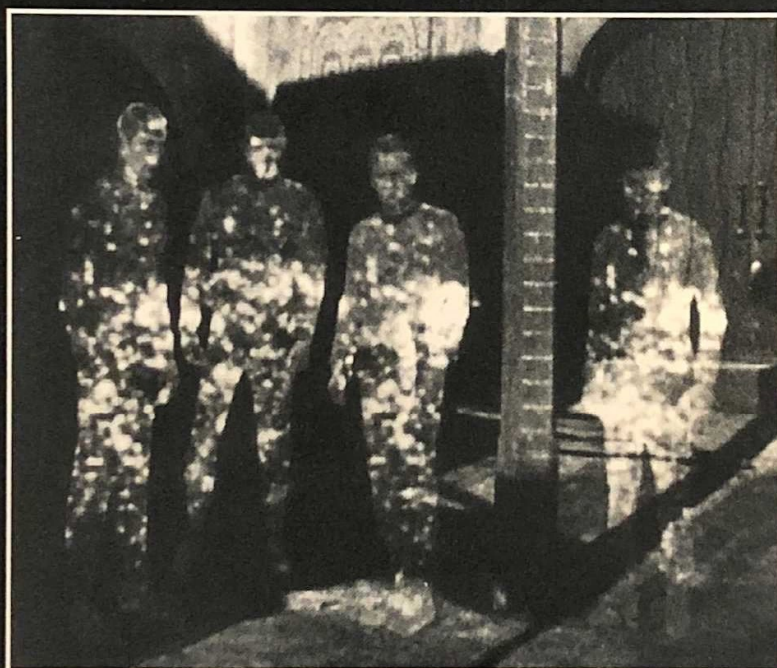


SOUND SOURCE

USER'S GUIDE
FOR ALL VOLUMES OF

STAR TREK[®]

SOUNDWARE



Before you begin...

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What is soundware?

The Macintosh is capable of reproducing high-quality digital sound with no additional hardware required. This built-in function of the Mac makes it the ultimate tool for creating exciting multimedia presentations and entertainment-oriented programming. SOUNDWARE is digital information that the Mac reads and converts to sound.

The sounds in this package were recorded from the original soundtrack masters and converted into 16-bit samples, which were then saved as data files for playback on the Mac (see "How We Did It" in this manual for a general description). These digital samples can be used with several sound-generating programs such as MacroMind Director™. But thanks to the incredible SoundMaster, these sounds can be played as you work with the Mac!

About Sound Source

The Sound Source package is published by Sound Source Unlimited, Inc. Our roots are in the music industry, as the leading developer of cutting-edge soundware for digital musical instruments. If you are into MIDI, you know the need for alternative sounds and samples for the hottest synthesizers and samplers. We felt the same way about soundware for the Macintosh, the hottest personal computer.

Acknowledgments

All Star Trek® recordings were edited by Bob Frye.

All package art/text was designed/written by Mark Bankins, who got funky by TUMPP.

Package idea by Martin Meyer and Sting.

SoundMaster was designed by Bruce Tomlin. Portions of this manual are derived from his original instructions.

The concept of marketing Macintosh soundware was conceived by Mark Lane.

Project Manager and Head Trekker: Vincent Bitetti.

Many thanks to the good people at Tri Graphics in Glendale, National Paper in Canoga Park, Cine Sound in Hollywood, Boss disks, Neil Newman & Susie Dominick at Paramount Licensing, Bruce Tomlin, the cast of the original Star Trek TV series and everyone who loves the show as much as we do.

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System requirements:

- System 6.0.4 or later, preferably 6.0.7 or later.
- At least 1 megabyte of RAM, preferably 2.
- System 7 compatible!

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With the explosion of Mac-based multimedia, we saw a huge need for high-quality sounds. We found some freeware sounds available here and there, but their quality was awful. Frankly, they weren't that entertaining. We also found libraries of miscellaneous sound effects, but their use was limited and, again, they weren't that stimulating.

To us, exciting is the key. And to us, Star Trek® is exciting. Our research indicates that a majority of you agree. So after getting permission from everyone associated with the original TV series, we produced this professional quality library of soundware for Macintosh business and pleasure.

To make the sounds useful for every Mac user, we included a sound-generating application called SoundMaster, at no extra charge. (For those familiar with previous versions of this program, there is no shareware fee requested of the user for version 1.7. A special licensing fee has been arranged with the programmer and has been fully absorbed by Sound Source!)

