

## Notes

### Contact Information

If you find any bugs, please report it to me via Internet e-mail to [<mailto:franke@xenon.stanford.edu>](mailto:franke@xenon.stanford.edu) or via "snail" mail to:

Norman Franke  
885 Paseo Laguna Seco  
Livermore, CA 94550

Also, please feel free to write if you have any suggestions, questions, comments, or inquiries concerning my plans for future versions. If you are aware of a sound format that you'd like SoundApp to support, please e-mail me with the necessary information regarding the sound format and any sample files you may have. Since SoundApp is FreeWare, I cannot afford to support proprietary sound formats that require a licensing fee (unless you'd like to pay for the license!).

Please spread the word about SoundApp and upload it to any on-line services and bulletin board systems that do not already have it.

### Licensing

If you or your company are interested in licensing the playback and/or conversion routines in SoundApp, please write me at the address above or send e-mail. SoundApp's routines are already (or soon will be) used in several commercial products. Licensing is for non-exclusive rights for your product(s). Custom modifications can be negotiated if desired. In addition, I can license a HyperCard-compatible XCMD for MS ADPCM WAVE playback for use in cross-platform products. Note that the MPEG decompression code and the MOD drivers cannot be licensed from me.

### Potential Future Additions

- Support for more MOD formats (e.g., XM, 669 and IT)
- Support for other sound formats and various compression schemes
- More output formats and encodings
- Even more AppleScript support
- Message/text/title reading in MIDI and MOD files
- Level meters for playback
- Better support for conversion using the AppleScript range parameters
- Conversion of looping information for WAVE and Sound Designer II files
- Support for split file Sound Designer II sounds