

# Creative Voice file

**Creative Voice** , filename extension .voc is an audio format for digital audio data for developed in the 1990s Sound Blaster - sound cards from Creative Technology .

Contents

Construction

Original-Format (8-Bit)

Use

References

VOC	
<div>Filename extension</div>	<div>.voc</div>
<div>Internet media type</div>	<div>audio / x-voc</div>
<div>Developed by</div>	<div><div>Creative Technology</div></div>

## Construction

### Original-Format (8-Bit)

The file format <sup>[1][2][3]</sup> consists of a 26-byte header and a series of subsequent data blocks containing the audio information. The byte order is Little Endian .

VOC-[Header]		
Offset ([hex])	Length (in Byte)	content
0x00	19	<u>ASCII-String</u> Creative Voice File
0x13	3	1A 1A 00 (hexadecimal)
0x16	2	[Version] (Major, Minor), hexadecimal; For Example: 0x010a, Version 1.10
0x18	2	Validation: ~Version + 0x1234, hexadecimal, truncated to 16-bit; For Example: 0x1129

The header is followed by data blocks. Each data block begins with a type byte describing the contents of the data, followed by 3 bytes for the size of the data (as an integer ). For two of the 9 defined types, the subsequent size of the data is missing, so the block ultimately consists of only a single byte - these are 0x00the terminator , and 0x07the repeat end.

If a size is specified, the first 4 bytes will be followed by a block of the content resulting from the specified type with the specified size.

## VOC-Data block

Type (hex)	Type Description		Size  (3-Byte-Integer)	Info												
	engl.	deu.														
0x00	Terminator	Separator	–	–												
0x01	Sound data	Audio data	2+ size off the data	<div>Audio Content</div> <table><tr><th>Offset</th><th>Description</th><th>Meaning</th></tr><tr><td>0x00</td><td>sampling rate</td><td>256-(1000000/Sample rate)</td></tr><tr><td>0x01</td><td><u>Codec</u></td><td>see table  is ignored if a block of type 0x08( Extra info ) defines a codec (from version 1.20)</td></tr><tr><td>from 0x02</td><td colspan="2">Audio data in the specified format (codec)</td></tr></table>	Offset	Description	Meaning	0x00	sampling rate	256-(1000000/Sample rate)	0x01	<u>Codec</u>	see table  is ignored if a block of type 0x08( Extra info ) defines a codec (from version 1.20)	from 0x02	Audio data in the specified format (codec)	
Offset	Description	Meaning														
0x00	sampling rate	256-(1000000/Sample rate)														
0x01	<u>Codec</u>	see table  is ignored if a block of type 0x08( Extra info ) defines a codec (from version 1.20)														
from 0x02	Audio data in the specified format (codec)															
0x02	Sound continue	further audio data	Size of the data	additional audio data in the same format as the previous block												
0x03	Silence	Silence	3	<div>Stille</div> <table><tr><th>Offset</th><th>description</th><th>meaning</th></tr><tr><td>0x00-01</td><td>Length of silence in the unit of the sampling rate</td><td>Integer-1</td></tr><tr><td>0x02</td><td><u>sampling rate</u></td><td><i>as with audio content</i></td></tr></table>	Offset	description	meaning	0x00-01	Length of silence in the unit of the sampling rate	Integer-1	0x02	<u>sampling rate</u>	<i>as with audio content</i>			
Offset	description	meaning														
0x00-01	Length of silence in the unit of the sampling rate	Integer-1														
0x02	<u>sampling rate</u>	<i>as with audio content</i>														
0x04	Marker		2	<div>Marker number (2 bytes)</div> <div>The last marker remains in an intermediate memory during playback and can be jumped on again.</div>												
0x05	<u>ASCII string</u>	ASCII-Character String	Length of the string	Null terminated string												
0x06	Repeat	To repeat	2	Number of repetitions (2-byte integer)  0x0000to 0xFFFE1-65,535 repetitions, 0xFFFFfor infinite												
0x07	End repeat	End of the repetition	–	–												

The file optionally ends with the terminator block (data block of the type 0x00)

## Use

---

Creative Voice files were used in various DOS games when they could use sound blaster cards for audio output, such as *Eye of the Beholder*. (<https://github.com/movAX13h/DrRiptideDissected>)

The spread of the file format disappeared noticeably with the advent of RIFF WAVE , which was already supported in Windows by Microsoft operating system. However, the Creative Voice file format required the installation of additional player programs included with the Sound Blaster Card drivers. With the advent of AC'97 , WAVE, file extension .wav, finally prevailed.

## References

---

1. Greg. "Greg figures out most of the .VOC Format" (<http://www.textfiles.com/programming/FORMATS/vocform.pro>) (Textdatei). Retrieved 2018-06-01. verlinkt von Programming Textfiles: Format Specifications (<http://www.textfiles.com/programming/FORMATS/>)
2. John. "John chimes in with further analysis of the .VOC Format" (<http://www.textfiles.com/programming/FORMATS/vocform2.pro>) (Textdatei). Retrieved 2018-06-01.
3. Chris Bagwell (1998-11-14). "Audio File Formats FAQ" (<http://sox.sourceforge.net/AudioFormats-11.html#ss11.5>). Chris Bagwell. pp. Kapitel 11: File Formats. Retrieved 2018-06-01. Dokumentation (FAQ) des SoX-Audioeditor

---

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Creative\\_Voice\\_file&oldid=1014539190](https://en.wikipedia.org/w/index.php?title=Creative_Voice_file&oldid=1014539190)"

---

**This page was last edited on 27 March 2021, at 17:40 (UTC).**

Text is available under the Creative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.