What is SoundMaster?

SoundMaster is an application that installs code into your Mac during startup. This code tells the Mac to play sounds when various things happen, such as startup/shutdown, disk insert/eject, etc.

We have included a complimentary copy of this program for your use. We make no guarantee on the performance of this program since we are not selling it. It is provided as an accessory to our sounds so you can enjoy them without having to purchase other programs.

Although easy to use, we have pre-configured this version of SoundMaster so you can enjoy it right away. The settings reflect our personal tastes, but those settings can be easily be changed to suit your own.

Installation

Before Installing SoundMaster

If you have purchased volumes 1 and 2 of our Star Trek® soundware, do not try to install the SoundMaster application from both. If you would like to use the sounds from both volumes, install only one volume, then copy only the *sounds* folders from the second volume. You will then have to configure SoundMaster to play the extra sounds.

If a previous version of SoundMaster is in your System Folder, trash it along with its Settings file before installation.

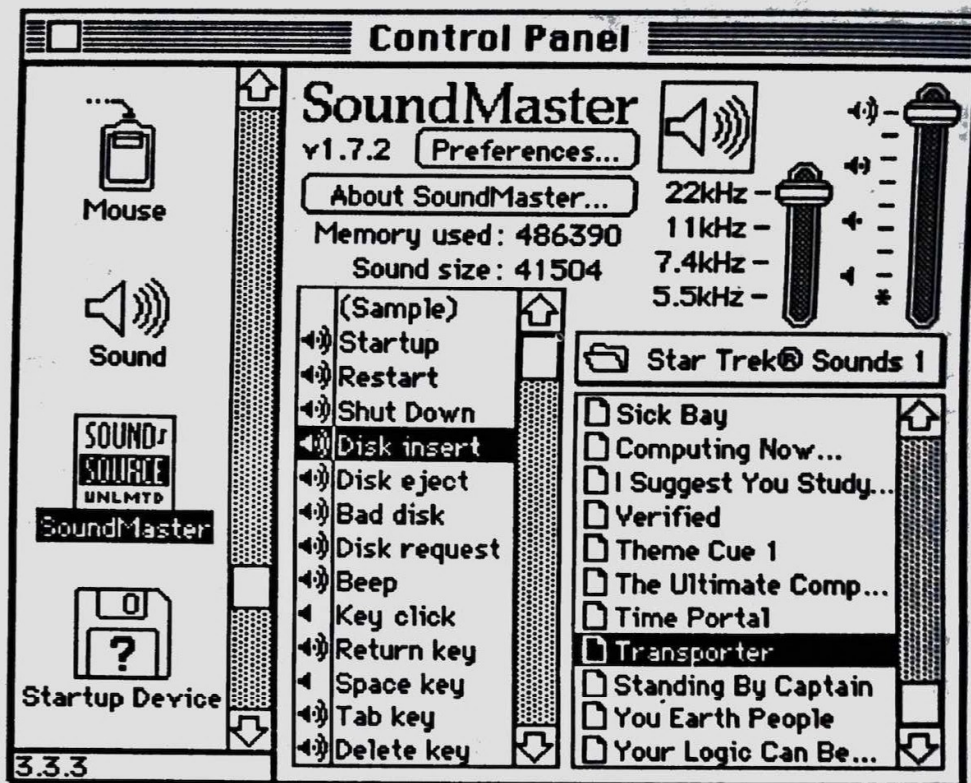
You do not need a hard disk to use SoundMaster, but installing the program onto a startup floppy will allow you to use only a few sounds.

Make sure your System Folder's name has not been altered. It should be entitled **System Folder**.

Quick Installation for Non-System 7 Macs

This procedure will get you started with pre-configured sounds. Follow these instructions *precisely*, otherwise you will have to decipher the troubleshooting section at the end of this manual. If you want to assign your own sounds, see page 9.

1. Insert *Disk 1: Program & preset sounds* into your Mac.
2. Open the System Folder on your hard disk.
3. From Disk 1, drag the **SoundMaster** icon and the **Star Trek® Sounds** folder into the System Folder.
4. Scroll down the System Folder window and locate the **Preferences** folder.
5. From Disk 1, drag the **SoundMaster Settings** file into the Preferences folder. If there is no Preferences folder, drag the file anywhere into the System Folder. Avoid dragging it into another folder within the System Folder.



