

SoundApp 1.3

By Norman Franke

SoundApp is FreeWare. You may use it at no cost. However, SoundApp is still Copyright © 1993-1994 by Norman Franke. All rights reserved. SoundApp may not be included in any for-profit software compilation or bundled with any other for-profit package, except without prior written consent from the author, Norman Franke. SoundApp may be distributed freely on on-line services and by users groups, except where noted above, provided it is distributed unmodified.

You expressly acknowledge and agree that use of SoundApp is at your exclusive risk. SoundApp, any related files and documentation are provided "AS IS" and without any warranty of any kind, expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose.

SoundApp will play or convert sound files dropped onto it. Currently, it supports the following sound formats: SoundCap™ (including Huffman compressed), SoundEdit™ (including stereo), AIFF, AIFF-C, System 7 sound, Sun Audio AU (including μ -law, a-law, 8-bit linear, 16-bit linear, G.721 ADPCM and G.723 ADPCM), NeXT .snd, Windows™ WAVE (including MS ADPCM-compressed), Sound Blaster™ VOC, Amiga MOD (including Oktalyzer, MED/OctaMED and some other variations with up to 32 tracks), Amiga IFF/8SVX (including compressed), Sound Designer™ II, DVI ADPCM, Studio Session Instruments and any 'snd ' resource file. SoundApp can convert all of these formats to System 7 sound, sound suitcase, AIFF, WAVE and NeXT formats. SoundApp can also convert QuickTime soundtracks and audio CD tracks to AIFF, System 7 sound or sound suitcase formats. MOD playback is PowerPC-accelerated on Power Macintoshes.

I'd like to thank:

Paul Hoffman for Dragonsmith,
Edward Sabol for testing and ideas,
Frank Seide, Wirichsbongardstr. 43, D-52062 Aachen, Germany, for the MOD routines:
Copyright © 1991-1993 by Frank Seide,
David Lebel for the audio CD extraction code,
Craig Marciniak for elucidating WAVE conversion,
Scott Lindsey for the Movie2Snd source code,
Troy Gaul for the Infinity Windoid WDEF,
Wyatt Webb for beta testing WAVE output, and
everyone who has written with thanks and suggestions.