

Wired for Sound Pro 95

March 1, 1996

Windows 95 Issues

The following features are not applicable to Windows 95:

- o Icon and System error events
Changes in the Windows architecture made supporting these features impossible.
- o Talking Graveyard
Windows 95 has its own place to throw away files.
- o IconPlus
Windows 95 has its own way of changing icons
- o Groupie
Nested folders are part of the Windows 95 shell

Talking Solitaire and Talking Minesweeper

You must have the Windows 95 or Windows 3.1x versions of Solitaire and Minesweeper installed on your system to use these talking games.

On-Line Help

Most WFS Pro 95 applications include on-line documentation. Press F1, choose Contents from the Help menu, or press the Help button while in the application to view context-sensitive help. A few applications have separate documentation files. Talking Solitaire and Talking Minesweeper each have a help icon in the WFS Pro 95 group.

Installation

The default install does not install Talking Calendar on your system.

Talking Calendar has been superseded by Talking PIM. The included Talking Calendar offers no new functionality, and will be the last version. It is included only for users who depend on specific functionality of Talking Calendar.

Virtual CD

The WFS Pro 95 applications can access sounds and other multimedia files on the CD or on your hard disk. If a program tries to access a file which isn't on the hard disk and it is in the install directory or a subdirectory beneath it, the app will look on the CD for the same file. If the file cannot be found on the CD, it will be skipped.

Known Sound Driver Problems

If you have an Ensoniq SoundScape card, you need to go into the Configuration Editor and make sure that the Playback device is set to WAVE OUT (Not A or B) and the record device is set to WAVE IN (Not A or B). Then press "Save" and re-start Windows.

The SoundBlaster* 1.5 drivers that ship with Windows 3.1 have a bug which will cause an

Application Error when playing certain sounds. WFS Pro CD includes some code to work around this bug in most cases. If you experience this problem, obtain more recent drivers from either your sound board manufacturer or Microsoft.

Early SoundBlaster Pro 16 (SB16SND.DRV) drivers dated 12/01/92 have a similar bug. More recent drivers are available from Creative Labs.

Unlike previous versions of Wired for Sound, WFSP 3.0 will decompress sounds to whatever sample size your sound driver claims to support. This could cause problems if your sound board is not set up properly. For example, MediaVision cards require that a 16-bit DMA channel be used to play 16-bit sounds properly. If you have a Media Vision Pro Audio 16 card and are experiencing a break up of sound ("crackling" noise), then change the DMA channel from 3 to 5 or 7.

If you have a Sound Blaster 16 and are experiencing memory parity errors or system crashes when you try to start WFS Pro, change your High DMA setting from 5 to 1.

Video for Windows and PC Speaker Sound Drivers

Video for Windows (runtime version included with WFS Pro CD) will not play the soundtrack when using a PC speaker driver (such as DSOUND.DLL or SPEAKER.DRV).

Faces and Phrase Sounds

WFS Pro CD allows you to select a face which will appear when sounds representing phrases are played. The file SNDAPI.PHR indicates which sounds on the WFS Pro CD are phrases. You can add your own sounds to this file if you want the face to accompany them when played. The format for each file is:

FILENAME.EXT=*

The Media Manager lets you select one or more sounds and tag them as phrases by selecting them and pressing the Phrase button (the rightmost button in the button bar). If you hold down Shift while pressing this button, the sounds will be marked as *not* being phrases.

Voices

Both compressed and uncompressed versions of most voices are supplied. The uncompressed versions are sampled at 16-bit, mono, 22 KHz and typically occupy 4-10 MB space. The compressed versions are 1/4 the size of the compressed voices. Depending on the speed of your CD-ROM drive, it may be faster to play 16-bit voices from the CD (even on 8-bit sound boards) than to play compressed voices, due to the decompression time.

Faces

On certain (slower) systems, the faces may not completely synchronize with the voice playback. Face synchronization is not possible with PC speaker-type drivers.

