

MIDPAK - Midi Sound Driver of the Gods.

developed by:

John W. Ratcliff, President, THE Audio Solution, Inc.
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George Sanger, Industry computer musician, 'The Fat Man'
MIDPAK/DIGPAK demo program written by David E. Metzener

THE Audio Solution is pleased to announce the release of MIDPAK v1.0. MIDPAK comprises a set of MIDI music drivers under DOS which provide MIDI music output on all Roland systems, and Roland emulation for the Adlib, SoundBlaster, SoundBlaster Pro, and the ProAudio spectrum. Tandy and IBM PC speaker MIDI music playback is implemented with limited output channels.

MIDPAK incorporates the MIDI music drivers developed by Miles Design, Inc. These drivers are used by virtually every MS-DOS game publisher, having been featured in the most technically advanced games on the market. MIDPAK provides a simple and easy to use programmer's interface that allows MIDI music playback from either the DOS command line or from within your own software with a single procedure call.

Roland emulation is enhanced due to a custom instrument file designed by computer musician George Sanger, 'The Fat Man', premier producer of custom music and sounds for the game industry. This instrument file defines a set of waveforms that model as closely as possible all 127 base Roland melodic instruments as well as all Roland percussives.

MIDPAK is fully compatible with THE Audio Solution's v1.1 release of DIGPAK, providing digitized sound playback on all PC hardware platforms with simultaneous MIDI music output. MIDPAK is available for \$149.95 from THE Audio Solution and comes with all music drivers, custom instrument file, DOS utilities, programmers documentation, example MIDI files, and source code examples. Reasonable licensing fees for commercial distribution.

THE Audio Solution is the leading provider of DOS based music and sound programming tools. THE Audio Solution's DIGPAK was developed by computer game author John W. Ratcliff, author of 688 Attack Sub and an entire line of multimedia education products. DIGPAK is now being used in computer game and multimedia products from Electronic Arts, The Software Toolworks, Strategic Simulations Inc. and many others. The MIDI music drivers in MIDPAK were developed by John Miles, lead programmer for Origin System's Ultima V, and now responsible for MIDI music programming for most US game companies. THE Audio Solution is committed to providing powerful tools for sound and music programming, supporting a wide range of multimedia product development.

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DIGPAK - THE Standard for PC digitized sound

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Add the power of digitized sound to your DOS applications. Use sound to enhance entertainment products, multimedia applications, user interfaces, on-line help systems, and even voice e-mail applications.

You can use DIGPAK to play back sound effects on any kind of PC audio hardware, through batch files, at the DOS prompt, or from within your own programs. Using the audio compression and decompression utilities you can easily upload and download audio files over a telephone modem!

Supports all 3rd party hardware sound boards, as well as the internal IBM speaker, with high quality digitized sound. Provides audio compression and decompression utilities with source code. Loadable driver approach provides a simple programmers interface to produce clean, clear, digitized sound on all hardware platforms. Only THE Audio Solution provides a SIMPLE and COMPLETE solution for producing digitized sound output, and audio compression and decompression, for todays advanced PC products.

FatClips Audio disks represent a collection of sampled music and digitized sound effects created by The FatMan, George Sanger, producer of the music for Origin Systems "Wing Commander", and MT-32 arrangements for Lucasfilm Games' "Loom"

DIGPAK is currently used already in use in the following products:

Strategic Simulations, Inc.'s

Gateway To The Savage Frontier
Pools of Darkness
Tony La Russa's Ultimate Baseball
(and future products)

Software Toolworks'

Chessmaster 3000
(and future products)

Milliken Publishing Company's

Milliken Storyteller
Marvin The Moose
Math Zone
(and future products)

DIGPAK INCLUDES:

14 sound drivers, all sound drivers resident size under 2k.

DOS tools to do the following:

PLAY Play sound effects of any size from the DOS

prompt or from within a batch file.

- ACOMP Standardized audio compression utility.
Can compress audio files of any size!
Achieves between 1.5:1 and 3:1 compression
on music and as high as 6:1 compression on
human voice.
- UCOMP Decompress ACOMP compressed audio files.
- MIX Mix two sound files together into one.
- SPLIT Break large sound files apart into smaller
more manageable pieces.
- CSAMP Change sampling rates of a sound file.
- WRIMAGE A colorful educational and entertaining word game.
Supports up to four players, full of humorous
sound effects. More than 3,000 word, word list!
Plus add spelling lists from your children's
school assignments. (Like Wheel of Fortune)

SOUND EFFECTS: 75 free sound effects!

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DIGPAK PRO ONLY:
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DOCUMENTATION: Complete documentation on how to use DIGPAK inside
your own application software.

SOURCE CODE: Source code examples and linkable object modules
to access sound playback and audio decompression
from within your software.

Driver	Manufacturer	Operation	Resolution
IBMSND	Internal Speaker	BACKGROUND	6 bit
IBMBAK	Internal Speaker	BACKGROUND	6 bit
CVXSND	Covox Speech Thing	BACKGROUND	8 bit
VMSND	Covox Voice Master	BACKGROUND	8 bit
SMSND	Covox Sound Master	BACKGROUND	8 bit
SBLASTER	Creative Labs Sound Blaster	BACKGROUND	8 bit/DMA
ADLIB	Adlib Personal Music System	BACKGROUND	8 bit
DIGISP	Digispeech Adaptor Board	BACKGROUND	8 bit
SOURCE	Walt Disney Sound Source	BACKGROUND	8 bit
ECHOII	Street Electronics Echo II	BACKGROUND	8 bit
LANTSND	Lantastic Voice Adaptor	BACKGROUND	8 bit
TANEXTX	Tandy EX/TX, PCjr	BACKGROUND	4 bit
TANSLTL	Tandy SL/TL	BACKGROUND	8 bit/DMA
PAUDIO	Media Vision ProAudio	BACKGROUND	8 bit/DMA

* FatClips Audio Disk 1: Sound Effects and the hit song 'Beat-A-Way'. *
* All sound effects Copyright (c) 1991, George Alistar Sanger, The Fat Man*

[APPLAUSE.SND]	Applause	[WHITE.ABT]	The White Zone
[DOORBELL.SND]	Doorbell	[SMOKE.ABT]	Smoke That Stuff

[PARTY.SND]	Party	[FORMAT.ABT]	Format Hard Disk
[RADIAL.SND]	Radial Saw	[BUSY.SND]	Busy Signal
[CARSTART.ABT]	Car Starting	[NOT.ABT]	Not!
[CARHORN.ABT]	Car Horn	[SEX.ABT]	Sex
[DISC.ABT]	Disc	[SAVAGE.ABT]	Savage
[OUCH.ABT]	Ouch	[SHOES.SND]	Horseshoes
[CAPTAIN.ABT]	Captain	[THIS.ABT]	Now THIS
[OVENDOOR.ABT]	Oven Door	[GRENADE.ABT]	Hand Grenade

* FatClips Audio Disk 2: Containing FatMusic! *
* All music & sndfx Copyright (c) 1991, George Alistar Sanger, The Fat Man*

Brain Race To Terror
Up To Business 'requires more than 520k free DOS memory to play'
Southern Slide
Hip Chords
'Marvin The Moose' Theme Song