

## Help Index for SoundTool

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## The SoundTool command line

There are several ways to use SoundTool with and without command line options:

- a) Install SoundTool into a group of the Windows **Program Manager**. Then you can start SoundTool by doubleclicking on the icon. This brings up SoundTool without any sound file loaded.
- b) Open the Windows **File Manager** so that you see SNDTOOL.EXE and doubleclick on that line. This brings up SoundTool without any sound file loaded.  
You can drag a file with extension SOU, SND, SNP, TXT, SUN or NXT onto the line SNDTOOL.EXE and drop it there. This starts up SoundTool and loads the dropped file into SoundTool. —This will work only if SNDTOOL.EXE and the sound file reside in the same directory.  
You can doubleclick onto a line containing a file with extension SOU, SND, SNP, TXT, SUN or NXT. This starts up SoundTool with an invisible Window if you made a connection between 'SNDTOOL.EXE -' and e.g. '\*.SND' files (There is a space character followed by a minus sign behind SNDTOOL.EXE; you can execute 'SNDTOOL.EXE - SNDFILE.SND' manually too). The Sound is loaded, played once and SoundTool removes itself from memory (This works the same way Aaron Wallaces' SOUNDER.EXE does, but does distinguish between the different sound file formats). If you choose a file format which needs translation (like a SUN audio file) there will be a noticeable delay until the sound is actually played; — be patient !

## The SoundTool window

After firing up SoundTool the following window is displayed:



### Items in SoundTool window:

The window contains the following controls and displays:

- actual sound** a listbox which displays a list of loaded sounds. You can select one to be the 'actual sound' by clicking with the mouse on it.
- Delete** delete the actual sound from memory by clicking with the mouse on this button. The sample is lost if you don't save it into a file before you select this option!
- Play** You can play the selected part of the actual sound by clicking with the mouse on this button.
- Animate** When this checkbox is checked, pressing the 'Play'-button replays the sound and, while playing, the played part is colored in red; you can stop playing by pressing any key. This will set the 'Stop' slider to the position where you pressed the key. Because the sample is played in small chunks corresponding to one pixel in the spectrum window, you will get a bad sound quality; --how bad it is, depends on the length of your sample. Animate is a helpful tool to locate a specific location in a sample by listening and pressing a key.

<b>Repeat</b>	When this checkbox is checked, pressing the 'Play'-button replays the sound forever; you can stop playing by pressing any key or by clicking the checkbox again while sound is playing. Do not press any other keys or try to switch to another application while the sound is playing, you can find yourself caught in an endless loop.
<b>Frequency</b>	Select the frequency which is used to play the marked region of the sound by dragging the slider in the scrollbar or by clicking on the arrows at the end of the slider.
<b>Shift</b>	Select a frequency shift with this scrollbar.
<b>Volume</b>	Change the sound volume by dragging the elevator of this slider.
<b>Start</b>	<p>This is the left indicator in the spectrum window. It is used to indicate the first byte of a selection. You can change it's position by pressing the mouse button in the left-pointing triangle beneath the spectrum window or near the left of the vertical dotted line in the spectrum display. Drag the slider into the position you desire and release the mouse button.</p> <p>There is a label <b>Start</b> below the volume slider which shows the starting byte count and the start time relative to the beginning of the sample.</p>
<b>Stop</b>	<p>This is an indicator for the last selected byte; you can move it using the mouse in the same way as described above.</p> <p>There is a label <b>Stop</b> below the <b>Start</b> label which indicates the last byte to be played and the time relative to the beginning of the sample.</p> <p>Between the two label lines to the right the difference of start and stop time is displayed. The total length of the sample is displayed below these lines.</p>
<b>Description</b>	This text string describes the sound by up to 95 characters.
<b>Spectrum window</b>	<p>This display shows the spectrum of actual sound. The two sliders near the bottom (<b>Start</b> and <b>Stop</b>) can be moved by clicking on them and moving the mouse.</p> <p>The left slider indicates the start of a selection, the right one marks the end of the selection.</p>

## Menu Items:

SoundTool displays a menu bar near the top of it's window where the following menu items can be found:

### File

#### ⇒ File Open...

Loads the selected sound file into memory and updates the listbox.

