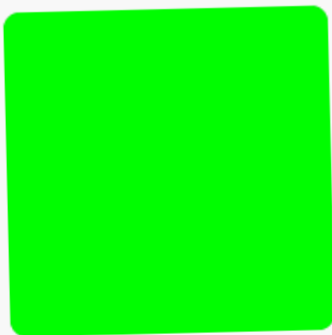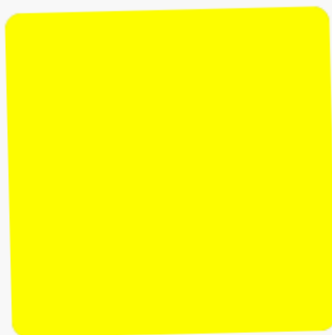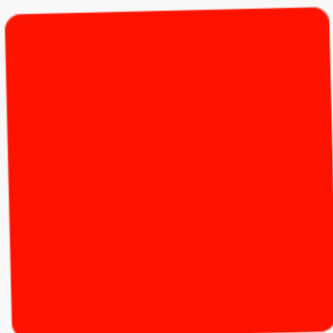Blue

Green
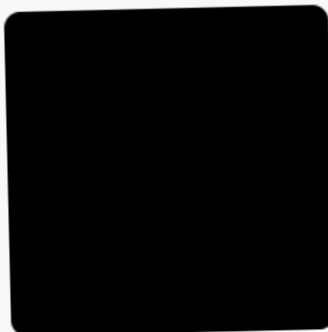
Yellow

Red

Orange

Black

How To Make An iOS SoundBoard With Buzztouch.com

Instructions followed by David Book & IanJamesPiano on Buzztouch forum. http://tinyurl.com/c28agnf

Step-By-Step
Sound Board Tutorial

Home | How it Works | buzztouch U™ | Self Hosting | Plugins | Forums | How To's | buzz Map | About

Sheri Miles's Account | Logout

› Account | Applications | SoundsBoard

SoundsBoard
created: 05/23/2012 07:58 PM
modified: 05/23/2012 08:11 PM
vers. 1.5 views: 0

› Upload the App's Icon
› Manage Core Properties
› Manage Layout
› Manage Theme
› Manage Screens and Menus
› Manage Users
› Show the Usage Map
› Show App's Configuration Data

› Download project source-code
› v1.5 Documentation

Use the links on the left to control how your application behaves, what it looks like, and what features it includes. Each application is a collection of Menus and Screens that can be arranged in literally thousands of ways.

It's best to design and build your app with the iOS Simulator or Android Emulator Running. Running the simulator while you make changes on the control panel allows you to see the changes in real-time. Use the refresh button (see graphic) on your app's home screen while you're designing the app.

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Menus and Screens make up the bulk of your app. Most of the work you do designing your app will be related to creating and connecting screens. Menu applications... Menu as the home s... the home s... additional n...

Carrier — 12:02 PM
My First App
Menu Item 1 >
Menu Item 2 >
Menu Item 3 >
Menu Item 4 >
Use the Refresh Button in the iOS Simulator or on your device.
Not all apps use a tabbed layout like this sample.

