



User's Manual



Mr. Soundman *Premium*
Ear Training Software

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Copyright Notice:

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V-Plugs development team.

Installation:

You can use Mr.Soundman as a stand alone application or as a VST plugin.

To install the stand alone application double click the „Mr_Soundman_Premium.exe“ file.

To install the VST version double click the „Mr_Soundman_Premium_VST.exe“ file.

The installation program will lead you through the rest of the process.

* When installing the VST version, please make sure to select your VST Plugins directory as the destination folder for the Mr. Soundman dll. file.

After Mr. Soundman Premium is installed, you have to authorize it to work with your computer.

Authorization:

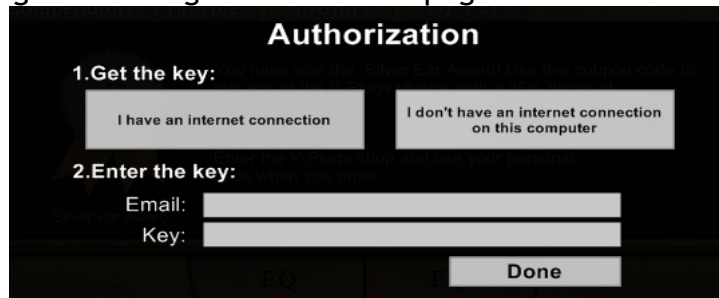
** The unauthorized software will be fully functional for 21 days. It is recommended to authorize it immediately after purchase!*

After starting Mr Soundman Premium for the first time you will be asked for your authorization key.

Get your key:

If you have an internet connection on the computer that you use Mr. Soundman with, press the button on the left. You will be directed to the authorization page on our site.

If you don't have an internet connection on this computer, press the right button and copy the link that we provide on a computer with an internet connection, to get to V-Plugs authorization page.



Authorization

1. Get the key:

I have an internet connection I don't have an internet connection on this computer

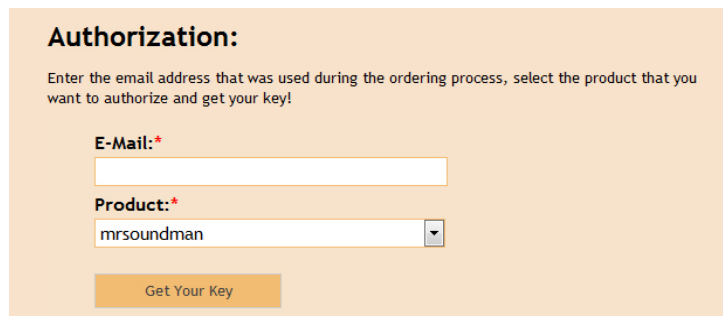
2. Enter the key:

Email:

Key:

Done

On the authorization page on our site enter your email, and choose Mr. Soundman as the product that you want to authorize. Then press the “get your key” button.



Authorization:

Enter the email address that was used during the ordering process, select the product that you want to authorize and get your key!

E-Mail:*

Product:*

mrsoundman

Get Your Key

A private authorization key will be generated. Enter your authorization key on your Mr. Soundman application. After entering this code successfully the software will be licensed on your computer.

* Please make sure that you enter the same email that you have used during the ordering process, while authorizing!

Introduction:

In the studio, tuned ears are your most important working tool. This is where Mr. Soundman comes into the picture.

Mr. Soundman is your personal ear trainer. Play it once a day for 20 minutes, and you will soon notice a significant improvement, with better frequency detection, higher scores and more accurate decisions in the studio.

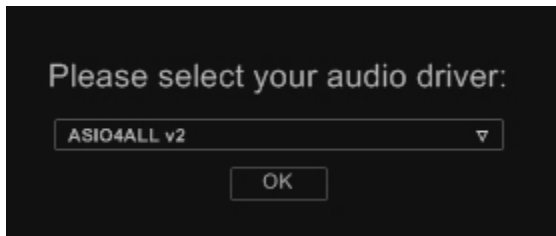
Audio Setting:

Close any application that uses your audio driver before opening Mr. Soundman! If another application is using your audio driver you will not be able to hear Mr. Soundman sounds.

When you open Mr. Soundman for the first time you will might need to configure your audio settings. To do so click on the small 'audio' note, on the right (just near the volume control).



Click to select an audio driver



Select an audio driver and press OK. Usually you want to select here the driver of your professional audio interface. Asio driver are preferable, but other drivers also can be used.

