

SoundApp 2.4.1

By Norman Franke

Legalese

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What Does It Need?

SoundApp requires at least System 7.0 and Sound Manager 3.1 or greater (part of System 7.5.3) and QuickTime 2.5 or later. In addition, QuickTime features require QuickTime 2.0 or greater, however QuickTime 2.5 or greater is recommended. If you wish to play MIDI files using an external MIDI synthesizer, then Opcode Systems' Open Music System (OMS) MIDI driver version 2.1 or greater is required. If you are having problems using SoundApp and especially if you are running System 7.5.2, upgrade to System 7.5.3 or higher. It fixes a large number of problems with memory allocation which can cause SoundApp to crash.

What Does It Do?

SoundApp can play or convert files dropped onto it into a variety of formats. In addition, it supports Play Lists which are lists of sound files that can be saved for later usage. Files in a Play List can be played or converted as a group or individually. SoundApp supports a randomized shuffle playback mode and repeated playback of Play Lists.

The following sound file formats are supported: SoundCap™ (including Huffman-compressed), Studio Session Instruments, SoundEdit™ (including stereo, MACE-3 and MACE-6), AIFF, AIFF-C (8-, 16-, 24- and 32-bit, MACE-3, MACE-6, IMA 4:1 and μ -law), System 7 sound and 'snd' resource (including MACE-3, MACE-6, IMA 4:1 and μ -law), QuickTime MooV (soundtracks only, including MIDI movies), Sun Audio .au and NeXT .snd (including μ -law, a-law, 8-, 16-, 24- and 32-bit linear, 32- and 64-bit floating point, G.721 ADPCM and G.723 ADPCM), Windows™ WAVE (including GSM-, IMA- and MS ADPCM-compressed, μ -law and a-law, 8-, 16- and 32-bit linear), MPEG audio (layers I, II and III, requires a PowerPC processor), Sound Blaster™ VOC, many varieties of MODs, ScreamTracker 3 module (S3M), Multitracker module (MTM), MIDI (type 0, 1 and 2, including GS and XG), Amiga IFF/8SVX (including stereo and compressed), Sound Designer™, Sound Designer™ II, IRCAM (8-, 16-bit and 32-bit floating point), PSION sound, DVI ADPCM and raw GSM.

SoundApp can convert all of these formats to System 7 sound and sound suitcase (linear, μ -law, MACE-3, MACE-6 and IMA encodings), AIFF (linear, μ -law, MACE-3, MACE-6 and IMA encodings), WAVE (linear, μ -law, a-law and IMA encodings), Sun Audio and NeXT (linear, μ -

law and a-law encodings), Sound Designer II, QuickTime (linear, μ -law, MACE-3, MACE-6 and IMA encodings) and PSION formats. SoundApp also supports generic QuickTime conversion, which allows any QuickTime-recognized format to be converted to a QuickTime movie file. This feature is provided as a convenience, as it is entirely handled via QuickTime.

SoundApp is distributed as a "fat" binary for native PowerPC and 680x0 usage. If you "strip" your copy of SoundApp to reduce storage requirements, please do not distribute it.

I'd Like to Thank...

Edward J. Sabol for extensive testing and ideas,
Tobias Bading for maplay 1.2,
Tomislav Uzelac, Dmitry Boldyrev and Jeff Tsay for the MPEG L3 code,
Frank Seide, Wirichsbongardstr. 43, D-52062 Aachen, Germany, for the MOD routines which are copyright © 1991-1994 by Frank Seide,
Cody DW Jones, <<http://zerius.victoria.bc.ca/>>, for the ZSS MOD/S3M routines which are copyright © 1995-1996 by Zerius Development,
Jutta Degener and Carsten Bormann from the Technische Universitaet Berlin for the GSM code,
Troy Gaul for the Infinity Windoid WDEF, and
everyone who has written with thanks and suggestions.

Portions of SoundApp's MPEG audio support are based on maplay 1.2. The source for maplay can be obtained at <<ftp://ftp.cs.tu-berlin.de/pub/multimedia/maplay1.2/>>.