Home | How it Works | buzztouch U™ | Self Hosting | Plugins | Forums | How To's | buzz Map | About
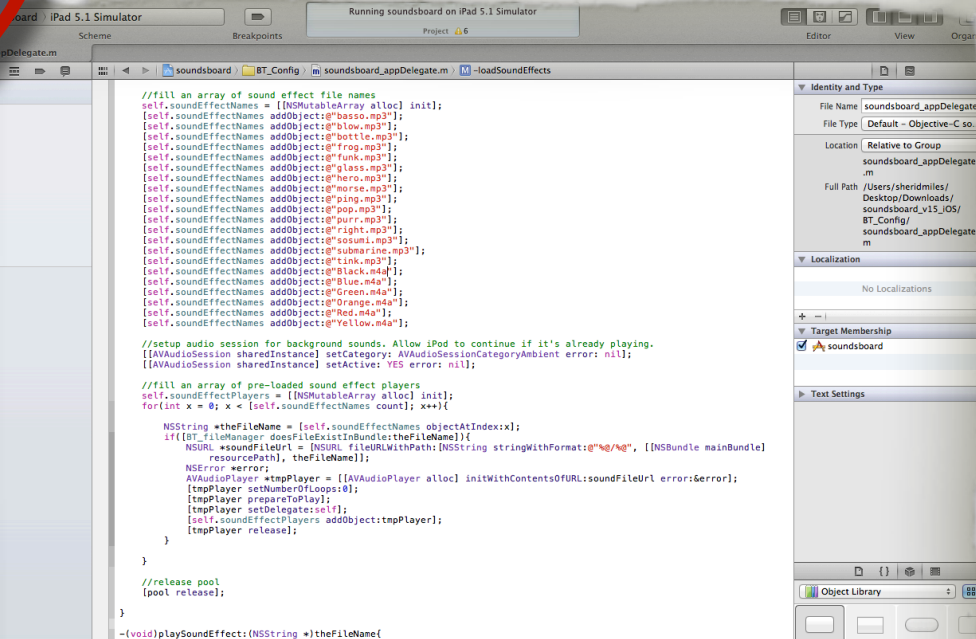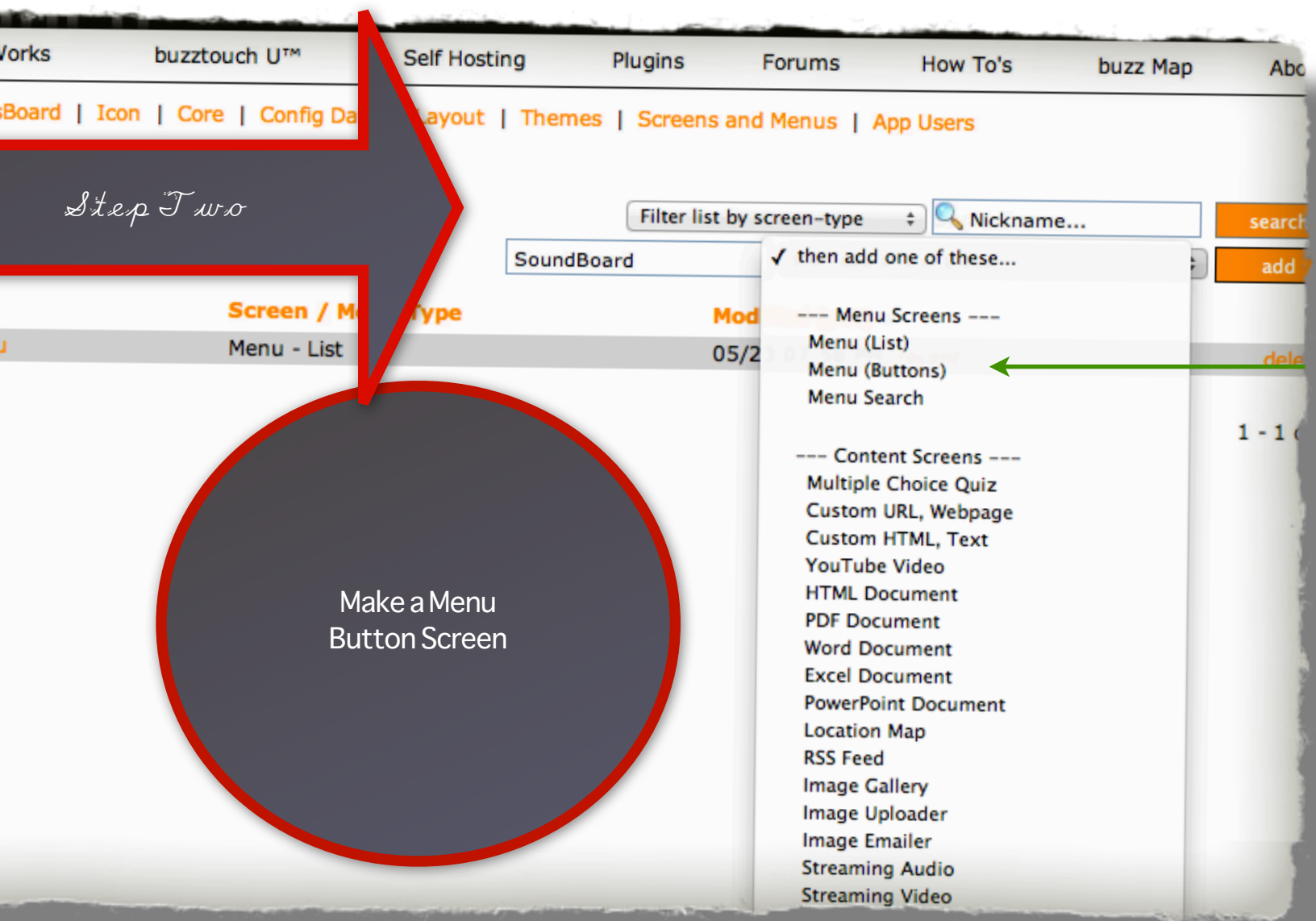
Sheri Miles's Account | Logout

