

-----| The Sound Site Newsletter
|| Issue #8 November/December/January 1991,1992
(W) |-----| Copyright (C) 1992 by David
Komatsu All Rights Reserved. |-----| This

may be distributed to bulletin boards, FTP sites or other || media as long as there is no charge to
receive the newsletter || o Submissions for next issue being accepted now

|-----Note from the Editor-----Happy
Holiday readers! and welcome to the eighth edition of the Sound Site Newsletter. Sorry for the delay in
release but many events forced the delay. This issue is the Nov/Dec/Jan issue. We are looking for
column authors as well as a programming expert to start a programmers corner in the Sound
Newsletter. If you would like to do this or add any other input please contact me. Please use the two
addresses below to send comments and submissions to the Sound

Newsletter. sound@ccb.ucsf.edu davek@uhunix.uhcc.hawaii.edu The Sound Newsletter is also posted to
comp.sys.ibm.pc.misc, comp.sys.mac.misc and rec.games.misc on USENET. See bottom for list of
BBS and FTP sites that back issues are available from.-----> Dave In this issue-----o Special

Thanks o Do you want to announce a new product? o Changes on Saffron FTP site Frequently
downloaded files on Saffron o Adlib-Creative Labs programmer List goes down o Sound Bits o Blaster
Master o PC Sound o Modplay Pro News / Modedit News o Sound Kit (for Unix) o Mixview (for
Unix) o New Products o Ultra Force Demos o New mods uploaded to saffron o Product Specifications:
o The Gravis Soundboard o LANtastic Voice Adapter (ver 2B) o Anonymous FTP sound Sites Special
thanks to the following for supporting the Sound

Newsletter-----Mark J. Cox
(m.j.h.cox@bradford.ac.uk : Author Modplay, info ModEdit Tomi Engdahl (tomi.engdahl@hut.fi) :
LANtastic Voice Adapter John D. Greiner (greiner@cs.ucla.edu) : Gravis Ultra Sound Specs Dave
Hoelzer : PC Sound Info Gary Maddox : Author of Blaster Master Jim
Oldroyd (jr@inset.com) : Saffron FTP Site Admin Douglas Scott

(doug@foxtrot.ccmrc.ucsb.edu : MixView And to all the FTP sites and bulletin boards carrying the
Sound Newsletter and of course all the dedicated readers who make it worth the effort. Do you want to
announce a new product?-----If you have written a sound related program
that is SHAREWARE, FREEWARE, or PUBLIC DOMAIN and would like to announce your
program contact us. We can feature it and help distribute it. You can mail me at sound@ccb.ucsf.edu. If
you wish contact me and I will upload your program to Saffron and post an announcement of release.
Please include a brief description of your software program to be used in the sound

newsletter. Alternatively you can mail all sound program to me on a 3.5" disk Low or High Density
to: David Komatsu Sound Program Submission 4826 Likini Street Honolulu, HI 96818 Saffron back up
better than ever----- The Sound Newsletter and Inset proudly announce a major

upgrade to the Saffron. Inset.Com Sound Site. The machine has been upgraded to a Sun machine and
now has more space available. As a result you will see a lot of new program additions to the
archives. Among the major changes are updates to the Modplay, Modedit sound programs, a huge
selection of new MOD files, creation of a NeXt and UNIX directory and a Ultraforce demo directory.
These Ultraforce demo's are featured in this newsletter. Once again please refrain from FTPing between
the hours of 9am-5pm Eastern Time. Please note that due to some initial problems the Next and UNIX
directories may not immediately be available. Listed below are the most frequently downloaded sound
programs on the saffron FTP site. The file and directory name is listed for your convenience. Selected
File Download Stats for Saffron.inset.com For the period of Jan 15 - 31 (approximate dates) This list is
brought to you by Jim Oldroyd and Dave Komatsu For complete list in period see the following
files/saf0127.txt/saf0223.txt/saf0210.txt and future files following that date structure. General Usage

