SFX

COLLABORATORS			
	TITLE : SFX		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SFX

1.1   Loader : RAW

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RAW
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Description :
  loads unformated sounddata
  incl. 8/16 bit Samples
    signed/unsigned
    endian-conversion
    Compressed Data
    Multi-ChannelSamples
  A RAW sample realy isn't a format. It's 'raw' sound data. This is an
  advantage in one way as it's easy to handle. The downside is that no
  other information but the sample itself is saved (no loop points,bit
  resolution...). SFX at least trys to scans the sample for sign-type,
  bit-resolution, endian-type (16 bit) and aLaw/$\mathrm{\mu}$Law.
  As a new feature since version 3.70, you can program the RAW-loader by
  yourself. If you work often with e.g. data from audio-cd's, then name
  them '<name>.cdda'. To program the loader, you set all parameters in
  the left half of the RAW-loader :
    Type  =PCM16
    Endian  =no
    Sign  =signed
    Channel =mono/stereo interleaved
    SRate =44100
    Offs  =0
  Save this as cdda.prefs. No click on Add (on the right half) to create
  a new type (the CheckFileTypes has to be selected on for this). Enter
  '.cdda' into the field which contains 'extension/header'. Now click on
  that popup-symbol and select the cdda.prefs. And thats it.
  If you want to check the file contents and now the ending, use a '#'
  instead of a '.' as the first char (e.g. '#ALAW').

Prefs :
  Type  : Compressiontype
      PCM8    : not compressed 8bit
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    PCM16   : not compressed 16bit
    PCM24   : not compressed 24bit
    PCM32   : not compressed 32bit
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$\mathrm{\mu}$-Law : $\mathrm{\mu}$-Law (14:8) compressed 14bit
$\mathrm{\mu}$-Law Inv : $\mathrm{\mu}$-Law (14:8) compressed 14bit
        with inverted bits (ISDN-Master)
    A-Law : A-Law (14:8) compressed 14bit
    A-Law Inv : A-Law (14:8) compressed 14bit
        with inverted bits (ISDN-Master)
Endian : should SFX convert PC saved (inverted order) 16 bit to right
    order ones.
Sign   : save the Sample as a signed or unsigned sample.
    signed   : AMIGA, SGI
    unsigned : MAC, ST, PC
Channel : how many channels should be stored and in which way.
SRate   : which samplingrate should be used
Offs   : how many bytes should be skiped in the begin
Check File Type : should SFX check the file extension and investigate
    the data statistically to find out the format and adjust the
    loading parameter accordingly.