› Account | Applications | SoundsBoard | Download Source Code

Download Source Code
About Sample Media: When you added menus and screens to your application you may have selected some sample audio or video files. If you did not use the sample media selections in the control panel, do not include the sample media in the download.

☑ Include Sample Media (check before preparing download)

Prepare package for download
XCode Required, Mac only

Prepare package for download
Eclipse Required (Mac or PC)

Step One:
Make An Application
Compile Source Code in Xcode

Board › iPad 5.1 Simulator
Running soundsboard on iPad 5.1 Simulator
Scheme   Breakpoints   Project ⚠ 6   Editor   View   Organ

appDelegate.m

soundsboard › BT_Config › soundsboard_appDelegate.m › —loadSoundEffects

```
//fill an array of sound effect file names
self.soundEffectNames = [[NSMutableArray alloc] init];
[self.soundEffectNames addObject:@"basso.mp3"];
[self.soundEffectNames addObject:@"blow.mp3"];
[self.soundEffectNames addObject:@"bottle.mp3"];
[self.soundEffectNames addObject:@"frog.mp3"];
[self.soundEffectNames addObject:@"funk.mp3"];
[self.soundEffectNames addObject:@"glass.mp3"];
[self.soundEffectNames addObject:@"hero.mp3"];
[self.soundEffectNames addObject:@"morse.mp3"];
[self.soundEffectNames addObject:@"ping.mp3"];
[self.soundEffectNames addObject:@"pop.mp3"];
[self.soundEffectNames addObject:@"purr.mp3"];
[self.soundEffectNames addObject:@"right.mp3"];
[self.soundEffectNames addObject:@"sosumi.mp3"];
[self.soundEffectNames addObject:@"submarine.mp3"];
[self.soundEffectNames addObject:@"tink.mp3"];
[self.soundEffectNames addObject:@"Black.m4a"];
[self.soundEffectNames addObject:@"Blue.m4a"];
[self.soundEffectNames addObject:@"Green.m4a"];
[self.soundEffectNames addObject:@"Orange.m4a"];
[self.soundEffectNames addObject:@"Red.m4a"];
[self.soundEffectNames addObject:@"Yellow.m4a"];

//setup audio session for background sounds. Allow iPod to continue if it's already playing.
[[AVAudioSession sharedInstance] setCategory: AVAudioSessionCategoryAmbient error: nil];
[[AVAudioSession sharedInstance] setActive: YES error: nil];

//fill an array of pre-loaded sound effect players
self.soundEffectPlayers = [[NSMutableArray alloc] init];
for(int x = 0; x < [self.soundEffectNames count]; x++){

    NSString *theFileName = [self.soundEffectNames objectAtIndex:x];
    if([BT_fileManager doesFileExistInBundle:theFileName]){
        NSURL *soundFileUrl = [NSURL fileURLWithPath:[NSString stringWithFormat:@"%@/%@", [[NSBundle mainBundle]
        resourcePath], theFileName]];
        NSError *error;
        AVAudioPlayer *tmpPlayer = [[AVAudioPlayer alloc] initWithContentsOfURL:soundFileUrl error:&error];
        [tmpPlayer setNumberOfLoops:0];
        [tmpPlayer prepareToPlay];
        [tmpPlayer setDelegate:self];
        [self.soundEffectPlayers addObject:tmpPlayer];
        [tmpPlayer release];
    }

}

//release pool
[pool release];
}

-(void)playSoundEffect:(NSString *)theFileName{
```

▼ Identity and Type
File Name soundsboard_appDelegate.
File Type Default – Objective-C so...
Location   Relative to Group
           soundsboard_appDelegate.m
Full Path /Users/sherimiles/
           Desktop/Downloads/
           soundsboard_v15_iOS/
           BT_Config/
           soundsboard_appDelegate.

