



dieTunes

V1.0

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*** WARNING! ***

dieTunes performs destructive processing on loaded audio files. If you DO NOT want to irreparably destroy your original files then you must copy your audio file and load the copy into dieTunes.

What is dieTunes?

dieTunes is an audio file player software with a difference: every playback will automatically apply a corruption called '**dieTunes processing**' to the loaded file at file level. It can be seen as a digital version of the degradation of the vinyl record.

How do I use dieTunes?

dieTunes is a very simple application to use. When running a file can be opened by selecting 'Open...' and picking a file from the subsequent dialogue, or by using the 'Open Recent' menu to select a recently opened file. The combined play/pause button controls playback and the playback position can be selected using the position slider. The vertical slider on the right controls volume.

What files does dieTunes work with?

dieTunes V1.0 will load uncompressed AIFF and WAVE files for playback, but will only apply **dieTunes processing** to file with a bit-depth of 16 bits. Other file formats, including MP3, AAC and WMA are not supported at this time.

Where can I get help if dieTunes doesn't work as expected?

There is no official support being offered for **dieTunes**, but if you do have problems do contact Adam Jansch at adam@adamjansch.co.uk with your issue and he will endeavour to reply as soon as he can.

Known Issues with dieTunes Version 1.0

- Only 16-bit AIFF and WAVE files will be processed
- Keyboard control of playback not implemented
- Audio does not stop automatically when player window is closed
- Setting play position straight after load doesn't stick
- Using volume slider during playback stops update of rest of UI

If you come across any other possible issues please email details to Adam Jansch at adam@adamjansch.co.uk.