DiamondSfx V1.1 documentation

	COLLABORATORS		

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DiamondSfx V1.1 documentation

1.1 DiamondSfx V1.1 documentation

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                     Diamond Sfx
                    -============-

              Version V1.1 (08.07.1995)

         (C) Copyright 1994/95 by Peter Elzner
                   neXus software

              - registered Users only -

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1.2 Introduction to V1.1

```
Welcome to DiamondSfx V1.1

Using this program you are able to create your own sfx-file for Diamond
Caves.

Please read The main window on how to work with DiamondSfx.

This program is based on MUI, see About MUI.
```

1.3 Requirements

```
DiamondSfx V1.1 requires:

- Kick 2.0
- MUI 2.3
- a registered version of Diamond Caves V2.0
- Commodore's Installer (can be found on your Workbench-Install-Disk)

This program has beend tested with Enforcer and Mungwall.
```

1.4 Installation

```
DiamondSfx comes with a ready-to-run installer-script for the Commodore
Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all necessary files in the Directory "DC:"
according to the present version.
```

1.5 Copyright & Distribution

```
 COPYRIGHT

 DISTRIBUTION

 DISCLAIMER

 SHAREWARE
```

1.6 COPYRIGHT

```
Diamond Caves, the Diamond Caves Editor, DiamondGfx & DiamondSfx,
DiamondHigh and DiamondPrefs are copyrighted (C) 1994/95 by Peter Elzner.
That means that you are NOT ALLOWED to modify the programs and
documentations in any way. Especially you MUST NOT REMOVE the
documentation or any other file.

You are NOT allowed to use this software or any part of it for any other
purpose than that one mentioned in this documentation, this also includes
any images and samples.

Diamond Caves is SHAREWARE!
```

1.7 DISTRIBUTION

The Diamond Caves package and the Diamond Tools package are freely
distributable. That means you are allowed to re-distribute this package as
long as you follow these points:

- Any re-distribution has to include all files in this archive, without any
  modifications. You are NOT allowed to add or remove any files to/from the
  archive.

- This package may be freely distributed via BBSs, InterNet/UseNet, software
  libraries such as Fred Fish's and Aminet CD-ROM, and other similar
  electronic channels. You MUST NOT include it on any disk that is sold for
  more than 5 US Dollar (or an equivalent in other currencies).

- Disk magazines and services that charge extra for file transfers may NOT
  distribute it without written permission by Peter Elzner!
  See "How to contact the author" in the Diamond Caves docfile.

You are NOT allowed to distribute you keyfile in any way! It contains your
personal data and may only be used by the user who's name is encrypted
into the file (should be you). This name is displayed in the About
Requester of either Diamond Caves Game or Editor.

1.8 DISCLAIMER

By using this product, you accept the FULL responsibility for any damage or
loss that might occur through its use or the inability to use it. The
developer of the software can NOT be held responsible.

1.9 SHAREWARE

This product is SHAREWARE. "Free distributable" only says that you do not have
to pay for copying or re-distributing the unregistered version of the
program.

If you are still working with an unregistered version of Diamond Caves,
read the chapter "How to register" in the Diamond Caves docfile.

1.10   The main window

At the top of the window there is a cycle-gadget where you can select the
sample you want to edit. The following part is the same for every sample.

 Filename contains name and path of your sample. Important: The final
 ~~~~~~~~ sfx-file only contains these filenames and not the samples
 itself!

 Samplingrate is the frequency you want to play the sample with (in 10Hz).
 ~~~~~~~~~~~~~
 Volume should be ovious: The Volume ! 0 is silence.

```
 ~~~~~~
 Play Sample loads the sample with the given name and plays it once
 ~~~~~~~~~~~
```

Save will store your settings into the file "DC:sfx/sfx.data" where they
~~~~ will be found by the Diamond Caves Game. Remember: This file only
contains the path and filename of every sample and not the sample itself!

Default resets every value to the default settings. If you want to us
~~~~~~~ this, please make sure that the default samples (The files
"DC:sfx/y#?") are present.

Exit will leave the program.
~~~~

If you want to use your own samples, please read Using own samples.

1.11   Using own samples

Using own samples within Diamond Caves is not very difficult, just follow
these guidelines:

- don't use "long" samples. With normal gamespeed, every sample has about
8/50 seconds (0.16 sec) to play. Only the Exposion needs about twice the
time.

- check out the cycle-gadget: This is the exact order in which the samples
are played, beginning with the timeout (= highes priority)

- Adjust the volume of each sample so that they all "fit together".

- make sure, the samples are always present on your harddisk because the
sfx-file only contains the filename but not the sample itself.

1.12   History

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V1.0 (04.06.1995)
     - first public release

V1.1 (08.07.1995)
     - added "move through empty space" sound
```

1.13   Plans for the future

Plans for the future:

No plans yet, but if you got some ideas...

1.14   About MUI

                           This application uses

                         MUI – MagicUserInterface

                    (c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With
the aid of a preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a file called "muiXXusr.lha" (XX means the latest version number) on
your local bulletin boards or on public domain disks.

            If you want to register directly, feel free to send

                          DM 30.- or US$ 20.-

                                  to

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