

# Sound Byte Remote Control

Version 0.1.0 - July 31, 2008

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[http://www.blackcatsystems.com/software/sound\\_byte\\_remote\\_control.html](http://www.blackcatsystems.com/software/sound_byte_remote_control.html)

## Introduction

Sound Byte Remote Control allows you to remotely control multiple copies of Sound Byte. Each time you press a key on the keyboard, each copy of Sound Byte will be instructed to play the cart that uses that key as the hotkey. This allows you to remotely trigger cart playbacks on several copies of Sound Byte at the same time. Each cart could have the same, or a different, sound file associated with it.

Sound Byte Remote Control is distributed as shareware. You are free to try the program before you buy it. You must purchase your copy if you wish to continue to use it.

## Configuring Sound Byte

The first step is to configure Sound Byte, to accept remote connections. Select “Set Remote Port...” from the Edit menu. Change the port number to a non zero value, ideally one above 1024. In house, we use 4507. You will need to remember this port number when you configure Sound Byte Remote Control.

Computers running Sound Byte must not have any “spyware blocker”, “firewall” or other software that prevents programs from properly accessing the internet. If you have any such software, you must disable it, or configure it to allow Sound Byte to access the internet. Due to the numerous variety of such programs, we cannot offer any assistance with how to do this for a specific program.

Click OK for the changes to take effect. You may wish to open the window again, for use in the next step when configuring Sound Byte Remote Control.

## Configuring Sound Byte Remote Control

The next step is to configure Sound Byte Remote Control, with a list of IP addresses of computers that it will control.

When the program is run, a window named Untitled will open. Go to the Settings tab.

Select Add Entry from the Edit menu. A new line will be added to the list, with a default IP address of 127.0.0.1 and port of 4507. These values must be changed to the correct values for the computer you wish to control. The port value is easy, it is the value you set your copy of Sound Byte in the previous step. Click the 4507 once to select it, and again so you can edit it. Change it, if necessary, to the port value you assigned in Sound Byte.

Next you need to set the IP address. If the computer running Sound Byte is directly connected to the internet (no hardware router and not on a LAN), chances are you can determine the correct address by looking at the Remote Port Settings window in Sound Byte (where you set the port number) and use the value displayed for Local, it should be four numbers separated by periods, such as 217.52.128.93

If your computer is on a LAN or behind a router, the address displayed may not be the computer's actual internet IP address. You will need to determine what this is, from the router. Due to the numerous variety of routers, we cannot offer any assistance with how to do this for a specific router. You may also need to "open up" your computer on the router, to allow outside connections from the internet to reach your computer, on the port number you're using.

After setting the IP and port number, click the Update button. Sound Byte Remote Control will try to connect to the computer running Sound Byte. If it is able to do so, the word Connected will be displayed under Connection, otherwise it will say Disconnected.

Also, if you look at the Remote Port Settings window in Sound Byte, next to the local address, there will be a value displayed for the Remote address, this is the address of the machine running Sound Byte Remote Control.

You can then add additional IP addresses, if you wish.

As a first test, you may wish to run both Sound Byte and Sound Byte Remote Control on the same computer. Once you have successfully done this, you can then try it on an actual remote computer.

Computers running Sound Byte Remote Control must not have any “spyware blocker”, “firewall” or other software that prevents programs from properly accessing the internet. If you have any such software, you must disable it, or configure it to allow Sound Byte to access the internet. Due to the numerous variety of such programs, we cannot offer any assistance with how to do this for a specific program.

## **How to use Sound Byte Remote Control**

Click outside of the list of computer IP addresses, or change to the Control tab. Type any letter, and it will be sent to all connected copies of Sound Byte. Any carts which use that letter as a hotkey will be played. The name of the cart being played will be displayed under the Status column for that IP address.

One point to be aware of is that the internet can add random and unpredictable delays to the remote playback of carts. Ideally a cart playback will start within a second of pressing the key, but it is quite possible the longer delays will occur. These delays are out of the control of the program, and Black Cat Systems. Potential users of this program need to fully evaluate and test the program prior to purchase and live “on the air” use, to make sure that their needs are met.

## Obtaining Sound Byte Remote Control

You can download the latest copy of Sound Byte Remote Control from this URL:  
[http://www.blackcatsystems.com/software/sound\\_byte\\_remote\\_control.html](http://www.blackcatsystems.com/software/sound_byte_remote_control.html)

Please feel free to write to us with any questions or comments you may have:  
[info@blackcatsystems.com](mailto:info@blackcatsystems.com)

# Sound Byte Remote Control Version History

0.1.0 July 31, 2008  
Initial beta release

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