It is possible to load one of the following sound file types:

- ⇒ **8-Bit raw** \*.SOU 8-Bit sampled raw sound bytes without any header.
- ⇒ **Sound** \*.SND 8-Bit sampled sound bytes with header. These files can actually be in two formats:
  1. files created by Aaron Wallace's SOUNDER including a short header.
  2. files created by SoundTool including a longer header (see description of file formats below). SoundTool automagically detects which kind of SND file it is reading.
- ⇒ **NeXT** \*.NXT one of the sound formats used by the NeXT computer. These files must contain raw 16-Bit samples which are reduced internally by SoundTool to 8-Bit. The NeXT  $\mu$ Law-format is not supported yet.
- ⇒ **SUN Audio** \*.SUN sound format used by the SUN SparcStation. These files contain 8-Bit samples in  $\mu$ Law-format which are reduced by SoundTool to 8-Bit.
- ⇒ **ANSI** \*.TXT Text format. The file must contain integers in the range 0...255 separated by blanks, tabs or newlines. It is possible to create a text file of this structure e.g. with Microsoft Excel by specifying a function like '255\*sin(x)+1'.

*Example* for a legal file format:

```
127 200 220
```

```
230
```

```
255
```

```
220
```

```
220
```

#### ⇒ File Save...

Writes the raw sound spectrum of the actual sound to a file. The various formats are explained above (File Open...).

### Edit

#### ⇒ Repeat last command

This option repeats the last command which is often easier than the access through the popup menu tree

#### ⇒ Edit Selection

##### ⇒ Flip

flips the marked part of the spectrum in vertical direction



gets flipped to:



⇒ **Reverse** reverses the byte sequence of the marked part of the spectrum



gets reversed to:



⇒ **Expand to nnn%** expands/shrinks the marked part of the spectrum, uses linear interpolation on expansion to produce a good result. This has the same effect as a local change of frequency to nnn% of the previous value.



When is expanded to 200% the result looks like:



When it is 'expanded' to 50% the result looks like:



⇒ **Amplify to nnn%** scales each bytes in the selected area of the spectrum by a

factor of  $n/100$  .

This results in a local in- or decrease of amplitude (sound volume). If the sound amplitude would exceed the limits ( $\pm 127$ ) the result is clipped to these limits. The Amplification rate can be set by the menu option 'Preferences-Amplification...'



is scaled to:



⇒ **Fade In** fades the bytes in the selected area of the spectrum by an linear increasing factor raising from 0 to 100 % of the original value. This results in a local fade in effect.



is faded in to:



⇒ **Fade Out** fades the bytes in the selected area of the spectrum by an linear decreasing factor raising from 100% to 0%. This results in a local fade out effect.



is faded out to:





⇒ **Echo** produces echos in the marked part of the spectrum, starting at the position of the left slider. If necessary the sample length is enlarged to avoid truncation of echos. The echo parameters can be set by the menu option 'Preferences-Echo...'

⇒ **Copy** copies the marked part of the spectrum to the clipboard

⇒ **Cut** cuts the marked part from the spectrum to the clipboard

⇒ **Delete** deletes the marked part from the spectrum

#### ⇒ **Edit Clipboard**

⇒ **New Sound**

pastes the clipboard contents into a new sound slot, updates listbox inserts the clipboard contents at position marked by left slider in spectrum window

⇒ **Insert**

⇒ **Append**

appends the clipboard contents to the end of the actual spectrum

⇒ **Overlay**

overlays the clipboard contents beginning at the position marked by left slider in spectrum window; useful for echo effects. If necessary the overlay is clipped to the length of the actual sample.

#### **Record**

Starts sampling of Sound data. (Only applicable if you have an A/D-board and matching RECDLL.DLL installed).