▼ Localization
No Localizations

▼ Target Membership
☑ soundsboard

▼ Text Settings

BT_Audio
BT_Config
BT_Images
BT_Video
BT_Sound
BT_Docs
BT_Plugins
BT_Screens
BT_Layout
BT_Objects
Frameworks
Products

Object Library

Works   buzztouch U™   Self Hosting   Plugins   Forums   How To's   buzz Map   Abo

Board | Icon | Core | Config Da   Layout | Themes | Screens and Menus | App Users

Step Two

Filter list by screen-type ⟵⟶   🔍 Nickname...   search

SoundBoard   ✓ then add one of these...   add

Screen / M__ __Type		Mod
Menu - List		05/2

--- Menu Screens ---
Menu (List)
Menu (Buttons)
Menu Search

1 - 1

--- Content Screens ---
Multiple Choice Quiz
Custom URL, Webpage
Custom HTML, Text
YouTube Video
HTML Document
PDF Document
Word Document
Excel Document
PowerPoint Document
Location Map
RSS Feed
Image Gallery
Image Uploader
Image Emailer
Streaming Audio
Streaming Video

Make a Menu
Button Screen

dele

Home   How it Works   buzztouch U™   Self Hosting   Plugins   Forums   How To's   buzz Map   About

▸ Account | Applications | SoundsBoard

SoundsBoard
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Menus and Screens make up the bulk of your app. Most of the work you do designing your app will be related to creating and connecting screens. Most applications use a Menu as the home screen. Tapping items on the home screen menu usually loads additional menus and content.

Carrier 📶   12:02 PM   🔋

My First App   ⓘ

Menu Item 1   ›

Menu Item 2

Menu Ite

Me

▸ Applications | SoundsBoard | Icon | Core | Config Data | Layout | Them

About App Layouts

Applications can have a single home-screen, or up to 5 home screens if they use a
home screen(s) at anytime.

Generally speaking, tabbed layouts are best for apps that have lots of content. Light, s
home screen that serves as the main-menu for the app. Items in the home screen men

To create a non-tabbed layout, expand the Home Screen section below and choose one
menu). Be sure to create a screen to select from your *Screens and Features list* before continu
screen you won't be able to complete the configuration.

To use a tabbed layout, configure up to 5 tabs below in the "Tabbed Layout Options" section. If your
blank. You'll need to create the home screens in your *Screens and Features list* before you you can comple
less than 5 tabs, leave the entries blank.

▸ Home Screen (non-tabbed layout)

Home Screen Nickname ▸ Select

SoundBoard

Enter the nickname of the screen you want to use as your Home Screen. Leave this blank if you are using a Tabbed Layout.

save

Step Three:
Make The Screen You Made
The Home Screen

Advanced Menu Properties

▸ Show / Hide

▸ Screen Nickname

▸ Screen Data URL

▸ Navigation Bar / Status Bar

▸ Require Login

▸ Button Layout

Button Layout Style
Grid

Prevent Scrolling
Yes, prevent scrolling

Label Layout Style
--select--

Label Font Color ▸ Select

Button Background Color

Buttons Apply Drop-Shadow
--select--

Button Shadow Color

Button Transparency (0-10...

▸ **Button Size**

Button Size Small Device (number)
50

Button Size Large Device (number)
200

Button Margin Small Device (number)

Button Margin Large Device (number)

Button Font Size Small Device (number)
14

Button Font Size Large Device (number)
16

The size of the buttons will depend on several factors

Consider all the different scenarios, small buttons, big buttons, round buttons, vertical buttons, horizontal buttons, there are many possibilities.