Top files: 98 /Read_me 69 /Index 60 /Hours 36

/pub/sound/=new.modfiles=	31	/pub/sound/=Rogue.info=Newsletters Top Files	66
/pub/sound/newsletters/sbd0014.zip	32	/pub/sound/newsletters/sbd0001.zip	31
/pub/sound/newsletters/sbd0012.zip	30	/pub/sound/newsletters/sbd0013.zip	29
/pub/sound/newsletters/sbd0002.zip	29	/pub/sound/newsletters/sound7.txt	28
/pub/sound/newsletters/sbd0003.zip	28	/pub/sound/newsletters/sbd0011.zip	26
/pub/sound/newsletters/sbd0004.zip	26	/pub/sound/newsletters/sbd0010.zip	25
/pub/sound/newsletters/sound1.txt	25	/pub/sound/newsletters/sbd0005.zip	25
/pub/sound/newsletters/sbd0009.zip	24	/pub/sound/newsletters/sbd0006.zip	24
/pub/sound/newsletters/sbd0007.zip	24	/pub/sound/newsletters/sbd0008.zip	23
/pub/sound/newsletters/sound2.txt	22	/pub/sound/newsletters/sound3.txt	21
/pub/sound/newsletters/sound6.txt	20	/pub/sound/newsletters/sound4.txt	20
/pub/sound/newsletters/sound5.txt	9	/pub/sound/GifNews/gn92-01.zip	Top Sound Players
/pub/sound/players/fmsound10.zip	16	/pub/sound/players/moded110.zip	15
/pub/sound/players/playmax.zip	14	/pub/msdos/sound/modpy112.zip	14
/pub/sound/players/st224.zip	13	/pub/msdos/sound/blast13.zip	13
/pub/sound/players/adplayer.zip	12	/pub/msdos/sound/mvpshare.zip	12
/pub/sound/players/mplay200.zip	12	/pub/sound/players/tblast20.zip	12
/pub/sound/players/jmplayer.zip	12	/pub/sound/players/playbwc.zip	12
/pub/sound/players/sun2voc.zip	11	/pub/sound/players/iff2voc.zip	10
/pub/sound/upload/promod.zip	9	/pub/sound/players/mplay200.zip	9
/pub/sound/players/voc2snd.zip	9	/pub/sound/players/adplayer.zip	8
/pub/sound/players/playmac2.zip	Top sound demos	24	/pub/sound/ultrademos/bartslaw.zip
/pub/sound/ultrademos/vectdemo.zip	14	/pub/sound/ultrademos/coldcut.arj	8
/doc/ftp/pub/sound/demos/countdwn.zip	6	/pub/sound/upload/promod.zip	5
/doc/ftp/pub/sound/demos/gulfvga.zip	5	/pub/sound/demos/hover.zip	Top AU samples
/pub/sound/samples/au/aff/bark.au	4	/pub/sound/samples/au/aff/bubbles.au	4
/pub/sound/samples/au/aff/crash.au	3	/pub/sound/samples/au/aff/bong.au	3
/pub/sound/samples/au/aff/busy.au	3	/pub/sound/samples/au/aff/chirp.au	3
/pub/sound/samples/au/aff/computer.au	Top MOD files	12	
/pub/sound/samples/moremods/justcant.mod	11	/pub/sound/samples/moremods/devils.mod	
/pub/sound/samples/mod/techno.lzh	10	/pub/sound/samples/mod/tonight.lzh	
/pub/sound/samples/moremods/cgenough.mod	10		
/pub/sound/samples/moremods/eurovisn.mod	9	/pub/sound/samples/moremods/laserint.mod	
/pub/sound/samples/moremods/lasersq.mod	8	/pub/sound/samples/moremods/loon.mod	
/pub/sound/samples/moremods/paninaro.mod	7	/pub/sound/samples/mod/axelf.lzh	7
/pub/sound/samples/mod/softsynt.lzh	Top ROL files	12	/pub/sound/samples/rol/axel-f.lzh
/pub/sound/samples/rol/macgyver.lzh	8	/pub/sound/samples/rol/4evrgirl.lzh	8
/pub/sound/samples/rol/aria.lzh	8	/pub/sound/samples/rol/chopin7.lzh	8
/pub/sound/samples/rol/startrek.lzh	8	/pub/sound/samples/rol/sympho40.lzh	Top SND files
/pub/sound/samples/snd/batman.snd	7	/pub/sound/samples/snd/spaceace.snd	
/pub/sound/samples/snd/dragon's.snd	6	/pub/sound/samples/snd/macvoice.snd	
/pub/sound/samples/snd/tinytoon.snd	Top STM files	4	/pub/sound/samples/stm/axel.lzh
/pub/sound/samples/stm/bladerun.lzh	3	/pub/sound/samples/stm/kthulu.lzh	2
/pub/sound/samples/stm/labyrinth.lzh	2	/pub/sound/samples/stm/lambada.lzh	2
/pub/sound/samples/stm/locomotn.lzh			

