SoundApp 2.3.1
By Norman Franke

Legalese

If you wish to include SoundApp on a CD-ROM as part of a freeware/shareware collection, Web browser or book, I ask that you send me a complimentary copy of the product to the address in the Notes topic of this dialog. Also, if you are interested in licensing all of or part of the SoundApp playback and conversion routines see the "Licensing" section of the Notes topic.

What Does It Need?

SoundApp requires at least System 7.0 and Sound Manager 3.1 or greater. 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), SoundEdit™ (including stereo, MACE-3 and MACE-6), AIFF, AIFF-C (MACE-3, MACE-6, IMA 4:1 and µ-law), System 7 sound, QuickTime MooV (soundtracks only, including MIDI movies), Sun Audio .au and NeXT .snd (including µ-law, a-law, 8- and 16-bit linear, G.721 ADPCM and G.723 ADPCM), Windows™ WAVE (including GSM-, IMA- and MS ADPCM-compressed, µ-law and a-law), 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 mono), Sound Designer™ II, IRCAM, PSION sound, DVI ADPCM, raw GSM, Studio Session Instrument and 'snd ' resource (including MACE-3, MACE-6, IMA 4:1 and µ-law).

SoundApp can convert all of these formats to System 7 sound (linear, µ-law and IMA encodings), sound suitcase (linear, µ-law and IMA encodings), AIFF (linear, µ-law and IMA encodings), WAVE (linear, µ-law and IMA encodings), Sun Audio (linear and µ-law encodings), NeXT (linear and µ-law encodings), Sound Designer and QuickTime (linear, µ-law and IMA

encodings) 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.

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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/>.
The MPEG Layer III code is based on Maplay for Win32 1.81 by Jeff Tsay, which can be obtained at <http://www-inst.eecs.berkeley.edu/~ctsay/mp2win32.html>.