Balance the size of the button, with the layout option (from above) and the roundness of the buttons corners. Experiment, experiment, experiment.

save

Step Four:
Set up your Advanced Menu Properties:

Grid
Button Size - I used 50 small device 200 large
Font - I used 14 Sm Device 15 largeDevice

Home   How It Works   buzztouch U...   Self Hosting   Plugins

▸Applications | SoundsBoard | Screens and Menus |

ok **Success**. The button was created.
▸ OK, hide this message

Tapping this button...	loads this screen / feat...
Blue	Image Uploader
Green	Image Gallery
Yellow	Custom HTML - Text
Red	Menu - List
Orange	Menu - Search
Black	Word Doc

6 Buttons

Then after you have set up your properties in the Advanced Menu Set Up all your Button names. You can choose any screen because they will be just place holders. This doesn't matter.

Home   How it Works   buzztouch U...   Self Hosting   Plugins

▸ Applications | SoundsBoard | Screens and Menus | (Menu - Buttons)

ok **Success.** The button was created.
   ▸ OK, hide this message

Tapping this button...	loads this screen / feature...	order	
Blue	Image Uploader	1	delete
Green	Image Gallery	2	delete
Yellow	Custom HTML - Text	3	delete
Red	Menu - List	4	delete
Orange	Menu - Search	5	delete
Black	Word Doc	6	delete

6 Buttons   update

Tapping this button...   loads this screen / feature...   order
Blue   Image Uploader   1   delete   close ✕

Button Properties

Button Title
Black

Icon File Name ▸ Select

Background Image Name Small Device
black.png

Background Image Name Large Device
black.png

Background Image URL Small Device

Background Image URL Large Device

Transition Type
Default transition type

Sound Effect ▸ Select
Black.m4a

save
Saved!

Button Titles are not necessary, you can use icons or background images (or both) instead of a title, or along with a title. Adjust the Button Menu Layout properties on button screen to control where the text-label shows.

Background Images can be placed "under" an icon. You could also use a background image with no icon. Background images expect a file name or a URL, not... sure to drag the image file... downloading the sour...