Down----- It is with regret that I have to announce that the mailing list called the Adlib-CreativeLabs.programmer run by Steve Albrecht is no longer in service. If there is anybody who has the available time and machine to continue this list please contact me. I

would like to jointly create a list for the Sound Newsletter since I can no longer handle the large volume of the sound newsletter list either. If we can combine these two into one list it should work out. So if you have the machine and are willing to update the mailing list e-mail me at 'davek@uhunix.uhcc.hawaii.edu'. We are looking at a list with easily over 500 users.

Sound Bits-----DISCLAIMER: The Sound Newsletter provides no guarantee on the performance of the software or products mentioned in this newsletter. The information is provided to give the reader an idea on how the products operate.

Blaster Master-----
Blaster Master V.4.8 for the CMS Sound Blaster (C) by Gary Maddox
10/15/91=====The CMS Sound Blaster is an IBM sound card available today. One of the outstanding features of the Sound Blaster is the ability to sample sound and play it back. BLASTER Master is a tool kit for working with RAW, UNCOMPRESSED Sound Blaster VOC files. BLASTER Master includes many features available on Digital Audio Workstations costing many thousands of dollars.

OVERVIEW: This program is a very fast graphic editor to help you tailor your sound files. Useless and noisy sample data at the beginning and endings of VOC files can be quickly removed. Sections from within the sample can be saved as a new sample file. The entire sample is displayed and a grid is drawn that divides the sample into seconds to aid in selecting the "cut points". A zero-crossing/phase approximation method is used to select the bytes that are displayed to help in choosing the "cleanest" points for processing. Where needed, cross-fading is applied to splice points. Function keys F1 - F5 changes the palettes used to control the colors used to display the screen. During playback, a pulsing index line displays the position of the file being played. The various digital processes can be selected using the mouse or in most cases, ALT+the first letter of the option can be used. Example: ALT-P will select to "PLAY" the currently selected soundfile. (ALT-P means hold down the ALT key and press the "P" key simultaneously)

SPECIAL PROCESSES: BLASTER Master includes several special digital processes to modify your sound files. The special processes supported are: SCOPE, ECHO, REVERSE, INSERT, FAST, SLOW, RATE, VOLUME, PITCH, PACK, FADE and MIXER. All of the processes are not displayed at the same time on the Wave Edit screen. Selecting the MORE button will display the next set of options. The various options can be selected using the mouse or in most cases, ALT+the first letter of the option can be used. EXAMPLE: ALT-E will select to "ECHO" the currently selected sound file. (ALT-E means hold down the ALT key and press the "E" key simultaneously) The NEW button can be used to select a new file when in the Editor screen or to un-mark a block when in the Cut/Save/Zoom screen. The EXIT button will return to DOS immediately.* Sound Blaster is a registered trademark of Creative Labs, Inc----- BLASTER Master (C) 1990, 1991 by Gary Maddox, all rights reserved. File: bmstr48.zip. Available on saffron.inset.com.

PC Sound----- PC Sound is a public domain object library supporting Microsoft C, Microsoft Quick C, Turbo C, and Turbo C++. Actually, with the different methods of variable passing used by each of these compilers, it should support pretty much any compiler around for the pc. The library allows you to play digitized (PCM only as of the last release date) sound files from your code through the internal speaker. PCM includes IFF, SND, and most VOC's. Since I wrote the program for my own personal entertainment, there are a great many things that I could add to it. If there is enough interest in this piece of software, I will certainly upgrade it so that it will automatically find the optimum twiddle value and interpret other formats.. Even play un-interrupted (It currently works with a 30k (I think) buffer..)

