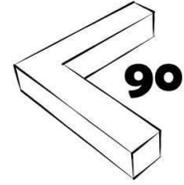
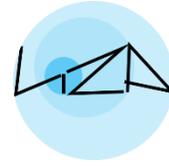


# Liza (Editor)



Author: Anthony Chilton

Last updated: 12<sup>th</sup> July 2025

## OVERVIEW, DISCLAIMER & RESTRICTIONS ON USAGE

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Liza is a simple Windows tool for sharing sound simulations (auralizations). The editor allows the user to describe up to 8 scenarios, each with an associated text description, image and audio file. A Liza project can be shared for viewing by uploading to the cloud.

The author has exercised reasonable care that the tool works correctly and to describe, in this document, the underlying assumptions and limitations. The user bears any risk arising from the use of the tool.

No restrictions are placed on the use of this tool other than the request that its use is appropriately credited. Users require a login to access and use the tool. A login needs to be requested from the author by email via the tool.

## INSTALLING THE SOFTWARE

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The software is installed via the Microsoft Store as follows:

1. Click the Start button: Located in the bottom left corner of your screen.
2. Type "Microsoft Store": As you type, a search box will appear, and the Microsoft Store app should be listed among the search results.
3. Type "LizaEditor" in the search box at the top of the Microsoft Store window.
4. Click on the software and then on the "Get" button to install it.

Alternatively, the following link will take you straight to the app listing on Microsoft Store.

<https://apps.microsoft.com/detail/9PFJFR1NQWSQ?hl=en-us&gl=GB&ocid=pdpshare>

You can also find a link to the software on the L90 website. <https://l90.uk/>

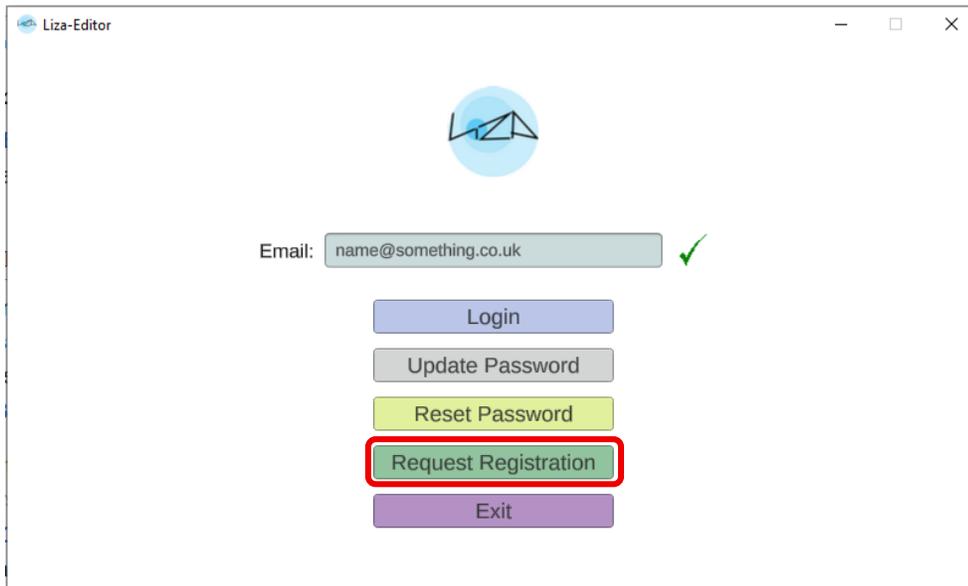
## REQUESTING A USER LOGIN

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Open the LizaEditor Software.

On the opening screen, click on the "Request Registration" button and follow the instructions. The process is to send an email requesting registration to [L90-comms@outlook.com](mailto:L90-comms@outlook.com). The email must come from the email address you wish to register and the email should contain the text "Please register this email for Liza".

If successful, you will be sent an email to confirm registration and supply a default password.