Transition Typ... the next scre... appropriate...
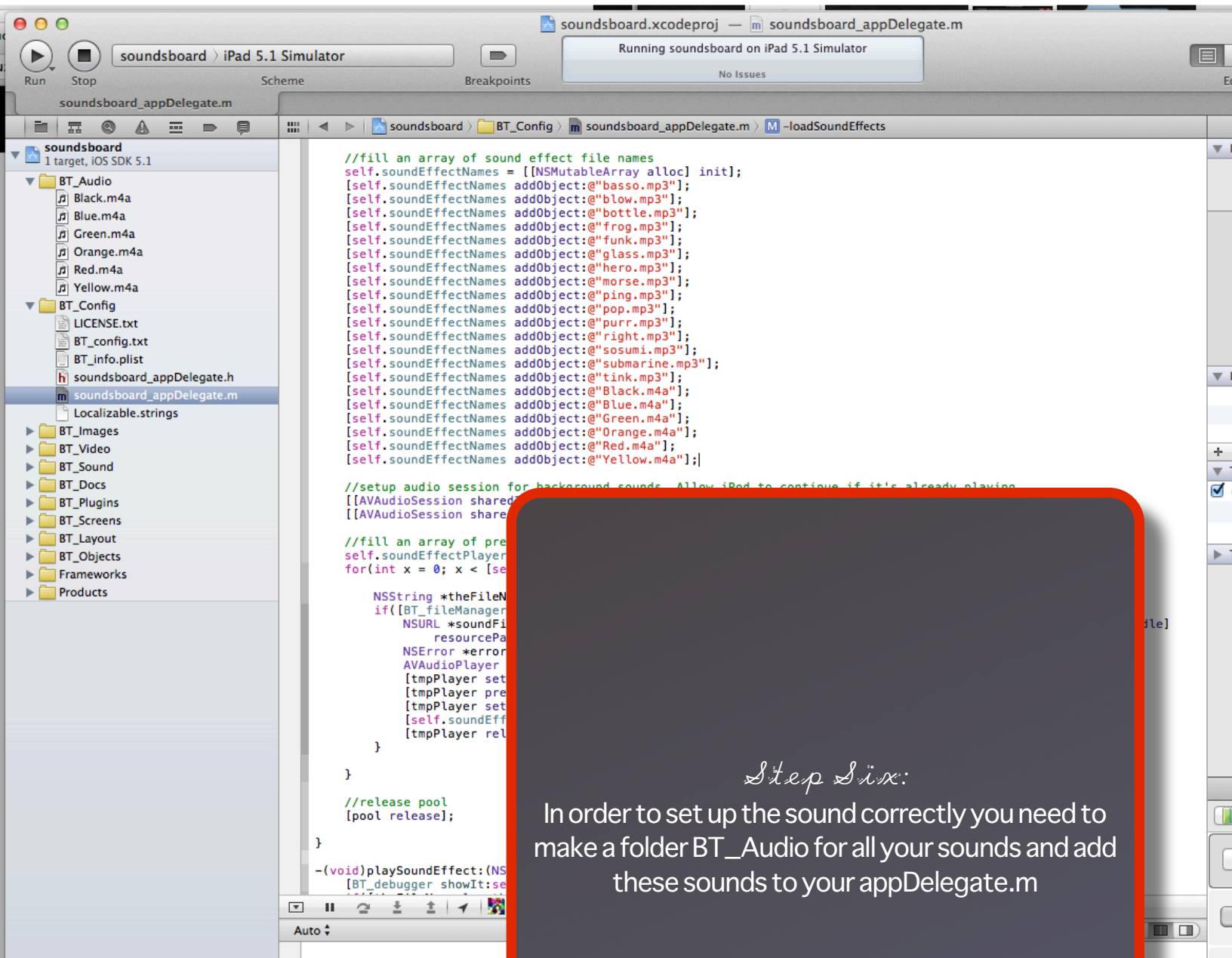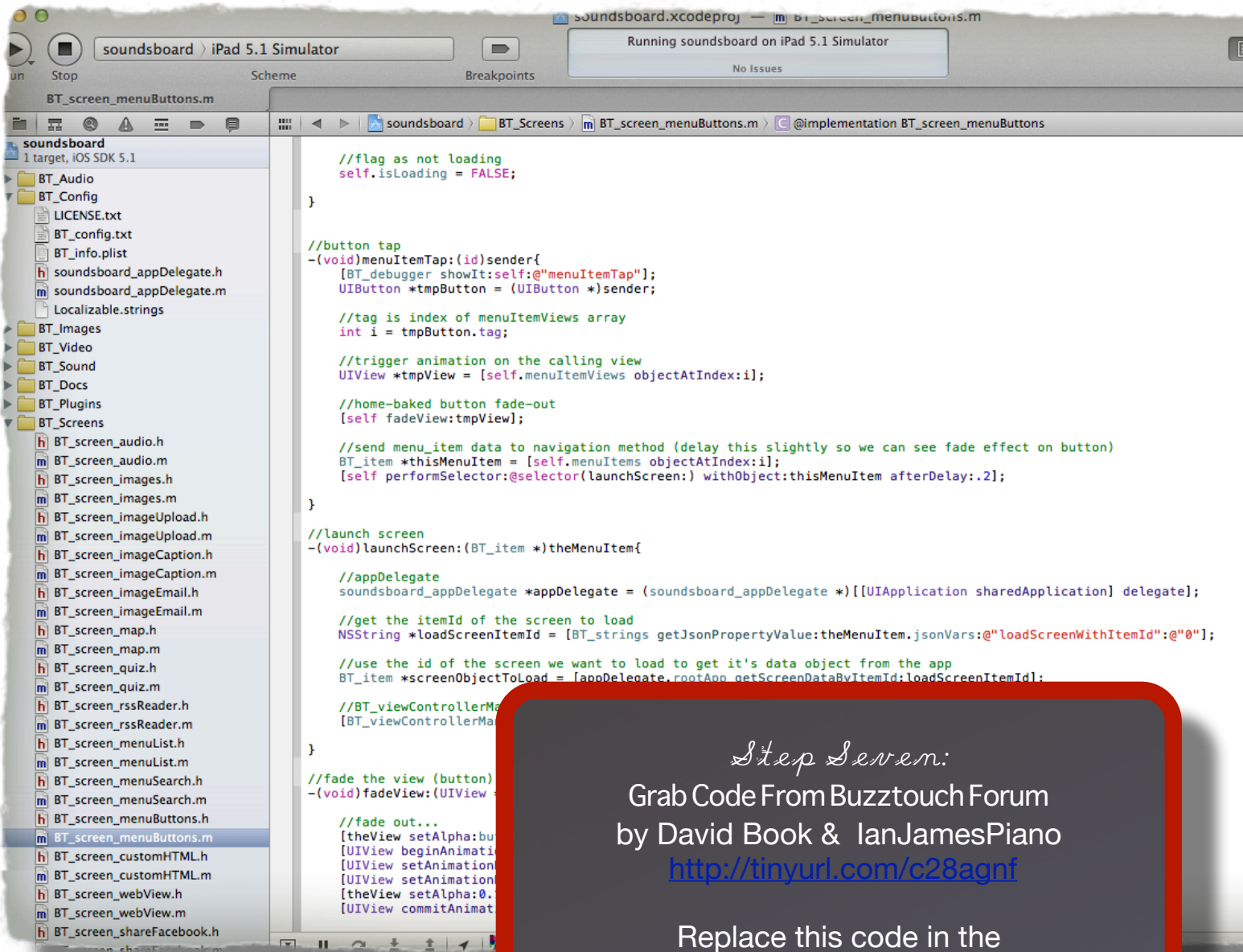
Step Five