The Macintosh Control Panel

6. From the Apple menu, open the Control Panel. Scroll down to the Sound Source icon and click on it. This will activate the SoundMaster application and confirm the settings. Two windows will appear. The one on the right will list the available sounds. The one on the left will list the actions that the sounds have been assigned to. You may change these settings later, but for now everything is set up for you.
7. Close the Control Panel. A dialog box may appear, telling you to restart your Mac to make the changes effective. Click OK and restart the computer.
8. Upon startup you should hear a selection of Star Trek® music from the original TV series.
9. At this time you may want to copy the contents of **Disk 2: Supplementary sounds**, into the Star Trek® Sounds folder (inside your System Folder). This disk contains extra sounds, and they have no effect on the settings from Disk 1.

Quick Installation for System 7 Macs

This procedure will get you started with pre-configured sounds. Follow these instructions *precisely*, otherwise you will have to decipher the troubleshooting section at the end of this manual. If you want to assign your own sounds, see page 9.

1. Insert **Disk 1: Program & preset sounds** into your Mac.
2. From Disk 1, drag the **SoundMaster**, **SoundMaster Settings** and the **Star Trek® Sounds** folder into the System Folder. A window will appear asking if you want to put the files into their appropriate folders. Click OK.
3. Open the Control Panel Folder in the System Folder and double-click on the **Sound Source** icon. This will activate the SoundMaster application. You will see two windows within the Control Panel. The one on the right will list the sounds, the one on the left will list the actions to which the sounds have been assigned. You may change these settings later, but for now everything is set up for you.
7. Close the Control Panel. A dialog box will appear, telling you to restart your Mac to make the changes effective. Click OK and restart the computer.
8. Upon startup you should hear a selection of Star Trek music from the original TV series.
9. At this time you may want to copy the contents of **Disk 2: Supplementary sounds** into the Star Trek® Sounds folder (inside your system folder). This disk contains extra sounds, and they have no effect on the settings from Disk 1.

If you would like to create your own settings from scratch, follow these simple directions:

1. From **Disk 1: Program & preset sounds**, drag the **SoundMaster** icon and the **Star Trek® Sounds** folder into your hard disk's System Folder. Since you are configuring the sounds from scratch, do not copy the **SoundMaster Settings** file.
2. Copy the sounds from **Disk 2: Supplementary sounds**, into the **Star Trek® Sounds** folder.
3. Open the Control Panel and click on the **SoundMaster** icon. At the bottom of the right window is a list of folders on your hard disk. Open the System Folder, then the **Star Trek® Sounds** folder. A list of sounds will appear.
4. First click on an action (left window), for example: **Disk Insert**. Then click on a sound (right window), for example: **Computing Now**. That's it! Restart your Mac. From now on, each time a disk is inserted, Spock will say "Computing now, Captain." You get the idea.

Working with SoundMaster

Despite its simple interface, SoundMaster is quite a sophisticated program. We have included a pre-configured SoundMaster Settings file so you can get started immediately. If you choose the brave route, then you'll want to know more about the program. This section details SoundMaster's many nooks and crannies.

The controls

Event selection list

This selects which event, or action, you want to change. Each event has its own playback rate, volume, off/on status, folder, and file name.

If the 'Return key', 'Space key', 'Tab key', 'Delete key', or 'Enter key' events are turned off, the 'Key click' sound is used for them instead.

The little speaker is shown with sound waves if the event is turned on. Click on it to turn the sound on or off. If the event does not have a sound file set for it yet, you'll get beeped at.

	(Sample)	↑
☞	Startup	
☞	Restart	
☞	Shut Down	
☞	Disk insert	
☞	Disk eject	
☞	Bad disk	
☞	Disk request	
☞	Beep	
☞	Key click	
☞	Return key	
☞	Space key	
☞	Tab key	
☞	Delete key	↓

You can also type in the first few letters of the sound or folder you want to select or use the keyboard's up and down arrow keys. Pressing return or enter will either play the selected sound or open the selected folder.

NOTE: The 'Disk insert' and 'Disk eject' and other events occasionally may sound a bit scratchy because the Disk Driver turns off interrupts when using the floppy drive. This can interfere with the Sound Manager keeping the sound going. This can also happen during AppleTalk operations such as printing to a LaserWriter or using an AppleShare server.

