Wired for Sound Pro CD 3.01
November 3, 1993

On-Line Help

Most WFS Pro CD 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 CD group, and Groupie includes a help file which can be viewed and printed with Windows Write.

Virtual CD Files

When Setup is run, it installs Virtual CD files for all the files on the CD-ROM. These files are very small (0-bytes length) and occupy about 100 bytes of disk space each. They in effect refer to the same file on the CD-ROM. When accessing files on the CD-ROM from within WFS Pro CD files, you should access the Virtual CD files on your hard disk instead of accessing the CD-ROM directly. The advantages are:

      o   WFS Pro CD applications will continue to work even if the CD-ROM is not in the drive (although the files which are not on the hard disk will not play--they will be gracefully ignored).

      o   You can use CD Browser to install or remove files, and you won't need to re-configure the applications which refer to them.

      o   When changing MediaScapes, the process of removing the files from the previous scape and installing those in the new scape is automated.

Known Sound Driver Problems

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.

Video for Windows and PC Speaker Sound Drivers

Video for Windows (runtime version included with WFS Pro CD) does not support playing videos with soundtrack when using a PC speaker driver.

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 of two formats:
       16-bit, 22KHz, mono
       MSACM (compressed) 22KHz mono

WFS Pro CD applications will automatically convert these formats 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!)

Color Cursors

On systems with incompatible display drivers, Color Cursors might prevent Windows from loading. The fix is to edit the SYSTEM.INI file's boot section. Replace the text after display.drv= with the name of the original display driver, which should be after ccshell.display.drv=. Let us know which display driver and card you are using, and we'll try to resolve the problem.

On systems which have "panning" displays (that is, the screen scrolls as the mouse is moved against the edges), you may need to check the "Hide mono cursor" option in the Options dialog.

On systems with 256-color displays, if the cursors appear wildly miscolored, make sure the Use palette option in the Options dialog is *not* checked. This option works well only if no other palette-aware applications are loaded, since the palette is shared between all applications. Most WFS Pro CD applications which display pictures use the palette.

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.DLL

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)
> SynthSpeec   The speed of the synthesized voice (1 to 10; default 5)