
VAB/VAG PC Sound Tools V1.1 beta

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24 November

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Overview:

The following tools have been created to help PC users construct sound files more easily for the PlayStation. Most of the current sound tools are geared towards Mac users which can cause problems for developers without access to an Apple Mac computer.

So far I have only written tools for VAB/VAG format but I hope to also produce tools to handle SEQ and SEP files in the near future.

Tools:

1. Wav2Vag - This is a simple program which strips off the header from Windows format '.wav' files and then shells the Aiff2Vag program with the correct options. It requires 16bit mono wav files. It runs as a DOS program with command line parameters.
2. VABTool - This is a windows program to construct/edit VAB files
 - a) You can edit/add programs and tones.
 - b) You can set ADSR settings for tones.
 - c) You can add VAG format files to the sound data section of the VAB file.
 - d) You can edit '.VH' format VAB Headers.
 - e) You can join and split VH and VB format to VAB format.
 - New - f) You can preview sounds as you adjust them.
 - New - g) Supports the PCI Sound Artist Card.
 - New - h) DevKit preview tool added.

Instructions/Notes:

1. The VXD driver file for the PCI sound artist card must go into the windows/system directory.
2. Most of the bugs have been fixed as far as I know - most of these were in the ADSR graphs. The preview system was totally rewritten to be integrated with the other tools rather than launching a separate application, this seems to work better but hasn't been tested extensively - so be carefull.
3. Wav2Vag may not work with some of the newer format 'wav' files if they use non standard format.

4. You will need your screen set to at least 800x600 to view the dialogs on VABTool.

5. You can double click the grids on VABTool to access other dialogs more quickly.

6. SoundBlaster preview only represents an approximation of the sound output on the PSX in particular features such as reverb and ADSR are ignored.

7. You will need to set the path for 'PREVIEW.BAT' to use it with the new DevKit preview tool. This runs as a normal DevKit program like the other examples, you can run it from windows95 so long as there are no other DOS windows running H25BIOS.COM. This program supports PAD and mouse controllers.

If you want to use it on its own just type in
PREVIEW MyFile.VAB
from your dos window.

Use the direction keys/mouse to move the cursor. Left mouse button or 'X' on the pad presses the piano keys or the program more/less arrows. The right mouse button or 'O' on the pad toggles moves key position up/down two octaves.

8. Reverb is not previewed in any of the tools.

9. There's some pretty intensive processing going on to decode the VAG sound data and modify sampling rates etc, so you may find this needs a fast PC. I'll be interested to get feedback on this.

New in this version:

1. PCI Sound Artist card support.
2. Better integration of preview tools.
3. Preview on DevKit with a simple VAB Playback utility.

Comming Soon:

1. I am hoping to write a SEP and SEQ tool to go with this tool.

Support/Fixes:

Please email me: mark_breugelamans@playstation.sony.com with any comments, requests or suggestions I'll be happy to hear any feedback.