

## 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  $\mu$ -law in AIFF/AIFC, 'snd ' resources and QuickTime movies,
  - ◇ IMA 4:1,  $\mu$ -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.

### 2.4, August 11, 1997.

- Added support for the following formats:
  - ◊ stereo Fibonacci-delta compressed Amiga IFF files,
  - ◊ original Sound Designer files,
  - ◊ SoundEdit 16 SWE/Shockwave MPEG Layer III files with their weird, non-standard headers,
  - ◊ MPEG-2 Layer III files,
  - ◊ 24- and 32-bit PCM-encoded Sun Audio, NeXT and AIFF files,
  - ◊ 32- and 64-bit floating point-encoded Sun Audio and NeXT files,
  - ◊ 32-bit PCM-encoded WAVE files, and
  - ◊ 32-bit floating point-encoded IRCAM files.
- Added support for conversion to:
  - ◊ MACE-3 and MACE-6 encodings in AIFF, System 7 sound files and QuickTime files,
  - ◊ PSION sound files, and
  - ◊ a-law in WAVE and AU files.
- Incorporated the new Amp MPEG Layer III playback code for increased performance and support for MPEG-2 Layer III files,
- QuickTime files with multiple sound tracks are now converted properly,
- Enhanced SoundApp’s AppleScript support:
  - ◊ Added a current file AppleScript property to the application,
  - ◊ Added a fetch information verb to return information about a sound file on disk and renamed the get information verb to display information for clarity,
  - ◊ Added a send oms data AppleEvent to send MIDI data to an OMS synthesizer, and
  - ◊ Added start at and stop at parameters to play and convert to process portions of a sound file.
- Completely re-did the Preferences dialog, removed “Fast Macintosh” and “Process Files in Directories” and added “Use Playback Volume” in the MIDI pane,
- Using the “Repeat” playback option on a single file now loops extremely smoothly,
- First pass at random access playback by clicking in the progress bar,
- Suffixes will only be removed from file names when converting if they are a valid sound file

suffix,

- Added time elapsed and remaining displays to the Status window,
- Get Info on a MOD file while playing a MOD file will now work correctly,
- Calculated play times for music files using the ZSS drivers are now correct,
- Now sends tone bank control (32) to MIDI synthesizers if OMS MIDI driver is selected,
- Fixed a problem which created incorrect WAVE headers for  $\mu$ -law and IMA output data and in general when converting 8-bit sounds to  $\mu$ -Law,
- Also corrected a problem which created a slightly non-standard AIFF header,
- Re-did the document icons and the buttons in the Controls Palette,
- Better support for playback using virtual memory or RAM Doubler,
- Enabled drag-and-drop and active scrolling in the Help window and active scrolling in Play Lists,
- Upgraded to CodeWarrior Professional 1.

#### [2.4.1, August 21, 1997.](#)

- Fixed a problem with the OMS output device getting corrupted in the Preferences dialog and changing the output device no longer requires quitting SoundApp to take effect,
- SoundApp now recognizes two more file types as MP3 files: Shockwave's and MacAmp's,
- Incorporated new MacAmp MPEG playback code which now handles MPEG Layer II,
- Slipping around in an MPEG Layer III file now no longer resets the volume to 100%, removed a slight glitch with some low bit-rate MPEG Layer III files and improved disk reading for smoother playback,
- Fixed a glitch when jumping around in a MPEG Layer I file which would result in some odd noise,
- Fixed a problem playing sounds that are less than 100 ms long and MPEG Layer I files less than 64K.

#### [2.4.2, November 23, 1997.](#)

- Added a sound volume slider to the Controls palette,
- Added Export From QuickTime menu option,
- Added a play position AppleScript parameter,
- The Add... menu option now presents a new multiple get files dialog to add files to a Play List,
- The send oms data AppleScript command now uses the selected device,
- The Get Info and Status windows now display the stereo mode for MPEG files,
- Added a new Auto Play option which will automatically play a Play List when it is opened,
- Added a new icon to trick Netscape into selecting a semi-valid file type as its default,
- Now supports playback of some partially corrupt MIDI files,
- DOSifying file names is now a little smarter with file names with non-standard suffixes,
- Fixed an initialization problem when playing MIDI files via QuickTime,
- Get Info on MPEG files now works properly while playing MPEG files,
- Converting MPEG Layer III files no longer ignores the last little bit,
- Enabled conversion of MPEG Layer II and Layer III sounds on a 680x0 Macintosh with an FPU,
- Fixed a problem converting short MPEG Layer II and Layer III files,
- Added limited parsing of the id3 text information standard for MP3 files to display the song name,
- The default base note for System 7 sound files is now 60 (middle C) which may fix problems using SoundApp-generated sounds in HyperCard,
- Fixed a problem sending SysEx messages when playing MIDI files via OMS,
- Fixed a problem playing truncated AIFF files,
- Fixed a problem with getting a "File Not Found" error while converting files,
- Fixed a problem playing stereo 8SVX files using the AppleScript start at parameter,
- Fixed a problem deleting files from a sorted Play List,
- Better compatibility with SWA files, especially version 6.0 files,
- Enabled drag-scrolling in the Help window,
- Upgraded Amp MP2 and MP3 engine to 0.7.6.

#### 2.4.3, December 15, 1997.

- MPEG Layer I and Layer II decoding has been rewritten for better compatibility with joint stereo files, although MPEG-2 Layer II is not supported at this time,
- MPEG conversion on 680x0 Macs now works without FPU's and can convert all layers,
- Fixed a cosmetic problem while changing the selection in a Play List via AppleScript with SoundApp in the background,
- Playing MOD files using the ZSS driver will now obey the "Stereo Mode" preference,
- Enabled playback of MPEG audio QuickTime files,
- Upgraded to CodeWarrior Professional 2.

#### 2.4.4, December 16, 1997.

- Oops, fixed the volume slider which wouldn't move due to changes in the control class of PowerPlant in CW Pro 2.

#### 2.5, 1998

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