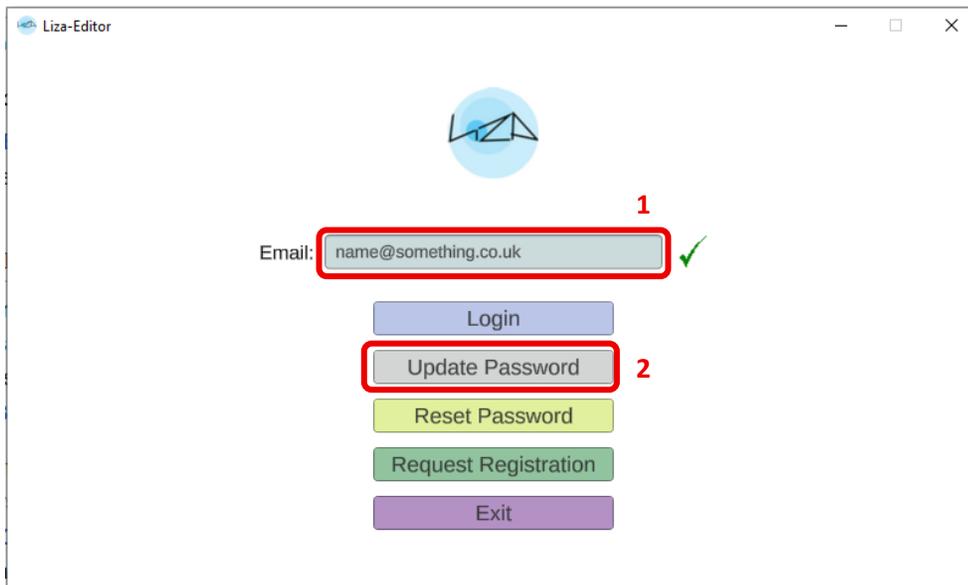


## UPDATING PASSWORD

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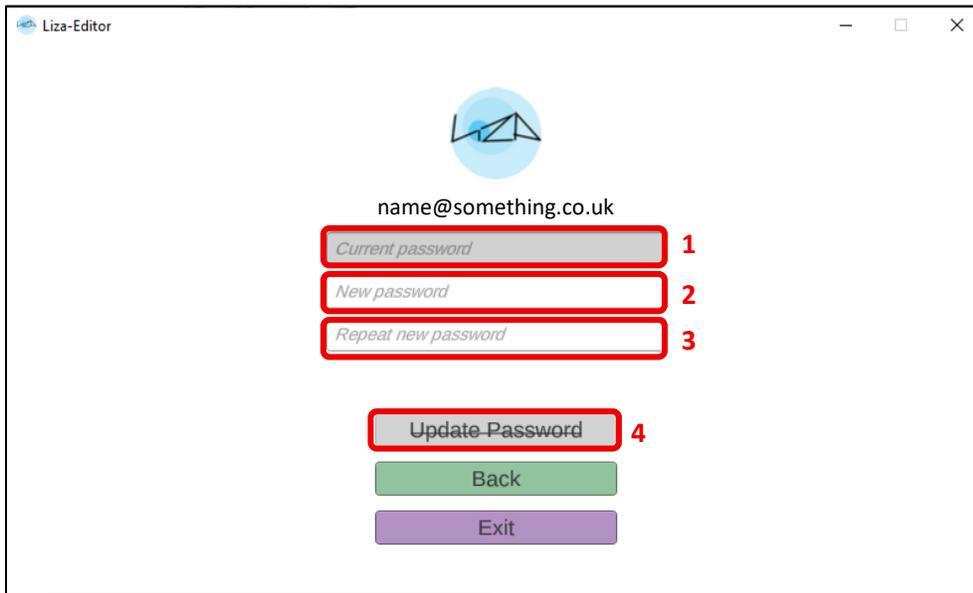
Having received an email confirming a default password, this can be updated to a personalized password as follows:

1. Enter the registered email address in the box.
2. Click on the 'Update Password' button.



This will take you to the following screen. Then update your password as follows:

1. Enter your existing password.
2. Enter a new password of your choice.
3. Confirm the new password.
4. Click on the 'Update Password' button to update.



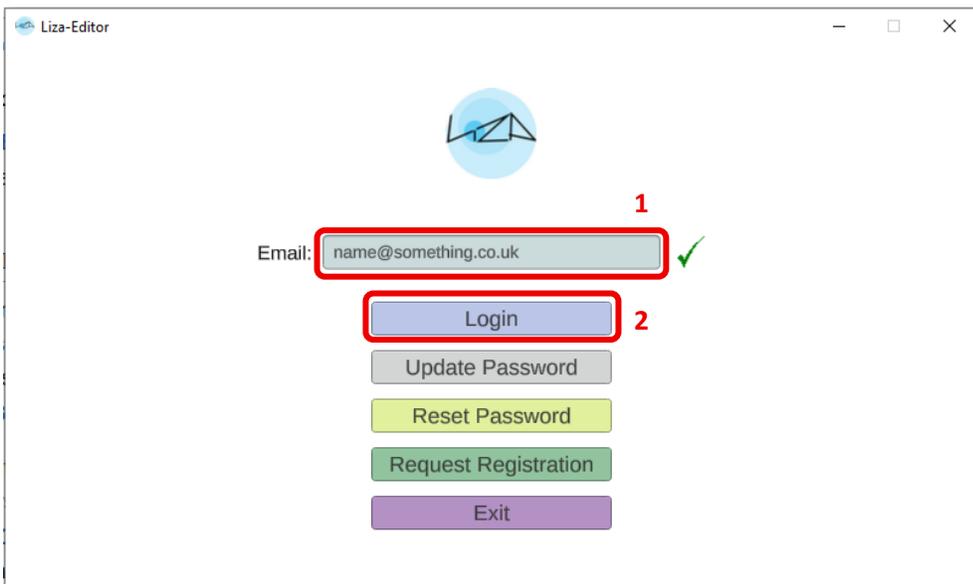
The screenshot shows the Liza-Editor application window. At the top left, it says "Liza-Editor". In the center, there is a logo consisting of a blue circle with a white triangle and a line. Below the logo, the email address "name@something.co.uk" is displayed. There are three input fields, each with a red border and a red number to its right: "Current password" (1), "New password" (2), and "Repeat new password" (3). Below these fields is a button labeled "Update Password" with a red border and a red number 4 to its right. Underneath are two more buttons: "Back" (green) and "Exit" (purple).

