

SoundApp 2.7.3

By Norman Franke

Legalese

SoundApp is freeware. You may use it at no cost. However, SoundApp is still Copyright © 1993-2000 by Norman Franke. All rights reserved. SoundApp may not be included in any for-profit software compilation or bundled with any other for-profit package, except with prior written consent from the author, Norman Franke. SoundApp may be distributed freely on on-line services and by users groups, except where noted above, provided it is distributed unmodified.

You expressly acknowledge and agree that use of SoundApp is at your exclusive risk. SoundApp, any related files and documentation are provided "AS IS" and without any warranty of any kind, expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose.

If you wish to include SoundApp on a CD-ROM as part of a freeware/shareware collection, Web browser or book, I ask that you send me a complimentary copy of the product to the address in the Notes topic of this window. Also, if you are interested in licensing all or part of the SoundApp playback and conversion routines see the "Licensing" section of the Notes topic.

What Does It Need?

SoundApp requires at least System 7.0 and Sound Manager 3.1 or greater (part of System 7.5.3). In addition, QuickTime features require QuickTime 2.0 or greater; however, QuickTime 2.5 or greater is recommended. Playback of MIDI files using GS instruments with QuickTime requires QuickTime 3.0 or later. If you wish to play MIDI files using an external MIDI synthesizer, then Opcode Systems' Open Music System (OMS) MIDI driver version 2.1 or greater is required. If you are having problems using SoundApp and especially if you are running System 7.5.2, upgrade to System 7.5.3 or higher. It fixes a large number of problems with dynamic 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™ and Studio Session Instruments(including Huffman-compressed),
- SoundEdit™ (including stereo, MACE-3 and MACE-6),
- AIFF/AIFF-C (8-, 12-, 16-, 24- and 32-bit, split-stereo, MACE-3, MACE-6, IMA 4:1, μ -law and QuickTime codecs),
- System sound and 'snd ' resource (including MACE-3, MACE-6, IMA 4:1 and μ -law),
- QuickTime MooV (soundtracks only, including MIDI movies),
- Sun Audio .au and NeXT .snd (including μ -law, a-law, 8-, 16-, 24- and 32-bit linear, 32- and 64-bit floating point, G.721 ADPCM and G.723 ADPCM),
- Windows™ WAVE (including MPEG Layer III, GSM-, IMA- and MS ADPCM-compressed, μ -law and a-law, 8-, 16- and 32-bit linear),
- MPEG audio (layers I, II and III, requires a PowerPC processor for playback),
- Iomega RecordIt™,
- CD audio,
- Sound Blaster™ VOC (including stereo and 8-, 16-bit),
- Atari AVR (including stereo and 8- and 16-bit),
- many varieties of MODs,
- ScreamTracker 3 module (S3M),
- Multitracker module (MTM),
- Impulse Tracker module (IT) (except those with compressed instruments; requires a PowerPC

processor),

- MIDI (type 0, 1 and 2, including GS and XG),
- Amiga IFF/8SVX (including stereo and compressed),
- Sound Designer™,
- Sound Designer™ II (including split stereo),
- IRCAM (8- and 16-bit linear and 32-bit floating point),
- Ensoniq PARIS,
- Psion Series 3 and EPOC 32 (Psion Series 5) sound,
- Nomad II voice (preliminary support),
- DVI ADPCM and
- raw GSM.

SoundApp can convert all of these formats except MIDI to:

- System sound and sound suitcase (linear, μ -law, MACE-3, MACE-6 and IMA encodings),
- AIFF (linear, μ -law, MACE-3, MACE-6 and IMA encodings, including split stereo),
- WAVE (linear, μ -law, a-law and IMA encodings),
- Sun Audio and NeXT (linear, μ -law and a-law encodings),
- Sound Designer II (including split stereo),
- QuickTime (linear, μ -law, MACE-3, MACE-6 and IMA encodings),
- Psion Series 3,
- EPOC 32 (Psion Series 5) and
- PARIS sound formats.

SoundApp can also convert MPEG files on a 680x0 Macintosh, although it cannot play them. SoundApp also supports generic QuickTime conversion, which allows any QuickTime-recognized format to be converted to a QuickTime movie file and any QuickTime movie to be converted to an AIFF sound file. These two features are provided as a convenience, as they are 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.

Translations

SoundApp is now available in the following translated versions:

- Japanese translation by Naotaka Morimoto at <<http://www.naotaka.com/SoundApp/>>,
- French translation by Philippe Bonnaure at <<http://www.bonnaure.com/>>,
- Dutch (Nederlands) translation by Roan Vercammen at <<http://www.soundappnl.cjb.net/>>,
- Italian translation by Michele Zangrossi at <<http://audiotime.com/soundapp/>>, and
- German translation by Shane Weber at <<http://www.GeoCities.com/xhelmboyx/soundapp/>>.

Interested in translating SoundApp to another language? Please contact me; and, if you are the first to request to do it, you will be the official translator for that version.

I'd Like to Thank...

Edward J. Sabol for extensive testing and ideas,

Tomislav Uzelac MPEG L3 code,

Frank Seide, Wirichsbongardstr. 43, D-52062 Aachen, Germany, for the MOD routines which are copyright © 1991-1994 by Frank Seide,

Cody DW Jones, <<http://zerius.victoria.bc.ca/>>, for the ZSS MOD/S3M/MTM/IT routines which are copyright © 1995-1999 by Zerius Development,

Brian Balthazor <<mailto:bbal@kauai.com>> for the MPEG Layer I code,

Jutta Degener and Carsten Bormann from the Technische Universitaet Berlin for the GSM code,

David Hirsch for the UGetMultipleFiles dialog code,

Troy Gaul for the Infinity Windoid WDEF, and

everyone who has written with thanks and suggestions.