

Notes

Contact Information

If you find any bugs, please report it to me via Internet e-mail to [<mailto:franke@xenon.stanford.edu>](mailto:franke@xenon.stanford.edu) or via "snail" mail to:

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Also, please feel free to write if you have any suggestions, questions, comments, or inquiries concerning my plans for future versions. If you are aware of a sound format that you'd like SoundApp to support, please e-mail me with the necessary information regarding the sound format and any sample files you may have. Since SoundApp is FreeWare, I cannot afford to support proprietary sound formats that require a licensing fee (unless you'd like to pay for the license!).

Please spread the word about SoundApp and upload it to any on-line services and bulletin board systems that do not already have it.

Licensing

If you or your company are interested in licensing the playback and/or conversion routines in SoundApp, please write me at the address above or send e-mail. SoundApp's routines are already used in several commercial products. Licensing is for non-exclusive rights for your product(s). Custom modifications can be negotiated if desired. In addition, I can license a HyperCard-compatible XCMD for MS ADPCM WAVE playback for use in cross-platform products. Note that the MPEG decompression code and the MOD drivers cannot be licensed from me.

Potential Future Additions

- Support for more MOD formats (e.g., 669, XM and IT)
- Support for other sound formats and various compression schemes
- More output formats and encodings
- Even more AppleScript support
- Message/text/title reading in MIDI and MOD files
- Level meters for playback
- Better support for conversion using the AppleScript range parameters
- Retain looping information when converting WAVE and Sound Designer II files
- Support for split-file Sound Designer II sounds
- Better support for id3 data in MPEG files