

Sound Tools Release 2.1.1
README Document

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Version 1.1,.. Added comment on MAC download for BBS. (July 7, 1995)

Release 1.5 . Coincide with the Master Release (Programmer Tools) of CD-ROM v1.5. (September 5, 1995).

Release 1.8 Updates all Sound Tools to 1.8, with the exception of aiff2vag (v1.9.1) p.a. (June 26, 1996).

Release 1.9. Reformatted document from text to include release notes, bold headings, table of contents. (February 6, 1997)

Release 1.9.1. Added "readme.txt".

Release 1.9.2 . Added the description of 28convert.xls.

Release 2.0. Added descriptions for the new release 3.0 of materials.

Release 2.0.1. Added release notes for the new release 3.0 of materials.

Release 2.1. Updated Sound Delicatessen to 3.2E/3.2.1E. Merged the PCI software.

Release 2.1.1 Folded in Buzz Burrowes' Loop Calculator (at Stan Weaver's request).

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Introduction

Diskette Contents

This release is for the sound tools and utilities. All executables are for the Macintosh. In the listing below, the asterix (*) indicates a new release

File	Version	Description	Location
aiff2vag	3.0.1	Waveform data converter for NuBus boards.	“NuBus” folder
	3.0	Waveform data converter for PCI boards	“PCI” folder
raw2da	3.0	PlayStation(R) CD-DA sound data endian converter. Works for both NuBus and PCI boards.	Root folder
raw2xa	3.0	PlayStation(R) CD-DA sound data endian converter. Works for both NuBus and PCI boards.	Root folder
Sound Delicatessen	*3.2.1e	Tool for creating and reproducing sound source. For Power Macintosh with NuBus (6100/7100/8100 series).	“NuBus” folder
	*3.2e	Tool for creating and reproducing sound source. 3.2E is for 680x0 Macintosh with NuBus and Power Macintosh with PCI bus.	“PCI” folder
smf2seq	3.0	Sequence data converter	Root folder
vag player	3.0.1	Waveform data reproduction tool for NuBus boards	“NuBus” folder
	3.0	Waveform data reproduction tool for PCI boards	“PCI” folder
Sony Loop Calculator	1.5	After creating a sample with a good loop, you enter some information into this application, and it will tell you what you need to do to make the loop meet the PlayStation requirements.	“Loop Calculator”
28convert.xls	-	Spreadsheet that contains a table for calculating the sample rate conversion coefficient in order to make the loop size of the sound source with loops into a multiple of 28 using Sound Designer II. (This	Root folder

sheet was saved in Microsoft Excel 3.0 from within Microsoft Excel 5.0. In order to use this sheet, Microsoft Excel 3.0 or later, or table calculation software which can read Excel format data is needed.)

In addition, the folder “Sample data” contains sample files in MIDI, AIFF, VAG, VAB, and SMF formats.

Installing the files

Create a folder on your Macintosh. Drag the Mac sound files to your psx sound tools folder. In addition, there are two versions of some of the sound tools. If you have a Power Macintosh with NuBus (6100/7100/8100 series), then use the tools found in the “NuBus” folder. If you have

Downloading files from the Website

Updated versions of the files are released as “.hqx” files. With Compact Pro, decompress the files into Self-Extracting-Archives (“.SEA” files), then double-click on the resulting icon. The files will then decompress.

How to use the programs

This document only describes the contents of the diskette and the release notes released by SCE (Japan).

For instructions on how to use the programs, refer to the the *Sound Artist Tool Users Manual* of the *Developer Reference Series*.

Operating environment

The PlayStation sound artist tool can be used with the following configurations:

Minimum memory requirements: At least 16MB (available space: at least 4MB). The available memory can be checked when starting up the Macintosh by selecting “About this Macintosh” from the Apple menu. Also the memory required depends on the size of the data to be converted. The conversion will consume approximately twice the amount of memory of the original AIFF file size.

OS supported: KanjiTalk 7.5.3, 7.5.5, MacOS 7.6.

Disk Drive: An HDD having more than 2MB of available space.

DA converter, amp, speaker, etc.

