

SOUND SOURCE

**AUDIOCLIPS<sup>®</sup>**



**FOR THE  
APPLE IIGS**

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## System requirements:

- Apple IIGS (ROM01 or 03).
- System 6 or later (preferably System 6.0.1 or later).
- Sound Control Panel (included with System 6 or later), or another sound utility program capable of playing rSound Sample format files such as Sonics (included in Signature GSTM by QLab).
- At least 2 megabytes of RAM (preferably 4 megs).
- Hard disk with approximately 2.5 megabytes of free space for each AudioClips® package you intend to install.

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## **What are AudioClips®?**

The Apple IIGS was the first computer on the market with the ability to work with high-quality digital sound using no additional hardware. (After all, the 'S' in 'IIGS' stands for sound!) This built-in function of the IIGS makes it the ultimate low-cost multimedia platform available today. An AudioClip is digital information that the IIGS converts to sound.

The sounds in this package were recorded from original soundtrack masters and converted into 16-bit samples, which were then saved as data files for playback on the IIGS (see the "How We Did It" section in this manual for a general description.) These high-quality digital samples are perfect for several multimedia applications such as Apple's HyperCard IIGS,™ Roger Wagner Publishing's HyperStudio,™ or any application that can use Sound Resource (rSoundSample) files. And thanks to Apple's own Sound Control Panel, included in System 6, these AudioClips® can be assigned to play when any of over twenty events occur on your Apple IIGS. (See your System 6 manual for more information.) We have included the freeware Finder Extension "Finder-Sounder," so that these sound files can be played from the Finder merely by double-clicking on them.

## **About Sound Source**

These AudioClips® packages are published by Sound Source Unlimited, Inc. Sound Source's roots are in the music industry, as the leading developer of cutting-edge soundware for digital musical instruments. If you are into MIDI, you know the need for alternative sounds and samples for the hottest synthesizers and samplers. We felt the same way about the sounds for the Macintosh and the IBM PC.

Then it came to our attention that many Apple IIGS owners could also use our products. A few industrious souls even bought our products meant for other machines and converted the sounds to the IIGS themselves! So we decided to spare you the extra work, and had the packages converted into IIGS rSoundSample format for you.

## Disk Contents

Disk 1 of your AudioClips® package contains the following files in a compressed SEA file (Self-Extracting Archive).

- **Finder-Sounder:** This Finder Extension allows you to play rSoundSample files (AudioClips®) inside the Finder merely by double-clicking on them.
- **Sound.Settings:** This file is inside the folder Startup.Sounds. It tells the Sound Control Panel which sounds to play when certain functions are triggered, according to our configuration. If not installed, the Sound Control Panel will create its own settings file. Installing the provided settings file eliminates having to assign the sounds yourself. (Installation instructions can be found in "Loading Instructions," below.)
- **Startup.Sounds:** This folder contains the Sound.Settings file mentioned above, and a partial selection of AudioClips® files (only the ones needed for the default configuration). If you wish to use the configuration we have provided, copy the entire contents of this folder into the Sounds folder, inside your System folder on your startup disk.

All subsequent disks contain only compressed AudioClips®.

## Adding new sounds

We recommend extracting your AudioClips® to a unique folder for each package. For example, extract the contents of the Star Trek® package to a folder called Trek.AudioClips, or the ones from Terminator™ 2: Judgment Day to T2.AudioClips. This way, nothing gets overwritten when you purchase new AudioClips® packages.

## Old vs. new Sound Control Panel Settings files

If you already have AudioClips® installed on your IIGS, or you currently have settings defined in the Sound Control Panel, you must decide if you wish to keep your current event/sound configuration.

If you want to keep your current setup intact, do not copy the Sound.Settings file included in this package to your \*/System/Sounds folder. Instead, copy over only the AudioClips® you wish to use in the Sound Control Panel.

If you replace the Sound.Settings file, all your previous settings will be erased.

## Loading Instructions

The following instructions are intended for first time users. If this is NOT your first AudioClips® purchase, please turn to page 2.

1. Insert Disk 1: Preset Sounds. Double-click on the "AudioClips® 1.SEA" icon. NOTE: If you have the freeware program ShrinkIT GS (GSHK) by Andy Nicholas, you may use it to open these files (they are provided as a self extracting archive (SEA) for those who do not have this program). By using GSHK, you will have more control over what files you wish to extract, and where you would like to place them. If you use GSHK to extract the files, please refer to the documentation included with ShrinkIT GS.
2. When you double-click on the AudioClips® icon, a window will appear asking you to select a destination folder for the contents of "AudioClips® 1.SEA." Select the disk or folder that you want the contents of Disk 1 extracted to, then click Accept. (see Figure 1.)