For each Screen there will be a Button Property. Click The Screen And Button Property will appear. You want to set create your sound files and images prior to this. Images 200x200 and use .mp3, .wav or . m4a files for your sound effects

```
soundsboard.xcodeproj — m soundsboard_appDelegate.m

▶ ■   soundsboard › iPad 5.1 Simulator         ▭         Running soundsboard on iPad 5.1 Simulator
Run Stop                                                          No Issues
         Scheme              Breakpoints
   soundsboard_appDelegate.m

⊞  ◀  ▶  | ⌂ soundsboard › 🗀 BT_Config › m soundsboard_appDelegate.m › Ⓜ –loadSoundEffects
```

```objc
//fill an array of sound effect file names
self.soundEffectNames = [[NSMutableArray alloc] init];
[self.soundEffectNames addObject:@"basso.mp3"];
[self.soundEffectNames addObject:@"blow.mp3"];
[self.soundEffectNames addObject:@"bottle.mp3"];
[self.soundEffectNames addObject:@"frog.mp3"];
[self.soundEffectNames addObject:@"funk.mp3"];
[self.soundEffectNames addObject:@"glass.mp3"];
[self.soundEffectNames addObject:@"hero.mp3"];
[self.soundEffectNames addObject:@"morse.mp3"];
[self.soundEffectNames addObject:@"ping.mp3"];
[self.soundEffectNames addObject:@"pop.mp3"];
[self.soundEffectNames addObject:@"purr.mp3"];
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[self.soundEffectNames addObject:@"Orange.m4a"];
[self.soundEffectNames addObject:@"Red.m4a"];
[self.soundEffectNames addObject:@"Yellow.m4a"];

//setup audio session for background sounds. Allow iPod to continue if it's already playing
[[AVAudioSession shared
[[AVAudioSession share

//fill an array of pre
self.soundEffectPlayer
for(int x = 0; x < [se

    NSString *theFileN
    if([BT_fileManager
        NSURL *soundFi
            resourcePa
        NSError *error
        AVAudioPlayer
        [tmpPlayer set
        [tmpPlayer pre
        [tmpPlayer set
        [self.soundEff
        [tmpPlayer rel
    }

}

//release pool
[pool release];

}

-(void)playSoundEffect:(NS
    [BT_debugger showIt:se
```

Project navigator (left panel):