The Beep sound will override the system beep sound set with the "Sound" icon in the Control Panel. If there is no beep sound set in SoundMaster, it will use the system beep sound instead.

Here is a list of the events:

- (Sample): not attached to any events; for you to play sounds in the Control Panel without affecting any of the other sounds.
- Restart: when you select Restart from the Finder's "Special" menu.
- Shut Down: when you select Shut Down from the Finder's "Special" menu.
- Disk insert: when the system gets a disk inserted event (usually from actually inserting a physical disk, sometimes from a virtual disk such as a RAM disk) This will play when the Finder starts up because all your hard disks are "inserted" during startup.
- Bad disk: when an unformatted, unreadable or damaged disk is inserted.
- Disk request: when the "Please insert the disk" dialog box appears.
- Beep: when the beep set in the "Sound" control panel would normally be played.
- Key click: when you press any key on the keyboard. Any of the following key click sounds that have no sound attached will play this sound instead.
- Return key, Space key, Tab key, Delete key, Enter key: when the appropriate key is pressed.
- Chime count: after the Chime :00 sound, this plays one as many times as the hour (1 to 12 times in a row).
- Chime :00, :15, :30, and :45 on the quarter hour.
- Empty trash: when you select "Empty Trash" from the Finder's "Special" menu.
- Zoom open: when the Finder does the enlarging zoom effect, either with a folder or an opening application/document.
- Zoom close: when the Finder does the shrinking zoom effect.
- Grow window: when you resize a window.
- Copy done: when a file copy is finished in the Finder. (Note: if you are using a foreign language version of System 7.0, you will need to use ResEdit to put STR -4048 into your Preferences file. This string should contain the name of the Copy window in the Finder.)

Memory size indicators

The 'Memory used' number indicates the amount of memory

that will be used by SoundMaster to keep the sounds in memory. The 'Size' number indicates how much sound the selected sound takes up. The startup sound is disposed of after being played and is not counted in the 'Memory used' total. The sample sound is not used at all, nor is it counted. Any sound that is used two or more times is counted only once.

Memory used: 486390

Sound size: 41504

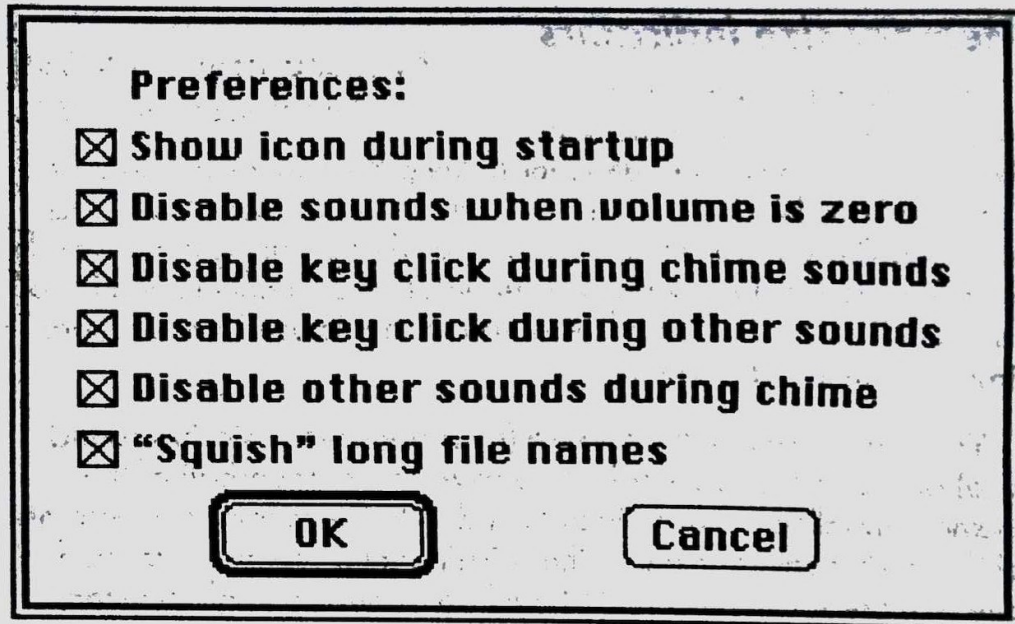
You need to keep the total size (memory used + startup sound size) of your selected sounds to somewhat less than half of the memory installed in your Macintosh due to the memory constraints of the startup environment. If there isn't enough memory to load one or more sounds, a small 'X' will be drawn through the icon during startup.