Dave Hoelzer Modplay Pro and related news----- Modplay Pro is a sound player for Amiga Noisetraacker, Startrekker and Protracker modules. There are thousands of modules available - each consisting of four tracks of samples played simultaneously. Modplay Pro is the only non-crippled, freeware module player that will play Protracker and other module files on a variety of output devices including Covox, SoundBlaster, PC Speaker, Disney Sound Source and a variety of other simple circuits (circuit diagrams are provided). Features:- Easy menu selection of MOD files- Will play files

from ZIP or LZH archives- *REAL* spectrum analyser display- *Any* graphic card (CGA,Herc,EGA,VGA etc.)- Comes with circuit diagrams for 3 sound devices- Soon will support SB Pro and Adlib Gold cards.An example Module file is included in the archive from U4IA.---Subject: Pro-Modplay 2.10MAIL----If you have sent me mail in the last month and had no reply - please resend it - The computer system here crashed and lost about 60 messages in my incoming folder.MODEDIT-----Modedit version 2 is here! See SNAKE.MCS.KENT.EDU for your copy - much improved and soon with background playing and Protracker support.MODPLAY PRO 210-----I've just finishing adding ProTracker Support to MODPLAY, this is an extra 20 or so commands New Commands include: o Mark and repeat region o Tremelo o Change Vibrato and Tremelo waveforms o Vibrato and Volume slide at same time o Pitch and Volume slide at the same time o Delay notes o Jump to specified place in pattern o Cut off notes early o Retrigger notes lots of times o Start playing sample at a given offset Features: o *REAL* Spectrum Analyser display with full help o Now detects the Soundblaster correctly o Now 15% smaller! o Tone Portamento bug (209B/C) now fixed.Comes with a sample mod, a specially written XMAS mod by U4IA! Well worth the effort in downloading and shows off some good Protracker commands.***** AVAILABLE NOW FROM UOP.UOP.EDU somewhere in /incoming *****Cheers,Mark.Mark J Cox

----- m.j.h.cox@bradford.ac.uk Both Modplay Pro and Modedit may also be found on saffron.inset.com SoundKit (for UNIX)-----SoundKit is a portable Unix C program that reads & writes several different sound sample formats. It has a built-in effects loop and includes several effects. File formats are: linear raw data: signed or unsigned, byte or word u-law raw data (older SUN .au samples) AIFF SSND format (not 8SVX) Mach HCOM format (8-bit linear with Huffman compression) SUN .au/NeXT .snd format (a small header followed by one of the above raw formats) Sound Blaster .VOX These effects are available: Sample rate changing via linear interpolation Volume change Echoplex (multiple tape-head-style feedback loops) World-famous Fender Vibro-Champ sound effect (uses sine wave as volume knob) Statistics pass The above features are implemented in a library. SoundKit comes with one program, sox (SOund eXchange), which reads a file in any format, writes it in any other format, and applies one of the above effects on the way. Mixview 3.3 (for Unix/X-

Windows)-----To: Mixview_fans@foxtrot.ccmrc.ucsb.edu Subject: mixview version 3.3 is now available Mixview version 3.3 is now available via anonymous ftp>From foxtrot.ccmrc.ucsb.edu (128.111.92.30). Featured in this version is the ability to do D/A conversion on two new platforms: on an I386 using the "SoundBlaster" hardware, and (!) on *any* Unix machine that has a SCSI port and runs the X window system -- using the new Audio Digital Systems box, which allows up to 4 channels of 44.1k conversion. If you wish more information about this particular hardware, send me email. Also featured in the new mixview are default resources for fonts, window sizes, and window locations. There is a new expanded README with information on configuring the Makefile for your architecture. Be sure to get a new copy of lxt.tar.Z as well!! As always, more bugs have been rooted out and fixed. For those who use OpenLook, the keyboard focus problem has been fixed. Enjoy, and please report problems to me.---Douglas Scott (805)893-8352 Senior Development Engineer Center for Computer Music Research and Composition University of California, Santa Barbara Internet: (NeXTMail ok) <doug@foxtrot.ccmrc.ucsb.edu>-----