## LOGGING IN

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To log in to Liza Editor:

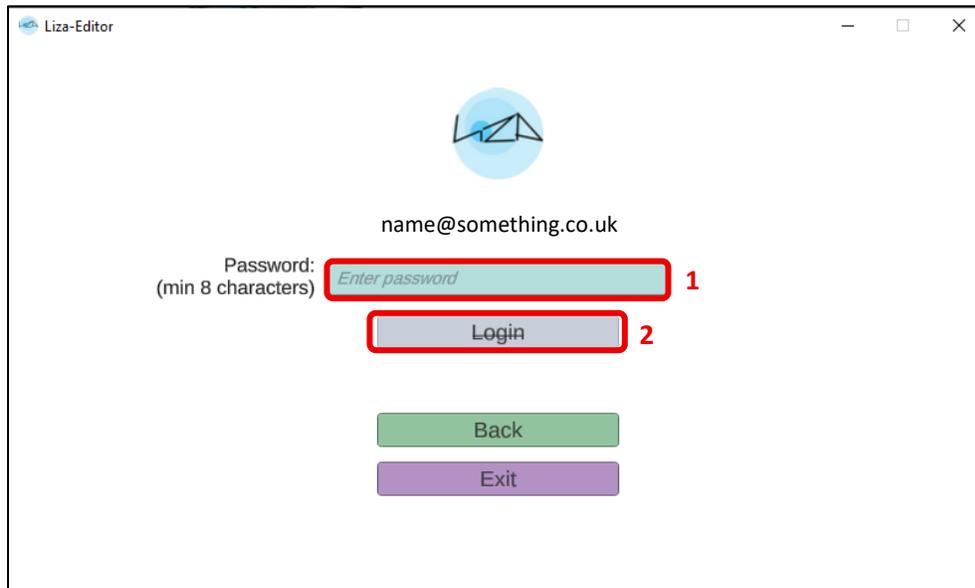
1. Enter the registered email address in the box.
2. Click on the 'Login' button.



The screenshot shows the Liza-Editor application window. At the top left, it says "Liza-Editor". In the center, there is a logo consisting of a blue circle with a white triangle and a line. Below the logo, the text "Email:" is followed by an input field containing "name@something.co.uk" with a red border and a red number 1 to its right. A green checkmark is visible to the right of the input field. Below the input field is a button labeled "Login" with a red border and a red number 2 to its right. Underneath are four more buttons: "Update Password" (grey), "Reset Password" (yellow-green), "Request Registration" (green), and "Exit" (purple).

This will take you to the following screen. To login:

1. Enter your password.
2. Click on the 'Login' button.



## RESET PASSWORD

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If you need to reset your password (e.g. if you have forgotten it), please send an email to [L90-comms@outlook.com](mailto:L90-comms@outlook.com). The email must come from the email address associated with your user account and should contain the text "Please reset my Liza password".

## TYPES OF USER PROFILE

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There are two types of user profile available.

### **Type 1: Local Use Only**

Users with this profile can use the Liza Editor on their own computer and save/load files from their computer. However, this profile does not allow sharing of Liza projects via the cloud.