Aiff2Vag (release notes)

Version 3.0.1/3.0 (July 14, 1997)

Version 3.0.1

- supports only DTL-H700 (NuBus)
- compatible with NuBus PowerMacintosh such as PowerMac 6100/7100/8100

Version 3.0

- initial version for new PCI Sound Artist Board (DTL-H800)
- not compatible with NuBus PowerMacintosh such as PowerMac

Ver. 2.3: 11/20/96

- File icon problem has been solved
- The problem which caused the icon to be changed during conversion in “interactive mode” has been solved.

Ver. 2.1: 7/16/96

- File icon problem has been solved
- The problem which caused it to be impossible for the post-conversion file type to become a normal VAG file in one section of the environment has been corrected.

Ver 2.0: 5/16/96

- Low sampling rate support
- Alterations made to correctly recognize sampling rate AIFF data below 8 kHz. In versions up until this point files below 8 kHz were all recognized as 8 kHz.
- Preference file support
- As a result of supporting preference files, convert mode and window position information can now be saved.

Ver. 1.9: 4/1/96

- Strengthening of playback function
- VAG Player and equivalent functions have been added. In the file menu “Select VAG...”, “Play” and “Stop” have been added and the “Output Mode” menu has been changed to “Mode” menu. “Silent (no playback)”, “Play after conversion” and “Show panel after conversion” have been added as post-conversion modes.
- Playback and halting of waveform data are possible as a short cut menu by means of the following operations.
Playback: Cmd-P, space key, enter (ten key) or mouse button within the panel down.

Halting: Cmd-S, return, 0 (ten key) or the mouse button within the panel up (cancel with shift key)

- File size problem has been solved.
- The problems where the output file size was not appropriate and where the waveform data registered after the converted file was built to VAB in SoundDelicatessen was destroyed have been solved.

Ver. 1.8: 1/16/96

- Addition of playback function
- It is now possible for sound production to be recognized on the PS sound board (DTL-H700) after conversion.
- File size problem during re-output has been solved.
- The problem which made it impossible for the file size to be updated when outputting as the same file name has been solved.

Ver. 1.6: 4/17/96

- Native correspondence to Power Macintosh series
- From this version onwards native correspondence to the Power Macintosh series is possible. When using Power Macintosh series, data is converted at about 10 times the previous speed.

Ver. 1.5: 2/1/96

- Post-conversion file size problem solved
- The problem which occurred in v.1.4 where the file size after the encoding of the sound source with looping became inappropriate has been solved.
- Addition of consecutive conversion mode
- A mode has been provided for consecutively converting multiple data which will automatically attach the .vag extension and save the file, thereby eliminating the need to select each file separately.
- After starting the application set the "Output Mode" menu to "Auto", select the multiple AIFF files you would like to convert, then drag and drop them to the AIFF2VAG icon. Since the output destination folder will be opened first, if you press the "Save" button after selecting the desired folder consecutive conversion will take place.

Ver. 1.4: 11/16/96

- Post-conversion file size problem solved
- The poor post-encoding size problem which occurred in v.1.3 has been solved. Problems had occurred with the wave forms becoming strange during registration of the VAG encoded in v.1.3 to the SoundDelicatessen. The reason for this is because VAG generated in AIFF2VAG are destroyed. Since a VAG file size which cannot be divided by 16 is unusable, please make sure to re-encode it before using.

Ver. 1.3: 10/17/94

- Alteration to Loop End Point Display
 - The loop end point display has been made the same as that of Alchemy and Sound Designer II.

Ver. 1.1.1: 9/1/94

- Addition of compression mode
 - It is now possible to select an algorithm for performing a compressed conversion from AIFF to VAG format from Standard/High Band/Low Band/4bit Straight.
 - Standard - for general sound source use
 - High Band - for sound sources which include a large number of high area elements
 - Low Band - for sound sources which include a large number of low area elements
 - 4bit Straight - for 4bit straight compression
- Table which multiplies loop size by 28 (Microsoft Excel 4.0 sheet)
 - This is the table for calculating the sample rate conversion coefficient in order to make the loop size of the sound source with loops into a multiple of 28 using Sound Designer II. (In order to use this sheet, Microsoft Excel 4.0 or table calculation software which can read Excel format data is needed.)
 - Since the necessary coefficient (SR Convert Ratio or new fs) is calculated when loop start, end or fs are entered, please do the SR Convert and reset the loop start (new l.start) and end (new l.end) accordingly.

Ver.1.1: 8/16/94

- Straight Compression
 - This version is a temporary start compression edition. It corresponds to that where the encode noises appear in the metallic sounds and so on in the v.1.0.1 converter. This converter will be integrated in updates from this point onwards.

