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VH2SPU.EXE v 1.0 (author ROB VAWTER[email:
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TRANSFORMS VABHEADER (.VH) FILE INTO 2 FILES:

HISTORY:

1.1 11/18/97 Added comment to #define KEYON_CENTER_NOTE 60 (line 63) for
clarity
1.0 11/13/97 Original

.SPU FILE contains keyon data for libspu
.OFF FILE contains waveform data start address offsets

COMMAND LINE vh2spu vabheaderfilename (don't input the extension ".vh")

FILES INCLUDED:

vh2spu.exe data converter
vh2spu.c source code for data converter
vh2spu.h header file for data converter
n2p.obj compiled source code for SsPitchFromNote(),
libsnd function used by vh2spu.c. Compiled with Watcom
compiler,
version 10.6.

This utility is designed to be used with the code changes
suggested in snd2spu.c, an attached file

SND2SPU.C v 2.1 (author Rob Vawter[email:
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History:

2.1 11/18/97 Changed FindOpenVoice() to work with one-shot VAGs
2.0 11/13/97 Changed some #define names and included new #ifdef
statements

in SFX_data_struct for compilation purposes
1.3 11/11/97 Fixed 4 errors
SpuSetKey() param and SpuSetReverbVoice() param orders were
reversed

1.2 Added new level of usage and replacement comments

Uses:

Code contained within this documented can be used to help
substitute
libspu calls for previously used libsnd calls in cases where
libsnd
is being used with no MIDI interpretation

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