

Version History

1.0, December 16, 1993. First official release.

1.1, May 22, 1994.

- True 16-bit sound file playback (including AU/ADPCM files) using Sound Manager 3.0 and appropriate hardware;
- Added preferences for 16-bit conversion, 16-bit AU/ADPCM playback, fast Macs which can play CD-quality sounds, MOD volume;
- Added support for Sound Designer and stereo SoundEdit files;
- Can now convert 16-bit AIFF files and AIFF-C files;
- Added convert to sound suitcase option;
- Added stereo and 16-bit indication to Status window, plus playback time estimation;
- Added 'aete' resource for Apple Event and AppleScript usage and more icons;
- Added new version of Infinity WDEF, now uses Sound Trecker 2.0 MOD routines, and went to Dragonsmith 1.1.1; and
- Random bug fixes.

1.1.1, May 25, 1994.

- Fixed bugs with SoundCap playback, stereo AU conversion and cancel on suitcase conversion.

1.2, July 20, 1994.

- Conversion to AIFF/AIFF-C, WAVE and NeXT formats;
- Play Lists can now be saved and opened;
- Drag Manager support for dragging files into the Play List;
- New Preferences dialog using a scrolling icon list and added a conversion section;
- Application menu is now accessible while playing sounds;
- Added support for compressed Amiga IFF (8SVX) files;
- MOD conversion now uses default sample rate;
- Added 44-kHz playback option for MOD files;
- MOD playback now uses MultiFinder temporary memory allocation facilities allowing the application partition size to be reduced to 400K;
- Added a help section explaining the various file formats;
- Bug fixes for Status window, Sound Designer playback, large file playback, files dragged and dropped while playing, recursive conversion, and playback of non-sampled 'snd ' resources.

1.2.1, July 26, 1994.

- Fixed 8SVX non-DB playback;
- Added Convert menu item.

1.2.2, July 31, 1994.

- Fixed bug with 'snd ' to WAVE conversion;
- Now allows dragging of files out of Play List.

1.3, September 28, 1994.

- Added support for the following formats:
 - ◊ MS ADPCM WAVE (compressed WAVE)
 - ◊ A-law
 - ◊ Normal and compressed Instrument files, e.g. Super Studio Session
 - ◊ G.721 and G.723 ADPCM in AU files
 - ◊ More MOD variants (using the Sound Trecker 2.2.3 drivers)
- Added support for converting QuickTime movies to AIFF and System 7 sound files;
- Added support for the extraction and conversion of audio CD data;
- MACE-compressed AIFF and 'snd ' resources can now be converted to WAVE and NeXT;
- Added Convert To popup menu to the Convert dialog box;
- More errors are reported in the Errors window instead of a modal dialog;
- MOD samples are now converted to 16690-Hz samples, MODs can be played at 16-bit resolution, and more information about MODs is printed in the Status window;
- Fixed bug which caused two null bytes to be prepended to sound data during conversion;
- Fixed compatibility problems with AutoDoubler-compressed 'snd ' files;
- Fixed option-dragging bug in Play List;
- Fixed bug when playing a file that had previously been dragged from the Play List to a Finder location

on the same volume.

1.3.1, October 6, 1994.

- Fixed 'snd ' to WAVE conversion bug;
- Mis-sampled type 2 HyperCard 'snd ' resources are now converted properly.

1.4, January 19, 1995.

- Fixed option-dragging and resizing cosmetic bugs in Play List;
- Fixed double-deletion bug when a File Not Found error occurs while processing the Play List;
- Fixed menu-enabling bug when AppleEvents are sent while a dialog is open;
- Fixed 'BNDL' resource to allow proper usage with Mosaic;
- Conversion and playback of 'snd ' resources in some applications will no longer crash SoundApp;
- Improved and rearchitected the MS ADPCM WAVE routines for more robustness;
- Fixed a multitude of 16-bit conversion bugs, Convert 16-Bit To 16-Bit preference now works correctly with all conversions;
- Fixed bug which would lose a few bytes when converting WAVE and AIFF files;
- Converting MACE-compressed 'snd ' resources to AIFF now results in files with the correct file type;
- Fixed bug when converting between 3-to-1 MACE-compressed 'snd ' resources and AIFF-C;
- Fixed bug with converting 3-to-1 MACE-compressed files to an uncompressed sound format;
- Removed trailing click from some WAVES;
- Now allows dragging of multiple files from the Play List to other applications;
- Now ignores invisible files, e.g. "Icon";
- Now displays the internal song title for MODs in the Status window;
- Fixed bug which would delete the last successfully converted file when the destination volume runs out of space;
- Fixed bug when sounds which are larger than free memory are played without double buffering;
- Fixed crashing bug when converting 'snd ' resources to a full disk;
- Now will quit after Error window is dismissed if Auto Quit When Done preference is enabled;
- Renamed Prompt For New Directories preference to Prompt For Output Location;
- Cleaned up some of the icons;
- Rewrote Status window code, updates now work while uncompressing SoundCaps.

1.5, March 19, 1995.

- Changed the Prompt For Output Location preference to a menu with two new conversion output methods, one that prompts for the name and location of each converted file and another that places each in a designated folder;
- Added support for playback of QuickTime files (including QuickTime MIDI files);
- Added support for PSION sound files;
- Added Import To QuickTime menu item that uses QuickTime to convert certain file formats to QuickTime movies;
- Added time length to Status window for QuickTime files;
- Changed QuickTime conversion to use an intermediate file and allow conversion to any supported file type;
- More robust playing of WAVE files in low memory situations;
- Fixed a bug that caused the wrong thing to happen when the left arrow key is pressed while playing a compressed or non-sampled 'snd ';
- Fixed a potential crash after using the Preferences dialog box.