Ver 1.0.1: 6/16/94

- Loop start automatic correction function
 - Loop start is automatically parallel transferred in order to become a multiple of 28.
 - VAG Player
 - The post-conversion VAG is played back at that location.
 - Since the VAG file is requested when you double click on the VAG Player icon, please select the file you would like to playback.
 - The program terminates when you hit cancel from file select.
- (However, center notes are not reflected and also, fs is sometimes incorrectly reflected.)

Ver. 1.0: 5/31/94

- Initial version.

Sony Loop Calculator

by Buzz Burrowes
Sony Interactive Studios America

This is an unsupported software utility for use with the Sony Sound Artist Tools.

What it does...

Looping samples to be played on the PlayStation platform must have their loop start and end points fall on 28 sample boundaries. This isn't as difficult as it sounds... it just requires a little math. Musicians... Math... oh no! (I can joke... I am one•!)•••••
Anyway...

I created this little app so that you can ignore this issue until the very end of the sample creation process. After creating a sample with a good loop, you enter some information into this application, and it will tell you what you need to do to make the loop meet the PlayStation requirements.

First this message...

This tool has not been tested using all sample editing packages. •It has been proven to work with SoundDesigner II (SDII) from Digidesign, Passport's Alchemy and Bias Peak.

The issue that could cause problems has to do with how sample values are numbered in the given sample editing application. Some start counting samples starting at 1, others at 0. (Specifically: Don't use infinity's display values for loop start and end points... follow the procedure shown below!)

When entering values for loop start and end into SLC (Sony Loop calculator), enter EXACTLY what you see in SDII's, Alchemy's or Bias Peak's loop info window... DO NOT ADD OR SUBTRACT 1!

To get and set the exact loop point values in...

SDII - Select "Display | Loop Window..." and press the "i" button.

Peak - Double click the triangular flag at the bottom of the loop point marker in the waveform display window.

Alchemy - Select "File | Soundfile info..."

• Typical Procedure...

1) Take your 44.1k AIFF sample and get a good loop going. Use whatever tools you like... Infinity, Alchemy, Bias Peak, SDII... whatever.

2) Load the sample into one of the supported apps and find the loop start and end values using the method described above.

3) Enter these values and the current sample rate (44,100 in our example) into the appropriate fields in SLC.

4) Enter your target sample rate. (You can set this to 0 or the current sample rate if you want the rate closest to the current rate.)

5) Click "Calc".

6) If you would like a lower or higher rate just click the appropriate button ("Next Lower" or "Next Higher")... also... If one of the new loop points is displayed in red, that means that rounding errors are likely to cause a click in the loop. I suggest that you use the "Next Lower" or "Next Higher" buttons to find a rate where both the New Loop Start and New Loop End points are displayed in black.

•••Now you are ready to actually make it happen...

7) Load the sample into whatever editing package you think has the best sample rate conversion and convert to the sample rate shown in the SLC window ("Resample to:")

8) Load the new sr converted sample into one of the supported apps and drop a loop start and end mark onto the sample anywhere (note: the original loop points will typically be deleted during the sr conversion... if they weren't, don't add new points!)

9) Go to the loop info window (in peak go to each loop marker) and enter the exact values shown in the SLC window ("New Loop Start" and "New Loop End") into the appropriate fields.

10) Zoom WAY in to your waveform display and either add or delete samples from the head of the sound file as dictated by SLC ("Trim From Head" or "Add To Head".)

Your loop points are now on 28 sample boundaries and should work great once on the PlayStation!

Possible problems...

1) If you find you need to add or delete too many samples from the head just play with the "Next Higher" and "Next Lower" buttons (step 6 above) until you get values you can live with.

2) The further your target sample rate is from your current sample rate, the greater the possibility of rounding errors causing problems. It doesn't happen often, but it can happen. Either loop point displayed in red in SLC indicates that this problem may occur.

The symptom is that your new loop clicks. The only solution is to try the "Next Higher" or "Next Lower" buttons and try these other sample rates... or...

Once you have your sample s/r converted and the new loop points entered BUT BEFORE you trim or add samples from the head check your loop. (If it clicks here it will click when it goes through AIFF2VAG.) If it clicks, adjust the loop end point one sample at a time until the click goes away. Now go through the procedure described above again, but this time enter this new sample's s/r in both the "current" and "target" fields (the s/r of this new sample with a good loop.) So, you'll have to s/r convert again, but you'll be much closer to your target to start with!