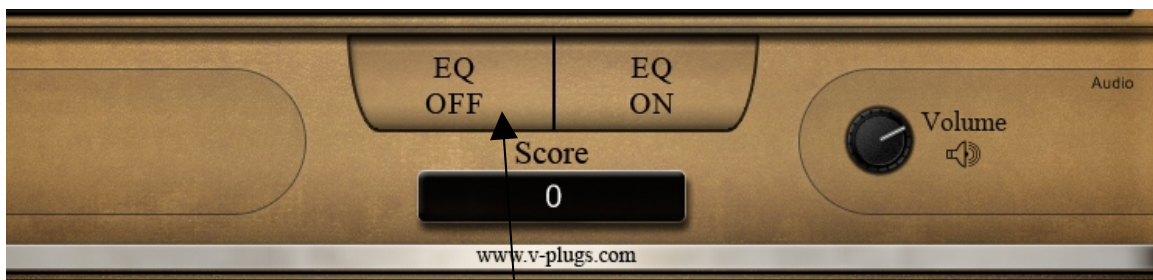
If you do not have a professional soundcard with an asio driver, you can download and install **asio4all** (its free): <http://www.asio4all.com/>

Game Instructions: [Watch a video](#)

The basics:

Press on the 'New Game' tab to start the game. You start with three lives. Mr. Soundman will play an audio source with a noticeable boost somewhere across the frequency range.

Your mission is to identify the boosted frequency. By pressing the *EQ On/EQ Off* buttons, you can hear and compare the original and the equalized sound sources to make better decisions.



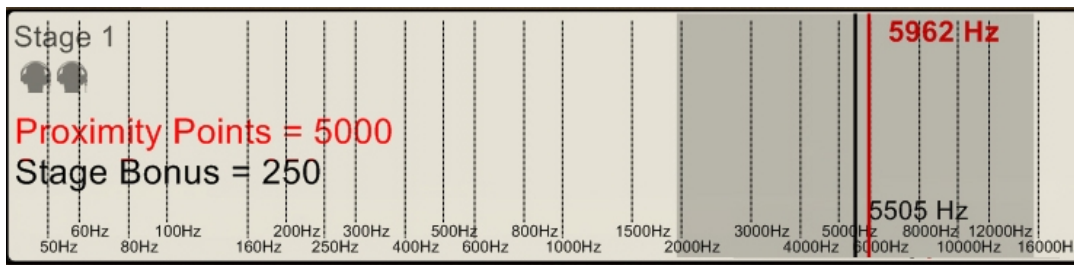
Use the EQ On/Off buttons to compare the equalized and the non-equalized sounds.

The closer you are to the boosted frequency the more points you gain. But your answer has to be within the *'right answer range'* to gain any points at all.

Five correct answers will pass you to the next stage. A higher stage means more bonus points per answer, and also a narrower 'right answer range' (So you have to provide more precise answers). The game starts with a wide 'right answer range' of 3 octaves, but only the best will get to the ¼ octave zone.

Score and points:

When you give a correct answer you gain points. The closer you are to the original frequency the more *proximity points* you gain. A perfect answer will grant you the full 5000 points. When you answer correctly you also get the extra *stage bonus* points. In the first stages this bonus is low, but as you step ahead this bonus is getting higher.



Awards:

According to your score you can win three different awards: the *Bronze Ear*, the *Silver Ear* and the *Golden Ear* award. Each of these awards grant you a special prize.



So how much do you have to score to win an award?

60000 points for the Bronze Ear Award

120000 points for the Silver Ear Award

180000 points: You are Mr. Soundman, a Golden Ear Award winner!

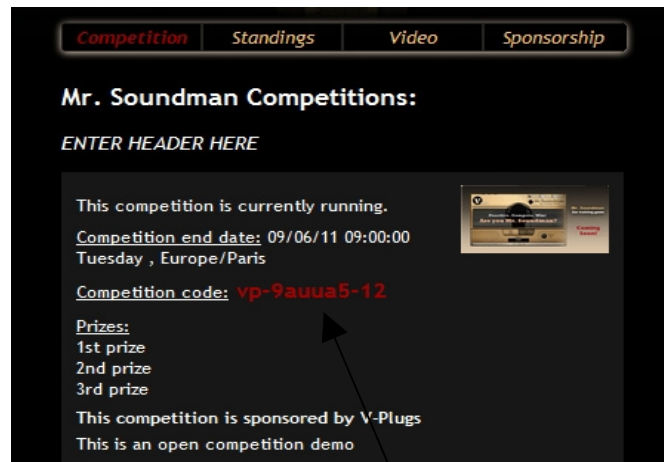
Participate in competitions: [Watch a video](#)

Mr. Soundman enables you to compete with other music producers and sound engineers around the globe. Prove your talent and you might win valuable prizes!