***** Ultraforce DEMOS ***** As we approach the multimedia future these programs show a glimpse of what the future has in store for us. Created by the Ultraforce team from the Netherlands these programs are a real treat. Please note that you need at least a 80286 machine to run these and for best effects a sound card. Coldcut.arj : This is the front end to a sound playing program. It is an EGA picture of a interactive CD player. This demo

version requires a sound blaster. Bartslaw.zip : This is a demo version of a future game. You can play the first level with or without a sound card. The game plays nicely with a mouse and has dazzling VGA graphics. Though a sound board is not required the effects produced by a sound board are awesome including ear piercing screams. Vect.zip : This is the most stunning of the demo's. With a sound card you get a multi-media presentation with Amiga-like graphics and quality sound. The animated graphics are about the highest quality I've seen. If you've ever seen and loved a FLI or GL demo this one surpasses the quality of most that I have seen. It also give you the ability to control 3-dimensional rotation. It's amazing the speed of the animation on even a 286 machine. Users with sound cards are treated to brilliant real time sound with the demos. This program comes with my highest recommendation. ***** Hardware Products

Specs ***** Gravis UltraSound Sound Card (PC)

*****Special thanks to John D. Greiner for providing the press release and additional information on the Gravis UltraSound Card. October 21, 1991

Advanced GRAVISFOR IMMEDIATE RELEASE Advanced Gravis Introduces PC GamePad, MouseStick, UltraSound and Product Upgrades at Comdex
Leading Joystick manufacturer Advanced Gravis Computer Technology Ltd. is introducing several new products and product upgrades
Gravis UltraSound
The Computer industry will get a first look at the ultimate all-digital sound solution for IBM PCs at Comdex. Gravis UltraSound matches or exceeds all other PC sound products. Features include 16-bit digital audio for true Cd quality sound reproduction, up to 32 synthesized voices and up to 32 digital voices. It offers dramatically superior sound quality over other sound boards and will retail for less than \$200. UltraSound will be available in the first quarter of 1992. --- end of press release ---
I called Gravis and got the following information about their Gravis UltraSound sound card:
Price: under \$200 -- They were adamant about this
The board has exactly 32 channels. Each channel may be either synthesized or digital. When using a channel as synthesized, you are using some firmware that simulates a synthesizer on the digital channel. Thus, each channel is, at the lowest level, digital. The board also contains 128 K of 8 bit memory (expandable to 1 MB) which can be used to store digitized sound. The digital channels allow playing back of sounds from this memory and will perform some modifications to the sounds on the fly such as volume, duration (does that imply "auto repeat"?), and pitch (it seemed they agreed with this one, but I still have a slight bit of uncertainty). They did agree that you could do something like loading up instrument samples and then playing music by simply sending parameters rather than a full byte stream. This seems similar to what I had hoped and would probably be great for playing Amiga SoundTracker (.MOD) files. Bandwidth limitations may prevent the use of all 32 channels. If you are using it all out at 44.1 KHz sampling with 16 bits, then you are limited to 16 channels. If you are willing to decrease the bits or sampling rate, you can increase the number of channels. It does stereo, but it appears that to make one side louder than the other, you need to use two channels. Too bad. All inputs/outputs are stereo: mic in, line in, line out, amplified line out. All are by stereo 1/8" mini-jacks. It does compression, but only up to 2:1. They felt that the higher current compression rates resulted in sound of too poor quality. He hinted that they are working on a different compression method that could provide much higher compression for high quality audio. It will be compatible with the synthesized sound (music) of the original AdLib and SoundBlaster and the digital sound (voice) of the original SoundBlaster. Maybe the digital sound of the new AdLib, maybe not. Maybe the AdLib Gold synth. The product is still in development. Basically, it's all done by drivers that simply mimic the sounds digitally (I'm referring to the music compatibility). I presume it calculates the waveform that would result from the given programming of the pseudoregisters, stores that as a sound in the RAM, and plays it from there. Maybe it just calculates a big byte stream. I'd think much of this limits compatibility only to time spent writing the drivers, and not hardware. If one were to try to emulate one non-digital system with another, I'd think it may be very hard to figure out

