**DA**

**COLLABORATORS**

| | TITLE : | | |
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| | DA | | |
| ACTION | NAME | DATE | SIGNATURE |
| WRITTEN BY | | September 23, 2024 | |

**REVISION HISTORY**

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# Contents

# Chapter 1

# DA

## 1.1   Digital Aesthetics Version 2.0 REGISTERED - By Greg Grove

```
           ------------------------------------
           Digital Aesthetics V2.0a  REGISTERED
           ------------------------------------
                       By Greg Grove
                   NOT Freely Distributable
                    ©1993 GVG Productions
           ------------------------------------

              Introduction     Starting up
              Notices          The Gadgets
              Description      The Menus
              Requirements     Playing EMods
              Setup            The Hot-Key

              To Be Done       Last Word
```

## 1.2   Introduction from the Author

    Digital Aesthetics is back!  You will find that this version differs
almost completely from the older versions of DA.  The interface is nicer
to look at and easier to use, and the features are many.  I hope that you
will find you have made a worthwhile investment in registering this
product, and that you will continue to support shareware in the future!

## 1.3   Important Notices

  · As this is a REGISTERED version it is advised that you do not give this
    program or the EMods to your comrades, or upload it to a bulletin board
    system.  Instead, recommend it to those you know!

  · If a friend of yours registers this product and states on an enclosed
    note that YOU recommended that he do so, YOU will receive a free disk
    of music!

· You will automatically receive any major updates of Digital Aesthetics
  that are produced!  Free of charge!

## 1.4  Digital Aesthetics Description

    DA is a program which will produce soothing audio effects of an
environment of your choice.  These effects are encapsulated in what are
called @{ " EMods " link "EMods" }.  With DA, you can control various aspects of  ←
   these EMods,
and link EMods together in a list to be played in sequence.  The
interface allows much flexibility in how EMods are played.

## 1.5  EMod information

   EMod is short for "Environment MODule".  These modules are files which
contain the samples and playing data which DA uses to play its audio
effects.

## 1.6  Digital Aesthetics Requirements

                         @{ " ReqTools.library    " link "RT" }
                         @{ " PowerPacker.library " link "PP" }
                         @{ " Commodities.library " link "CD" }
                         @{ " AmigaGuide          " link "AG" }
                         @{ " MuchMore            " link "MM" }
                         @{ " OS2.0x or above     " link "OS" }

## 1.7  Commodities.library Description

 This library is distributed standard with WorkBench 2.0+.  It must
be present in the LIBS: directory, but is not included in this
package.

## 1.8  ReqTools.library Description

 This library is written by Nico (yes, Nico IS his first name!)
 François, and is freely distributable.  It allows for the nice file-
 and text requesters used by DA.  The newest version is enclosed.

## 1.9   PowerPacker.library Description

This  library is written by Nico François.  This library is not required
unless you wish to use PowerPacked EMods.  If you have Nico's utility
PowerPacker, you can reduce the size of your EMods so they will take up
less space! However, decompressing your mods to play them does take a
bit of time.  This library is enclosed.

## 1.10   AmigaGuide & AmigaGuide.library Description

This is Commodore's HyperText reading facility/support library.  It is
required if you wish to utilitize the Da.Guide file.  AmigaGuide allows
for interactive reading.  I tried to make this guide as friendly as
possible.  The program and library are included.

## 1.11   MuchMore Description

This is a general-purpose text reader.  It is quick and easy to load, but
not as organized as this guide.  This program is included.

## 1.12   OS2.0x and above

This is NOT enclosed.  I wished to make use of the new features available
in the new operating system, so unfortunately development of the 1.3-
compatible version has ceased.  Apologies to those who do not have 2.0x or
above.  I have enclosed a pseudo-registered version for 1.3 users, but I'm
afraid it lacks much improvement!  Sorry!

Digital Aesthetics should be able to work fine under AGA and WB 3.0...

