Raw Sound File to Wave Format Conversion Program
Version 1.2
By Charlie Eberly

Things to know about SNDtoWAV

1. You must have Multimedia Windows or Windows 3.1 installed to run this program.
2. I only created a 16 color 32x32 icon. Monochrome systems won't look nice.
3. Version 1.2 still uses the system font. Any res other than VGA might look funny.
4. You may freely distribute this program, it is here by submitted into Public Domain.

What's New in SNDtoWAV
1.1
A. DSOUND.DLL is no longer required. Test function now plays through currently installed multimedia wave form device.
B. A Other box has been added to the Sample Rate dialog, so files that were not sampled at one of the four standard rates, can now be converted also. Almost any rate can be input, however your playback device must support that rate, in order to hear the file.
C. A keyboard interface has been added so non mouse users, can convert sound files also.
D. Numerous cosmetic and programmatic bugs were fixed from version 1.0.
1.2
A. The testing feature no longer converts the file to a temp file before testing. The testing function is done entirely in memory. This saves wear and tear on your hard disk, and makes the testing feature blaze with speed, as compared to 1.1. This also makes the program smaller since I removed all the code to do temp files. That was tricky anyway, since smartdrv now has a write back cache. The in memory test feature paves the way for version 2.0.

Usage

Testing the file

Select a file using either the list boxes or by typing the complete file name into the edit box. Adjust the frequency setting and click TEST. If the settings are not correct, readjust them and test again. When the playback is correct, Convert the file.

Converting the File

After making sure that the frequency of your sample file is correct, click the Convert button. If none of the 4 standard sample rates, seem to work with your file, choose 'Other' and type in a sample rate. Keep in mind though, that your playback device needs to be able to support that frequency in order to hear the sound.

The converted file will have the same name as the original, only with a .WAV extension. If the original file was a .WAV file to begin with, the name will have a '1' as the last character. If the original .WAV file already had a '1' as the last character, a '2' is used instead. That's all their is to it. You can convert .SND files, Macintosh sound files and even text files and binary files. Any file that can be put on a DOS disk, can be a .WAV file. That's right, you can even make a .WAV file out of command.com. Not much fun to listen to, but you can do it. Have fun, and get those PC's making some noise.

Whats Next ?

Version 2.0 is already in the works. 2.0 will be a full MDI interface, allowing for multiple sound files, each in their own window, and with there own sample rate control, to be open at once. Cutting, Pasting and Mixing between files will be supported, maybe even in drag and drop form. If I can, I will add the ability to record directly. Gotta go, I got work to do. Send me your suggestions/problems via easyplex.

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