

SoundApp 2.1

By Norman Franke

Legalese

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What Does It Need?

SoundApp requires at least System 7.0 and Sound Manager 3.1 or greater. In addition, QuickTime features require QuickTime 2.0 or greater. If you are having problems running SoundApp and especially if you are running System 7.5.2, upgrade to System 7.5.3. It fixes a large number of problems with memory allocation which can cause SoundApp to crash.

What Does It Do?

SoundApp can play or convert files dropped onto it into a variety of formats. In addition, it supports Play Lists which are lists of sound files that can be saved for later usage. Files in a Play List can be played or converted as a group or individually. SoundApp supports a randomized shuffle playback mode and repeated playback of Play Lists.

The following sound file formats are supported: SoundCap™ (including Huffman-compressed), SoundEdit™ (including stereo), AIFF, AIFF-C (MACE-3, MACE-6, IMA 4:1 and μ -law), System 7 sound, QuickTime MooV (soundtracks only, including MIDI movies), Sun Audio AU and NeXT .snd (including μ -law, a-law, 8- and 16-bit linear, G.721 ADPCM and G.723 ADPCM), Windows™ WAVE (including GSM-, IMA- and MS ADPCM-compressed, μ -law and a-law), MPEG audio (layers I and II only, requires a Power Macintosh), Sound Blaster™ VOC, many varieties of MODs, ScreamTracker 3 module (S3M), MIDI (type 0, 1 and karaoke), Amiga IFF/8SVX (including compressed), Sound Designer™ II, IRCAM, PSION sound files, DVI ADPCM, raw GSM, Studio Session Instruments and 'snd ' resources (including MACE-3, MACE-6, IMA 4:1 and μ -law).

SoundApp can convert all of these formats to System 7 sound, sound suitcase, AIFF, WAVE and NeXT formats. SoundApp also supports QuickTime conversion, which allows any QuickTime-recognized format to be converted to a QuickTime movie file. This feature is provided as a convenience, as it is entirely handled via QuickTime.

SoundApp is distributed as a "fat" binary for native PowerPC and 680x0 usage. If you "strip" your copy of SoundApp to reduce storage requirements, please do not distribute it.

I'd Like to Thank...

Edward J. Sabol for extensive testing and ideas,
Troy Gaul for the Infinity Windoid WDEF,
Tobias Bading for maplay 1.2,
Frank Seide, Wirichsbongardstr. 43, D-52062 Aachen, Germany, for the MOD routines which are

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Cody DW Jones, <<http://www.islandnet.com/~voltaire/>>, for the ZSS MOD/S3M routines which are
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Arnaud Masson for the AMP MIDIEngine which is copyright © 1996 by Arnaud Masson
<<mailto:amasson@planete.net>>,
Jutta Degener and Carsten Bormann from the Technische Universitaet Berlin for the GSM code,
Craig Marciniak for elucidating WAVE conversion,
Scott Lindsey for the Movie2Snd source code, and
everyone who has written with thanks and suggestions.

Portions of SoundApp's MPEG audio support are based on maplay 1.2. The source for maplay can be
obtained at <<ftp://ftp.cs.tu-berlin.de/pub/incoming/maplay/>>.