#### **Settings**

⇒ **Echo...**

enter the number of echos and the delay between echos: If the delay between echos is too small you will get something that sounds like a direct feedback.

⇒ **Record...**

enter the number of samples to record and a loop delay count to adjust the recording frequency. (Only applicable if you have an A/D-card and matching RECDLL.DLL installed).

⇒ **Amplification...**

enter the amplification factor which is used by the menu option "Edit-Selection-Amplify to nnn%".

⇒ **Expansion...**

enter the expansion factor which is used by the menu option "Edit-Selection-Exoand to nnn%".

#### **Info**

⇒ **F1 Help**

how the hell did you manage to display this help text ?

⇒ **Info...**

same boring stuff as usual, but... wait a bit...

## File formats

SoundTool can save sound samples in various formats:

- 8 bit raw format      this is nothing more but a stream of contiguous bytes without any header.
- ANSI format            this is the same like the above raw format, but in a human readable form, one byte per line.
- Sounder SND:          has been defined by Aaron Wallace and is used by his program 'Sounder'. It contains a short header of 32 bytes of which 8 bytes are actually used:  
`WORD wSampleSize`  
`WORD wFrequency`  
`WORD wVolume`  
`WORD wShift`
- SoundTool SND:        contains more informations in it's header:  
`char szMagic[6] = { 'S', 'O', 'U', 'N', 'D', 0x1a }`  
`GLOBALHANDLE hGSound;      /* not used */`  
`DWORD dwBytes;              /* length of complete sample */`  
`DWORD dwStart;              /* first byte to play from sample */`  
`DWORD dwStop;              /* first byte NOT to play from sample */`  
`WORD wFreq;                 /* frequency */`  
`WORD wSampleSize;`  
`WORD wVolume;`  
`WORD wShift;`  
`char szName[96];            /* name of sound */`  
The part of this header which follows the magical string is identical to the one used for clipboard transfer.

## Clipboard data exchange structure

SoundTool registers a clipboard format "CF\_SOUND" which can be used to exchange sound data between applications. Clipboard data in "CF\_SOUND" format consists of a structure which contains general data, followed by the bytes which build the actual sound spectrum.

The following data structure is used for clipboard transfer and inside SoundTool:

```
#define  DESC_LEN      96          /* max. length of a filename */
typedef struct sound_tag
{
    GLOBALHANDLE hGSound;        /* not used for clipboard transfer */
    DWORD dwBytes;              /* length of complete sample */
    DWORD dwStart;              /* first byte to play from sample */
    DWORD dwStop;               /* first byte NOT to play from sample */
    unsigned short usFreq;
    unsigned short usSampleSize;
    unsigned short usVolume;
    unsigned short usShift;
    char szName[DESC_LEN];      /* name of sound */
} SAMPLE;
```

usFreq must have one of the following values:  
{ 5500, 7330, 11000, 22000 }

## Examples for clipboard data exchange

The following two code fragments from soundtool show how to copy and paste sound data to/from the clipboard.

```

/*****
static SAMPLE Sound;
*****/
BOOL CopySound( HWND hWnd )
/* copy a sound sample to the clipboard */
{
    GLOBALHANDLE hGSample;
    SAMPLE FAR * lpSample;
    BYTE HUGE * lpCopySound;
    BYTE HUGE * lpSound;
    BOOL bReturn;
    DWORD dwBytes;

    bReturn = FALSE;
    dwBytes = min( Sound.dwBytes, (Sound.dwStop - Sound.dwStart) );
    if( NULL != (hGSample =
                GlobalAlloc( GMEM_MOVEABLE, sizeof(SAMPLE) + dwBytes ) ) )
    {
        if( NULL != (lpSample = (SAMPLE FAR *)GlobalLock( hGSample ) ) )
        {
            lpCopySound = sizeof(SAMPLE) + (BYTE HUGE *)lpSample;
            lpSound = (BYTE HUGE *)GlobalLock( Sound.hGSound );
            lpSound += Sound.dwStart;
            lpSample->dwBytes = dwBytes;
            lpSample->dwStart = 0;
            lpSample->dwStop = dwBytes;
            lpSample->usFreq = Sound.usFreq;
            lpSample->usSampleSize = Sound.usSampleSize;
            lpSample->usVolume = Sound.usVolume;
            lpSample->usShift = Sound.usShift;
            lstrcpy( lpSample->szName, Sound.szName);
            while( dwBytes-- )
            {
                *lpCopySound++ = *lpSound++;
            }
            GlobalUnlock( Sound.hGSound );
            GlobalUnlock( hGSample );

            if( OpenClipboard( hWnd ) )
            {
                EmptyClipboard();
                SetClipboardData( wFormat, hGSample );
                CloseClipboard();
                bReturn = TRUE;          /* yes, we finally did it ! */
            }
            else
            {
                /* cannot open clipboard, tell user about problem */
            }
        }
    }
    else