3) Sometimes the math comes out funny when the loop ends up with its start point on the very first sample. Again... it is a 0 or 1 sample numbering issue. Typically there is no real problem. If you are asked to trim samples off the start of the sample, and this trimming deletes your New Loop Start marker, just insert a new loop start marker at the very beginning of the sample.

Well, there you go!

GOOD LUCK!

Version Notes:

1.5

- Cleaned up the display a bit.
- Added a popup menu for the Start Sample field
- The last used "Start Sample" value (0 or 1) is stored in the resource fork of the application so that it defaults back to this value the next time the app is run.

1.4

- Added functionality to display start & end marks in red if rounding errors are likely to cause loop clicking.
- Fixed further problems with rounding errors.

1.3

- Fixed some errors in rounding.

1.2

- Added "Target Sample Rate" field so that used doesn't have to work so hard with the Next Higher and Next Lower buttons.

Raw2XA (release notes)

This tool encodes stereo, 16bit, 37.8kHz data into data for CDROM-XA audio track use. The corresponding formats are as follows and since Sound Designer II format has the same configuration, it can be converted as is.

II Left I Right II Left I Right
II . . .

All values are big endian 16bit short

Ver 3.0.: July 11, 1997.
New version for NuBus.

Ver.2.1: 7/16/96

- AIFF handling
- AIFF format files can also be handled in RAW2XA. With AIFF files the sampling rate and number of channels can be acquired from the header information and can then be converted to a suitable mode. Also, an error message will be displayed at conversion for any formats which cannot be handled.

Ver.2.0: 5/16/96

- Preference File Support
- By providing preference file support to each tool, convert mode and window position information can now be saved.

Ver.1.8: 1/16/96

- Solution to problem with file size during re-output
- The problem whereby the file size when outputting simultaneously with the same file name was not updated has been solved.

Ver. 1.6: 4/17/95

- Native correspondence with Power Macintosh series
- From this version onwards native correspondence with Power Macintosh series is possible. As a result of this, data can now be converted at approximately twice the previous speed when using the Power Macintosh series.

Ver. 1.3: 10/17/94

- Reduction of noise in data end section

- The occurrence of noise at the end of XA source data when it did not end in a silent state has been corrected so that it no longer occurs. Furthermore, this correction does not cause the data size to change.

Ver. 1.2.1: 10/2/94

- Power Mac compatibility

- The problem whereby version 1.2 was not able to operate on a Power Mac has been solved. It now operates on Power Mac 680LC40 emulation mode.

- There are no other alterations.

- Please pay attention when using 18.9 kHz and monaural mode.

- When creating 18.9 kHz and monaural mode XA data the corresponding SoundDesigner II format data for each mode is needed in advance. In SDII create the data for each 18.9 kHz/37.8 kHz and monaural/stereo mode, select the 'Format' menu after activation of the RAW2XA converter, and then convert.

Ver. 1.2: 9/22/94

- Correspondence with 18.9 kHz and monaural mode

- Corresponds to each 37.8Khz stereo, 37.8kHz mono, 18.9kHz stereo, 18.9kHz mono mode.

- After activation of the application, please select the desired format from the 'Format' menu and then convert.

- Addition of continuous conversion mode

- Instead of specifying each file individually when continuously converting multiple data a mode which automatically adds the .da extension and saves the file has been provided.

- After activation set the 'Output Mode' menu to 'Auto', select the multiple 37.8/18.9kHz, 16bit stereo/monaural SDII files you would like to convert, then drag and drop them into the RAW2XA icon. Since the output destination folder will open first, if the 'save' button is pressed after specifying the desired folder, it will be continuously converted.

Ver 1.1: 8/16/94

- Solution to memory control problem

- The problem of there being insufficient memory when continuously converting multiple data has been solved.

Ver. 1.0: 7/1/94

(Initial version)

Raw2DA (release notes)

Ver 3.0: July 11, 1997.
New version for NuBus.

Ver.2.0: 5/16/96

- Preference File Support
- By providing preference file support to each tool, convert mode and window position information can now be saved.

Ver. 1.8: 1/16/96

- Solution to problem with file size during re-output
- The problem whereby the file size when outputting simultaneously with the same file name was not updated has been solved.