If the small 'X' appears, your Mac may bomb with an ID=33 later in the startup sequence. If this happens, restart and hold down the mouse button to prevent SoundMaster from loading. Then call it up in the Control Panel and turn off some sounds.

Preferences

Initially all of these options are turned on:

- **Show icon during startup:** If this is checked, Sound Source's icon will be shown on the bottom of your screen when it is installed during startup. If you don't want SoundMaster installed, hold down the mouse button or the shift key during startup. The icon will have a large "X" over it. A small "X" means there was not enough memory for one or more sounds.
- **Disable sounds when volume is zero:** If this is checked, setting the control panel volume to zero will completely disable all Sound Source sounds from playing.
- **Disable key click during chime sounds:** If this is checked, key click sounds will not play (and disturb) during the chime sounds.
- **Disable key click during other sounds:** If this is checked, key click sounds will not play during any other sounds except for other key click sounds.
- **Disable other sounds during chime:** If this is checked, no other sounds will play during the chime sounds.



The Preferences dialog box

- "Squish" long file names: If this is checked, file names too long to be displayed in the list are displayed "squished" in an attempt to show as much of the name as possible.

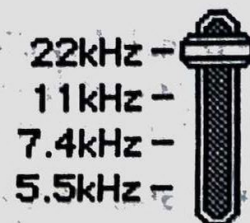
Speaker icon

This plays the currently selected sound at the selected volume and playback rate. If there isn't enough memory to play the sound (or if you don't have a sound selected), it won't play anything. After the sound is read (and uncompressed if necessary), it will play in the background, allowing you to do other things. You can even click on the speaker icon again and it will keep playing the old sound until the new one is ready. Keep in mind that each copy of the sound being played has to be in memory, and if you are using MultiFinder, you can easily make the system heap memory grow to an enormous size by playing large sound files this way.



Playback rate control

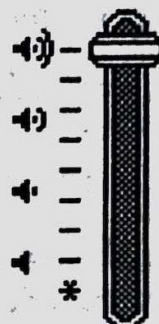
This selects the playback rate of the sound. Some sound files have the rate stored within them, but some of the newer sound programs include info resources containing the playback rate. If the playback rate can be determined, it is automatically clicked when you select a sound.



If you don't like dragging the control around to change the playback rate, you can click on the numbers to the left of it and set the rate directly.

Volume control

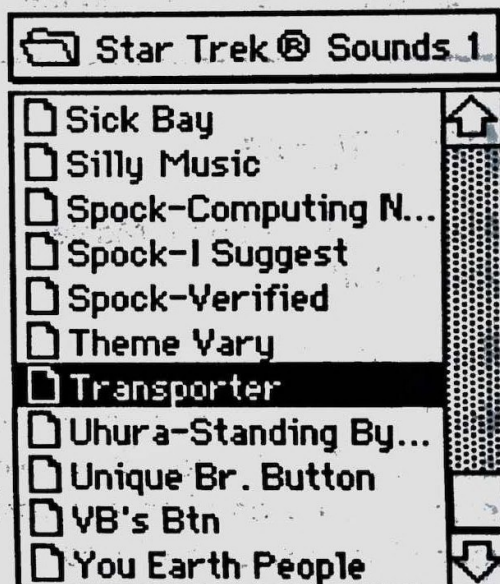
This selects the volume for each sound. Initially, the Sample, StartUp, Restart, Shutdown, and the various key click sounds are set at 7, and all other sounds are set to *. The * means to use the volume currently set in the Control Panel. You can also click in the area to the left of the control to set the volume directly.



Sound file list

This selects the file to play for a sound. When a file is selected, the playback rate (if available from the sound file) is also automatically clicked.

Double-clicking on a file name plays the sound, just like clicking on the speaker icon. Double clicking on a folder opens up that folder. To go back a folder level, use the pop-up menu above the file list.



If you move everything to another disk or after you re-initialize your hard disk and then restore it from a file-by-file backup, the ID's of the folders will change. Call up SoundMaster as a control panel and it will attempt to find the folders containing your sounds. To make this possible, it saves the names of all the folders needed to find each sound file.

Troubleshooting

Before reading this section, make sure you...