```

```

        {
            /* cannot lock sample structure, tell user about problem */
        }
    }
else
    {
        /* cannot allocate sample structure, tell user about problem */
    }

    return( bReturn);
}

/*****

BOOL PasteSound( HWND hWnd )
/* pastes sample from clipboard into next free slot */
{
    GLOBALHANDLE hGSample;
    SAMPLE FAR * lpSample;
    BYTE HUGE * lpCopySound;
    BYTE HUGE * lpSound;
    BOOL bReturn;
    DWORD dwBytes;

    bReturn = FALSE;

    if( wSounds >= MAXSOUNDS )
    {
        /* cannot paste any more sounds, tell user about problem */
        return( bReturn);
    }

    if( FALSE == OpenClipboard( hWnd ) )
    {
        /* cannot open clipboard, tell user about problem */
        return( bReturn);
    }

    if( NULL != (hGSample = GetClipboardData( wFormat )) )
    {
        if( NULL != (lpSample = (SAMPLE FAR *)GlobalLock( hGSample )) )
        {
            if( NULL != (Sound.hGSound =
                GlobalAlloc( GMEM_MOVEABLE, lpSample->dwBytes )) )
            {
                if( NULL != (lpSound =
                    (BYTE HUGE *)GlobalLock( Sound.hGSound )) )
                {
                    lpCopySound = sizeof(SAMPLE) + (BYTE HUGE *)lpSample;
                    Sound.dwBytes = lpSample->dwBytes;
                    Sound.dwStart = lpSample->dwStart;
                    Sound.dwStop = lpSample->dwStop;
                    Sound.usFreq = lpSample->usFreq;
                    Sound.usSampleSize = lpSample->usSampleSize;
                    Sound.usVolume = lpSample->usVolume;
                    Sound.usShift = lpSample->usShift;
                    lstrcpy( (Sound.szName), lpSample->szName );
                }
            }
        }
    }
}

```

```
        dwBytes = Sound.dwBytes;
        while( dwBytes-- )
        {
            *lpSound++ = *lpCopySound++;
        }
        GlobalUnlock( Sound.hGSound );
        bReturn = TRUE;    /* we finally arrived here */
    }
    else
    {
        /* cannot lock destination array, free it */
        /* and tell user about problem */
        GlobalFree( Sound.hGSound );
    }
}
else
{
    /* cannot alloc destination array, tell user about problem */
}
GlobalUnlock( hGSample );
}
else
{
    /* cannot lock clipboard structure, tell user about problem */
}
}
CloseClipboard();

return( bReturn );
}
/*****
/*                               end of sample code                               */
*****/
```

## Adding a DLL for recording sound samples

SoundTool contains a mechanism that makes it possible for a Windows-programmer to incorporate recording subroutines by writing a DLL which conforms to the following interface. Whenever SoundTool is started, it looks for a file 'RECDLL.DLL'. If a file of this name is found in the directory where SoundTool resides, it is loaded into memory and the menu of SoundTool offers two items to call into this DLL:

- Record
- Settings → Record...