There are two types of competitions: **open** and **closed**. An open competition is a competition that every Mr. Soundman user can participate in, and this is probably the competition that you are looking for. A closed competition is for a specific target audience only, and it will be marked with *(asterisk) on the competition menu.

When an open competition is running it will be announced on the [competition page](#) on our site.

A unique **competition code** will appear on this page.

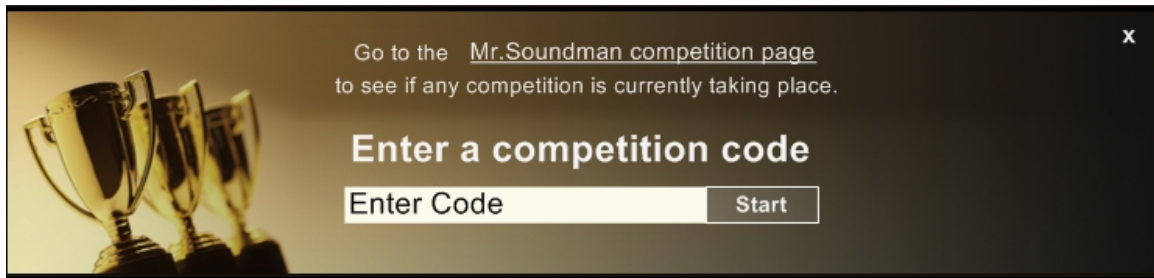


The main competition page on v-plugs site

Copy the competition code and enter it on your Mr. Soundman application!













Click the 'competition' tab on your Mr. Soundman game panel and enter this code. When the 'start' button becomes green, click it and start playing in the

competition mode.

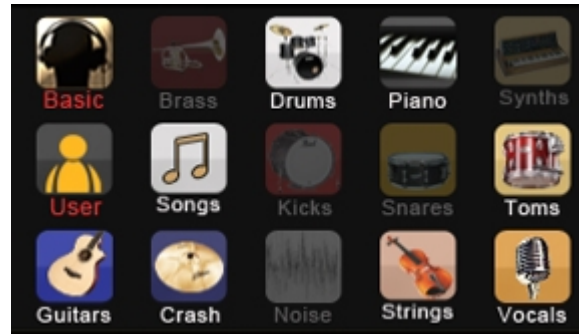


At the end of the game fill in your details and press 'submit'. That's it, you're in! You can play in the competition mode as many times as you want, and update the score you have submitted earlier with a new higher one.

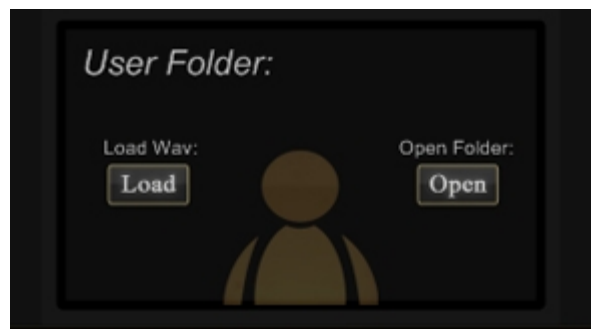
The current competition standings are updated in real time on the Mr. Soundman [standings page](#) on our site. You can also find there the results and winners of earlier competitions.

1. or BENMUHA	96739	
2011-06-07 18:25:30		
2. eli dodo	30784	
2011-06-07 17:23:34		
3. Madonna Cohen	21187	
2011-06-02 09:00:04		
4. David Bowie	19409	
2011-06-02 09:01:30		
5. shai sababa	18362	
2011-06-01 18:36:05		
6. Elvis Prestly	16155	
2011-06-02 19:09:21		

The 'Sounds' page:



At the 'sounds' page you can choose sounds for both the practice and the game modes.