- ...have followed the installation procedures *exactly as written.*
 - ...have the minimum system requirements: Macintosh Plus with 1 megabyte of RAM and System 6.0.4 or later (preferably 6.0.7).
 - ...know how to use the Mac! Understand such basic functions as clicking and dragging, as well as some basic terms, such as icon, copy, start up, etc. You also should be familiar with the Control Panel.
-

PROBLEM:

After installing SoundMaster, a system error occurs when you restart.

Reason 1:

You have or had a previous version of SoundMaster installed. The desktop file on your Mac retains resource information even after you trash a document. Basically, your Mac may be confused.

Solution 1:

Start up with a backup floppy disk. During startup, hold down the Option and Command keys simultaneously. Eventually you will be asked if you want to rebuild the desktop on your startup volume. Click OK, then immediately hold down the same keys again. This will rebuild the desktop on your hard disk as it tries to mount. This procedure will not erase any data! It simply updates system information and removes clutter. The desktop file is always "invisible," so you need not search for it.

Reason 2:

The SoundMaster application is conflicting with another startup device.

Solution 2:

1. Start up the Mac with a backup system floppy disk.
2. Create a new folder (call it "System Additions" if you like).
3. Open the System Folder on your hard disk (or the disk that is crashing) and move all the accessory startup documents into the new folder. Accessory documents might include a menu clock, an icon animator, or anything that did not come with the original system software.
4. Restart the Mac again, this time without the backup system disk.
5. If the **Sound Source** icon has no "X" over it during startup, and there is no crash, one or more of your startup documents is conflicting with the SoundMaster application.
6. Now it is time to single out the offending application. Replace one startup document from your new folder into the System Folder, and restart the Mac. Keep doing this, one document per restart, until the Mac crashes again. Be sure to remember which document caused the crash for later reference.
7. If you absolutely have to keep the offending document, try making it load first. In the Finder, click once on the document's icon. Place the text cursor at the beginning of the name, type any character, then the spacebar. Delete the first character, leaving the space in front of the name. Restart. Remember, this is a last resort. Some startup applications cannot co-exist no matter how novel your efforts. You will have to discard one of them.

(continues on the next page)

PROBLEM:

The Sound Source icon has a "X" over it during startup.

Reason:

There is not enough memory to load one or more of the sounds.

Solution:

Deactivate some of the larger sound files, or remove some of your unnecessary startup documents. They may be robbing the SoundMaster application of memory. If you cannot live without all of your startup accessories, then you should consider a memory upgrade—they are really inexpensive and easy to install!

PROBLEM:

No Star Trek® sounds come out of the Mac's speaker.

Reason 1:

You did not copy everything over *exactly* as instructed.

Solution 1:

The easiest way to start fresh is to remove anything you have copied over, including the SoundMaster application, the SoundMaster Settings file and the Star Trek® Sounds folder. Once your Mac is clean again, try the installation procedure once more. And don't rush this time. You may want to perform a file search to find any stray SoundMaster documents you did not realize you had (this happens often). Under the Apple menu, go to Find File and type "SoundMaster." If there are any SoundMaster applications or settings files, this should find it. Once located, trash them and replace with our version!

Reason 2:

Through some bizarre twist of fate you may have, or have had, a previous version of SoundMaster in your System Folder. An older version, even if trashed, may have left behind a SoundMaster Settings file. If there was an older Settings file in the Preferences folder, the new version would have avoided the Preferences folder. If this is true, then the new SoundMaster application is trying to read the old settings file. The old settings file is trying to find sounds that do not exist anymore. What have you gotten yourself into?

Solution 2:

1. Open the System Folder and look for a file named **SoundMaster Settings**.
2. If you can't find the file, look for a folder named **Preferences**. If there is such a folder, open it. You should see the **SoundMaster Settings** file. If you don't, copy the file over from Disk 1.
3. If you do see the file, and there also exists a **Preferences** folder, chances are there is another SoundMaster Settings file inside that Preferences folder. If there is, trash both Settings files and copy over a new Settings file from Disk 1.

Reason 3:

The volume setting in the main control panel window is set to "0"

Solution 3:

All the sounds we have provided have been set up to play at the preset volume level of your system. If your volume level is set at 1 (the intensity range is 0-7), then our sounds will play at the minimum level. No fun. You can set individual volume levels to each sound if necessary, but they won't take effect until you restart. For best results, crank the System volume to 7. We could use the free advertising!

PROBLEM:

A sound plays back at an abnormal speed.

Reason:

The Playback Rate Control has been accidentally modified.

