Sound Forge for 32 Bit Windows
Version 3.0c DEMO, x86 Platform

8/16/95

The Sound Forge 3.0 for 32 Bit Windows DEMO contains all features of the Sound Forge 3.0 for 32 Bit Windows package with the following restrictions:

1. You cannot Save any changes to your sound files.
2. You cannot use the Clipboard to Paste data into other applications.
3. You cannot Record new sound data.
4. You cannot Send or Receive samples from Samplers (Internal or External).
5. The program will run for only 15 minutes per session.
6. The Sonic Foundry Virtual MIDI Router (VMR) is not included (for Windows 95 only).
7. Some of the tutorial sound files are not included.

To really get a feel for the usability and features of Sound Forge 3.0, we highly recommend you take the time to browse the Help file. Especially the Keyboard and Menu Shortcuts.

Sound Forge Plug-Ins

Additional Plug-Ins that greatly enhance the capabilities of Sound Forge are also available from Sonic Foundry. For a complete list of available Plug-Ins, demos and pricing information, contact Sonic Foundry. Available Plug-Ins include (with more on the way):

Noise Reduction Plug-In

The Sonic Foundry Noise Reduction Plug-In is designed to analyze and remove background noise such as tape hiss, electrical hum, and machinery rumble from sound recordings. Unlike a normal filter, it can do so without also removing part of the source material. This is accomplished by separating the audio into its frequency components and using a "noiseprint" to distinguish between unwanted noise and the desired signal.

The Noise Reduction algorithm works well to remove constant background noise. Rapidly changing or "erratic" noise such as traffic sounds or vinyl pops are not well suited for this algorithm. However, different types of noise *can* be removed by generating a noiseprint for each type.

For removing clicks and pops, a Click Removal function is also supplied with the Noise Reduction Plug-In. Clicks and pops are often found in vinyl recordings or are the result of bad splice-editing. They can be detected visually as sharp glitches in the normal curve of a waveform. The Click Removal function finds these glitches and can automatically or interactively replace them or

minimize their audibility.

The Noise Reduction Plug-In is available directly from Sonic Foundry for $249.00.

Spectrum Analysis Plug-In
The Sonic Foundry Spectrum Analysis Plug-In is used to examine a sound recording in the frequency domain. In other words, it allows you to view the frequency components of a sound and their corresponding amplitudes, making it simple to visually determine the fundamental frequency and other overtones present in a recording. Similarly, unwanted noise can be analyzed for determining the required filtering steps needed to remove the noise.

Two different methods are used in displaying spectral data. In the Spectrum Window, the horizontal axis represents frequency in Hertz (Hz) and the vertical axis represents amplitude in Decibels (dB). It is also possible to view multiple spectrums corresponding to different points in time in the sample, in which case the display becomes three dimensional.

The Sonogram Window is another way of displaying spectral data variations over time. In this graph, the horizontal axis represents time and the vertical axis represents frequency. The amplitude of each frequency component is represented by the color intensity of each point in the graph. This method of displaying spectral information is useful for identifying distinctive spectral patterns created from sounds such as speech, musical instruments, bird calls, etc.

The Spectrum Analysis Plug-In is available directly from Sonic Foundry for $149.00.

Ordering Information

Sound Forge 3.0 (*includes the 16 Bit and 32 Bit versions*) is available directly from Sonic Foundry for $495.00.

For pricing and availability on all Sonic Foundry products please call or write:

Sonic Foundry, Inc.
100 South Baldwin Street, Suite 204
Madison, Wisconsin 53703

(608) 256-3133 (Sales and Main Line)
(608) 256-7300 (FAX)
(608) 256-6689 (BBS)
CompuServe: GO SONIC
Internet: sales@sfoundry.com

The remaining text is the Release Notes for Sound Forge 3.0.

This document contains additional information not available in the printed documentation or on-line Help.

