



Archiving Sounds



From External Devices to a PC At BSOL by John C.E. D'Alton March 2007.

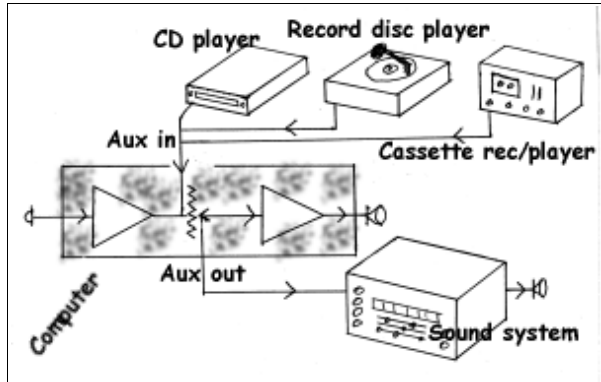
Using MS Windows 98 or XP on a PC with at least a 600MHz CPU.

Have enough free space on the PC's hard drive.

Ensure the PC's sound system is working and using reasonable quality speakers to hear the sounds.

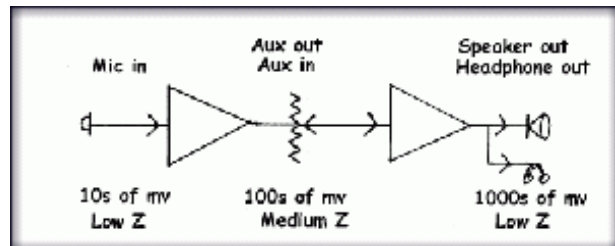
Ensure the external device, tape recorder, turntable (record player) or other is functioning satisfactorily.

Make the connections with suitable cables and plugs from the device to the PC to the correct input socket.



On the left are three devices connected to input (sound from) and connected to the Aux socket of the PC.

The Sound System could be a standard home unit to hear the sounds clearly rather than from the PC's speakers but not essential.



On the right is a simple electronic block diagram of the PC's sound system which is shown shaded on the diagram on the left.

I will be using the Open Source Software (OSS) application called **AUDACITY** to capture the sounds into the PC and edit the sounds. OSS is free software.



Once one has the sound on the PC's hard drive it can be written to CD, DVD or other medium to back it up.

The most important things to take care of in regards sounds are:

The level (loudness) measured in decibel (db) must not be too low or too high.

The frequency (freq) range of the sound can be edited to increase or decrease its quality.

Noise not needed such as clicks on old records, hiss on the record or tape can be removed.

It is very time consuming so one must have plenty of patience as it's done in real time. Meaning it takes ten minutes to capture the sound from a device and another ten minutes to listen to one's work. Then it may take an hour to get the sound to one's requirement. The fussier one is the more time is needed. Be patient! It's worth it in the end, most times.

The sound can then be saved (written) to what ever medium one chooses, in various formats.

Common formats are; .OGG, .WAV, .MP3, .WMP etc.

The different formats have different reasons to be different. MP3 for instance is a compressed format so making a smaller file size.

The Help file in AUDACITY V1.2.6 is about eighteen A4 pages long which I suggest that you print it out for your reference.

Sounds that one has saved can be used when making VCD/DVD movies, the music can be soft background music, perhaps one's own accordion, piano, guitar music if you are a musician.

I hope to have time to show how to write (save, burn) music files to CD so that the CD will play in a domestic CD player just like the CDs that are sold in shops.

If you have an Internet connection there is enough data available on the Internet Web sites to keep one busy reading for months, if not years. Just type into a search engine, AltaVista, Mooter, Google etc something like;

tape sounds to CD, 78 RPM to CD, vinyl records to CD or DVD and so on or see some Web site URLs on the next page.

Here are some URLs of Internet Web sites which are very helpful, try them if you have an Internet connection.

VHS tape to DVD;	site OK	www.yesvideo.com.au/y/faqaus.htm
Using AUDACITY	site OK	www.blazeaudio.com/howto/lp-plugin.html
ditto	site OK	www.soundabout.net/phono_preamp_usb.htm
Audacity	site OK	audacity.sourceforge.net/help/faq?s=general&i=free
About CD and DVD;	site OK	www.genesysdtp.com/index.htm?faq.htm
Some images	site OK	web.singnet.com.sg/~lion4/articles/diy/cassette.html

Is Audacity really free? Why?

Yes, Audacity is [completely free, open source software](#). You are free to use this program for personal or commercial purposes. You are also free to give it away, sell it, or modify it for your own use, under the terms of the [GNU General Public License](#).

The authors of Audacity decided to release it under the GPL for many reasons. Some of us do it out of generosity. Some of us do it for moral reasons, because we feel that all software should be free; others believe that there is a place for both free and proprietary software.

One reason Audacity is free is so that it will be more popular and useful. Yet another reason is to encourage collaboration. Because of Audacity's free license, dozens of people around the world have contributed code, bug fixes, documentation, and graphics.



[Other frequently asked questions...](#)

Ripping sounds from music CDs

I do not include this in this Sound Talk but may demonstrate it at a later talk if people are interested.

Sounds can be “ripped” from a standard music CD or “captured” by using the sound as the CD is played. This takes the time of the actual music (sound) track so takes more time than necessary. So the easiest and quickest way is to “rip” from a CD using special CD “ripping” software. An OpenSourceSoftware (OSS) that does this is CDEX. It can be obtained from Source Forge's Web site at: cdexos.sourceforge.net



So there you have it. As I said before, working with sound/s is a time consuming exercise but well worth the effort. One can choose which sounds to edit, how they sound and so on.

I build my own Web site where there are some hints on archiving and other subjects at;

www.paradox.com.au/~jcdalton

Thanks,
John C.E. D'Alton.

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