Solution:

In the Sound Source control panel, select on the problem sound. Above the list of sounds is the Playback Rate Control lever. This selects the playback rate of the sound file. Most likely the sound name will have a tag at the end, like "11" or "22." Select the appropriate rate according to the tag on the sound. If the sound name has no tag, you will have to try different settings until you hit the correct one.

Note: if you are having problems making these sounds work with applications other than SoundMaster, please contact the respective manufacturer. We cannot offer technical support for programs other than SoundMaster!

How we did it

Some people record sounds for their Mac by holding a special microphone up to their television speaker. This archaic method produces terrible results: pops, background hiss, distortion and hasty edits. Don't worry—you did NOT pay for haphazard recordings!

So how *did* we do it? If we detailed the process of producing these digital samples, we would violate a basic business standard: never give away your secrets!

However, you should know that there was a great deal of time and money spent to achieve the best reproduction possible.

We started by securing the original Star Trek® soundtrack magnetic tape reels from Paramount Pictures, and converting them to Digital Audio Tape (DAT). From there we used very expensive, state-of-the-art equipment to convert and edit selected sound effects, dialogue and music cues into digital code.

Yes, we actually listened to nearly every hour-long episode to get what we wanted!

You may notice that, despite all the sophisticated equipment used, a few of the sounds have the hiss and occasional pops mentioned earlier. Don't forget—we were at the mercy of 25 year-old analog tapes and all their limitations. We don't mind saying that these sounds actually sound better than the original recordings, because we were able to "clean up" the noise left from a quarter-century ago.

And, notwithstanding the advanced technology of the Macintosh, this wonder computer still has a way to go in sound reproduction. The original DAT recordings were reproduced, edited and saved with 16-bit equipment, but we were forced to further convert them into 8-bit sounds for the Mac, due to its limited architecture.

Also, you are listening to potentially great sounds through a very small speaker. And on some Mac models, that small speaker is located on the side of the unit, not in the front.

Sounds from Volume 1: "The Logical Collection"

Alien Button 1	Energize 1	Maximum Warp
Bridge Button 1	Energize 2	Nothing, Sir
Bridge Button 3	Energy Field	Quickly, Captain!
Bridge Button 4	Fascinating	Red Alert!
Bridge Button 5	Female Computer	Sick Bay 1
Bridge Button 6	Great Curiosity	Standing By, Captain
Bridge Power Up	He's Dead, Jim	Sterilize
Bridge to Captain	His Brain Is Gone!	Suspense Cue 1
Bulkhead Door	I Can't Explain It, Captain	The Ultimate Computer
Button Sequence 1	I Suggest You Study This	Theme Cue 1
Button Sequence 2	I'm a Doctor!	Time Portal
Button Sequence 3	It Will Never Work!	Transporter Controls
Computing Now, Captain	It's Gone, Sir	Verified
Did It Work?	Leave That Alone!	View Screen 1
Disengage Computer Now!	Main Phasers Firing!	You Earth People...
Dramatic Cue 1	Main Theme (short)	Your Logic Can Be...
Dramatic Cue 2	Materialization	

Sounds from Volume 2: "The Final Frontier"

Acknowledged, Lieutenant	Dramatic Cue 4	Ship Will Be Destroyed...
All Indicators Are Dark	Dramatic Cue 5	Standby
All Scanners Clear	Effect Repairs	Starfleet Channel
Appropriate, Captain	Good Luck, Captain	Technical Miracle
Bridge 'Stress'	Happy Music Cue	Thank You
Bridge Button 7	I Can't Do That	Thank You, Captain
Bridge Button 8	I Wouldn't Lie To You	The Controls
Bridge Button 9	I'm Not Finished Yet!	Theme Cue 2
Bridge Scanner	It Will Not Analyze	There Goes Paradise
Bulkhead Door	Kirk to Enterprise 1	This Is Marvelous!
Button Sequence 4	Might Be a Long Wait...	This Unit Must Survive
Button Sequence 5	Most Unpleasant	Tricorder/It's Dead
Button Sequence 6	Multi-legged Creature...	Unknown, Captain
Computed	Nomad 1	Warp Drive is Junk!
Computer System Intact	Nomad 2	What Happened?
Computer/Disengaged	Non-essential	Where is Captain Kirk?
Computers Make...	Puzzling Phenomenon	
Dramatic Cue 3	Ready, Captain	

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