Sound File Formats

The sound files included with WFS Pro CD are generally in one format:

MSACM (compressed) 22KHz mono

WFS Pro CD applications will automatically convert these sounds to whatever your sound hardware can handle, but if you try to use them with other non-WFS Pro CD applications, they may not play properly. You can use the Transfer Files button in most "Choose Media Element" dialog boxes to convert the sounds to other formats. On-line help is available.

CD Browser

All WFS Pro CD pictures have pre-built thumbnails on the CD. Some older display drivers could cause CD Browser to lock up, or at least appear locked up, when creating thumbnails for 24-bit pictures. The best bet is to obtain a more recent video driver (demand one which implements StretchDIBits natively, as this will also improve video playback performance!)

MIDI Sounds

Many of the longer MIDI sounds use more voices than most sound-board synthesizers have; the music will often sound "flat," or notes will be cut short, when this happens. The only solution is to obtain a sound board which supports more notes, or rewrite the great classics with fewer notes!

MediaScape Changer

For best results, make sure the WFS Pro CD CD is loaded in your CD-ROM drive. If it is not, you will not be able to install or remove any files.

When creating or saving MediaScapes, it is important that the applications whose settings are being saved into the scape be running. The MediaScape changer will ask all running applications to save their settings in special files so that the settings can be saved into the scape. Applications not running will not have a chance to do this.

The four applications most affected by this are:

- Wired for Sound
- Multimedia Jukebox
- Multimedia Screen Saver
- Wallpaper Changer

Each of these apps will save its sound lists in a file with the base name _scape. You should not save your own playlists or association files using the _scape name, since these will be overwritten when a new MediaScape is selected.

First Byte (TM) ProVoice Support

WFS Pro CD supports using the ProVoice engine if you have it on your system. Many sound boards, including MediaVision and SoundBlaster products, include ProVoice. You can identify it by the files FB_SPCH.DLL, FB_NGN.DLL, and so forth. In order for WFS Pro CD to use ProVoice, these files must be in the path or in your Windows system directory.

Speech Synthesis support is disabled by default. To turn it on, make the following modification in the Sound API section of win.ini:

```
[Sound API]
NoSynth=0
```

Some MediaVision cards include only the 16-bit synthesized voice (instead of the normal 8-bit voice, FB_11K8.DLL). To use this, make a copy of the file named FB_11K8.DLL in the same directory as FB_22K16.DLL. Or, put the following setting in the Sound API section of win.ini:

```
[Sound API]
SynthDLL=FB_22K16
```

Note: The SynthDLL setting may not be supported by all versions of ProVoice. If you experience difficulties, remove the SynthDLL line and make a copy of FB_22K16.DLL as explained above.

Three other settings are available for speech synthesis:

SynthVol	The volume used for the synthesized voice (1 to 9; default 9)
SynthPitch	The pitch used for the synthesized voice (1 to 10; default 5)
SynthSpeed	The speed of the synthesized voice (1 to 10; default 5)

PC Speaker Driver Issues

Most 3rd party PC speaker drivers (i.e. SPEAKER.DRV) do not work with MCI-based applications (such as Media Player) or during video playback. In the former case, an error will state that no devices can play the sound. In the latter case, there will be no audio playback.

The version of Aristo-Soft's speaker drive (DSOUND.DLL) that shipped with previous versions of Wired for Sound or Talking Icons supported playing sound through Media Player, but caused problems when used with Video for Windows. The current version behaves like SPEAKER.DRV.

If you want to use the old playback method, put the following line in the [DSOUND] section of WIN.INI:

```
AllowSync=1
```

Shared DLL Woes

Wired for Sound Pro CD includes several DLLs which Microsoft makes available to developers. These generally are enhancements to Windows. Unfortunately, using these DLLs sometimes causes problems because of the way they are mis-installed by applications.

The following are a few of the DLLs which can cause problems:

```
CTL3D.DLL
COMMDLG.DLL
MSVIDEO.DLL
```

There are two problems:

- Sometimes applications will overwrite newer versions of these DLLs with older versions.
- Sometimes applications will not install these DLLs into the correct directories.

