Sound Forge for 32 Bit Windows
Version 3.0b DEMO

3/21/95
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The Sound Forge 3.0 for 32 Bit Windows DEMO contains all features of the Sound Forge 3.0 for 32 Bit Windows package with the following restrictions:

1. You cannot Save any changes to your sound files.
2. You cannot use the Clipboard to Paste data into other applications.
3. You cannot Record new sound data.
4. You cannot Send or Receive samples from Samplers (Internal or External).
5. The program will run for only 15 minutes per session.
6. The Sonic Foundry Virtual MIDI Router (VMR) is not included.
7. The Microsoft Audio Compression Manager (ACM) is not included.
8. Some of the tutorial sound files are not included.

To really get a feel for the usability and features of Sound Forge 3.0, we highly recommend you take the time to browse the Help file. Especially the Keyboard and Menu Shortcuts.

Ordering Information
Sound Forge 3.0 for 32 Bit Windows is available directly from Sonic Foundry for $595.00.

For pricing and availability on all Sonic Foundry products please call or write:

Sonic Foundry, Inc.
100 South Baldwin Street, Suite 204
Madison, Wisconsin   53703

(608) 256-3133 (Sales and Main Line)
(608) 256-7300 (FAX)
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The remaining text is the Release Notes for Sound Forge 3.0.

This document contains additional information not available in the printed documentation or on-line Help.

Contents
This document contains information on the following topics:

   1.0 Minimum System Requirements
   2.0 Installation
   3.0 More Common Questions and Answers
   4.0 Sonic Foundry, Inc.

1.0 Minimum System Requirements
The following lists the minimum system requirements for using Sound Forge for 32 Bit Windows:

   386 microprocessor (486 DX recommended)
   VGA display
   8 megabytes of RAM
   5 megabytes of hard disk space for program installation
   32 Bit Windows Operating System with compatible Sound Card:
        Microsoft Windows NT 3.1 (Windows NT 3.5 recommended)
        Microsoft Win32s 1.2 running on Windows 3.1 (Windows 3.11 recommended)
        Microsoft Windows 95 Final Beta (final release recommended)
   Large and fast hard disk for temporary file storage

Sound Forge will run very well on the above listed configurations. However, if you do not have a 486 DX (or better) microprocessor, then a math coprocessor is highly recommended. Sound Forge's Digital Signal Processing (DSP) functions will operate many times faster with a math coprocessor.

2.0 Installation
If you intend to run Sound Forge for 32 Bit Windows under Win32s 1.2 (or later), then you must first install Win32s. Version 1.2 of Win32s is contained on Disk 2 and Disk 3 of the Sound Forge setup disks. Simply run SETUP.EXE from the WIN32S directory of Disk 2. Once Win32s is properly installed, proceed with the normal installation of Sound Forge. Note that Win32s *must* be Version 1.2 or greater. If you are unsure what version of Win32s you have, try installing the included version. The setup program will notify you if your installation is newer or not.

The Setup program for Sound Forge for 32 Bit Windows will install all components required to operate the program onto your hard disk (with the exception of Win32s which, if required, must be installed separately). The following is a complete list of the files that are copied onto your hard disk and the location that they are placed:

   C:\WINNT\
        FORGE32.INI

   C:\FORGE30\
        FORGE32.EXE
        FORGE.HLP
        FORGE32.CFG
        FRGAFX32.DLL
        FRGBFX32.DLL

```
FRGCFX32.DLL
FRGFLT32.DLL
FRGKRN32.DLL
FRGSMP32.DLL
FRGSYN32.DLL
FRGUSR32.DLL
FRGUTB32.DLL
README32.WRI
SETUP.LOG
TUTFILL.WAV
TUTMUSIC.WAV
TUTOR1.WAV
TUTOR2.WAV
TUTORSMP.WAV
```

A Program Manager group titled "Sound Forge" will be created with a Sound Forge for 32 Bit Windows program icon and a Release Notes icon. No changes will be made to your WIN.INI or SYSTEM.INI files.

Additional files with a .SFP extension will be created by Sound Forge in the directory in which it is installed. These additional files contain saved Presets. The SFP extension stands for Sound Forge Presets.

In addition to the Sound Forge program, Disk 2 contains the Microsoft Audio Compression Manager (ACM) for 16 Bit Windows and the Sonic Foundry Virtual MIDI Router (VMR) for 16 Bit Windows. These components are useful only for Win32s or Windows 95 users and are not installed by the Sound Forge Setup program. If you choose to install either of these components (setup instructions are contained in the Appendix of your Sound Forge Manual), then the following files will be copied to your hard disk:

Microsoft Audio Compression Manager (ACM):

```
C:\WINDOWS\SYSTEM\
        MSACM.DLL
        MSACM.DRV
        MSADPCM.ACM
        IMAADPCM.ACM
        MAP_WIN.HLP
        ACMCMPRS.DLL
```

Sonic Foundry Virtual MIDI Router (VMR):

```
C:\WINDOWS\SYSTEM\
        SFVMID.DRV
```

The Microsoft Audio Compression Manager and Sonic Foundry Virtual MIDI Router both add information to your SYSTEM.INI file.

It is strongly recommended that Win32s users install the Microsoft Audio Compression Manager (ACM) and the Sonic Foundry Virtual MIDI Router (VMR).

It is strongly recommended that Windows 95 users install the Sonic Foundry Virtual MIDI Router (VMR). The Microsoft Audio Compression Manager (ACM) is pre-installed with Windows 95.

Windows NT users should not install the Sonic Foundry Virtual MIDI Router (VMR). This driver is not compatible with Windows NT. The Microsoft Audio Compression Manager (ACM) is pre-

installed with Windows NT 3.5. There is no ACM available for Windows NT 3.1.

3.0 More Common Questions and Answers

The following is a list of Common Questions and Answers that are not contained in the printed documentation or on-line Help.

Q: My Process, Effects, and Tools menus have disappeared, what happened?
A: If you find that your Process, Effects, and Tools menus have disappeared even though you have a Data Window open, then you need to re-run the Sound Forge Setup program. The actual cause of your menus disappearing is the deletion (or absence) of the FORGE32.INI file in your C:\WINNT\ directory (or C:\WINDOWS\ directory for Win32s users). The FORGE32.INI file contains information written by the Setup program that is required by Sound Forge to use Plug-In's.

Q: I can't open any .VOX files. I get an error message saying my VOX files are of an unknown type and cannot be opened.
A: You must have the List Files by Type drop-down list in the Open dialog set to the "Dialogic VOX ADPCM (*.vox)" entry to open VOX files with Sound Forge. The VOX file format contains no information about the data that it stores. Because of this, Sound Forge cannot auto-determine the file's type and must be told explicitly that the file is a Dialogic VOX file in the ADPCM format.

Q: I can't open any Sounder/SoundTool .SND files. I get an error message saying "Internal Error - Illegal File Type" when I try to open these files.
A: You must have the List Files by Type drop-down list in the Open dialog set to the "Sounder/SoundTool (*.snd)" entry to open Sounder and SoundTool SND files with Sound Forge.

4.0 Sonic Foundry, Inc.

If you need to contact Sonic Foundry, we can be reached in the following ways:

Sonic Foundry, Inc.
100 South Baldwin Street, Suite 204
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(608) 256-3133 (Sales and Main Line)
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