16 August 1993 19:32

Welcome To SoundMeister* & DigitalSession*!

SoundMeister Addendum

The documentation presently supplied with the SoundMeister card incorrectly
describes the procedure of connecting the sound expansion cable from the IIgs
motherboard to the SoundMeister card. The inaccuracy stems from a last minute
change that was made to the sound expansion cable. We are now using a fully
shielded cable versus the flat ribbon cable doccumented in the manual. When
connecting the cable to the SoundMeister, you should not go Tup and overU the back
of the card as shown. Instead, you should go Tup and underU the front of the SM
card. This is the most natural way to connect the cable, and is also how the card
is shipped in the box.

SoundMeister INIT & Control Panel

The present INIT & Control Panel used to control the SoundMeister settings aren't
quite free from all flaws. The principle problem you may encounter revolves
around the INIT's attempt to track an application program's use of the
SoundMeister card. The theory is to bring the card's volume to a minimum when the
card isn't being used. This virtually eliminates any hiss or digital interference
which is inevitable in all but the cleanest RF environments. This feature works
fine with one exception: the System 6.0 Sounds control panel! It seems that the
Sounds control panel is using the sound hardware even when it is not generating a
sound. Thus the attempt to enable and disable the SoundMeister only when sound is
generated gets foiled. In fact, it sometimes gets confused and the SoundMeister
is enabled when not playing a sound and disabled when playing a sound.

The only permanent solution is to rewrite the Sounds control panel. We are
presently doing this and will shortly be making it available free to all
SoundMeister owners. In the meantime you can do one of the following: 1) Disable
the Sounds control panel. Many users have not assigned custom sounds to system
events and thus aren't using the Sounds control panel. If you fall into this
group of users then you might as well disable it. 2) Using the SoundMeister
control panel, set the maximum volume and the idle volume to the same level. The
idle volume represents the output volume of the card when it is 'disabled'.
Making these two settings the same in effect never disables the card. 3) Disable
the Sounds control panel and use Sonics from Quality computers (which we
developed, by the way). Sonics correctly shuts down the sound toolset when no
sound is being generated.

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DigitalSession Addendum

The version of DigitalSession presently being shipped with the SoundMeister is
version 0.9bX. This is a pre-release version of the software! Not all of the
features have been implemented nor have all of the quirks been run out.

The basic DigitalSession shell is 95% complete and has been determined to be quite
stable. Any problems that you encounter are most likely to be found in the filter
and effects modules. These modules should be completely finalized within a few
weeks as well as the remaining 5% of the shell. Be sure and fill in your
registration card and return it to us as soon as possible so that we may
automatically update you with the final software!