431432433434435436437438439440441442
443444445446447448449450451452453454455456
457458459460461462463464465466467468469470
471472473474475476477478479480481482483484
485486487488489490491492493494495496497498
499500501502503504505506507508509510511512
513514515516517518519520521522523524525526
527528529530531532533534535536537538539540
541542543544545546547548549550551552553554
555556557558559560561562563564565566567568
569570571572573574575576577578579580581582
583584585586587588589590591592593594595596
597598599600601602603604605606607608609610
611612613614615616617618619620621622623624
625626627628629630631632633634635636637638
639640641642643644645646647648649650651652
653654655656657658659660661662663664665666
667668669670671672673674675676677678679680
681682683684685686687688689690691692693694
695696697698699700701702703704705706707708
709710711712713714715716717718719720721722
723724725726727728729730731732733734735736

737738739740741742743744745746747748749750
751752753754755756757758759760761762763764
765766767768769770771772773774775776777778
779780781782783784785786787788789790791792
793794795796797798799800801802803804805806
807808809810811812813814815816817818819820
821822823824825826827828829830831832833834
835836837838839840841842843844845846847848
849850851852853854855856857858859860861862
863864865866867868869870871872873874875876
877878879880881882883884885886887888889890
891892893894895896897898899900901902903904
905906907908909910912913914915916917918919
920921922923924925926927928929930931932933
934935936937938939940941942943944945946947
948949950951952953954955956957958959960961
962963964965966967968969970971972973974975
976977978979980981982983984985986987988989
990991992993994995996997998991000

