

## Using SoundApp 1.1

### Drag and Drop Interface

Playing sounds with SoundApp is simple; just drag and drop some files onto the SoundApp icon. In addition, files can be opened via the traditional File menu Open command.

SoundApp can optionally search through nested folders dropped onto it, looking for sounds to play inside. While playing sounds, typing command-period will halt playback for the current selection of files dropped onto SoundApp. Typing period will halt the playback of the current sound and play the next one, if any. Balloon Help is available to provide more information about the various preferences and buttons in SoundApp.

SoundApp tries to allocate the memory for playback from its partition first. If it can't, it then tries the MultiFinder temporary memory allocation facilities. If there isn't enough Multifinder temporary memory available, it will resort to double-buffering. (See Special Features section below.) However, due to the way MOD files are played by Frank's code, the application must have enough RAM to hold the MOD file, because it cannot use MultiFinder temporary memory. If it cannot get enough memory, the file will be skipped and noted in an Error List along with any other files which SoundApp could not play.

In addition to playing many file types, SoundApp can also convert supported sound files to System 7 double-clickable sound files or suitcase files. Resulting suitcase files can be opened in the System 7 Finder and manipulated just like font suitcases. In order to convert files, hold down the conversion key, by default the Shift key, when dragging the files onto SoundApp. Be sure to continue holding the conversion key down until SoundApp comes to the foreground.

### Using the Play List

Files can be played directly or added to a Play List. Files are added to the Play List by holding down the key specified in the Preferences dialog box. All the sounds dropped onto SoundApp will appear there, instead of being played. It can be re-ordered by dragging a selection while holding down the Option key. Only contiguous file selections can be moved at one time. Double-clicking on a selection (or pressing the space bar) will play the currently selected files. The Play All button will play all sound files in the list in the order they appear. Future versions of SoundApp will allow saving and loading of Play Lists.

### Special Features

Based on the settings in the Preferences dialog box, double-buffering can be used all the time. When disabled, double-buffering will be used when there is not enough memory to play the sound. This will allow SoundApp to play sound files larger than the available memory, provided the file system on which the sound file resides is fast enough to keep SoundApp's buffers full. All file types can be double-buffered except compressed SoundCap files. However, stereo 16-bit sounds can only be double-buffered on relatively fast Macintoshes. If you experience problems playing CD quality sounds, try disabling the Fast Macintosh preference. With this disabled, CD quality WAVE and Sound Designer files will not be double-buffered. This requires more memory, of course.

The "Smart" Sun conversion factor will scan the file looking for the loudest passage and then set the conversion factor to prevent most clipping. This feature, while providing the best playback quality, is fairly slow. Preset conversion factors can be set to eliminate preprocessing and thus provide immediate playback. These conversions are necessary because AU files encode a larger dynamic range than the normal Macintosh 8-bit samples. Optionally, these and ADPCM files can be played and converted at 16-bit resolution for higher quality playback. 16-bit sound files are played at 16-bit resolution if the Sound

Manager 3.0 is installed. Conversion of 16-bit files into 16-bit System 7 Sounds can be disabled, if so desired.

If desired, SoundApp can change the creator code of sound files dropped on it, so double-clicking on them will run SoundApp. In addition, nice color icons will be used. During conversion, SoundApp will prompt you for a new directory where it can store the converted files. Optionally, it will place them in the folder of the first sound file, depending on the setting of the Prompt For New Directories preference.

SoundApp can accept Open AppleEvents, which will play the referenced sound file. It will also accept Quit, which, of course, quits SoundApp.

#### Notes

- AIFF-C files will be converted into MACE compressed 'snd ' resources.
- MOD conversion only extracts the instrument samples.
- ADPCM playback is not compatible with G72X compression.
- Compressed WAVE, 8SVX and AU files are not supported.

Enjoy.