Documentation for Sound Leech Version 0.70

Sound Leech 0.70
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by Robert S. Mason Jr.

Sound Leech was originally intended for my use only, but as it continued to grow I saw that maybe some other people might want to have a program for the same reasons so I worked on it a little more to make it presentable to the general public. Sound Leech is copyrighted but may be distributed so long as it is kept intact and no editing of the program in any way has been done. If you distribute Sound Leech please include this documentation file. Sound Leech may NOT be sold under any conditions.

This program is essentially free, but I do have one request to make of you, that is if you use this program, send me a letter telling me so. I would like to know that my efforts are not in vain, I'm only asking for 22¢ as far as postage goes just to let me know you like it. If I don't get any feedback I probably won't be writing many more utilities. Also, if you want to send some money, please feel free, anything would help, but it is not required for legal ownership of this software, but what **IS** required is a postcard or letter just saying who you are and what you like about it and maybe additions you would like to see. Send mail, comments, and/or money to:

Robert S. Mason Jr.
157 Sutton Rd.
Lebanon, NJ, 0833
Re: Sound Leech

If you have any ideas as to improvements to the program or modifications that you would like to see then let me know and I'll see what I can do. Even if you are not going to continue using Sound Leech and are going to drag it into your trash can, please, if you have time, write me a note telling me what about it you didn't like or did like, I can be found on many BBS's as **The Mace** or on GEnie as **THE.MACE**.

Sound Leech Features/Operation

The reason I wrote Sound Leech is that I have come across many programs these days (mostly games) that are using digitized sounds in the form of resources, but I like to have all my sounds as individual files so I can play them with the DA Sound Play or use SuperPlay etc. It is also easier to trade the sounds and/or edit them in this manner. So the utility will convert sound Resources to sound Data.

When you run Sound Leech you will be presented with a small introductory dialog, you may ooh and aah at it and then click OK or hit return or enter to continue. Next you will be asked for the resource type to convert.

This should be 4 characters only, **EXACTLY** 4 characters. The type you want to be using most often, "snd ", is the default, so if you want this one then just click OK, or hit return or enter to continue. "snd " is the resource type of all sound resources in HyperCard and the Apple System files and is generally the one that is used, but some people like to have their own resource type so I figured I'd let you set it. The resource type IS case sensitive so make sure you get the resource type exactly right. To find out what type of sound resource a program has, use ResEdit to examine it, I assume you are familiar with the operation of ResEdit.

If you want to stop operation of the program click on the Cancel button now.

Next you will be asked for the file you want to Leech the resources from, this file must be one of the 4 following types:

MACS - Apple System Software
APPL   - Applications
STAK   - HyperCard Stacks
rsrc   - ResEdit Resource

If the file is not one of these types you will not be able to select it. In future versions I will let you configure Sound Leech to be able to leech from other file types. If the file you want to leech from is of a different type than those above then temporarily change the file type of the file you want to leech from to one of the above using ResEdit, FEdit, DiskTop, DiskTools, etc. And leech from the file and then change the file type back.

Once the file is selected all operation is Automatic, and **CANNOT** be interrupted. The program will open the sound resource and read in the names of the resources (if they exist) and then give the destination file names as follows:

[Resource Name].Sound

Where the **[Resource Name]** is the name of the resource as can be seen in ResEdit. All destination files **WILL** go to the same folder as the source file, the file that you are reading the resources from. If there are a lot of resources in your source file you may wish to temporarily move it to a new folder so your original folder does not become cluttered.

If the sound resources do not have names, the names of the data files that are saved will be as follows:

[Source Name].S**x**

Where **[Source Name]** is the name of the file you are leeching the sound resources from, and **x** is a counter. For instance if you were leeching 4

resources from the file "My Stack" and the resources did not have names, you would see the following:

My Stack.S1
My Stack.S2
My Stack.S3
My Stack.S4

I tried to use naming conventions that would not interfere with any ones you might already have.

The output file types will be "FSSD" and the creator will be "JOSH" these make the output file a SoundWave file.

After all this the program will exit back to the shell (Finder).

Future Additions

In the future I will let you set the file types to leech the sound resources from, either by way of dialog, or by a configuration resource in my program itself. I also plan to let you save the leeched files to whatever folder and name you wish also by way of a dialog. And I might in the future put in a way to convert the data back to the resource. If you have any ideas you would like to see implemented let me know in the letter you should be sending me.

Notes

You will find that Sound Leech was written according to the Inside Macintosh guidelines, and that I use resources in the program. I ask that you do not edit and of the information about Sound Leech, but you may feel free to look at the resources. Sound Leech was written in LightSpeed C™ which I consider to be the best C for the Macintosh. For more information about the program send me a message on any system you see me on as **THE MACE** or on GEnie as **THE.MACE** or just send me a letter via US Mail, I will always have an open ear for Mac users.

Robert S. Mason Jr.
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Lebanon, NJ 08833
Re:Sound Leech

Free Advertising Section

Also, for those of you using PC Pursuit, I have written procedures for the Red Ryder 10.x series that automatically log you onto nodes and do

circular dialing. These procedures are on GEnie and have been mentioned in the monthly newsletter. Another program I have written is MacStartup which will tell you everything about your machine upon start up. My programs will always be available on GEnie. Search for uploader address of "THE.MACE".

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