SoundSync Technical Documentation Version 0.85

Classes

Framework Classes (Those that define the "meat" of the program)

AudioControl - Allows for easy opening and playback of an mp3 file. Seeking is not very accurate when the mp3 has a variable bit-rate.

ProcessControl – Starts a child process, and allows Windows WM_COMMAND message to easily be sent to it.

MusicTrack – Inherits AudioControl. It is a more specific use of AudioControl, the main difference being that it has a color.

EventProcess – Inherits ProcessControl. It acts as a more specific use of ProcessControl. The main differences are having a name, and being part of a linked list of EventProcesses.

EventCommand – Defines an event that can be sent to an EventProcess

EventTrigger – A particular instance of and EventCommand. It has a position that (when used properly) will fire the associated event at the correct time.

MFC Classes (Those that define the Views, Document and Frame Window) CSoundSyncApp – Defines the main application.

CMainFrame – Defines the main frame window.

CSoundSyncDoc – Defines the SDI document for the currently opened file. Has information and functions dealing with EventProcesses, EventCommands and EventTriggers.

CSoundSyncView – Defines main view where all the trigger ineraction occurs. Also handles messages dealing with modifying triggers and playback.

CSoundSyncTreeView – Defines main view with the listing of all the EventProcesses and EventCommands. Handles messages dealing with adding and modifying processes and commands.

CAboutDlg – Defines the about dialog.

CProcessDlg – Defines the new process dialog.

CProcessEditDlg – Defines the edit process dialog.

CCommandDlg – Defines the new and edit command dialog.

CMyToolBar – Defines the toolbar.

A Few Notes...

- When compiling make sure to setup a link to winmm.lib in the product settings.
 The program it may crash on startup if the file "default.mp3" is not found in the same directory as the exe file. This is more common with the debug version.