## 1.13   Setting up Digital Aesthetics

    Double-click (from WorkBench) or 'Execute' (from CLI) the 'Install_Libs'
program. This script will install all necessary libraries into your 'LIBS:'
directory, if they do not already exist.
    To install DA on your hard-drive, simply drag the DA2.0 drawer to a
directory on your HD of your preference.  To add the EMods, drag the EMod
drawer onto a directory on your drive.

                              I M P O R T A N T

    To be able to utilize EMod icons, you must add the following line some-
where in your startup sequence:

                "PATH <directory where DA.exe is located> ADD"

    Your computer must be rebooted for this to be in effect.  After you have

done this, you may click EMod icons from anywhere and they will still be
able to find DA.exe!

## 1.14 Startup up Digital Aesthetics

Once DA and its files are settled into place, double-click the DA icon,
or call it from CLI.  A window bearing the familiar Digital Aesthetics logo
will appear.  This window posesses numerous gadgets, each of which is
explained in the following section.  A unique aspect of this program is
its (sometimes sarcastic) status line.  Located at the bottom of the main
DA window, it will contain text to update you on the current status of
the program, as well as any events that took place not important enough
for a full-blown requester.

If you want to play one EMod quickly and easily, simply click its icon.
DA will be loaded in and disregard the EMod list in the prefs file. It will
start playing that EMod (in title-bar form if you had so selected in the
prefs file). From CLI you can use the syntax 'DA [EMod]'.  Multiple EMods
are not yet supported from this type of execution.

## 1.15 Gadget Descriptions

```
@{ " KOBAL Gadget System " link "KOBAL" }

       Windows:

  @{ " Main window      " link "MainWin" }
  @{ " Settings window " link "SetWin"  }
  @{ " Edit window      " link "EditWin" }
```

## 1.16 The KOBAL Gadget System

Using a system I term KOBAL (no, not the archaic computer language;
KOBAL is an acronym for 'Keyboard Oriented Button Activation Link'),
you can activate almost any button with the keyboard as though you
were using the mouse!  The key you must press is denoted by a line
under a character of the button's name.  Holding down the key causes
the button to be held down.  If you decide you do not want this button to
be put in action, press another key without releasing the original key.
Then release both, and the operation is cancelled!

## 1.17 Main Window Gadgets

```
                    @{ " Add  " link "Add"  } @{ " Chip          " link " ←
                        Chip"     }
                    @{ " Del  " link "Del"  } @{ " Fast          " link " ←
                        Fast"      }
```

```
                              @{ " Clr  " link "Clr"  } @{ " Total       " link " ↩
                                 Total"    }
                              @{ " Swap " link "Swap" } @{ " Settings     " link " ↩
                                 Settings" }
                              @{ " Edit " link "Edit" } @{ " About        " link " ↩
                                 About"    }
                                   @{ " Hide and Play " link "HAP" }
```

## 1.18   Chip Memory Meter

A Read-Only Chip memory meter.  Chip memory is what DA
uses the most of as EMods, when loaded in or made resident
will occupy it.  Keep track of your Chip memory with this
meter.

## 1.19   Fast Memory Meter

This shows your current free amount of Fast memory.  DA
will use Fast memory whenever possible, but, again, Chip
memory is its primary hunger.  However, the EMods have
been designed so that they will NOT take up more than
200K of precious Chip.  Future versions of DA will make
more use of Fast Memory.

## 1.20   Total Memory Meter

Your total amount of free memory is displayed in this gadget.

## 1.21   Settings Button

This button will bring up a window allowing you to choose
the general settings and defaults for DA (which will be
saved in the prefs file).

## 1.22   About Button

This button will bring up a requester containing the version,
compilation date, hot-key, and other info concerning DA.

## 1.23   Hide and Play Button

This will, with all of the settings and EMod(s) you have defined,
begin the playing procedure!  If you have no EMods, the status line
will notify you!  ( See @{ "'Playing EMods'" link "Play" } )

## 1.24  Add Button

A file-requester will appear, from which you are to select EMod(s)
to be added to your play-list.  Once you have done so, they will
be checked to make sure they are valid, have the default settings
applied to them, and be added to your list.