Contents

This document contains information on the following topics:

1.0 Minimum System Requirements

The following lists the minimum system requirements for using Sound Forge for 32 Bit Windows:

386 microprocessor (486 DX recommended)
VGA display
8 megabytes of RAM
5 megabytes of hard disk space for program installation
32 Bit Windows Operating System with compatible Sound Card:
    Microsoft Windows 95
    Microsoft Windows NT 3.5 or later
Large and fast hard disk for temporary file storage

Sound Forge will run very well on the above listed configurations. However, if you do not have a 486 DX (or better) microprocessor, then a math coprocessor is highly recommended. Sound Forge's Digital Signal Processing (DSP) functions will operate many times faster with a math coprocessor.

2.0 Installation

The Setup program for Sound Forge for 32 Bit Windows will install all components required to operate the program onto your hard disk. The following is a complete list of the files that are copied onto your hard disk and the location that they are placed:

C:\WIN95\ or C:\WINNT\
    FORGE32.INI **FORGE32D.INI for DEMO version**

C:\WIN95\SYSTEM or C:\WINNT\SYSTEM32
    CTL3D32.DLL
    MSVCRT20.DLL

C:\FORGE30\
    FORGE32.EXE
    FORGE.HLP
    FORGE32.CFG
    FRGAFX32.DLL
    FRGBFX32.DLL
    FRGCFX32.DLL
    FRGFLT32.DLL
    FRGKRN32.DLL
    FRGSMP32.DLL

FRGSYN32.DLL
FRGUSR32.DLL
FRGUTB32.DLL
README32.WRI
TUTFILL.WAV
TUTMUSIC.WAV
TUTOR1.WAV
TUTOR2.WAV
TUTORSMP.WAV

A Program Manager group titled "Sound Forge" will be created with a Sound Forge for 32 Bit Windows program icon and a Release Notes icon. No changes will be made to your WIN.INI or SYSTEM.INI files.

Additional files with a .SFP extension will be created by Sound Forge in the directory in which it is installed. These additional files contain saved Presets. The SFP extension stands for Sound Forge Presets.

In addition to the Sound Forge program, Disk 2 contains the Sonic Foundry Virtual MIDI Router (VMR) for 16 Bit Windows. This component is for Windows 95 users only and is *not* installed by the Sound Forge Setup program. If you choose to install this component (special setup instructions for Windows 95 are contained in a separate document in the Sound Forge package), then the following file will be copied to your hard disk:

C:\WIND95\SYSTEM\
SFVMID.DRV

The Sonic Foundry Virtual MIDI Router adds information to your SYSTEM.INI file.

It is strongly recommended that Windows 95 users install the Sonic Foundry Virtual MIDI Router (VMR). Windows NT users should not install the Sonic Foundry Virtual MIDI Router (VMR). This driver is not compatible with Windows NT.

3.0 More Common Questions and Answers

The following is a list of Common Questions and Answers that are not contained in the printed documentation or on-line Help.

Q: My Process, Effects, and Tools menus have disappeared, what happened?
A: If you find that your Process, Effects, and Tools menus have disappeared even though you have a Data Window open, then you need to re-run the Sound Forge Setup program. The actual cause of your menus disappearing is the deletion (or absence) of the FORGE32.INI file in your C:\WIN95\ directory (or C:\WINNT\ directory for Windows NT users). The FORGE32.INI file contains information written by the Setup program that is required by Sound Forge to use Plug-In's.

Q: I can't open any .VOX files. I get an error message saying my VOX files are of an unknown type and cannot be opened.
A: You must have the List Files by Type drop-down list in the Open dialog set to the "Dialogic VOX ADPCM (*.vox)" entry to open VOX files with Sound Forge. The VOX file format contains no information about the data that it stores. Because of this, Sound Forge cannot auto-determine the file's type and must be told explicitly that the file is a Dialogic VOX file in the ADPCM format.

Q: I can't open any Sounder/SoundTool .SND files. I get an error message saying "Internal Error - Illegal File Type" when I try to open these files.
A: You must have the List Files by Type drop-down list in the Open dialog set to the

"Sounder/SoundTool (*.snd)" entry to open Sounder and SoundTool SND files with Sound Forge.

4.0 Sonic Foundry, Inc.

If you need to contact Sonic Foundry, we can be reached in the following ways:

Sonic Foundry, Inc.
100 South Baldwin Street, Suite 204
Madison, Wisconsin 53703

(608) 256-3133 (Sales and Main Line)
(608) 256-5555 (Technical Support)
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