

ConvertMachine 1.2

Changes in version 1.2

- Added an Import/Export... item under the File menu which permits importing of Audio CD tracks and the like (this feature was available in 1.0.6 but removed in 1.1).
- SoundDesigner II files with higher sample rates are now correctly exported.

Some changes in version 1.1

- Now supports the Sound Designer II Format on both input and output.
- Empty resource fork left by QuickTime is now stripped from AIFF, WAVE and AU files.
- New web site and contact information on Splash Screen.
- New Convert Folder... option under File menu.
- Removed restriction on file type for drag and drop conversion.
- Small robustness improvements.

It is released as \$10 Shareware and registering and payment can be made using email through Kagi Shareware, see the Register application. Payment of the fee will cover all versions up to version 1.9 (some distant time in the future). You can also register online see the new web site:

<http://www.kagi.com/rod>

It is mostly a batch processing utility to convert sound format files to a desired type. This means it performs one or more of the following without user interaction: decompression, resampling (sample rate conversion), mixing (stereo to mono) and compression.

You don't need to worry about what format the file is in; all you specify is the desired output format.

Finder Sound files (sfil), AIFF files, WAVE files, AU Mu-law and linear, QuickTime Audio (Movies) and Sound Designer II files can be freely converted.

You can save your popular Settings under as a menu item or as a separate Settings file. The common web formats are flagged and ready to use as defaults, such as audio/basic mono 8kHz mu-law.

After conversion files can be automatically sent to SoundMachine for playing.

It needs at least QuickTime 2.1 and Apple's Sound Manager 3.1 or later.
If you have installed System 7.5.3 then, no worries, you have these.
If you want to get these or later extensions visit Apple's web site
(grab QuickTime 2.5 which includes Sound Manager 3.2.1).

Help: Use balloon help when running the application.

Report any bugs to rod@kagi.com; I will definitely read each email but responding to them may not be practical.

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