

I have figured out most of the .VOC format, and here it is:

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HEADER: (bytes 00-19)

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byte #	Description
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00-12	Creative Voice File
13	1A (eof to abort printing of file)
14-15	1A 00 word offset in file of first data block
16-17	Version number (VOC-HDR puts 0A 01)
18-19	2's Comp of Ver. # + 1234h (VOC-HDR puts 29 11)

DATA: (bytes 1A+) A series of data blocks terminated by 00

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Data Block: TYPE(1-byte), SIZE(3-bytes), INFO(0+ bytes)

TYPE	Description	Size (3-byte int)	info
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01	Sound data	2+length of data	*
02	????		
03	Silence	3	*
04	Marker	2	marker #
05	????		
06	Repeat	2	# of repetitions
07	End repeat	0	
08+	????		

*Sound info format:

00 Sample rate
01 Compression type
02+ Data

*Silence info format:

00-01 Length of silence (weird encryption)
02 38

Sample rate -- SR byte = 256-(1000000/sample_rate)
Length of silence -- (# of .1 seconds encrypted)
Compression type -- 8-bits = 0
4-bits = 1
2.5-bits = 2
2-bits = 3
Multi DAC = 3+(# of channels)

Silence encoding in VOXKIT finds quiet places in file, and creates a separate block that is of type Silence.

The only remaining mysteries are what types 2&5&8+ are if they exist, and the exact conversion of the silence length integer to seconds. If you have any more information, please email me at: galt@dsd.es.com
I hope this info will help to create more public domain utilities for the soundblaster.

Greg