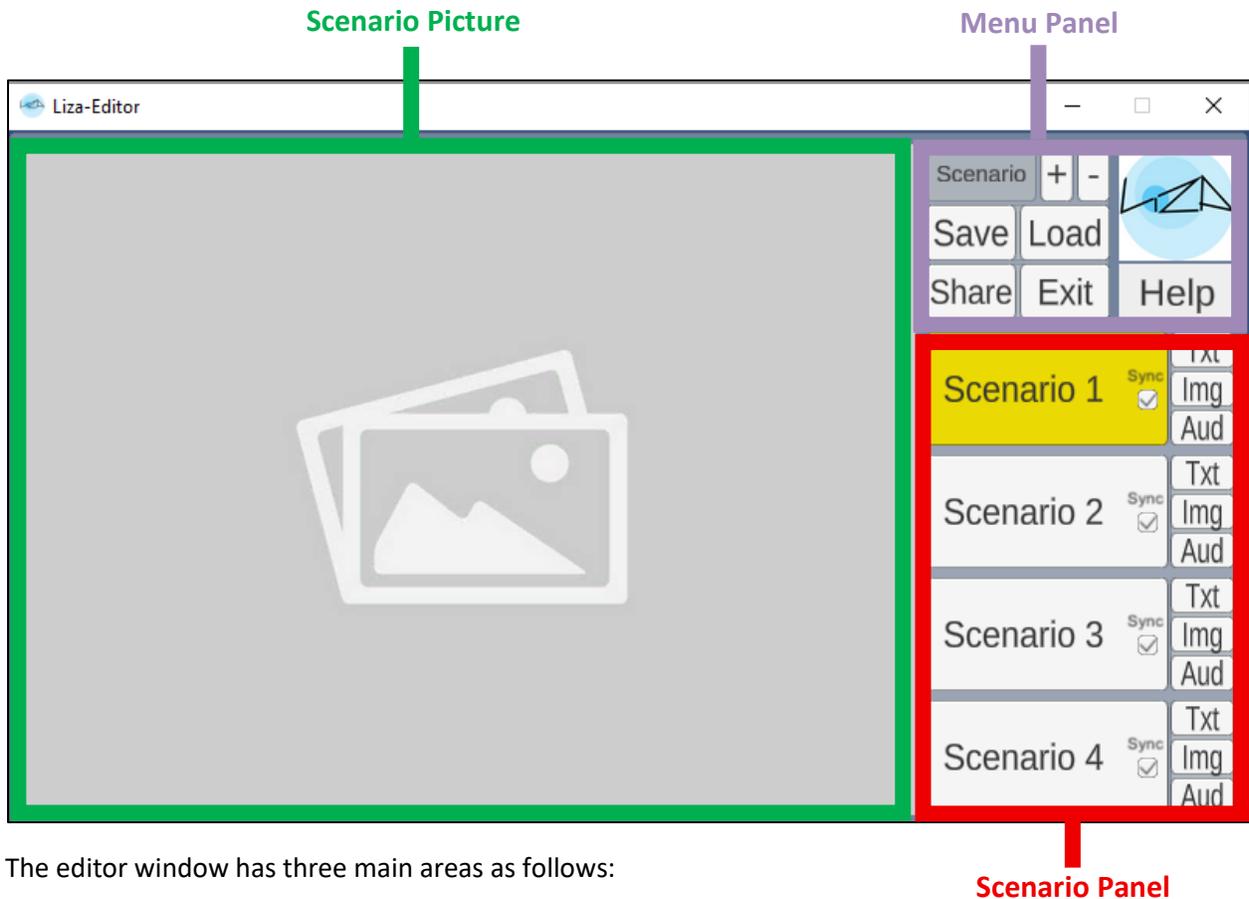
### **Type 2: Local Use and Sharing via Cloud**

Users with this profile can use the Liza Editor on their own computer and share Liza projects with clients/collaborators via the cloud.

The reason for having two types of profile is that hosting the cloud data occupied space on the server. This means that it may initially be necessary to restrict the number of users with a Type 2 profile.

# LIZA EDITOR - OVERVIEW

On login – you will be taken to the following screen.



The editor window has three main areas as follows:

## Menu Panel

The menu panels allows addition/removal of scenarios. It also allows projects to be saved and loaded from the local machine. Provided the user profile has appropriate permissions, it also allows projects to be shared with clients/collaborators via the cloud.

## Scenario Panel

The scenario panel contains a button for each active scenario. The number of scenarios can be edited between a minimum of 2 and a maximum of 8. The text, image and audio of each scenario can be defined by the user. The currently selected scenario is highlighted yellow. The image shown and sound heard are those associated with the currently active scenario.

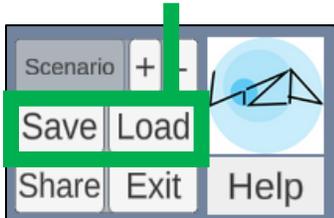
## Scenario Picture

This are shows the picture associated with the currently selected scenario.

