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Apple Media Tool 1.0 & Sound Manager 3.0 Problems (3/95)

Article Created: 31 May 1994

Article Reviewed/Updated: 1 March 1995

TOPIC -----

I hear a sound like a screech or white noise from my Apple Media Kit runtime. It should be just playing my sound. I am pretty sure that the sound is not 'broken'. It seems to be an incompatibility with Sound Manager 3.0. What is wrong?

DISCUSSION -----

There is a known problem with the Apple Media Kit 1.0 which creates a problem for some users using Sound Manager 3.0. Sound Manager 3.0 is sometimes an optional Extension but it is in the ROMs for the AV-series Macintoshes.

Workaround

For AMT & Runtime Maker 1.0 users: Download the Runtime Maker 1.0.1 from an on-line bulletin board such as AppleLink and build your project with that version. This should fix this problem.

Version 1.1 of the Apple Media Kit will not have this problem. If you do not have access to an on-line bulletin board, and you are not producing a Windows runtime, you can convert sounds to Quicktime sounds (i.e. a movie without a video track) as a temporary fix, that would prevent the problem from occurring.

AMT Programming Environment 1.0 fix: If you have the AMTPE and you cannot wait for version 1.1, add an HLock call after the keyCheck call in the SoundHandlerLoad routine in SOUNDHANDLER.c:

```
keyCheck(aHandle != NULL);  
HLock(aHandle);          // add this line
```

Article Change History:

01 Mar 1995 - Changed title to reflect new product name.

Support Information Services

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Keywords: <None>

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19960215 11:05:19.00

Tech Info Library Article Number: 15496