Sound Forge for Windows
Version 3.0c DEMO

7/1/95
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The Sound Forge 3.0 DEMO contains all features of the Sound Forge 3.0 package with the following restrictions:

1. You cannot Save any changes to your sound files.
2. You cannot use the Clipboard to Paste data into other applications.
3. You cannot Record new sound data.
4. You cannot Send or Receive samples from Samplers (Internal or External).
5. The program will run for only 15 minutes per session.
6. The Sonic Foundry Virtual MIDI Router (VMR) is not included.
7. The Microsoft Audio Compression Manager (ACM) is not included.
8. Some of the tutorial sound files are not included.

To really get a feel for the usability and features of Sound Forge 3.0, we highly recommend you take the time to browse the Help file. Especially the Keyboard and Menu Shortcuts.

Sound Forge for 32 Bit Windows

Sound Forge 3.0 for 32 Bit Windows is also available from Sonic Foundry. This true 32 Bit flat model version of Sound Forge provides all features available in the 16 Bit version with the increased performance provided by 32 Bit Windows operating systems.

Sound Forge for 32 Bit Windows has been designed to run on the following platforms:

- Microsoft Windows 95 Final Beta or later (final release strongly suggested).
- Microsoft Windows NT 3.5 or later. x86 processors only.

Contact Sonic Foundry for additional information on Sound Forge for 32 Bit Windows. A demo version is also available.

Ordering Information

Sound Forge 3.0 is available directly from Sonic Foundry for $495.00.

For pricing and availability on all Sonic Foundry products please call or write:

Sonic Foundry, Inc.

100 South Baldwin Street, Suite 204
Madison, Wisconsin   53703

(608) 256-3133 (Sales and Main Line)
(608) 256-7300 (FAX)
(608) 256-6689 (BBS)
CompuServe: GO SONIC
Internet: sales@sfoundry.com

The remaining text is the Release Notes for Sound Forge 3.0.

This document contains additional information not available in the printed documentation or on-line Help.

Contents

This document contains information on the following topics:

1.0 Minimum System Requirements

Sound Forge makes extensive use of 386 specific 32 bit instructions and will not operate on a 286 microprocessor or emulator. The following lists the minimum system requirements for using Sound Forge:

386 microprocessor (486 DX recommended)
VGA display
4 megabytes of RAM
5 megabytes of hard disk space for program installation
Microsoft Windows 3.1 and compatible Sound Card
Large and fast hard disk for temporary file storage

Sound Forge will run very well on the above listed configuration. However, if you do not have a 486 DX (or better) microprocessor, then a math coprocessor is highly recommended. Sound Forge's Digital Signal Processing (DSP) functions will operate many times faster with a math coprocessor.

2.0 Installation

The Setup program for Sound Forge will install all components required to operate the program onto your hard disk. The following is a complete list of the files that are copied onto your hard disk and the location that they are placed:

C:\WINDOWS\
        FORGE.INI

C:\FORGE30\
        FORGE.EXE
        FORGE.HLP
        FORGE.CFG
        FRGAFX.DLL
        FRGBFX.DLL
        FRGCFX.DLL
        FRGFLT.DLL
        FRGKRN.DLL
        FRGSMP.DLL
        FRGSYN.DLL
        FRGUSR.DLL
        FRGUTB.DLL
        README.WRI

```
TUTFILL.WAV
TUTMUSIC.WAV
TUTOR1.WAV
TUTOR2.WAV
TUTORSMP.WAV
```

A Program Manager group titled "Sound Forge" will be created with a Sound Forge program icon and a Release Notes icon. No changes will be made to your WIN.INI or SYSTEM.INI files.

Additional files with a .SFP extension will be created by Sound Forge in the directory in which it is installed. These additional files contain saved Presets. The SFP extension stands for Sound Forge Presets.

In addition to the Sound Forge program, Disk 2 contains the Microsoft Audio Compression Manager (ACM) and the Sonic Foundry Virtual MIDI Router (VMR). These components are not installed by the Sound Forge Setup program. If you choose to install either of these components (setup instructions are contained in the Appendix of your Sound Forge Manual), then the following files will be copied to your hard disk:

Microsoft Audio Compression Manager (ACM):

```
C:\WINDOWS\SYSTEM\
       MSACM.DLL
       MSACM.DRV
       MSADPCM.ACM
       IMAADPCM.ACM
       MAP_WIN.HLP
       ACMCMPRS.DLL
```

Sonic Foundry Virtual MIDI Router (VMR):

```
C:\WINDOWS\SYSTEM\
       SFVMID.DRV
```

The Microsoft Audio Compression Manager and Sonic Foundry Virtual MIDI Router both add information to your SYSTEM.INI file.

3.0 More Common Questions and Answers
The following is a list of Common Questions and Answers that are not contained in the printed documentation or on-line Help.

Q: My Process, Effects, and Tools menus have disappeared, what happened?
A: If you find that your Process, Effects, and Tools menus have disappeared even though you have a Data Window open, then you need to re-run the Sound Forge Setup program. The actual cause of your menus disappearing is the deletion (or absence) of the FORGE.INI file in your C:\WINDOWS\ directory. The FORGE.INI file contains information written by the Setup program that is required by Sound Forge to use Plug-In's.

Q: I can't open any .VOX files. I get an error message saying my VOX files are of an unknown type and cannot be opened.
A: You must have the List Files by Type drop-down list in the Open dialog set to the "Dialogic VOX ADPCM (*.vox)" entry to open VOX files with Sound Forge. The VOX file format contains no information about the data that it stores. Because of this, Sound Forge cannot auto-determine the file's type and must be told explicitly that the file is a Dialogic VOX file in the ADPCM format.

Q: I can't open any Sounder/SoundTool .SND files. I get an error message saying "Internal Error - Illegal File Type" when I try to open these files.
A: You must have the List Files by Type drop-down list in the Open dialog set to the "Sounder/SoundTool (*.snd)" entry to open Sounder and SoundTool SND files with Sound Forge.

4.0 Sonic Foundry, Inc.
If you need to contact Sonic Foundry, we can be reached in the following ways:

Sonic Foundry, Inc.
100 South Baldwin, Suite 204
Madison, WI   53703

(608) 256-3133 (Sales and Main Line)
(608) 256-5555 (Technical Support)
(608) 256-7300 (FAX)
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