- soundsboard — 1 target, iOS SDK 5.1
  - BT_Audio
    - Black.m4a
    - Blue.m4a
    - Green.m4a
    - Orange.m4a
    - Red.m4a
    - Yellow.m4a
  - BT_Config
    - LICENSE.txt
    - BT_config.txt
    - BT_info.plist
    - soundsboard_appDelegate.h
    - soundsboard_appDelegate.m
    - Localizable.strings
  - BT_Images
  - BT_Video
  - BT_Sound
  - BT_Docs
  - BT_Plugins
  - BT_Screens
  - BT_Layout
  - BT_Objects
  - Frameworks
  - Products

𝒮𝓉𝑒𝓅 𝒮𝒾𝓍:

In order to set up the sound correctly you need to make a folder BT_Audio for all your sounds and add these sounds to your appDelegate.m

```
                //flag as not loading
                self.isLoading = FALSE;
        }


//button tap
-(void)menuItemTap:(id)sender{
        [BT_debugger showIt:self:@"menuItemTap"];
        UIButton *tmpButton = (UIButton *)sender;

        //tag is index of menuItemViews array
        int i = tmpButton.tag;

        //trigger animation on the calling view
        UIView *tmpView = [self.menuItemViews objectAtIndex:i];

        //home-baked button fade-out
        [self fadeView:tmpView];

        //send menu_item data to navigation method (delay this slightly so we can see fade effect on button)
        BT_item *thisMenuItem = [self.menuItems objectAtIndex:i];
        [self performSelector:@selector(launchScreen:) withObject:thisMenuItem afterDelay:.2];
}

//launch screen
-(void)launchScreen:(BT_item *)theMenuItem{

        //appDelegate
        soundsboard_appDelegate *appDelegate = (soundsboard_appDelegate *)[[UIApplication sharedApplication] delegate];

        //get the itemId of the screen to load
        NSString *loadScreenItemId = [BT_strings getJsonPropertyValue:theMenuItem.jsonVars:@"loadScreenWithItemId":@"0"];

        //use the id of the screen we want to load to get it's data object from the app
        BT_item *screenObjectToLoad = [appDelegate.rootApp getScreenDataByItemId:loadScreenItemId];

        //BT_viewControllerMa
        [BT_viewControllerMa

}

//fade the view (button)
-(void)fadeView:(UIView

        //fade out...
        [theView setAlpha:bu
        [UIView beginAnimatio
        [UIView setAnimation
        [UIView setAnimation
        [theView setAlpha:0.
        [UIView commitAnimat
```

Step Seven:
Grab Code From Buzztouch Forum
by David Book & IanJamesPiano
http://tinyurl.com/c28agnf

Replace this code in the
BT_screen_menuButtons.m

Change applegate.

To see a live demo of this check out the

video

SoundBoard

Blue Green Yellow

Red Orange B...

Step Eight
YOU HAVE A SOUNDBOARD!!!!!
Best of luck!   I am open to all questions and you can PM me at buzztouch.com/sheri

buzztouch™

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Sheri
Apple Fan

Points: 7,180

Washington
Posts: 73
Reg: Sep 23, 2011
Prof. Views: 76

› buzztouch U™
› Send Message
› Posts
› Following
› Followers
› **Published Apps**
› Developer Info
› Report Abuse

3 Published Apps

Be A CNA
Educational quiz game to prepare you for your career as a health care professional. This app is focused on preparation for the Nursing Assistant State Exam. However, this is a handy tool for a Medical Assistant or Nursing Student as well. This game is packed full of multiple choice questions and practical skills that You will need to pass your state test. This quiz was developed after teaching CNA classes, with not finding enough accurate study material I decided to make my own. See if you a

Download
› iTunes

Skull Quiz
Be ready for your next anatomy quiz by reviewing your skull bones. This app will quiz you with tons of multiple choice highly colorful anatomy photos. You can test the labeling of bones with audio review, you can download and print coloring pictures of a skull and lastly you can test yourself on the entire skeleton. This app is a great for any healthcare professional or any anatomy and physiology student.

Download
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ER Translate
Communication Device That can be used in emergency situations for non-speaking patients. This device can help with between you and someone that is unable to talk either because they have had a stroke, speak another language or have any other conditions where communication is impaired.

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