SFX

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	TITLE : SFX		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SFX

1.1   Loader : IFF-8SVX

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IFF-8SVX
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Description :
  loads IFF-8SVX Samples
  incl.   Loops
    Multi-Channelsamples
    8/16 bit Samples
    Compressed Data
  This is the most wide spread sound-file format on the Amiga.It's build
  like any other IFF file making it a very flexible format whilst retain-
  ing compatibility. Right now it supports multioctave-samples, mono/ste-
  reo samples and one type of compression. The IFF-8SV format is one of
  the few that saves loops. SFX also supports quadrosamples, 16-bit and
  combined samples. Here's an explanation of all the expanded features.
  I got the description of the combined samples from the freeware program
  SoundBox by Richard Körbner. This format saves the full 16-bit data of
  a sample. Is this sample loaded into a standard program (supporting
  only IFF-8SVX) then it loads as a standard 8-bit sample. If a program
  however knows this format it loads it as a 16-bit sample. The trick in
  this is to save the lower eight bits of the 16-bit sample in an extra
  chunk. This chunk carries the mark 'LBDY'. The higher eight bits are
  stored in the usual 'BODY' chunk. When SFX saves a sample in the 16-
  bit format it creates a 'BITS' chunk of the following structure :
  struct chunk_bits
  {
    char  id[4];    /* 'BITS' */
    ULONG len;    /* 4L */
    ULONG bits;   /* 8/16 bit so far supported */
  };
  In addition the 'CHAN' chunk has been extended. With a data value of 30,
  it is a quadrosample.

Prefs :
  none
```