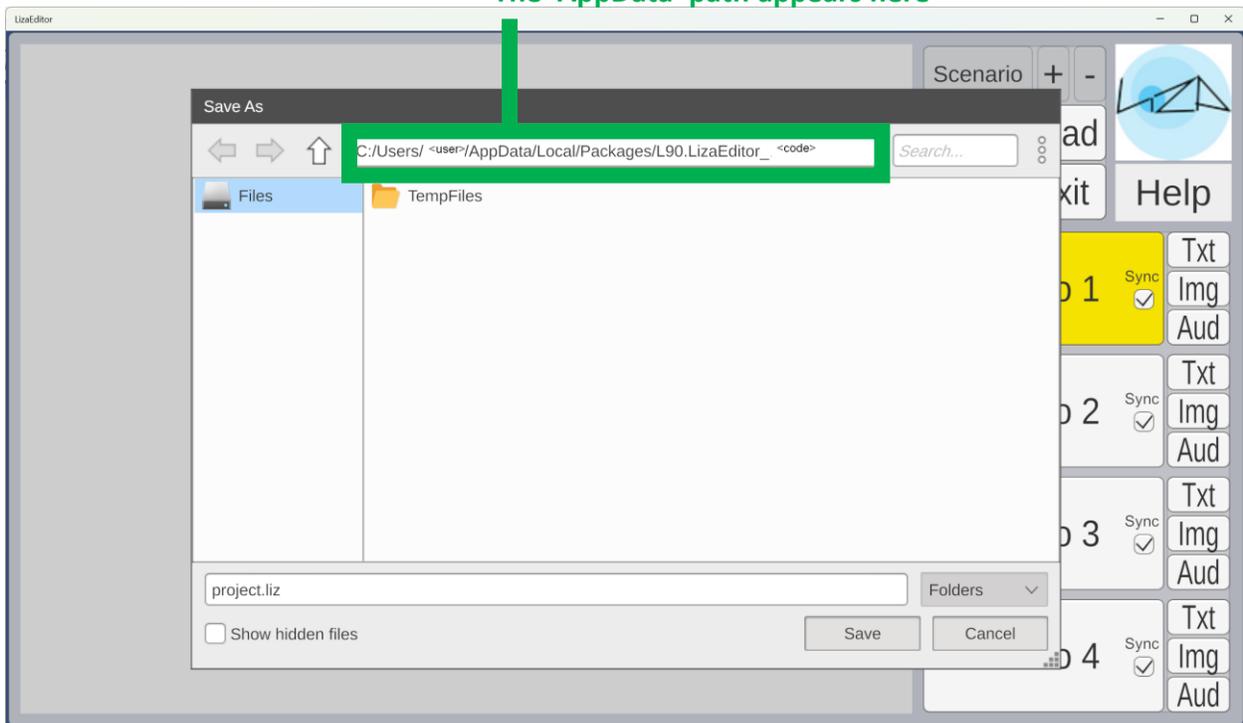
## IMPORTANT NOTE ABOUT THE 'APPDATA' WORKING DIRECTORY

Because of the way Liza Editor is installed from the Microsoft Store, all local files used by the program are stored in an 'AppData' folder. The location of this folder can be found by clicking on either the 'Save' or 'Load' buttons.

Click on Save or Load to find the 'AppData' path



The 'AppData' path appears here



For example, on my machine (running Windows 11), the 'AppData' folder is as follows:

C:/Users/<username>/AppData/Local/Packages/L90.LizaEditor\_<code>/LocalState/

It is recommended to copy this path (Ctrl+C) and paste it into File Explorer. You can then use File Explorer to move any image or sound files that you need for your project into the 'AppData' folder so that you can see them from within the Liza Editor application.

Similarly, any save folders you create to store your Liza projects locally must be contained within the 'AppData' folder.

## IMPORTANT NOTE ABOUT AUDIO OUTPUT

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It is possible under some circumstances that the software will not send sound output to the correct audio device by default when it opens. For example, I have experienced this issue when using some USB headphones.

The workaround for this is as follows:

- Navigate to Windows Settings > System > Sound
- Switch between audio output devices (if it is already set to the one you want, then switch away to another one and then back again).
- Go back to the Liza Editor window and the sound should be working correctly.

Alternatively:

- If the issue was that sound was not coming over headphones, then unplugging and re-plugging them will often solve the issue.

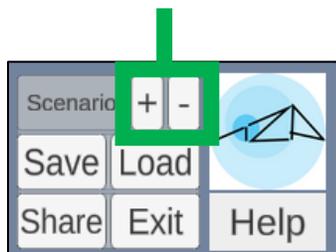
## MENU PANEL

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### Add or Remove a Scenario

Use the buttons indicated to either add or remove a scenario from the scenario panel. The minimum number of scenarios allowed is 2 (i.e. an A vs. B comparison). The maximum number of scenarios is 8.

