Voice Manipulator 2.1 Sound Sampler for the ZX Spectrum

1-Bit 32KHz Blast from the Past

Originally released on the Crash! Magazine cover-tape in 1991. This re-release has a revised loader and couple of minor behind the scenes refinements.

Fairly easy to navigate - the UI is a single screen, including a visual waveform timeline, so most RAM is kept available for recording. Here are the keys:

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NAVIGATION

<- Scan left
-> Scan right (hold down to accelerate)

 1 Mark audio start position
 2 Mark audio end position

Up/Down
   Choose menu item

Enter
   Select current item


CAPTURE & PLAY

Record
   Record audio from tape or microphone

Play
   Play previously recorded audio

Speed +/-
   Increase and decrease the sample rate
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EDITING

Paste
Paste a copy of marked audio at the current position

Merge
Merge a copy of marked audio into the current position

Clear
Erase marked audio

Reverse
Reverse the marked audio

TAPE STORAGE

Save
Save the marked audio. Enter a LABel and press Enter to begin saving. Spacebar to cancel.

Load
Load audio into the current selection.

Verify
Verify saved audio.

Cram 1 and 2
Compress the marked audio to occupy half the space: Using the NAVIGATION keys, first mark the portion of audio to compress. Then move to a new position and finally select CRAM 1 or 2. A copy of the marked audio, at half the original sample rate, is written to the new location. Reduce the Speed to playback at the original pitch.

SEQUENCER

Label
   Creates a bookmark for the currently marked audio. Ten bookmarks are available. First select a numbered bookmark entry using the left/right arrow keys. Then type a label and press Enter or Space to store.

Sequence
   Create a sequence from your labeled bookmarks. Use the left/right arrow keys to scroll the sequence entries and type the label of your bookmarks to build up a sequence. Space to exit.

Replay
   Playback the previously defined sequence. Any none existant bookmark labels are simply skipped.

P.S. Some emulators may reverse the 0/1 polarity of the EAR port. If you find that silence is drawn high on the waveform timeline, your emulator may have a setting to flip its input to match the behaviour of real hardware. Let me know if you'd like to see a built in flip option.

Enjoy!
Julian
www.stormdance.net