

## Preferences

The Preferences dialog is divided into three sections. The left-hand section contains a list of icons, which, when clicked, display preferences for that pane. The bottom section contains two buttons: Cancel, which closes the dialog without saving changes, and OK, which closes the dialog while saving changes. The largest section in the top-right contains the preferences for the selected pane. Each check box also has a command-key equivalent. This section also has two buttons. The Revert button causes the current pane's values to revert to the values the pane had the last time it was opened. The Use Defaults button sets the preferences in the current pane to the "factory default" values, which are the ones set when SoundApp is first run. Balloon help is available for all the preferences for quick reference. A detailed explanation of each preference follows. Although there are many options here, they can all be left to their default values for regular usage.

### General Pane

The General pane contains preferences that are applicable to the program as a whole. The following is a list of the preferences and a description of what each does:

- "Auto Quit When Done," if enabled, will cause SoundApp to quit after processing the files dropped onto its icon or passed via AppleEvents, e.g. from a WWW browser. All sounds will be processed before quitting, including any sounds sent to it while processing a previous set of sounds. When this preference is disabled, SoundApp will remain open until it is explicitly quit.
- "Process Files In Directories" will cause SoundApp to recursively search through folders and disks when one is dropped on SoundApp's icon or dragged into a Play List. If this is disabled, it will only look one level deep.
- "Display Status Window," if enabled, will display a floating Status window while sounds are being processed. "Remember Position," which is only enabled when "Display Status Window" is checked, will cause SoundApp to remember the position of the Status window when you move it and display it at that location whenever you launch SoundApp.
- "Change File Type," if enabled, will cause SoundApp to change the file types of sounds it processes if they are set incorrectly. This frequently happens when transferring files from other systems. "Change Creator To SoundApp", which is only enabled when "Change File Type" is checked, will similarly change the creator of sounds to SoundApp. This will cause files that you double-click on in the Finder to launch SoundApp. Sound files will also be displayed using SoundApp's colorful icons in the Finder.
- "Process Sounds In Any Resource," if enabled, will cause SoundApp to search through all files dropped onto it looking for 'snd ' resources in each file. This will slow down scanning of large folders or disks if "Process Files In Directories" is checked.
- "Ignore Unknown Files" causes SoundApp to ignore files dropped onto it for which it cannot determine the file type. Otherwise, they are reported in the Errors dialog. This option is especially useful when used in conjunction with "Process Files In Directories."
- "Display Controls Palette," if enabled, will display a floating window with tape player-like controls.

### Play Pane

Preferences in the Play pane pertain only to the playback of sound files. The following is a list of the preferences and a description of what each does:

- "Play AU & ADPCM As 8-Bit," if enabled, will play  $\mu$ -law, a-law and DVI ADPCM files at 8-bit resolution by performing linear interpolation. This will usually be the best setting for Macintoshes that are not capable of 16-bit playback. "Smart  $a/\mu$ -Law Playback," which can only be enabled when "Play AU & ADPCM As 8-Bit" is checked, will pre-scan  $\mu$ -law and a-law files to determine the best scaling factor for playback at 8-bit resolution. Enabling this preference slows down sound processing, but will result in better quality playback. It tries to scale the samples to prevent clipping of the converted samples while maintaining the highest dynamic range.
- "Fast Macintosh" should be enabled on all 68040 and PowerPC Macintoshes. Most 68030 Macintoshes should also set this preference. When this preference is disabled, it will cause some compressed and all CD-quality sounds to not be double-buffered regardless of the "Double Buffer" preference. This is

because slower machines cannot feed data to the Sound Manager fast enough from disk. Leave this enabled unless playback problems are noticed.

- “Resolution” allows the manual determination of playback bit resolution. The default setting is “No Change” which plays sounds at the bit resolution (8- or 16-bit) as determined by the file. Selecting either of the other options forces playback at 8- or 16-bit resolution. Currently, 16-bit to 8-bit conversion is handled by dropping the least significant byte, and 8-bit to 16-bit conversion is handled by setting the least significant byte to zero.
- “Default Sampling Rate” sets the sampling rate at which headerless sound files will be played. This is usually used for uncompressed SoundCap files, since they do not store the sampling rate information.
- “Double Buffer” determines how sounds are played. Setting this to “Don’t” causes the entire sound file to be loaded into RAM first before it is played. Obviously, this can require large amounts of RAM, but it can also take longer for playback to begin due to the time it takes to load the sound into memory. Setting this to another value causes SoundApp to asynchronously load small parts of the sound at a time and play them. This allows playback of large files with minimal RAM and starts playing sounds faster. However, it requires your Macintosh to do a lot more work. If playback skips during double-buffered playback, try changing the size of the buffer.
- “Volume” causes SoundApp to set the system volume to the specified value while playing sounds. Setting this to “No Change” leaves the volume at whatever it currently was before launching SoundApp. SoundApp restores the old sound volume when it exits.