Ver. 1.6: 4/17/96

- Native correspondence with Power Macintosh series
- From this version onwards native correspondence with Power Macintosh series is possible. As a result of this, data can now be converted at approximately twice the previous speed when using the Power Macintosh series.

Ver. 1.2.1: 10/2/94

- Power Mac compatibility
- The problem whereby version 1.2 was not able to operate on a Power Mac has been solved. It now operates on Power Mac 680LC40 emulation mode.
- There are no other alterations.

Ver 1.2: 9/22/94

- Addition of continuous conversion mode
- Instead of specifying each file individually when continuously converting multiple data a mode which automatically adds the .da extension and saves the file has been provided.
- After activation set the 'Output Mode' menu to 'Auto', select the multiple 44.1kHz, 16bit straight mode SDII files you would like to convert, then drag and drop them into the RAW2DA icon. Since the output destination folder will open first, if the 'save' button is pressed after specifying the desired folder, it will be continuously converted.

Ver. 1.1: 8/16/94

- Solution to memory control problem
- The problem of there being insufficient memory when continuously converting multiple data has been solved.

Ver. 1.0: 7/1/94
(Initial version)

This tool was created by a Mac sound tool and can convert Endian (bit string order) in order to handle stereo, 16bit, 44.1kHz data on a PC CD-ROM Generator as DA track data. The corresponding format is as follows and since the Sound Designer II format has the same configuration it is possible to convert it as is.

II Left I Right II Left I Right
II . . .

All values are big endian 16 bit short

SMF2SEQ (release notes)

Ver 3.0.: July 11, 1997.

Initial version for new PCI Sound Artist Board (DTL-H800).

Ver. 2.3: 11/20/96

- Solution to problem in which conversion of an SMF containing a Meta event of 128 bytes or larger was impossible
- The problem whereby conversion of an SMF containing a meta event of 128 bytes or higher was not possible has been solved.

Ver.2.0: 5/16/96

- Preference file support
- As a result of preference file support conversion mode and window position information can now be saved.

• CC and MetaEvent Recognition

- A control change/Event message display recognition function has been added and Back Change which caused incorrect actions has been deleted from the menu so that an effective setting is now possible.

Ver. 1.8: 1/16/96

- Solution to problem with file size during re-output
- The problem whereby the file size when outputting simultaneously with the same file name was not updated has been solved.

Ver. 1.6: 4/17/95

- Native correspondence with Power Macintosh series
- From this version onwards native correspondence with Power Macintosh series is possible.

Ver. 1.4: 11/16/94

- Change to memory control used by an application
- Corresponds to the insufficient memory which occurred when converting some SMF data.

• Deletion of SEP correspondence

- As a result of the alterations to the SEP format, correspondence to SEP on the converter has been temporarily deleted. Please use the SEQ2SEP.EXE tool for DOS attached to the programming library when creating SEP data.

Ver. 1.1.1: 9/1/94

- Answer to delta time processing problem

Note: Since the Standard MIDI files output by Performer 5.0.1 manufactured by Mark of the Unicorn are not in the correct format it is sometimes impossible for SMF2SEQ/P to convert them. In such cases, open the MIDI file in another sequencer and use that sequencer to save the MIDI file as an SMF. This problem should be solved from Performer 5.0.2.

Ver.1.1: 8/16/94

- Correspondence with SEP format
 - SEP format data cannot be generated in Sound Delicatessen (v1.1).
 - It is possible to generate it in the PlayStation library (version shipped in late August).
- Correspondence with new SEQ format
 - Corresponds to new format.
 - Since the SEP format converts without merging the multiple channel (track) information it is possible to describe multiple effective sound sequences within one file.
 - Generation of the new SEQ format is sometimes impossible in Sound Delicatessen (v1.1).

Ver. 1.0: 5/31/94

- Initial version

Sound Delicatessen (release notes)

SoundDelicatessen is a tool for creating and editing VAB files for the PlayStation system.

Sound preview is made possible by using the Sound Artist Board.

Supports FreeMIDI and OMS as MIDI driver, therefore controllable from sequencers like Performer from Mark of the Unicorn Inc. or Vision from Opcode Inc. etc.

v3.2E is for 680x0 Macintosh with NuBus and Power Macintosh with PCI bus. v3.2.1E is for Power Macintosh with NuBus (6100/7100/8100 series).

