1. Welcome to SysWave.

SysWave is a simple multimedia Windows 3.1 utility that plays the Windows system sounds at your request. It took the author one week to make this program. That includes the time put into making the icon, logo, source code, and debuging. SysWave was totally written from scratch by Jordi Albornoz, a 13 year old from Miami. Even this file was typed by Jordi. BELIEVE IT OR NOT!

Thank you for using SysWave.

2. Installation

To install SysWave just create a directory called SysWave by going the DOS prompt and typing: md syswave, then press enter. copy the two files SYSWAVE.EXE and SYSWAVE.WRI to the newly created directory and run it feom Windows 3.1.

3. This is FREEWARE.

The author of this sofware in no way asks for any money or registration fee from anyone who would like to use it or copy it. However you must modify the two files SYSWAVE.EXE and SYSWAVE.WRI. If you are impressed or just bored or maybe you just want to talk to someone just drop me a line at:

Jordi Albornoz 13418 S.W. 112pl Miami, FL 33176

IF YOU ARE IMPRESSED OR JUST FEEL GENEROUS PLEASE SEND ANYTHING YOU WOULD DEEM WORTHY TO THE ABOVE ADDRESS. (This is FREEWARE, so in no way are you forced to send me a donation but in no way can anyone stop you from sending one if you would like to.)

4. Trouble?

If SysWave does any or all play cretain system sounds make sure that you have sounds assigned to the system events by going into the Control Panel in the Main program group. Then go into the sounds dialog box and assing sounds to all the system events. If the sounds still do not play then check to make sure that your sound drivers are installed correctly.

5. This sofware provided "as is", without warranty of any kind, expressed, implied, or otherwise. No liabilty is assumed by the author from any damage or loss resulting from the use or abuse of this program. You are free to copy and share this sofware with others, as long as the two files SYSWAVE.EXE and SYSWAVE.WRI are distributed together and not modified in any way.