### Convert Pane

Preferences in the Convert pane pertain only to the conversion of sound files into output files. The following is a list of the preferences and a description of what each does:

- “Convert AU & ADPCM As 8-Bit” and “Smart  $\mu$ -Law Conversion” perform the same operations as their Play pane counterparts, but for conversion.
- “Resolution” also performs the same operation as in the Play pane, except for conversion instead.
- “Channels” allows mono/stereo conversion for output files. The default, “No Change,” means that the output file will have the same number of channels as the input file. “Mono” converts all files to monaural by averaging the left and right samples, and “Stereo” converts all files to stereo by duplicating the single channel into the left and right channels.
- “Convert To” selects which format the output files will be. Depending on the setting of the “Output Location” preference, files will typically be placed in folders for all types except Suitcase, which will create a single suitcase file containing all the files.
- “DOSify Output Filenames” will create output files using the archaic MS-DOS filename 8.3 format. You might want to use this option if you are transferring sounds to a PC.
- “Output Location” determines how the output files are created. “Auto-Create Folder” will create a folder where the first file is located, and place all output files there. “Prompt For Folder” will display a dialog asking where to save the files, and “Prompt For Each File” will do the same for every output file. In this latter case, no folders are created. Lastly, “Use ‘Convert To’ Folder” will place files in a folder specified in the box below it. For all these options, if there is insufficient disk space, it will prompt for another place to save the files.
- If the “Use ‘Convert To’ Folder” option is set above, the “Set” button will allow a folder to be selected where all output files will be saved.

### MOD Pane

Preferences in the MOD pane apply only to the playback of MOD files. The following is a list of the preferences and a description of what each does:

- “MOD Driver” allows the selection of the internal MOD routines used to play MOD files. The entries prefixed with Prefer causes that driver to be used if it can handle the file; otherwise, SoundApp will attempt to play the file with the other the other driver. The “Sound-Trecker” driver is the driver used by the popular Sound-Trecker program by Frank Seide. Many people feel it has superior sound quality. The “ZSS” driver is the Zerius Sound System and can handle more file formats, particularly the popular S3M (ScreamTracker) format.
- “Real-Time Filter” performs smoothing on the generated sound which results in higher quality playback.

However, it is more demanding of the Macintosh CPU. If playback skips, try disabling this preference.

- “16-Bit” causes MODs to be played back at 16-bit resolution for better sound quality.
- “Use System Memory” causes SoundApp to allocate memory for MOD playback via the temporary memory allocation facilities. This may cause problems for some machine configurations. Disabling this preferences will require SoundApp’s memory partition as designated in the Finder’s Get Info window to be raised in order to play MODs.
- “Stereo Mode” determines how MOD files are played. “Mono” plays the files in single channel mode. “Stereo” plays them in typical MOD stereo. “Enhanced Stereo” is like “Stereo” but with better channel allocation. Stereo output requires more CPU processing. If playback skips, try setting this preference to “Mono.”
- “Playback Rate” determines the sampling rate that MODs are played back in. Higher values sound better, but are more demanding to process. If playback skips, try lowering this value.
- “Volume” sets the relative volume of MOD playback. Higher values are louder, but may cause clipping (distortion). This setting is an integer in the 0 to 255 range and is relative to the System volume, which can be set in the Play pane.

### Keys Pane

Preferences in the Keys pane control what happens when various modifier keys are held down while dragging files onto SoundApp. “None” means no special keys are held down; i.e., the files are just dropped onto SoundApp’s icon. Other values mean that key is held down while dragging files. No two operations can use the same key.

- “Play” controls playback of sounds. Default is “None.”
- “Convert” controls conversion of sounds. The default is the shift key.
- “Play List” causes files to be placed in a new Play List. The option key is the default.