## money



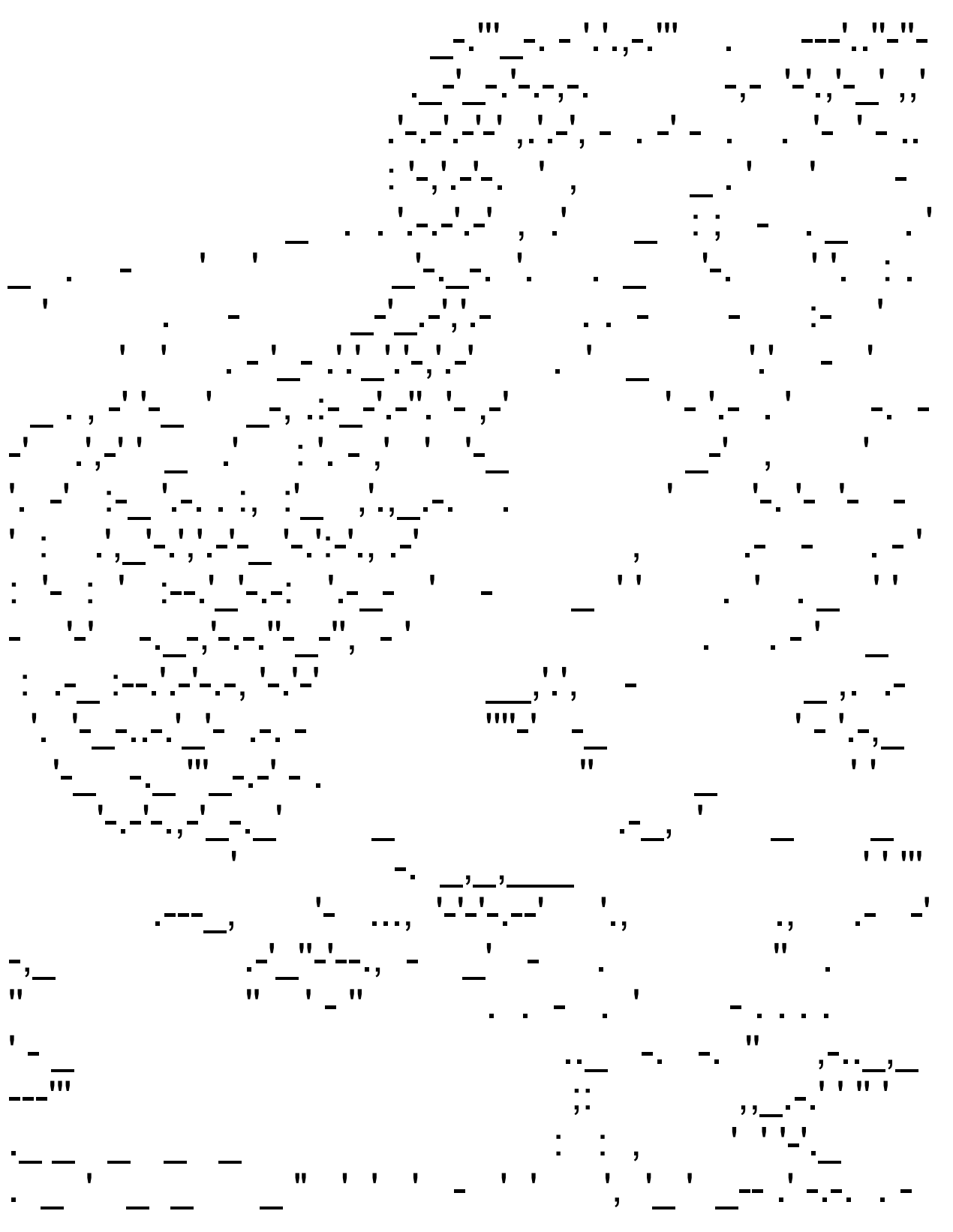
## bunny



beat 2 by Samantha Boudrot

thththththththTHTHTHTthththththththTHTHTHTthththth
ththththTHTHTHTthththththththTHTHTHTthththththth
thTHTHTHTthththththththTHTHTHTthththththththTH
THTHTHTthththththththTHTHTHTthththththththTHTHT
HTthththththththTHTHTHTthththththththTHTHTHTtht
hthththththTHTHTHTthththththththTHTHTHTththththt
hththTHTHTHTthththththththTHTHTHTththththththth th
THTHTHTthththththththTHTHTHTthththththththTHT
HTHTthththththththTHTHTHTthththththththTHTHTH
TthththththththTHTHTHTthththththththTHTHTHTthth
thththththTHTHTHTthththththththTHTHTHTththththt
hthththTHTHTHTthththththththTHTHTHTththththt
hTHTHTHTthththththththTHTHTHTthththththththT
HTHTHTthththththththTHTHTHTthththththththTHTH
THTthththththththTHTHTHTthththththththTHTHTHTt
hthththththththTHTHTHTthththththththTHTHTHTththt
hthththTHTHTHTthththththththTHTHTHTththththt
hTHTHTHTthththththththTHTHTHTthththththththT
HTHTHTthththththththTHTHTHTthththththththTHTH
THTthththththththTHTHTHTthththththththTHTHTHTt
hthththththththTHTHTHTthththththththTHTHTHTththt
hthththTHTHTHTthththththththTHTHTHTththththt

honey



# *MAKING A soUNDfont*

## INTRO

Making your own soUNDfont is easier than it may seem. All you'll need is a way to record and edit digital sound. But first, here's some foundational information to get you started:

A **soUNDfont** is a collection of 95 soUND files that *soUNDtext* reads to translate these visual characters into soUND characters.

These 95 soUND files are contained in a soUNDfont folder.

### Behind the Scenes

The *soUNDtext* program uses a simple system to translate visual characters into soUND characters:

1. Each character you input into the program, either in the TEXT BOXES or KEYBOARD, is read as an ASCII number (ASCII = American Standard Code for Information Interchange). For example, "a" is read as "97" and "A" as "65".

2. The program assigns each ASCII number to a soUND file that is then played aloud. For example, "97" becomes "66.aif" and "65" becomes "34.aif".

By using the soUNDfont key on page 35, you will be able to organize this translation yourself. Note that the ASCII number is not included in the key—soUNDtext takes care of this for you.

## soUNDfont PREP

To make a soUNDfont, you first need to conceptualize the dynamics of your font:

Will it attempt to mimic or ignore the visual characters? Will it clarify or confuse the language? Will you use original or found soUND? Will it be bold? Italic? Will it have a serif? What is a soUND serif? And so on.

## MAKE A soUNDfont

Once you've conceptualized your soUNDfont, follow these steps to create it:

1. Record or collect the soUND via field recorder, Internet download, microphone + soUND recording program (like ProTools) and other means

2. Compile a 95-file soUNDfont folder using the soUNDfont key

3. Test your soUNDfont by dragging the entire 95-file soUNDfont folder into a DROP BOX in *soUNDtext*

4. Make any necessary changes to the soUNDfont files and folder

5. Make soUNDtexts with your very own soUNDfont!

6. Share your soUNDfonts by emailing contact@soundundtext.com

Note: For your soUNDfont to "line up" correctly with the keyboard, it is imperative that you follow the soUNDfont key on the opposite page.

## soUNDfont KEY

The soUNDfont key found opposite this page will assist you in compiling a soUNDfont folder.

How to read the soUNDfont key:

The "Character" column contains every visual character in the standard ASCII range (the entire English keyboard).

The "File Name" column contains the names you need to give your soUND files to ensure your soUNDfont lines up with the visual characters as you have intended.

The "Your soUND" column is left blank for your personal note-taking.

Note: To play properly, your soUNDfont folder should contain all 95 files with the correct File Names.