To be callable from SoundTool the DLL must have at least two exported functions with ordinal numbers @3 and @2:

**@3** This routine is called when the menuitem 'Record' is selected. The routine must confirm to the following calling sequence:

```
BOOL FAR PASCAL RecordSample( HWND, SAMPLE FAR * );
```

The routine should global-allocate memory for the sampled data, record the sample and fill the SAMPLE structure with the corresponding data. The pointer to this structure is set up by SoundTool and must not be changed or modified. Just set all elements of the structure according to the definition above (Clipboard transfer).

**@2** This routine is called when the menuitem 'Settings → Record...' is selected. The routine must confirm to the following calling sequence:

```
BOOL FAR PASCAL RecordSetup( HWND );
```

The routine should ask the user for all the recording parameters needed, and save them in the library data segment. The library is released when the user quits SoundTool, so it is advisable to store needed Parameters in 'WIN.INI'. These parameters can be loaded when LibMain is called at load time of the library.

The following examples shows excerpts from my sample RECDLL which uses an 8-bit A/D converter to sample audio data at up to 40 kHz. The library **must** be named RECDLL.DLL and **must** contain at least the two exported ordinals @2 and @3.

---

**RECDLL.DEF** file showing EXPORTS with ordinal numbers.

---

```
LIBRARY    RECDLL
EXETYPE    WINDOWS
CODE       PRELOAD MOVEABLE DISCARDABLE
DATA       MOVEABLE SINGLE
HEAPSIZE   1024
EXPORTS
  WEP           @1 RESIDENTNAME ;necessary for Windows
  RecordSetup   @2           ;necessary for SoundTool
  RecordSample  @3           ;necessary for SoundTool
  RecordDlgProc @4           ;used internally by RECDLL
```

---

**RecordSetup** routine gets called by SoundTool and asks user for parameters.

---

```
BOOL FAR PASCAL RecordSetup( HWND hWnd )
```

```

{
    FARPROC lpProcDialog;
    BOOL bReturn;

    lpProcDialog = MakeProcInstance( (FARPROC)RecordDlgProc, hInst);
    bReturn = DialogBox( hInst, "RECORD_DLG", hWnd, lpProcDialog);
    FreeProcInstance( lpProcDialog );

    return( bReturn );    /* return TRUE if OK */
}

```

---

**RecordSample** routine gets called by SoundTool and returns the actual data.

```

BOOL FAR PASCAL RecordSample( HWND hWnd, SAMPLE FAR * pSound )
{
    GLOBALHANDLE hGSound;
    BYTE HUGE * lpSound;
    BYTE HUGE * lpSoundStart;
    DWORD dwElapsed, dwStartTick, dwStopTick, dwBytes, dwFrequency;
    BOOL bReturn;

    bReturn = FALSE;

    dwBytes = dwRecordBytes;

    if( NULL != (hGSound = GlobalAlloc( GMEM_MOVEABLE, dwBytes )) )
    {
        if( NULL != (lpSound = (BYTE HUGE *)GlobalLock( hGSound )) )
        {
            pSound->hGSound = hGSound;
            pSound->dwBytes = dwBytes;
            pSound->dwStart = 0;
            pSound->dwStop = dwBytes;
            pSound->usFreq = 22000;
            pSound->usSampleSize = 0;
            pSound->usVolume = 20;
            pSound->usShift = 4;
            MessageBeep(0);
            lpSoundStart = lpSound;
            dwStartTick = GetTickCount(); /* ms */
            if( nRecordDelay )
            {
                {
                    outp( (usPort+1), 0x0000 );    /* start conversion */
                    while( dwBytes-- )
                    {
                        /* get a byte from A/D converter */
                        *lpSound++ = (BYTE)inp( usPort );
                        outp( (usPort+1), 0x0000 );    /* start next conversion */
                        _asm
                        {
                            mov cx, nRecordDelay    /* loop counter */
                            WaitLoop:
                            loop WaitLoop            /* empty loop */
                        }
                    }
                }
            }
        }
    }
}