In general, there should be one copy of each of the above DLLs, and this copy should be in your Windows system directory. Multiple copies leads to confusion for Windows, since it can load only one copy of a given DLL.

If you suspect problems:

- 1) Remove any copies located in places other than the system directory. Windows always looks in the system directory for DLLs, so the applications that use them will be able to

find them.

- 2) Verify that the version is the same or greater than the copy on the WFS Pro CD.

Because CTL3D is perhaps the most mis-installed DLL, Wired for Sound Pro CD has a few switches in the [WFSUI] section of WIN.INI file to work around problems:

NoCtl3d=1

If this line is present, Ctl3d support will be disabled.

BuiltIn=1

If this line is present, Wired for Sound Pro CD's internal version of Ctl3d will be used, instead of the DLL. By default, the internal version is used only if it is newer than the DLL.

Note: You can use the new Wired for Sound Configuration utility to change these settings.

Changes from Version 3.1x

General

The event hook lets you turn individual media elements and events on and off.

Media Catalogs can be used to select and group sounds by topic instead of directory location.

A periodic event is available in the event hook under Startup events.

Windows FX, IconMotion, MouseMeter, and an animated Icon Editor are included. These previously were part of Talking Icons 2.x.

Talking PIM replaces Talking Calendar.

Six new voices and associated sounds are included. These are impersonations of Kirk, Bones, Hal, Scotty, Sulu, and Picard. No real actors were killed or injured in the recording of these voices.

Five new faces are included: Kelly (a new female), three Aliens, and a Cyberman.

Changes from Version 3.0x

General

Install no longer creates Virtual CD Pointers. They are not generally needed for the WFS Pro CD.

Fixed display problems when non-standard Windows system colors were selected.

Video for Windows 1.1 runtime is included. This, among other speed enhancements, allows compressed files to be played using most Windows applications.

Compressed versions of several of the faces are now included. Users with 16-color video cards should use these instead of the uncompressed faces.

The "Blaster" Family was renamed to the Aristo Family, including Talking H. Ross, etc.

WFSCONF.EXE

WFSCONF is the new WFS Configuration utility, replacing WFSFIX.EXE. WFSFIX.EXE is still available for advanced support needs.

SNDAPI.DLL

Install no longer builds the Virtual CD pointer tree for all files; only the voices and faces will have pointers. However, applications will still be able to access media elements in a location-independent manner. Any reference to a sound in the install directory (i.e. the one containing SNDAPI.DLL) which isn't present will be redirected to the CD-ROM. Likewise, any reference to a file on the CD-ROM will be redirected to the install directory if the file exists there as well.

By default, preloading MCI drivers is not performed, as it was in 3.0. Under rare circumstances, preloading the devices lead to instability when Windows was shutdown. To preload the drivers, set PreloadMCI=1 in the [Sound API] section of WIN.INI.

Note: You can use the new Wired for Sound Configuration utility to change this setting.

VOICE.DLL

Fixed GPF problem when VOICE.INI was corrupt.

Fixed problem that would require reloading application if it attempted to use a bogus voice (.VOI).

FACE.DLL

Fixed GPF when FACE.INI was corrupt.

Face positions are remembered between sessions.

TCLOCK.EXE

Fixed problem that would prevent TCLOCK from exiting fully if the sound queue was locked.

Startup announcement plays more smoothly when a lot of different applications are autoloading.

TMON.EXE

Startup announcement plays more smoothly when a lot of different applications are autoloading.

WFSOUND.EXE

The application launch buttons are now user-configurable. Please refer to the Edit...Launch buttons... menu item.

Fixed certain problems with System Error Events that lead to system instability.

Conflicts with the Windows startup and exit sounds have been greatly minimized. Setup no longer disables these sounds.

Startup sounds play more smoothly when a lot of different applications are autoloading.

WFSUI.DLL

Added new flags to WFSUI section to handle old/incompatible CTL3D.DLL versions.