## soUNDfont key

| Character | File Name | Your soUND |
|---|---|---|
| **Space** | **01**.aif | |
| **!** | **02**.aif | |
| **"** | **03**.aif | |
| **#** | **04**.aif | |
| **$** | **05**.aif | |
| **%** | **06**.aif | |
| **&** | **07**.aif | |
| **'** | **08**.aif | |
| **(** | **09**.aif | |
| **)** | **10**.aif | |
| ***** | **11**.aif | |
| **+** | **12**.aif | |
| **,** | **13**.aif | |
| **-** | **14**.aif | |
| **.** | **15**.aif | |
| **/** | **16**.aif | |
| **0** | **17**.aif | |

| | |
|---|---|
| **1** | **18**.aif |
| **2** | **19**.aif |
| **3** | **20**.aif |
| **4** | **21**.aif |
| **5** | **22**.aif |
| **6** | **23**.aif |
| **7** | **24**.aif |
| **8** | **25**.aif |
| **9** | **26**.aif |
| **:** | **27**.aif |
| **;** | **28**.aif |
| **<** | **29**.aif |
| **=** | **30**.aif |
| **>** | **31**.aif |
| **?** | **32**.aif |
| **@** | **33**.aif |
| **A** | **34**.aif |
| **B** | **35**.aif |
| **C** | **36**.aif |
| **D** | **37**.aif |

| | |
|---|---|
| **E** | **38**.aif |
| **F** | **39**.aif |
| **G** | **40**.aif |
| **H** | **41**.aif |
| **I** | **42**.aif |
| **J** | **43**.aif |
| **K** | **44**.aif |
| **L** | **45**.aif |
| **M** | **46**.aif |
| **N** | **47**.aif |
| **O** | **48**.aif |
| **P** | **49**.aif |
| **Q** | **50**.aif |
| **R** | **51**.aif |
| **S** | **52**.aif |
| **T** | **53**.aif |
| **U** | **54**.aif |
| **V** | **55**.aif |
| **W** | **56**.aif |
| **X** | **57**.aif |

| | |
|---|---|
| **Y** | **58**.aif |
| **Z** | **59**.aif |
| **[** | **60**.aif |
| **** | **61**.aif |
| **]** | **62**.aif |
| **^** | **63**.aif |
| **_** | **64**.aif |
| **`** | **65**.aif |
| **a** | **66**.aif |
| **b** | **67**.aif |
| **c** | **68**.aif |
| **d** | **69**.aif |
| **e** | **70**.aif |
| **f** | **71**.aif |
| **g** | **72**.aif |
| **h** | **73**.aif |
| **I** | **74**.aif |
| **j** | **75**.aif |
| **k** | **76**.aif |
| **l** | **77**.aif |

| | |
|---|---|
| **m** | **78**.aif |
| **n** | **79**.aif |
| **o** | **80**.aif |
| **p** | **81**.aif |
| **q** | **82**.aif |
| **r** | **83**.aif |
| **s** | **84**.aif |
| **t** | **85**.aif |
| **u** | **86**.aif |
| **v** | **87.aif** |
| **w** | **88**.aif |
| **x** | **89**.aif |
| **y** | **90**.aif |
| **z** | **91**.aif |
| **{** | **92**.aif |
| **\|** | **93**.aif |
| **}** | **94**.aif |
| **~** | **95**.aif |

## *TROUBLESHOOTING*

### soUND

**Global**

If you cannot hear any soUND, make sure:

1. You have read the "GETTING AROUND" section

2. The MASTER soUND is on (Blue = on)

3. The L or R CONTROL BOX or KEYBOARD ACCESS BOX is clicked on (X = on)

If you still cannot hear any soUND, make sure:

1. The soUND PITCH is anything above "0"

2. The VOLUME is high enough

3. You've dropped a soUNDfont into the DROP BOX

**KEYBOARD**

If you cannot hear KEYBOARD soUND, make sure you're clicked outside of the TEXT BOXES.

### TEXT

**TEXT BOXES**

If certain texts stop while playing, the reasons could be:

1. You've input characters that *soUNDtext* cannot read

1.a. This can be a problem sometimes if you copy and past text from other programs because different programs format text in different ways (For example, a single quotation mark from Microsoft Word is not read by *soUNDtext* because Word's default quotation mark falls outside of *soUNDtext*'s ASCII range)

2. You have inputted a long strain of numbers without any breaks

To get your TEXT moving again click and double click the soUND OUT button (above the MASTER soUND).

**soUNDfonts**

If you have made a soUNDfont folder and it does not "line up" correctly with your keyboard, make sure:

1. The first nine files are labeled with zeroes in front. For example, "01.aif" and "09.aif" instead of "1.aif" and "9.aif"

2. Your soUNDfont files correspond to their visual, textual component: the keys of the keyboard

Use the soUNDfont key in the "MAKING A soUNDfont" section to organize your soUNDfont file.

**WHEN IN DOUBT**

Restart:

1. Close *soUNDtext*

2. Open it again