SoundTool
Version 3.2

for Microsoft Windows Version 3.0 and 3.1

The ZIP-file SNDTOOL.ZIP contains my SoundTool, a ShareWare tool to play and manipulate sound samples. It contains basic functions like cut, paste, append, insert, overlay and some more sophisticated functions line fading and echoing. SoundTool prooves quite valuable in converting various sound file formats, including the new WAVE format, which is used by Windows 3.1.

In order to make use of the distributed version of SoundTool your computer must have with a real speaker, not just some kind of piezo buzzer.

The version history of SoundTool is laid out in the help file.
You should read through the help file to learn about all the commands and options of SoundTool. The file has more information on various file formats and how to record sounds. It can be accessed using the Windows help system.

You must supply the following to run this release of SoundTool:
1.   Microsoft Windows 3.0 or 3.1
2. one of:
a   DSOUND.DLL, a dynamic link library from Aaron Wallace, which is also packed with the shareware program SOUNDER by Aaron Wallace. This library is used to produce the actual sounds; it works under Windows 3.0 and Windows 3.1 (I have tested it). Other libraries which support your hardware are available to registering users. If you want to learn more about DSOUND.DLL you should get a copy of the complete SOUNDER shareware package, which includes a setup program to adjust the playback frequency of DSOUND.DLL. This library needs the driver *speeker.sll* to be installed with SoundTool, just start up SoundTool and install it.
b   SPEAKER.DRV, a Windows 3.1 driver from Microsoft. This library is used to produce the actual sounds; it works under Windows 3.1 or 3.0 with multimedia extensions only. This library needs the driver *mmplayer.sll* to be installed with SoundTool.
c   If you register your copy of SoundTool, you will receive drivers for SoundBlaster support under Windows 3.0 and for Multimedia Support under Windows 3.1 (include SoundBlaster and compatibles). These Libraries support background transfer, your system is not blocked while a sample is playing or recording.

If you have any suggestions, find any bugs, typos in the help file or have some nice sounds you can contact me via e- or snail-mail. I will add the most often suggested features if I have enough spare time. I am interested in more I/O drivers too, Just send me your library with a short description if you agree to include it in the ShareWare package for free or mail me if you want to provide the library to paying users only.

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And now for the $$$ part:

SoundTool is Shareware.

If you like SoundTool and use it more than once a year, I suggest that you hide a minimum of $20.- (Should look like the papers pictured above or similar papers or DM 30.-) in an envelope and mail it to me as quick as possible.
This will help me to pay my Porsche and it will help you to receive additional libraries which again help SoundTool to record and play sound samples through your Sound Blaster board under Windows 3.0 and some more libraries which help the Multimedia Extensions in Windows 3.1 to snore to any sound (wave) device you have a driver capable of doing 8-bit mono output (e.g. SoundBlaster...).
These drivers do not stop Windows dead in it´s tracks like DSOUND.DLL, but they can playback and record in background, while you are doing important work like playing Solitaire or WinTrek.

You may copy and distribute this version, but you may not charge any money, apples or muffins for it.
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The ZIP-Archive contains at minimum the following files:
 * README.WRI   what are you reading just now ?
 * SOUNDER.WRI   the info file to SOUNDER and DSOUND.DLL.
 * SNDTOOL.EXE   the SoundTool program for Windows ...
 * SNDTOOL.HLP   ... and the Windows help file
 * DSOUND.DLL   a library for playing sounds, from SOUNDER.ZIP.
 * SPEAK_31.ZIP   a library for playing sounds for Windows 3.1.
 * SPEEKER.SLL   a library for playing sounds, see SNDTOOL.HLP.
                   (the name is *not* misspelled here :-))
 * BTZ13REC.SLL   a library for recording sounds, see SNDTOOL.HLP.
 * SOUND.XLM   a macro to use SoundTool with MS-Excel 3.x
 * SOUND.XLS   a worksheet for the macro SOUND.XLM
 * W4WSOUND.DOC   a WinWord (1.1) Document which tells you about
                   using a Macro to playback and record while you
                   are inside Word for Windows
and some sample sounds in various file formats:
 * YES_OKAY.SOU   raw 8-Bit sound file
 * BASS.SND   raw 8-Bit sound file with SoundTool header
 * CAT_CALL.SUN   SUN-audio sound file (uLaw)
 * THAT_S_A.NXT   NeXT sound file (16-bit)

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