```



```

else
{
    outp( (usPort+1), 0x0000 );      /* start conversion */
    while( dwBytes-- )
    {
        /* get a byte from A/D converter */
        *lpSound++ = (BYTE)inp( usPort );
        outp( (usPort+1), 0x0000 );      /* start next conversion */
    }
}
dwStopTick = GetTickCount(); /* ms */
MessageBeep(0);

lpSound = lpSoundStart;
dwBytes = pSound->dwBytes;
while( dwBytes-- )
{
    if( *lpSound > 127 )
        *lpSound -= 128;
    else
        *lpSound += 128;
    *lpSound++;
}
GlobalUnlock( hGSound );

/* elapsed time in milliseconds */
if( dwStopTick < dwStartTick )
    dwElapsed = 0xffffffff - dwStartTick + dwStopTick;
else
    dwElapsed = dwStopTick - dwStartTick;
dwFrequency = (DWORD)(1000.0 * ((double)pSound->dwBytes /
    (double)dwElapsed));
pSound->usFreq = (unsigned int)dwFrequency;
wsprintf( szBuffer, "Recorded at %u [Hz]", dwFrequency );
lstrcpy( pSound->szName, szBuffer );
bReturn = TRUE;
}
else
{
    /* cannot lock new sound bytes */
    GlobalFree( hGSound );
}
}
else
{
    /* cannot allocate memory for new sound bytes */
}

return( bReturn );
}

```

---

**RecordDlgProc** routine gets called by RecordSetup and asks user for parameters.

---

```

BOOL FAR PASCAL RecordDlgProc( HWND hDlg, unsigned message, WORD wParam, LONG
    lParam)
{

```

```

int nDelay;
DWORD dwBytes;

switch( message )
{
    case WM_COMMAND:
        if( ID_OK == wParam )
        {
            GetDlgItemText( hDlg, ID_RECORDNUMBER, szBuffer, sizeof(szBuffer) );
            dwBytes = (DWORD)atol( szBuffer );
            GetDlgItemText( hDlg, ID_RECORDDELAY, szBuffer,
                sizeof(szBuffer) );
            nDelay = atoi( szBuffer );

            if( nRecordDelay != nDelay )
            {
                nRecordDelay = nDelay;
                wsprintf( szBuffer, "%d", nRecordDelay );
                WriteProfileString( szAppName, szRecordDelay, szBuffer );
            }

            if( dwRecordBytes != dwBytes )
            {
                dwRecordBytes = dwBytes;
                wsprintf( szBuffer, "%lu", dwRecordBytes );
                WriteProfileString( szAppName, szRecordBytes, szBuffer );
            }
            EndDialog( hDlg, TRUE );
        }
        else if( ID_CANCEL == wParam )
        {
            EndDialog( hDlg, FALSE );
        }
        break;

    case WM_INITDIALOG:
        wsprintf( szBuffer, "%lu", dwRecordBytes );
        SetDlgItemText( hDlg, ID_RECORDNUMBER, szBuffer );
        wsprintf( szBuffer, "%d", nRecordDelay );
        SetDlgItemText( hDlg, ID_RECORDDELAY, szBuffer );
        SetFocus( GetDlgItem( hDlg, ID_RECORDDELAY ) );
        return( FALSE );
        break;
}
return( FALSE );
}

```

---

**LibMain** routine gets called by LIBENTRY.ASM when the DLL is loaded.

```

BOOL FAR PASCAL LibMain( HANDLE hInstance, WORD wDataSegment,
                        WORD cbHeapSize, LPSTR lpszCmdLine )
{
    hInst = hInstance;

    /* get stored parameters from WIN.INI */