#### Add/Remove Scenario



### Save Liza Project

Click on the 'Save' button to save the project locally. This will open the 'Save As' dialog box to allow selection (and, if necessary, creation) of a folder location to save the project. Each project must be saved in its own unique folder. It is possible to create new folders with the 'Save As' dialogue box.

When saving, simply highlight the folder where you want the project to be saved and then click on the 'Save' button. Liza projects are always saved as a 'project.liz' file within the selected folder combined with a '\_files' sub folder containing the audio and image files used in the project.

### Load Liza Project

Click on the 'Load' button to load a project that is saved locally. This will open the 'Load from Folder' dialogue box.

Using the dialogue box, select/highlight the folder that contains the project to be loaded and click on the 'Load' button within the dialogue box.

### Exit Button

Click on the 'Exit' button to close the application. There is no automatic prompting to save your project so be careful not to close the application without saving project data that you wish to retain.

### Help Button

Click on the 'Help' button for guidance on using the software. This will open this user manual. Apologies for the circular reference!

### Share Button

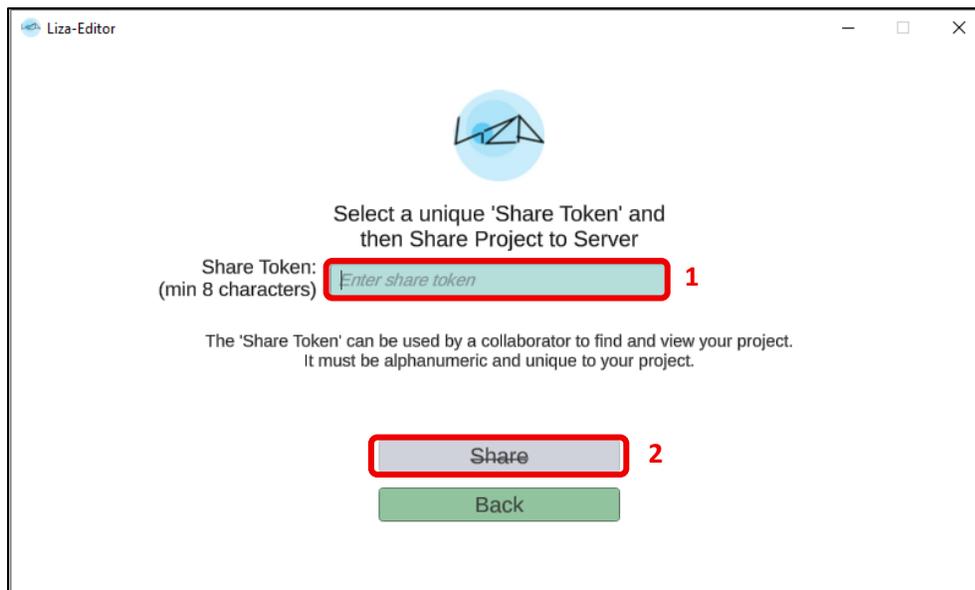
Click on the 'Share' button to upload the project to the cloud so that it can be shared with collaborators/clients. A shared project will be accessed via the 'LizaViewer' application not via the 'LizaEditor' application. This means that it is safe to share a project without fear that it could be edited or changed by others.

Note that only users with a Type 2 profile will be able to share projects. If you find that you are unable to share your project, please contact the software administrator to request a Type 2 profile.

Note that a user can only share a single project at a time. Sharing another project will overwrite any previous projects shared by that user. You can save as many projects locally as you wish but only one can be kept on the remote server by each user.

Clicking on the 'Share' button in the main editor window will take you to the sharing screen below.

1. Enter a 'Share Token' in the box indicated.
2. Click on the 'Share' button in the sharing window.



Note that you will need to send the Share Token to whoever you wish to view the shared project. It therefore may be beneficial to use a word or phrase that is descriptive of the project being shared. It

also needs to be a unique name to avoid confusion with any other projects stored on the server by other users. It is suggested that, before sharing the Share Token with others, Liza Viewer is used to open the shared project to check that it appears in the way you expect.

When you are happy that the project has shared in the way that you want, you will need to send the Share Token to the relevant recipients, together with a link for downloading the Liza Viewer software that they will need to install to access the project.

Liza Viewer (titled Liza Audio on the Microsoft Store) can be downloaded via the following link. Or via the L90 website. <https://l90.uk/>

<https://apps.microsoft.com/detail/9NNNDGF3VKF2?hl=en-us&gl=GB&ocid=pdpshare>

Alternatively, open the Microsoft Store App and Type “LizaAudio” in the search box.

