_____
_____
_____
*** S o u n d T o o l ***
Version 2.5

*** for Microsoft Windows Version 3 ***
_____
_____
_____

The ZIP-file SNDTOOL.ZIP contains my SoundTool, a ShareWare utility 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.

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

This version ...
...   has a new commandline option -x to start other applications.
...   has an updated interface to external I/O driver libraries, older libraries must be changed and recompiled. See details in the help file.
...   has a DDE interface which allows other applications to record and playback samples. See details in the help file.

More information on file formats and how to record sounds can be found in the help file which 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. 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 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.
_____
_____
_____

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 $15.- (15 of the above pictured or similar papers or DM 20.-) 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 sample output (e.g. SoundBlaster, Thunderboard, ...).

You may copy and distribute this version, but you may not charge any money, apples or muffins for it.

_____
_____
_____
snail-mail:

                Martin J. Hepperle
                Robert-Leicht-Strasse 175
                D-7000 Stuttgart 80
                Germany
e-mail:

                Internet: martin@mecha2.verfahrenstechnik.uni-stuttgart.de
_____
              _____
                   _____

The ZIP-Archive contains at minimum the following files:
 * README.WRIwhat 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.DLLa library for playing sounds, from SOUNDER.ZIP.
 * SPEAKER.SLL   a library for playing sounds, see SNDTOOL.HLP.
 * BTZ13REC.SLL   a library for recording sounds, see SNDTOOL.HLP.
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)