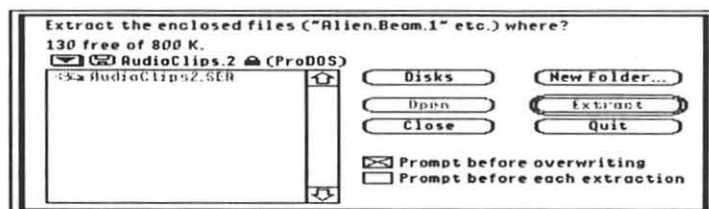


Figure 1: Once you have selected the disk or folder you wish to extract to, click "Extract" to release the compressed AudioClips® and related files.

3. Once you are returned to the Finder, locate the file, "Finder.Sounder" in the files you've just extracted. Place this file in your Finder.Extras folder, which is inside your System folder on your boot disk or partition.

(Technical note: If you do not have a folder named Finder.Extras, this file can go in your System.Setup folder. Since it is only used by the Finder, placing it in Finder.Extras will conserve memory usage. Refer to the enclosed file Fndr.Sounder.Dox or to "Working with Finder-Sounder" later in this manual for more information.)

4. At this time, you may wish to install the remainder of the AudioClips®. Insert the remaining disks and open the SEA archive on each.
5. If you wish to use your AudioClips® with the Sound Control Panel, copy the AudioClips® you wish to use to the Sounds folder inside your System folder on your boot disk or partition. To use the preconfigured setup we've prepared, copy the contents of the folder Startup.Sounds to the Sounds folder inside your System folder.

## Working with Sounder-Finder



Figure 2: Once you've installed Finder-Sounder, just double-click on a sound file to hear the sound.

Finder-Sounder is incredibly easy to use. Just drop it into your Finder.Extras or System.Setup folder, and restart. Then, to listen to an AudioClip (or any other rSoundSample) from the Finder, just double-click on the file to hear it! For more information, we've included documentation on the disk (this is on Disk 1 of your AudioClip® package, inside the SEA archive in the folder Finder.Sounder). The documentation is in Teach format, so use the Teach program in System 6 to read the file.

## Working with the Sound Control Panel

Apple's graphical Sound Control Panel is a breeze to use. After installing the AudioClip® you want to use inside your Sounds folder, just pick the event you want to attach a sound to, then choose the sound. (See Figure 3.)

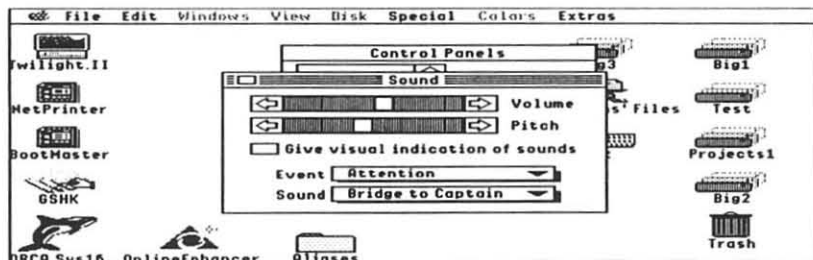


Figure 3: Simply choose the AudioClip you wish to use for any event listed in the Sound control panel.

## The following is a list of events that the Sound Control Panel can assign AudioClip® to.

- **System Beep:** plays the assigned sound instead of the IIGS' standard "bonk" sound.
- **Attention:** when an Attention dialog box is presented.
- **Bad Disk:** when an unformatted, unreadable, or damaged disk is inserted.
- **Bad Keypress:** when a key is pressed that has no bearing on the current task.
- **Bad Input Value:** when text or numbers are typed that have no bearing on the current task.
- **Can't Click There:** when the mouse is clicked in an illegal area.
- **Caution Alert:** when a warning dialog box is presented. (The caution icon is an exclamation point inside a triangle.)
- **Disk Ejected:** when a disk is ejected, or another physical drive is unmounted (such as a file server).
- **Disk Inserted:** when a disk insert event is detected (usually from inserting a floppy disk, sometimes from inserting other disks, such as SyQuest cartridges).
- **Disk Request:** when the "Please insert the disk" dialog box appears.
- **Empty Trash:** when the Trash Can is emptied.
- **Fill Trash:** when the first item is placed in the Trash. This sound will not play for subsequent items placed into the Trash until the Trash is emptied.
- **Input Field Full:** when the box you are typing data into becomes full.
- **Note Alert:** when a note dialog box is presented. (The note icon looks like a talking head.)
- **Stop Alert:** when a stop dialog box is presented. (The stop icon is a hand inside an octagon.)
- **Startup:** this sound is played when your computer is starting up.
- **Task Completed:** when a task is completed (such as copying a file).
- **Task Failed:** when the IIGS has failed to accomplish a task (such as bad blocks preventing a file from being copied).
- **Task Impossible:** when the IIGS cannot accomplish a task (such as trying to copy a file to a full disk).
- **Whoosh Closed:** when a window is closed.
- **Whoosh Open:** when a window or application is opened.
- **You Have Mail:** when mail is received, such as from an on-line service.



