

**OVERVIEW**

The Grace Digital Music Master program is a 32-bit Windows audio utility used to mix a number of voice messages with background music and create a single output MP3 audio file. The input audio files can be either WAV or MP3 format, and can be at different bit rates.

**MUSIC & MESSAGE LISTS**

The bottom portion of the Grace Digital Music Master program has two separate list boxes for the selection and arrangement of the audio files; the upper for music files and the lower for message files. Each list has an Add button that opens a file browser that allows loading of 1 or more audio files into the associated list. This file browser will remember the last file folder selected for the associated list. Multiple entries of the same file are allowed. As each file is loaded, the cursor will momentarily switch to an hourglass as the file is scanned for integrity & length. Each list also has a Delete button for deleting a file from a list, and a Play/Stop button allowing the start & stop playback of the highlighted file in a list to the default audio device. Files may be dragged and dropped to change their order in the project. The program will support message and music source files in both .WAV format and .MP3 format. The source files can be 8 or 16 bits, mono or stereo files recorded at sample rates of 8000Hz through 192000Hz.

**PROJECT FILES CONTROLS****New**

Pressing this button clears both the message & music file lists in preparation for creation of a new music/message project.

**Open**

Pressing this button starts an open file dialog for selecting a previously saved music/message project. Each audio file in the project will be scanned by the program for integrity & play length; thus this operation could take some time depending on the number of files contain in the project.

**Save**

Pressing this button saves the present music/message project to a file. If it is the first time saving a new project, the user will be asked to provide a file name with the default file extension of .PRJ. If the save button is pressed for a previously opened file, then the project data will be saved to the file that was previously opened. (If a user wants to save a previously opened project with a different name, use the File/Save As menu items.)

**Play Project/Stop Play**

Pressing this button causes a real time mix of the message & music files to be performed outputting the audio to the default Windows audio device. Pressing this button a second time will cause this preview playback to stop. Excessive PC disk or CPU utilization might cause audible glitches if they occur during preview playback, however there will be no similar impact on the exported MP3 audio file.

**Export MP3**

The completed music/message project can be exported to a mono MP3 file. The Preferences/MP3 Export Settings menu item allows the user to adjust the bit rate & quality settings of the exported MP3 file.

**PLAY VOLUME CONTROLS*****Play Volume***

This slider controls the output volume level of the default Windows audio device. It has a range of 0 (representing off) to 100 (representing the maximum volume). This slider will automatically track any volume adjustments made via the Windows system volume control. This control has no affect on the audio that is exported by the program to an MP3 file.

***Mute***

This checkbox will mute/unmute the output of the default Windows audio device. This control will automatically track any mute settings made via the Windows system mute control. This control has no affect on the audio that is exported by the program to an MP3 file.

**MUSIC DUCK LEVEL*****Music Duck Level***

This slider controls the volume level to which the music audio is ducked, or lowered, when a message audio file is being played. It has a range of 0 (representing music fades down to off during message file play) to 100 (representing the music file plays as full volume during message file play). The music level is gradually faded over a period of 1/2 seconds on either side of the voice file playback.

***Loop Fade***

This check box enables/disables fading the music volume up at the very beginning of the project and fading the music volume down at the very end of the project, thus providing a wrap around fade.

**PROJECT TIME CONTROL*****Message Interval***

Enabling this feature causes the total play time of the project to be controlled by the length of the message files plus a user selected time interval between each of the messages. The minute and seconds values can be entered directly or via the up & down scroll buttons next to each value. The maximum message interval time setting a user can enter is 5 minutes (5:00).

***Play Time***

Enabling this feature allows the user to set the total play time of the project directly causing the message interval time to be automatically adjusted by the program. The minute and seconds values can be entered directly or via the up & down scroll buttons next to each value. The maximum play time setting a user can enter is 32 minutes (32:00).

### **MENU BAR**

#### ***File***

The File menu bar item allows the user to operate on the music/message project files. The New, Open, Save, Save As, Export MP3, and Play Project/Stop Play items operate the same as the buttons previously described in the Project Files controls. In addition, the last 4 music/message project files are remembered by the program and made available here for the user's quick access.

#### ***Music Files***

The Music Files menu bar item provides the same Add, Delete, and Play/Stop functions as provided by the three buttons as described in Music Files controls.

#### ***Message Files***

The Message Files menu bar item provides the same Add, Delete, and Play/Stop functions as provided by the three buttons as described in Message Files controls.

#### ***Preferences***

The Preferences menu bar item provides access to a number of the program controls:

- Disable Wrap-around Loop Fade
- Enable Wrap-around Loop Fade

Enables/disables fading the music volume up at the very beginning of the project and fading the music volume down at the very end of the project, thus providing a wrap around fade.

- Message Interval Determines Play Time
  - Play Time Determines Message Interval
- Selects which of the project Play Time Controls is being used.

#### ***- MP3 Export File Settings***

Allows adjustment of the exported MP3 file bit rate & quality settings. There are 3 levels of quality (low, normal or high) and 5 bit rates (16, 32, 64, 96 & 128kbs). The default settings are 128kbs & high quality. The higher the quality or kbs setting the better the exported MP3 file will sound but the larger the MP3 audio file size will be.

#### ***Help***

The Help/Version menu bar selection will display a message box with version information for this program.