how to map them if they don't use similar methods, and it might possibly be impossible. But to emulate something in digital is just a matter of making a model and calculating. They said that compatibility would simply be a matter of running a program to install a resident driver. Yes, it WILL work with Wing Commander II--speech pack and all. They said that this board uses the same method as the Roland (digital synthesis) except that this board uses 16 bit sound (he said the Roland uses 12 bits--is that true?) AND the board gives you direct access to the waveforms rather than being locked into the preset ones of the Roland (can anyone confirm this?). The board is built around modified chips from Ensonic (?). That is either a high-quality professional keyboard, or the name of its manufacturer. My notes are a little rough there. You get the idea. The board is expected to be released in the first quarter of 1992. It does not have 16 DACs. It allows stereo 8 bit 44.1 MHz recording (sampling). This may be done while the board is also producing sound. It does have a maximum sampling rate of 44.1 KHz at 16 bits (CD quality) It has a game port--in fact, it has a Gravis Eliminator Game Card built in which is compatible with "IBM XT, AT, 386 and 486 computers and compatibles up to 50 MHz." It is fully MIDI compatible. They haven't decided how to incorporate the MIDI port--either a separate connector on the card itself (not externally accessible) or through the joystick port. [BTW, I suggested, based on a recent post in rec.games.misc subsequent reading, that if they incorporate it into the joystick port, they should provide a switch to disable it so that it would be compatible with regular joysticks and Y-cables. He seemed intrigued.] No CD-ROM port yet--expect to release a second model with one Address info from Comdex brochure: Advanced Gravis Computer Technology Ltd. Head Office 7400 MacPherson Avenue, #111 Burnaby, British Columbia, Canada V5J 5B6 US Distribution and 1602 Carolina St. #D12 Service Facility Bellingham, Washington, U.S.A.

98226 Specifications submitted by John D. Greiner Internet:
greiner@cs.ucla.edu ***** LANtastic Voice Adapter (ver 2B) ***** Reviewed by Tomi Engdahl ----- / / /--- /! / then@niksula.hut.fi / /--- /-- /! / Tomi.Engdahl@hut.fi / / /--- /! / LANtastic Voice Adapter (ver 2B) * Takes one half length 8 bit slot (size 4.0x5.0x0.8 in) * Includes telephone type handset * Connectors: Standard modular telephone handset (M4P4C female) Line In (RCA female) Line Out (RCA female) * Uses DMA channels 1 and/or 3 (jumper selectable) * Full duplex operation with two DMA channels (1 and 3) * Half duplex operation with one DMA channel (1 or 3) * Software driver uses one of interrupts between C0..FF hex * Sound inputs: Mike In: +-0.1V (with 2kOhm pullup to +5V) Line In: +-1.0V 100kOhm impedance * Sound outputs: Ear Out: +-2.5V impedance 470 Ohm Line Out: +-1.2V impedance 2.2kOhm * Sample rate: 7990.1 Hz * Audio bandwidth: 200-3400 Hz * 8-bit AD/DA (u-law compressed from 13 bit linear sample = about 78dB dynamics !) * Drivers support one card per computer The card is designed for voice mail in network environment and for adding speech to software. I have not yet seen any other software than those made by LANtastics. The card needs driver loaded to memory to work. Programs support direct digitizing to hard disk and direct playback from hard disk. The system supports 2:1 software compression with fast PCs and faster computers. There is a some reduction in the sound quality when compression is used. The card hardware is a simple fixed frequency sampling and playback system. The audio in compressed when digitized and expanded when played back. This system gives about 78dB dynamics in 8 bit sample. The sound quality is the same as in digital telephones. Programming is done using LANtastics Voice API, which contains source code for calling the sound driver from C and assembler. The functions supported by the software contains functions for sound recording and playback. The API contains source code of many simple little programs, which can be used as part of larger programs. Thanks to STEN&SLOTTE company for borrowing me the voice adapter and API software. Sources: LANtastic Voice Adapter User's Manual LANtastic Voice Programmer's Interface documentation Some companies selling LANtastics Voice Adapter: ARTISOFT Plaza 575 E. River Rd. Tucson, AZ 85704 USA 602-293-6363 Fax 602-293-

8065ARTISOFT EuropeRoyal Albert HouseSheet StreetWindsor, Berks SL4 IBE England44-753-831971 Fax 44-753-831541STEN&SLOTTEVaasanpuistikko 1865100 VAASA Finland358-61-110300 Fax 358-61-120968-----| Anonymous Sound FTP SITES

|-----To connect to an anonymous FTP site do the following (we are using the sound-site as an example)ftp ccb.ucsf.edu or ftp 128.218.1.13name: anonymouspassword: <email-address>If you know of any other Sound ftp sites please forward the informationthis way. If you know the administrators of the below sound sites oryou are in charge of one of the below sound sites please e-mail me sowe can join efforts. Your input to this sound-list would be greatlyappreciated.

