

DIGPAK - THE Standard for PC digitized sound

Enhanced Digitized Sound Drivers for

Strategic Simulations, Inc.'s

Gateway To The Savage Frontier
Pools of Darkness
Tony La Russa's Ultimate Baseball
(and future products)

Software Toolworks'

Chessmaster 3000
(and future products)

Milliken Publishing Company's

Milliken Storyteller
Marvin The Moose
Math Zone
(and future products)

FROM:

THE Audio Solution
P.O. Box 11688
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How to use these sound drivers with the products mentioned above:

All of these products use the set of digitized sound drivers (DIGPAK) provided by THE Audio Solution. THE Audio Solution has a set of sound drivers that support virtually every piece of 3rd party sound hardware available for the IBM PC. If you purchased one of the games above but it doesn't have the sound driver for your sound board (like the Walt Disney Sound Source or your Covox Sound Master II), you can use the batch file DIGPAK to select one of these sound drivers. When you run one of the products above it will use that sound driver instead of the one you selected when you installed the product. If you have problems with one of these drivers, do not contact SSI or Software Toolworks, instead go back to the original default driver that came with your product. You can drop me a line at the following account numbers:

Genie: XTX36975 J.RATCLIFF
CompuServe: 70253,3237

After loading a sound driver with DIGPAK you can play back sound effects from the DOS prompt using the PLAY utility provided. For example in SSI's Tony LaRussa's Ultimate Baseball, all of the sound files have the extension of .SND. You could copy that sound file over

into this directory and then type PLAY <filename>. (DO NOT copy PLAY or any other files into your game directory!) Be sure to order DIGPAK so that you can explore the power of sound on your own computer and from within your own software!

Below is a detailed list of what comes with DIGPAK. The file ORDER.FRM has a complete order form that you can send in.

DIGPAK - THE Standard for PC digitized sound

Add the power of digitized sound to your DOS applications. Use sound to enhance entertainment products, multimedia applications, user interfaces, on-line help systems, and even voice e-mail applications.

You can use DIGPAK to play back sound effects on any kind of PC audio hardware, through batch files, at the DOS prompt, or from within your own programs. Using the audio compression and decompression utilities you can easily upload and download audio files over a telephone modem!

Supports all 3rd party hardware sound boards, as well as the internal IBM speaker, with high quality digitized sound. Provides audio compression and decompression utilities with source code. Loadable driver approach provides a simple programmers interface to produce clean, clear, digitized sound on all hardware platforms. Only THE Audio Solution provides a SIMPLE and COMPLETE solution for producing digitized sound output, and audio compression and decompression, for todays advanced PC products.

FatClips Audio disks represent a collection of sampled music and digitized sound effects created by The FatMan, George Sanger, producer of the music for Origin Systems "Wing Commander", and MT-32 arrangements for Lucasfilm Games' "Loom"

DIGPAK INCLUDES:

14 sound drivers, all sound drivers resident size under 2k.

DOS tools to do the following:

PLAY Play sound effects of any size from the DOS prompt or from within a batch file.

ACOMP Standardized audio compression utility. Can compress audio files of any size! Achieves between 1.5:1 and 3:1 compression on music and as high as 6:1 compression on human voice.

UCOMP Decompress ACOMP compressed audio files.

MIX Mix two sound files together into one.

SPLIT Break large sound files apart into smaller more manageable pieces.

CSAMP Change sampling rates of a sound file.

WRIMAGE A colorful educational and entertaining word game.

Supports up to four players, full of humorous sound effects. More than 3,000 word, word list! Plus add spelling lists from your children's school assignments. (Like Wheel of Fortune)

SOUND EFFECTS: 75 free sound effects!

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DIGPAK PRO ONLY:

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DOCUMENTATION: Complete documentation on how to use DIGPAK inside your own application software.

SOURCE CODE: Source code examples and linkable object modules to access sound playback and audio decompression from within your software.

Driver	Manufacturer	Operation	Resolution
IBMSND	Internal Speaker	BACKGROUND	6 bit
IBMLIB	Internal Speaker	BACKGROUND	6 bit
CVXSND	Covox Speech Thing	BACKGROUND	8 bit
VMSND	Covox Voice Master	BACKGROUND	8 bit
SMSND	Covox Sound Master	BACKGROUND	8 bit
SBLASTER	Creative Labs Sound Blaster	BACKGROUND	8 bit/DMA
ADLIB	Adlib Personal Music System	BACKGROUND	8 bit
DIGISP	Digispeech Adaptor Board	BACKGROUND	8 bit
SOURCE	Walt Disney Sound Source	BACKGROUND	8 bit
ECHOII	Street Electronics Echo II	BACKGROUND	8 bit
LANTSND	Lantastic Voice Adaptor	BACKGROUND	8 bit
TANEXTX	Tandy EX/TX, PCjr	BACKGROUND	4 bit
TANSLTL	Tandy SL/TL	BACKGROUND	8 bit/DMA
PAUDIO	Media Vision ProAudio	BACKGROUND	8 bit/DMA
MASTER	ASC Media Master	BACKGROUND	8 bit/DMA

* FatClips Audio Disk 1: Sound Effects and the hit song 'Beat-A-Way'. *

* All sound effects Copyright (c) 1991, George Alistar Sanger, The Fat Man*

[APPLAUSE.SND]	Applause	[WHITE.ABT]	The White Zone
[DOORBELL.SND]	Doorbell	[SMOKE.ABT]	Smoke That Stuff
[PARTY.SND]	Party	[FORMAT.ABT]	Format Hard Disk
[RADIAL.SND]	Radial Saw	[BUSY.SND]	Busy Signal
[CARSTART.ABT]	Car Starting	[NOT.ABT]	Not!
[CARHORN.ABT]	Car Horn	[SEX.ABT]	Sex
[DISC.ABT]	Disc	[SAVAGE.ABT]	Savage
[OUCH.ABT]	Ouch	[SHOES.SND]	Horseshoes
[CAPTAIN.ABT]	Captain	[THIS.ABT]	Now THIS
[OVENDOOR.ABT]	Oven Door	[GRENADE.ABT]	Hand Grenade

* FatClips Audio Disk 2: Containing FatMusic! *

* All music & sndfx Copyright (c) 1991, George Alistar Sanger, The Fat Man*

Brain Race To Terror

Up To Business 'requires more than 520k free DOS memory to play'

Southern Slide

Hip Chords

'Marvin The Moose' Theme Song