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# \*\*\* S o u n d T o o l \*\*\*

Version 2.1



\*\*\* for Microsoft Windows Version 3 \*\*\*

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The ZIP-file SNDTOOL.ZIP contains my **SoundTool**, a ShareWare utility to play and manipulate sound samples. It contains basic functions like cut, paste, append, insert, overlay and some more sophisticated functions like fading and echoing.

In order to make use of **SoundTool** your computer must have a real speaker, not just some kind of piezo buzzer.

This version ...

- ... cannot work with packed sounds of previous versions (\*.SNP). The new packed format is more compact and can be written in 1/3rd of the time.
- ... has an updated interface to external I/O driver libraries, older libraries must be changed and recompiled. See details in the help file.
- ... has a DDE interface which allows other applications to record and playback samples. See details in the help file.

More information on file formats and how to record sounds can be found in the help file which can be accessed using the Windows help system.

You must supply the following to run this release of **SoundTool**:

1. Microsoft Windows 3
  2. DSOUND.DLL, a dynamic link library from Aaron Wallace, which is also packed with the shareware program SOUNDER by Aaron Wallace. This library is used to produce the actual sounds. Other libraries which support your hardware.
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If you have any suggestions, find any bugs, typos in the help file or have some nice sounds you can contact me via e- or snail-mail. I will add the most often suggested features if I have enough spare time. I am interested in more I/O drivers too, Just send me your library with a short description if you agree to include it in the ShareWare package for free or mail me if you want to provide the library to paying users only. I will add your name to a list in the next release of this readme file.

If someone sends me the specifications for the Multimedia standard sound format I will support this too.

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And now for the \$\$\$ part:



**SoundTool** is Shareware.

If you like SoundTool and use it regularly I suggest that you put a minimum of \$15.- (15 of the above pictured or similar papers or DM 20.-) in an envelope and mail it to me. This will **help me** to pay my Porsche and it will **help you** to receive additional libraries which again **help SoundTool** to record and play sound samples through your **Sound Blaster** board (**helps Creative Labs** to make money).

You may copy and distribute this version, but you may not charge any money, apples or muffins for it.

*Markus Kopp*

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The ZIP-Archive contains at minimum the following files:

- \* README.WRI what are you reading just now ?
- \* SOUNDER.WRI the info file to SOUNDER and DSOUND.DLL.
- \* SNDTOOL.EXE the SoundTool program for Windows ...
- \* SNDTOOL.HLP ... and the Windows help file
- \* DSOUND.DLL a library for playing sounds, from SOUNDER.ZIP.
- \* SPEAKER.DLL a library for playing sounds, see SNDTOOL.HLP.
- \* BTZ13REC.DLL a library for recording sounds, see SNDTOOL.HLP.

and some sample sounds in various file formats:

- \* YES\_OKAY.SOU raw 8-Bit sound file
  - \* BASS.SND raw 8-Bit sound file with SoundTool header
  - \* CAT\_CALL.SUN SUN-audio sound file (uLaw)
  - \* THAT\_S\_A.NXT NeXT sound file (16-bit)
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