This version supercedes ALL previous versions of this tool. Please upgrade as soon as possible.

Version 3.2E3/2/1E (received March 12, 1998)

[New Features and Bug Fixes]

- Supports MacOS 8.

- A "maximum simultaneous voices" function has been added. The number is indicated on keyboard window under "MaxVoices". By pressing the "Reset" button on the keyboard window, it is reset to zero.

- A window lock function has been added. There is a KeyLock checkbox on each Program, Tone and VAG window. If it is checked, computer keyboard input to the window is ignored.

- "New manner of arrow keys" function has been added. If you set the check box of "New manner of arrow keys" in the Preferences dialog, it becomes possible to move cursor position in the column by using arrow keys.

- The checkbox named "SsVoKeyOn(multiple)" has been changed to "allow multi tones preview". This checkbox has also been added to the ADSR setting window. If it is checked, all tones which are assigned to the same note number are played when the preview button is pressed.

- Some new short cut keys have been added for Copy this line, Paste this line and Delete this line in Edit menu.

- "Close" item has been added on Windows menu for closing current window. The function of "Close" item on File menu has been changed to file close function.
- "Receive external MIDI in" item has been added on SoundBoard menu. If it is checked, MIDI signals from the serial port can be received in SoundDelicatessen without routing through a sequencer first. This feature is available only when FreeMIDI is active.
- The function of mute button on keyboard window has been changed not to cut off the reverb sound.
- The malfunction that MIDI item on SoundBoard menu doesn't work properly, has been fixed.
- The malfunction that the reverb flag doesn't turn off when changing tone by pulldown menu on ADSR setting window, has been fixed.
- The malfunction that only marked programs are saved by selection of "Close" menu after selection of "Save marked programs" menu, has been fixed.

Version 3.1.1/3.1 (received July 14, 1997)

- version 3.1
- initial version for new PCI Sound Artist Board (DTL-H800)
- PowerPC native application
- supports DTL-H800 (PCI) as well as DTL-H700 (NuBus)
- supports FreeMIDI System 1.26 or later
- supports Open Music System (OMS) 2.0 or later as well as FreeMIDI System
- not compatible with NuBus PowerMacintosh such as PowerMac 6100/7100/8100

-version 3.1.1

Supports only DTL-H700 (NuBus)

Compatible with NuBus PowerMacintosh such as PowerMac 6100/7100/8100

Version 2.4

- Preview function added to Tone List window.
- Save preference settings.
- Set default note limit.

Version 1.8

- SEQ playback function removed
- ADSR default settings bug fixed
- Automatic VAB download capability added
- Popup menu bug fixed
- Deletion of SEQ playback function

- The SEQ data playback menu has been deleted.
- Please perform sequence playback in MIDI.
- Please perform final SEQ data recognition with the program tools and on an actual PlayStation.

- Solution to problem with ADSR setting screen
 - The 'default settings' problem with the ADSR settings screen has been solved and the initial setting values have also been changed.
 - Also, it is now possible to directly input numerical values .

- VAB file automatic download
 - When a VAB is opened the data is automatically transferred to the PS sound board.
 - When SoundDelicatessen is activated VAB data selection is required.
 - When creating a new document , select 'cancel' and then select 'New' from the 'File' menu.

VAG Player (release notes)

Version 3.0.1/3.0 (July 17, 1997)

Version 3.0:

- initial version for new PCI Sound Artist Board (DTL-H800)
- not compatible with NuBus PowerMacintosh such as PowerMac 6100/7100/8100

Version 3.0.1:

- supports only DTL-H700 (NuBus)
- compatible with NuBus PowerMacintosh such as PowerMac 6100/7100/8100

Ver.1.8: 1/16/96

- Addition of continuous playback function
- A menu which will continuously play back and stop loaded data has been added.
- re-play function added

Ver. 1.6: 4/17/95

- Native correspondence with Power Macintosh series
- From this version onwards native correspondence with Power Macintosh series is possible.

Ver.1.1: 8/16/94

- Playback fs problem handled
- During VAG playback corresponds to the sampled fs and is then able to playback.

- Correspondence with AppleEvents (Drag and drop)

Ver.1.0.1: 7/1/94

- Corresponds to PowerMac series

- Solution to conflict problem with graphics board.

Ver.1.0: 6/16/94

(Initial version)