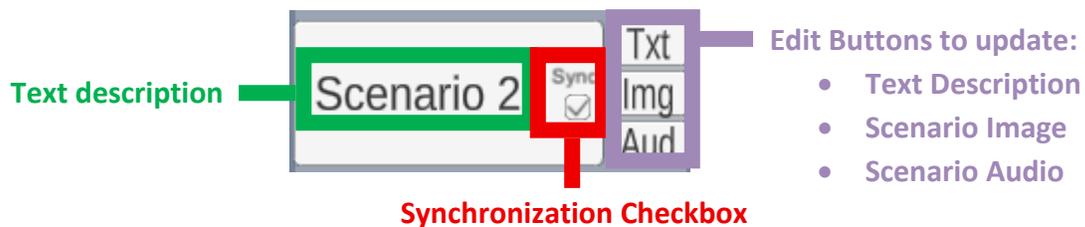
## SCENARIO PANEL

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The scenario panel contains an entry for each scenario active in the project. A project can have between 2 and 8 active scenarios.

Each scenario button has the following components:

- The main scenario button showing a its text description.
- A synchronization checkbox.
- Buttons for editing the scenarios text description, picture and audio.



### Selecting the Scenario

Click on the button where the text description is shown to select a scenario as the current scenario. The Scenario Picture panel will show the picture associated with the selected scenario and the audio associated with the selected scenario will be played. The scenario will be highlighted yellow to indicate that it is the currently selected scenario.

### Synchronization Setting

Click on the scenario’s synchronization checkbox to toggle whether the scenario is synchronized or not. When synchronization is checked, the scenario audio will play from the current time point when the scenario is selected, instead of playing from the start of the audio file.

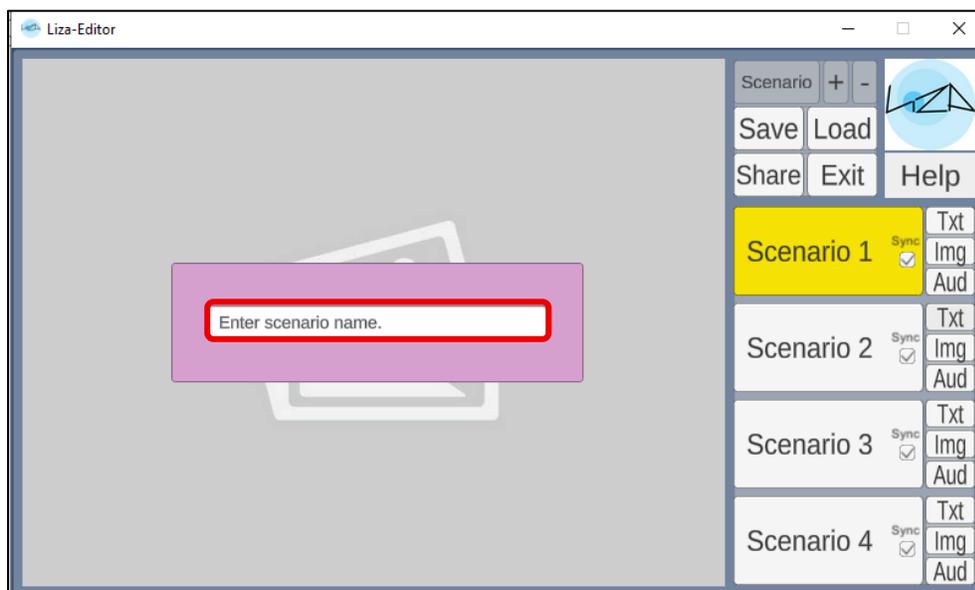
Synchronization is useful when wanting to provide a comparison between the same audio under different conditions. If the audio always resets to the start of the file, it can make it difficult to make a comparison between different scenarios by switching between them.

When synchronization is not checked, the audio will play from the start of the audio file when the scenario is selected.

### Editing the Scenario Text

Click on the 'Txt' button in the Edit Buttons section of the scenario for which you want to edit the text.

This will open an edit window in which the scenario text can be updated. The scenario text is limited to 35 characters. The character limit is so that the text does not become too small to read. When you have entered the desired text, press the enter button on the keyboard to confirm.



### Editing the Scenario Image

Click on the 'Img' button in the Edit Buttons section of the scenario for which you want to edit the image.

This will open a dialog box allowing selection of an image file. Image files must be either .jpg or .png format. Image file size is limited to 128kB. Remember that the image file must be located within the 'AppData' working directory. See earlier section on how to place files in your 'AppData' directory.