```

```

GetProfileString( szAppName, szRecordBytes, "?",
                 szBuffer, sizeof(szBuffer) );
if( '?' == szBuffer[0] )
{
    /* no entry found, use default */
    dwRecordBytes = 50000;
    wsprintf( szBuffer, "%lu", dwRecordBytes );
    WriteProfileString( szAppName, szRecordBytes, szBuffer );
}
else
{
    dwRecordBytes = (DWORD)atol( szBuffer );
}
GetProfileString( szAppName, szRecordDelay, "?",
                 szBuffer, sizeof(szBuffer) );
if( '?' == szBuffer[0] )
{
    /* no entry found, use default */
    nRecordDelay = 0;
    wsprintf( szBuffer, "%d", nRecordDelay );
    WriteProfileString( szAppName, szRecordDelay, szBuffer );
}
else
{
    nRecordDelay = atoi( szBuffer );
}
GetProfileString( szAppName, szRecordPort, "?",
                 szBuffer, sizeof(szBuffer) );
if( '?' == szBuffer[0] )
{
    /* no entry found, use default */
    usPort = 0x300;
    wsprintf( szBuffer, "%u", usPort );
    WriteProfileString( szAppName, szRecordPort, szBuffer );
}
else
{
    usPort = (unsigned int)atoi( szBuffer );
}

if( cbHeapSize > 0 )
    UnlockData( 0 );    /* make segment moveable */

return( TRUE );
}

```

---

### GlobalVariables used by RECDLL

```

DWORD dwRecordBytes;    /* number of bytes to record */
int nRecordDelay;      /* delay loop count */
HANDLE hInst;          /* library instance handle */
unsigned int usPort;    /* A/D converter port address */
char szBuffer[80];     /* avoid buffer on stack DS != SS */
char szAppName[] = "SoundTool";
char szRecordBytes[] = "RecordBytes";

```

```
char szRecordDelay[] = "RecordDelay";
char szRecordPort[] = "RecordPort";
```

---

### **Makefile** used to create RECDLL

---

```
all: recdll.dll

recdll.obj: recdll.c recdll.h
    cl -c -Asnw -Gsw -Oas -Zpe -FPi -W3 recdll.c

libentry.obj: libentry.asm
    masm -Mx libentry,libentry;

recdll.res:  recdll.rc recdll.dlg recdll.h
            rc -r recdll.rc

recdll.dll: libentry.obj recdll.obj recdll.def recdll.res
    link recdll+libentry, recdll.dll,,/NOD /NOE sdllcew+libw, recdll.def
    rc recdll.res recdll.dll
```

---

### **RECDLL.DLG** used to create RECDLL.RC

---

```
RECORD_DLG DIALOG LOADONCALL MOVEABLE DISCARDABLE 9, 26, 186, 42
CAPTION "Recording Parameters"
STYLE WS_BORDER | WS_CAPTION | WS_DLGFRAME | WS_POPUP
BEGIN
    CONTROL "&Number of samples:", -1, "static", SS_RIGHT | WS_GROUP |
        WS_CHILD, 10, 8, 74, 10
    CONTROL "", ID_RECORDNUMBER, "edit", ES_LEFT | WS_BORDER | WS_TABSTOP |
        WS_CHILD, 90, 8, 32, 12
    CONTROL "&Delay count:", -1, "static", SS_RIGHT | WS_GROUP | WS_CHILD, 8,
        22, 76, 10
    CONTROL "", ID_RECORDDELAY, "edit", ES_LEFT | WS_BORDER | WS_TABSTOP |
        WS_CHILD, 90, 22, 32, 12
    CONTROL "&Cancel", ID_CANCEL, "button", BS_PUSHBUTTON | WS_GROUP |
        WS_TABSTOP | WS_CHILD, 134, 6, 46, 14
    CONTROL "&Ok", ID_OK, "button", BS_DEFPUSHBUTTON | WS_TABSTOP | WS_CHILD,
        134, 24, 46, 14
END
```

---

**pacp@ds0rus1i.bitnet (This is a BITNET address)**

**or:**

**martin@mecha2.verfahrenstechnik.uni-stuttgart.de (INTERNET address)**

[aaron@jessica.stanford.edu](mailto:aaron@jessica.stanford.edu)