(* denotes sites carrying Sound Newsletter & back issues.Name IP#
What-----abcf20.larc.nasa.gov
128.155.23.64 amiga soundscalvin.nmsu.edu 128.123.35.150 Sounds from Tiny Toond
dir: pub/toon-gifs/soundscb.ucsf.edu 128.218.1.13 (.snd), players. (*)
directory: Pub/Sound_listgarbo.uwasa.fi 128.214.87.1 (.stm), players (*)ems.media.mit.edu
18.85.0.104 csoundftp.ee.lbl.gov 128.3.112.20 sounds (au files)
directory: sound/*.ausaffron.inset.com 192.94.75.2 SoundBlaster/Adlib, (*)
(.mod, .stm, .snd) [Rogue]sciences.sdsu.edu 130.191.224.2 soundsnake.mcs.kent.edu
131.123.2.222 SoundBlaster & Adlib stuff directory: pub/SB-Adlibsumex-
aim.stanford.edu (.snd) fileterminator.cc.umich.edu 141.211.164.8 sounds and misc
archive siteucsd.edu 128.54.16.1 sounds for sparcuop.uop.edu 138.9.200.1 UOP
is currently downxanth.cs.odu.edu 128.82.8.1 startrek sounds dir:
pub/star-trek/stsounds.wsmr-simtel20.army.mil 192.88.110.20 Sound players (*)Attention Bulletin
Board owners and FTP site administrators-----You can

carry the sound newsletter on your site FREE of charge. ForFTP sites please contact me at:
komatsu@alcor.usc.edu. You can eitherobtain it from one of our sites or we can mail it to you on Fido
Net,CompuServe or Internet.The following Bulletin board systems carry the Sound Newsletter
andBack Issues. The (*) boards also specialize in sound and MIDI.United StatesBoard

Speed Phone Sysop-----
Hawaii-----Graphics Plus 38.4K (808) 531-6509 Eric LuiNetwork One Systems
Fantasy Island 9600 (HST) (808) 689-0040 Ken Ludwig Listening Post 9600 (HST)
(808) 689-8583 Lou BraunOne Step Beyond 9600 (HST) (808) 695-5190 Don Paul
JonesCalifornia-----The Patchbay (*) 38.4K (Dual) (818) 441-3965 Daniel
BiseChicago-----Round Table BBS 2400 (312) 777-9480 Kevin KeyserAbroad (All
contain sound programs also)Board Speed Phone
Sysop-----1B Systems Managment Ltd. 19.2k
(604) 753-9960 Ken McVay (Waffle/XENIX)1B Systems Managment Ltd. 2400 (604) 753-
9964 Ken McVay (Waffle/XENIX)1B File request from ftn 14.4K (604) 754-2928 Ken
McVay FrontDoor 2.0/c IMEx 89:681/1 (604) 754-2928 (HST 14.4)BCG-Box
9600 +358 21 404 036 Kim Heino (FidoNet: 2:222/151.0) V32/42/42bis, MNP2-5Einstein BBS
2400 +47 4 53 46 18 Kjetil KragGreyhawk BBS (UK) 9600 +44 332 756414 Alan
Coates (Fido: 2:250/404)-----| Introducing

the sister sounds sites, twice as good, twice as fun
||-----| ccb.ucsf.edu: 15 megs of SND
files for REmac and PlayBwc || saffron.inset.com: 80+ megs of STM, MOD, SND and
MultiMedia ||-----| sound@ccb.ucsf.edu
| Editor the the Sound Newsletter || davek@uhunix.uhcc.hawaii.edu | Spreading the word about
the || -----> Dave | latest in sound technology
|-----