

Version History

2.0, April 1, 1996.

- Completely rewritten in C++ using Metrowerks CodeWarrior and PowerPlant as a fat binary for native PowerPC performance,
- Support for multiple Play Lists with full drag and drop support, including drag conversion to the Finder,
- Improved Status window that contains more information and a progress indicator,
- Added support for the following formats:
 - ◇ IMA 4:1 and μ -law in AIFF/AIFC, 'snd ' resources and QuickTime movies,
 - ◇ IMA 4:1, μ -law and a-law in WAVE files,
 - ◇ IRCAM,
 - ◇ MPEG audio layers I and II on PowerPC computers, and
 - ◇ ScreamTracker 3 (S3M) files using the ZSS driver.
- Conversion of QuickTime movies without an intermediate file,
- Conversion options to force mono/stereo and 8-/16-bit output and to "DOSify" output filenames,
- Revamped Preferences dialog,
- Enhanced AppleScript support for playback and conversion,
- Rewrote the Help text, and
- Created a better-looking application icon.

2.0.1, April 26, 1996.

- Fixed a problem with the playback of mono IMA WAVE files,
- Fixed a problem which may crash due to a bug in the Apple's Sound Manager header,
- Fixed a problem playing very short files using double buffering.

2.0.2, April 29, 1996.

- Corrected build problem which caused 2.0.1 to crash frequently.

2.0.3, June 11, 1996.

- Corrected a length problem with some odd WAVE files,
- Uses the "applFont" instead of "geneva" to permit localization,
- Dragging a file onto the SoundApp icon with a Play List open no longer adds the file to the list,
- SoundApp now maintains looping and base note information when converting between AIFF and 'snd ' resources, including System 7 sound files,
- MPEG playback now no longer causes jerky mouse movement,
- Mono MPEG files now play at the proper speed,
- Closing the Status window via AppleScript no longer crashes.

2.1, July 10, 1996.

- Added support for the following formats:
 - ◇ MIDI (type 0, 1 and karaoke) files using the AMP drivers and
 - ◇ GSM-compressed WAVEs and raw GSM (".au.gsm") files.
- Incorporated new ZSS drivers,
- Files passed to open/play/convert via AppleScript can now be specified as strings,
- Added Name/Type column headers to Play List windows, implemented title click sorting like the Finder and added Sort sub-menu (sorting method is saved in Play List files and dragging items into a sorted list maintains sort order),
- Can now pause playback using the spacebar,
- Added ";"-key for stopping after the file that is currently being processed,
- Added floating button bar and a menu item to show and hide it,
- Play Lists now support continuous shift-selection with scrolling,
- The DOSify preference now allows underscores in the converted filenames,
- Fixed a bug which crashed after sending an quit AppleEvent while playing,
- Fixed a bug which would insert a very short click at the beginning of a WAVE output file,
- Fixed a bug while converting MPEG files with an internal CRC check which caused the conversion to fail,

- No longer write non-standard AIFF headers when converting,
- Fixed a bug that would cause a crash when two MOD files are played one after the other using the ZSS drivers,
- Removed some math calls which would prevent SoundApp from running with some old versions of MathLib on Power Macs.

[2.1.1, July 12, 1996.](#)

- Corrected playback problem on 68K Macs.

[2.2, December 3, 1996.](#)

- Added a new Convert menu to group all the convert output options, added the capability to save conversion preferences as a named configuration, added an editor for saved sets, and removed all output format related options from the Convert preferences pane,
- Added Sound Designer and direct QuickTime output formats,
- Added support for MACE-3 and MACE-6 compression in SoundEdit files,
- Added support for AIFF and 'snd ' files explicitly encoded with the 'twos' and 'raw ' codecs,
- Re-wrote the MIDI code from scratch and added OMS support and a new MIDI Preferences pane,
- Included new ZSS drivers with MTM support,
- Added Script menu which lists the scripts in a "Script Menu Items" folder,
- The volume preference is now relative to the system volume, thus will have no effect on other applications' volume, and can now go from 10% to 150%,
- Fixed sample rate specification with AIFF files due to an incompatibility with CodeWarrior and extended floating point numbers,
- Fixed a bug which could cause a hang while playing MED/OctaMED files with the ZSS driver set as preferred,
- Fixed a problem which caused some files to be left open when dragged to the Play List,
- Now properly calculates the length of MPEG Layer I files,
- Removed two-byte click at the beginning of converted System 7 sound files,
- Added Info window to provide more information on a sound file,
- Added extensive AppleScript support,
- Added a "SoundApp Home Page" to the Help menu if Internet Config is installed,
- Conversion of suitcases or MOD files now places the sounds in a sub-folder,
- ADPCM file playback is now no longer affected by the "Play a/ μ -law as 8-Bit" or the "Convert a/ μ -law as 8-Bit" preference,
- Upgraded to CodeWarrior 10.

[2.2.1, December 5, 1996.](#)

- Corrected a problem upgrading the preferences file from 2.1.1 to 2.2, which would result in a corrupted file. If you used version 2.2, you'll need to reset your preferences.

[2.2.2, December 12, 1996.](#)

- Conversion downsampling from 44.1 or 48 kHz to a lower rate (e.g., 32 kHz) no longer produces slight clicks,
- Playback of MIDI files using OMS now uses the proper selected device,
- Work around a bug in QuickTime 2.1 which prevented many MIDI files from playing,
- Fixed a bug which prevented MOD conversion on 680x0 Macs,
- Fixed a bug which caused random shuffling of Play Lists to not be very random.

[2.2.3, February 26, 1997.](#)

- SoundApp no longer gets confused if the Controls Palette is closed while playing a file from a Play List,
- Made another attempt to allow SoundApp to work without a PowerPC-native AppleScript,
- Corrected two AppleScript dictionary problems (one which prevented conversion to a specific format type and another which prevented saving a Play List to a specified file),
- If SoundApp is in the midst of playing some sounds and a folder is dropped onto SoundApp, the sound files contained therein will now be added to the playback queue,
- Cleaned up internal memory management and fixed some issues with drag and drop in Play Lists,
- Significantly speeded up the sorting of Play Lists.

2.3, April 26, 1997.

- Added support for the following formats:
 - ◊ MPEG audio layer III (for computers with a PowerPC processor),
 - ◊ uncompressed stereo Amiga IFF/8SVX files.
- Partially corrupt MPEG files will now skip over the corrupt frames,
- Added new preferences to copy files when dragged from a Play List and to append the “.type” suffix to output filenames,
- Fixed a bug which would cause a crash when using AppleScript to get info on an invalid file,
- Fixed a bug in the conversion to WAVE and AIFF files,
- Using the space bar to pause play back now updates the Controls Palette,
- Added AppleScript commands to get and set the playback volume,
- Fixed a minor Play List button highlight problem,
- QuickTime soundtracks with non-standard time bases are now dealt with properly,
- Closing an empty Play List will not ask whether to save,
- Fixed a bug which could crash while attempting to drag an item from a sorted Play List to itself,
- Now better deals with file systems which are too slow to keep up with playback,
- Added Q&A topic to the Help window to address some frequently asked questions concerning SoundApp.

2.3.1, May 7, 1997.

- Fixed a small preference problem which prevented conversion from working unless a version 2.2.3 preferences file existed,
- Improved MPEG playback stability and made decompression more responsive,
- Converting to AIFF, System 7 or QuickTime IMA now no longer introduces a low frequency buzz.