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 I just got the developer's kit for the SoundBlaster so I can fill
 in some holes in the CMF File Format.    - John


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 Creative Voice File (VOC) Format:

      HEADER (bytes 00-19)
      Series of DATA BLOCKS (bytes 1A+) [Must end w/ Terminator Block]


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 HEADER:
 =======
      byte #      Description
      ------      ------------------------------------------
      00-12       Creative Voice File
      13-15       1A 1A 00  (eof to abort printing of file)
      16-17       Version number (minor,major) (VOC-HDR puts 0A 01)
      18-19       2's Comp of Ver. # + 1234h (VOC-HDR puts 29 11)


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 DATA BLOCK:
 ===========

    Data Block:  TYPE(1-byte), SIZE(3-bytes), INFO(0+ bytes)
    NOTE: Terminator Block is an exception -- it has only the TYPE byte.

       TYPE    Description       Size (3-byte int)   Info
       ----    -----------       ----------------    ----------------------
       00      Terminator        (NONE)              (NONE)
       01      Sound data        2+length of data    *
       02      Sound continue    length of data      Voice Data
       03      Silence           3                   **
       04      Marker            2                   Marker# (2 bytes)
       05      ASCII             length of string    null terminated string
       06      Repeat            2                   Count# (2 bytes)
       07      End repeat        0                   (NONE)

       *Sound Info Format:       **Silence Info Format:
        ---------------------     ----------------------------
        00   Sample Rate          00-01  Length of silence - 1
        01   Compression Type     02     Sample Rate
        02+  Voice Data


    Marker#            -- Driver keeps the most recent marker in a status byte
    Count#             -- Number of repetitions + 1
                          Count# may be 1 to FFFE for 0 - FFFD repetitions
                          or FFFF for endless repetitions
    Sample Rate        -- SR byte = 256-(1000000/sample_rate)
    Length of silence -- in units of sampling cycle
    Compression Type  -- of voice data
                          8-bits    = 0
                          4-bits    = 1
                          2.6-bits  = 2
                          2-bits    = 3
                          Multi DAC = 3+(# of channels) [interesting--
                                          this isn't in the developer's manual]
```