## Troubleshooting

Problem 1: No sounds are listed in the Sound Control Panel.

Solution 1: Make sure the AudioClips® you wish to use are in the Sounds folder, which is inside your System folder on your startup disk.

Problem 2: An AudioClip did not play for an assigned event.

(Example: the sound "Alien Button 1" did not play for the event "System Beep.")

Solution 1: Make sure the file Sound.Settings was copied over from the AudioClips® disks to your \*/System/Sounds folder.

Solution 2: Assign the sounds to events manually.

**Note:** For further assistance, refer to your System 6 User's Reference, page 195.

Problem 3: An AudioClip's sound is not heard when it is double-clicked on in the Finder.

Solution 1: Make sure you've installed Finder-Sounder correctly. Refer to the file Fndr.Sounder.Dox, or the section "Loading instructions" on page 3.

## How we did it

Some people record sounds for their IIGS by holding a microphone up to their television or stereo speaker. This archaic method produces terrible results: pops, background hiss, distortion, and hasty edits. Don't worry, you did NOT pay for haphazard recordings!

So how did we do it? If we detailed the process of producing these digital samples, we would violate a basic business standard—never give away your secrets!

However, you should know that there was a great deal of time and money spent to achieve the best reproduction possible.

In the case of our Star Trek® sounds, we actually secured the original soundtrack magnetic tape reels from Paramount Pictures, and converted them to Digital Audio Tape (DAT). Most of our other titles were recorded directly from a Pioneer LD-V8000 digital laser disc player. We then used state-of-the-art equipment to convert and edit selected sound effects, dialog and music cues into digital code.

You may notice that, despite all the sophisticated equipment used, a few of the sounds have the hiss and the occasional pops mentioned earlier. For example, when we recorded our Star Trek® AudioClips®, we were at the mercy of 25-year-old analog tapes and all their limitations. Even laser disc technology cannot conceal the shortcomings of some soundtracks, especially if they were recorded decades ago. We don't mind saying that these sounds actually sound better than the original recordings, since we were able to "clean up" the occasional glitch here and there.

And, notwithstanding the advanced technology of computers like the Apple IIGS, Macintosh, and IBM PC, these "wonder-computers" still have a way to go in sound reproduction. All recordings were reproduced, edited, and saved with 16-bit equipment, but we were forced to further convert them into 8-bit sounds for use on most personal computers, including the Apple IIGS.

Also, you are probably listening to potentially great sounds through a small, tinny speaker located on the bottom of your Apple IIGS. By using a sound card (such as the SoundMeister by Econ Technologies), and external speakers, you can release the full power and fidelity of your AudioClips®.

## Working with other multimedia applications

These AudioClips® were converted to 8-bit form using Farallon's SoundEdit™ program on the Macintosh, and saved as sound resources, or .snd files. They were then converted to the Apple IIGS from this format using a variety of applications, including Econ's DigitalSession™, rSounder by Paul Benson, and the Sound Shop™ program included with Roger Wagner Publishing's HyperStudio™ package.

## About IIGS AudioClips®

(or, how the west [coast] was won.)

In January of 1993, I purchased the Star Trek®: The Next Generation™ "Best of Both Worlds" AudioClips® package for the Macintosh. I realized the clips could very easily be converted for use on my favorite computer, the Apple IIGS.

Since I only own a IIGS, I must extend thanks to those people who own Macintoshes or IBM PC's who graciously allowed me to use their machines to convert the sounds. These include: Chris Crumley (who went above and beyond the call of duty by loaning me his Mac SE\30 for a week), Steven W. Disbrow and the staff of GS+ Magazine, and my parents, Don and Linda, for the use of their 386—Bill Moore.

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