

---

# **imSound Documentation**

***Release 0.1***

**DataSounds**

December 22, 2013



---

# Contents

---

<b>1</b>	<b>Readme</b>	<b>3</b>
<b>2</b>	<b>Installation</b>	<b>5</b>
2.1	Dependencies . . . . .	5
<b>3</b>	<b>Usage</b>	<b>7</b>
<b>4</b>	<b>Contributing</b>	<b>9</b>
4.1	Types of Contributions . . . . .	9
4.2	Get Started! . . . . .	10
4.3	Pull Request Guidelines . . . . .	10
4.4	Tips . . . . .	11
<b>5</b>	<b>Credits</b>	<b>13</b>
5.1	Development Lead . . . . .	13
5.2	Contributors . . . . .	13
<b>6</b>	<b>History</b>	<b>15</b>
6.1	0.1.0 (2013-08-11) . . . . .	15
<b>7</b>	<b>Indices and tables</b>	<b>17</b>



Contents:



---

# Readme

---

This page covers some instructions of imSound usage.





---

# Installation

---

At the command line:

```
$ git clone http://github.com/DataSounds/imSound.git
$ cd imSound
$ python setup.py install
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv imSound
$ workon imSound
(imSound) $ git clone http://github.com/DataSounds/imSound.git
(imSound) $ cd imSound
(imSound) $ python setup.py install
```

If in doubts while using virtualenvwrapper take a look [here](#)..

## 2.1 Dependencies

pygame is a necessary package to use imSound, as well DataSounds. Both of them can be installed using **pip**. If you use virtualenvwrapper this could be done inside your virtual environment.



---

# Usage

---

To use `imSound` in a project:

```
from imSound import imSound
import numpy as np

data = np.random.rand(100).reshape(10,10)
data_fig = imSound.ImageSound(data)
data_fig.play_move()
```

A figure is generated internally with `matplotlib` and coursing mouse will display sounds of data intensities.



---

# Contributing

---

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

## 4.1 Types of Contributions

### 4.1.1 Report Bugs

Report bugs at <https://github.com/DataSounds/imSound/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

### 4.1.4 Write Documentation

imSound could always use more documentation, whether as part of the official imSound docs, in docstrings, or even on the web in blog posts, articles, and such.

### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/DataSounds/imSound/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up *imSound* for local development.

1. Fork the *imSound* repo on GitHub.

2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/imSound.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv imSound
$ cd imSound/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 imSound tests
$ python setup.py test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.

2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/DataSounds/imSound/pull\\_requests](https://travis-ci.org/DataSounds/imSound/pull_requests) and make sure that the tests pass for all supported Python versions.

## 4.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_imSound
```





---

# Credits

---

## 5.1 Development Lead

- DataSounds <[arnaldo@datasounds.org](mailto:arnaldo@datasounds.org), [luiz@datasounds.org](mailto:luiz@datasounds.org)>

## 5.2 Contributors

None yet. Why not be the first?



---

# History

---

## 6.1 0.1.0 (2013-08-11)

- First release on PyPI.



---

# Indices and tables

---

- *genindex*
- *modindex*
- *search*