

SFX ii

COLLABORATORS						
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SFX

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Chapter 1

SFX

1.1 Loader: Universal

Universal

Description :

The universal-loader tries to identify the sampleformat and loads the sample with the refering loader. He does it in the following way. At first he tries to identify the sample on the basis of its extension. If this isn't successful, he tries to find specific strings in the file. If this fails too, it's probably a RAW-Sample. Now SFX starts to analyse the audiodata to see the difference between signed, unsigned, ULAW, 8-bit and 16-bit-RAW. If the sample is long this could need some time.

This categorization is based on statistical data and fails sometimes (I haven't found much samples were this happend). If the loaded sample is wrong, please load the sample direkt with the RAW-Loader and set the type manually in the loaderprefs.

Prefs :

none