The image window has a 4:3 ratio (width:height). The optimal image size is 576 x 432 pixels.

All typical image editing software will allow the resizing of images and saving in the required format. Example image editing software includes Irfanview (<https://www.irfanview.com/>) and GIMP (<https://www.gimp.org/>).

### Editing the Scenario Audio

Click on the 'Aud' button in the Edit Buttons section of the scenario for which you want to edit the audio.

This will open a dialog box allowing selection of an audio file. Image files must be either .wav or .mp3. format. Audio file size is limited to 1024kB. Audio files can be either mono or stereo. Remember that the audio file must be located within the 'AppData' working directory. See earlier section on how to place files in your 'AppData' directory.

All typical audio editing software will allow the resizing/trimming audio and saving in the required format. Example audio editing software includes Goldwave (<https://www.goldwave.com/>) and Audacity (<https://www.audacityteam.org/>).

## CALIBRATION / NORMALIZATION

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Liza allows an audio comparison between different scenarios. However, it is sometimes the case that the absolute level of the audio is important.

It is not possible to directly control the absolute level experienced by a remote listener because their computer hardware and listening device (e.g. headphones/loudspeakers) will impose variable gain and may not have a flat response across the frequency spectrum.

One possibility might be to include one or more scenarios that provide a familiar reference that can be used to approximately calibrate the level for the listener. For example, a tone that is 'just audible' and/or speech from a person stood 1m in front of you.

Another option might be white noise at a known level. The user can then use a free mobile phone decibel meter to adjust their loudspeaker volume to give the correct level at their listening position.

A number of free decibel meters are available for both iPhone and Android devices e.g.

- Android - Sound Meter ([link](#)) , SPL Meter ([link](#))
- iPhone – Decibel X ([link](#)) , Decibel dB ([link](#))

## NOTES ON PRIVACY

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Note that any files that are shared via the cloud will be stored on a secure server. These files should not be accessible to anyone unless they have the share key that has been defined by the user. The server administrators will take all reasonable steps to maintain the security of the server where information is stored but it is important that the privacy of project information is ultimately a user responsibility and it is recommended that no highly-sensitive or commercially restricted material should be uploaded. No inappropriate or illegal material should be uploaded and, in the event of a breach, the server administrators may be required by law to share user information with the police.

## USE OF EMAIL ADDRESSES

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Email addresses are used only for the purpose of identifying unique users and avoiding the proliferation of fake accounts.

The software administrators will only contact users to communicate important information about their account and emails will not be used for marketing purposes. Emails, or other account information, will never be shared with third parties.

## CLOSING ACCOUNT AND DELETING INFORMATION

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If, at any point, a user wishes to close their account, they can contact the software administrators at [L90-comms@outlook.com](mailto:L90-comms@outlook.com) requesting that their account is closed. Such requests should be made in English and phrased in an unambiguous way. On closing of an account, any information stored on the server that is associated with that user (e.g. Liza project files) will be permanently deleted.

## FAQs

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### **Why can't I login?**

Is your internet connection active? Do you have a registered account? Are you using the correct email address to login? Might you have mistyped your password? If all else fails, contact the software administrators at [L90-comms@outlook.com](mailto:L90-comms@outlook.com).

### **What do I do if I've forgotten my password?**

Contact the software administrators at [L90-comms@outlook.com](mailto:L90-comms@outlook.com) to request a password reset.

### **Why can't I navigate to a folder on my computer?**

Liza software can load and save files but only to the 'AppData' working folder defined by the software. It is not possible to access other folders from within the software. Use Windows File Explorer to move files to and from the 'AppData' folder as required.

### **Why can't I add a picture?**

Is the picture you are trying to add in the correct file format (.jpg or .png)? Is the file you are trying to add larger than 128kB in size?

### **Why can't I add an audio file?**

Is the audio you are trying to add in the correct file format (.mp3 or .wav)? Is the file you are trying to add larger than 1024kB in size. Does the .mp3 employ unusual encoding?

### **Why can't I share my project?**

Is your internet connection active? Does you have the appropriate level of account to allow sharing? If not and you wish to add sharing as an option, please contact the software administrator at [L90-comms@outlook.com](mailto:L90-comms@outlook.com).

### **Why can't my collaborator/client see the project that I have shared?**

Do they have a Windows machine? Have they downloaded and installed the correct software – specifically the Liza-Viewer (Listed as 'LizaAudio' on Microsoft Store) as opposed to the Liza-Editor? Have they entered the Share Token correctly? Did you provide them with the correct Share Token? Check that you are able to view the shared project yourself both on your own and on a different machine.