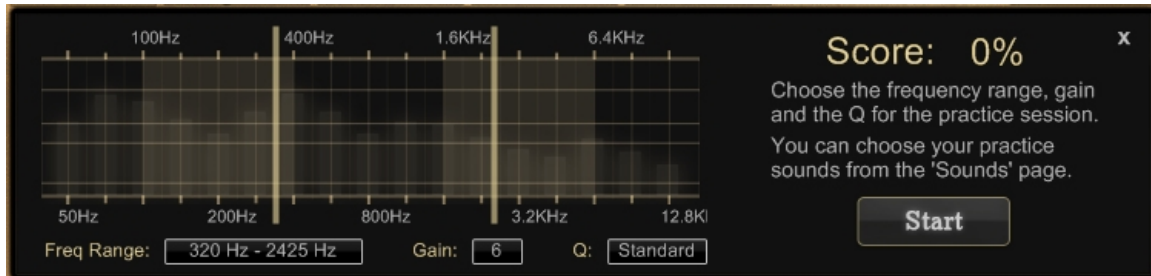


At this section you can also upload and manage your own sounds. Use the **Load** button to load sounds into your user directory. No mp3 or other compressed audio formats please. You can load **wave files only!**

Any loaded sound is copied into your Mr. Soundman user directory. You can use the **open** button to open your user directory, see what's in it, arrange and delete files if needed.

***Please note:** when you play in the competition mode, only the basic sounds are being used regardless of your selection in the 'sounds' page.

The Practice Mode:

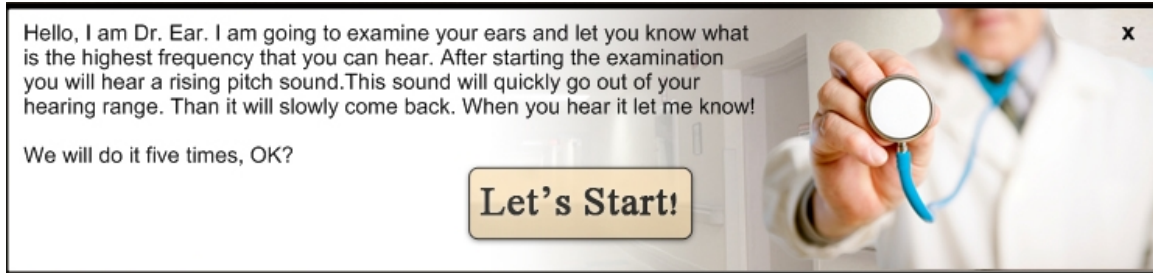


The practice mode enables you to have a focused training, with the sound sources, and the equalizer parameters that you want. With the practice mode you can choose to have a focused training session with kick drums, to enhance your frequency detection abilities within the hi-mid frequency range, or to learn to identify slightly nuances in female vocals between 500hz and 1khz.

Before you start practicing please choose the sounds that you want to practice with from the 'sounds' page (see details above). At the practice page select the frequency range (by dragging the two vertical lines), the gain (boost/cut), and the Q (bandwidth).

After starting a practice session you can set your coacher feedback level with the *feedback* knob on the left.

Dr. Ear:

A screenshot of a web application interface. On the left, there is a text box with the following text: "Hello, I am Dr. Ear. I am going to examine your ears and let you know what is the highest frequency that you can hear. After starting the examination you will hear a rising pitch sound. This sound will quickly go out of your hearing range. Then it will slowly come back. When you hear it let me know!" Below this text is a question: "We will do it five times, OK?". In the center, there is a yellow button with the text "Let's Start!". On the right, there is a photograph of a doctor in a white coat holding a stethoscope. A small 'x' icon is in the top right corner of the interface.

Hello, I am Dr. Ear. I am going to examine your ears and let you know what is the highest frequency that you can hear. After starting the examination you will hear a rising pitch sound. This sound will quickly go out of your hearing range. Then it will slowly come back. When you hear it let me know!

We will do it five times, OK?

Let's Start!

In humans the audible range of frequencies is usually said to be 20hz to 20 kHz, although there is considerable variation between individuals, especially at the high frequency end.

How good are your ears? Can you hear a 17khz? What exactly is the highest frequency that you can hear? Dr. Ear will check your ears and get back to you with the results!

Minimum System Requirements:

- Windows XP/Vista/Windows 7
- Pentium 4 1500 mhz or better
- 512mb RAM or more
- 200MB free HD space

Customer Support:

Technical support is available online. Please email us at:
support@v-plugs.com

Please don't forget to mention your name and order number.

User Comments:

We will appreciate any comment regarding Mr. Soundman. Don't hesitate to contact us at support@v-plugs.com and share with us your experiences using Mr. Soundman.