Spectrographing Windowlicker

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I've all my CDs ripped to oggs and served by Mediatomb running on my OS X PPC to my Playstation 3 (just to avoid AirTunes). Ok, that was running for a while, but now I looked at the import script and found out the whole chain supports a bit of Unicode. The issue is that the Playstation's user interface is a bit annoying when you need to scroll through lists of hundreds of artists or albums, so that's why Mediatomb supports customizing the generation of these lists through a JavaScript import script. Using that script, I now have my music first divided into an index of first letters, and the next level is a combination of albums and artists starting with that letter. But to distinguish between an artist and an album I wanted a nice indicator. Which is possible because I can edit the import.js script as utf−8 and then Mediatomb can treat it as utf−8 and the Playstation also does utf−8. So I put in the Unicode symbol for sun Â¤ to indicate the entry is an album, and renamed my server from New York to IÂ¤NY just to check that out. Then I wanted to get the notorious second track of Windowlicker right, but that would need MathML because it's a bit to complicated for just Unicode. And just because you can't trust a Wikipedia article, I checked the Spectrograph myself by opening the ripped wav in Sonic Visualizer. Would be nice if the Playstation had a realtime spectograph visualizer instead of the just a bit off useless ones. But the Wikipedia article is right about the spectrograph: [IMAGE]

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http://www.xs4all.nl/~ipenburg/blog/posts/dull/2009/01/27/spectrographing−windowlicker/