## 1.25  Del Button

The currently selected EMod will be removed from the list,
(not deleted physically).  If the EMod is resident the memory
it is using will be freed.

## 1.26  Clr Button

All EMods in your list will be removed (and deallocated if applicable)
if this button is pressed.

## 1.27  Swap Button

To get your play-order fine-tuned just the way you like it,
you can swap two entries in your list!  Select one EMod, press
'Swap', select another, and the two will switch positions.

## 1.28  Edit Button

This button will bring up the EMod-Editor window.  This window allows
you to define parameters for an individual EMod.

## 1.29  Settings Window Gadgets

```
@{ " Play            " link "PlaySeq" }
@{ " Open Window...   " link "OpenWin" }
@{ " Use TitleBar...  " link "Title"  }
@{ " Flash Pointer... " link "Flash"  }
@{ " Double Buffering " link "Double"  }
@{ " Defaults         " link "Defs"    }

@{ "  Use  " link "Use" } @{ "  Cancel  " link "Cancel" ←
    }
```

## 1.30  Play Cycle Gadget

```
          This is a cycle gadget which allows you to select how
          EMods are to be played.  Possible selections are:

          Once    - Only one EMod will be played over and over.
          Sequence - Your list of EMods will be played in sequence.
                     Once the end of the list has been reached,
                     DA will start from the top again.
          Random  - Your EMods will be played in a random fashion.
                     Because I got tired of predictable random number
                     routines, I wrote one which would base its
                     numbers off of the current time!
```

## 1.31  Open Window on Start-Up Toggle

```
   Not checking this box will prevent DA from opening up its main window
the next time it is run.  Instead, it will check your prefs and simply
start playing EMods! If DA encounters any errors along the way, (e.g. you
haven't selected any EMods to play in the prefs file), the Main Window
will open anyway, with a sarcastic comment awaiting you in the status
line!
```

## 1.32  Use Title-Bar when Playing Toggle

```
   If selected, a small 'Title-Bar' window will appear when EMods are
playing.  This bar will display some items of information.  When the
EMods are loading or decrunching, it will notify you.  (Future versions
will have a graph of how much has been loaded in this title-bar).  Also,
the name of the current EMod as well as its playing time will be shown.
If you are playing EMods in sequence or at random, pressing the Return
key will skip to the next EMod.
```

## 1.33  Flash Pointer when Decrunching Toggle

```
   This will simply flash your pointer when DA is decrunching a compressed
EMod.  That way when DA pauses, you know it is doing something and hasn't
crashed.  (!!!)
```

## 1.34  Use Double Buffering Toggle

```
   When playing EMods in sequence or at random DA will be loading the next
EMod to be played before the EMod currently playing is finished if this box
is selected.  You should only consider this if you have adequate free
memory.  If you do not, DA will not begin loading until the EMod currently
playing is finished and its memory is released.  This option will only
really be of interest to those running off floppy drives and with the chip
memory to spare.
```

## 1.35   Defaults Button

This button brings up a window which will allow you to define traits
which all EMods will be given when they are added to your list.  Individual
EMod settings can always be edited later.  This window is the same as
the edit window, except some gadgets which are not applicable for default
setting are disabled.

## 1.36   Use Button

To save the settings you have chosen to memory, press this button.  For
your settings to be saved to disk, use the 'Save Config' menu item under
the 'Project' menu while the main window is active.

## 1.37   Cancel Button

Pressing this will cause the settings you spent your precious time
selecting to be lost.

## 1.38   Edit Window Gadgets

```
                              @{ " Name    " link "Name"    }
                              @{ " Path    " link "Path"    }
                              @{ " Size    " link "Size"    }
                              @{ " Type    " link "Type"    }

                     @{ " Make Resident    " link "MakeRez" }
                     @{ " Default Settings " link "DefSet"  }

                              @{ " Volume " link "Volume" }
                              @{ " Pitch  " link "Pitch"  }
                              @{ " Time   " link "Time"   }
                              @{ " Filter " link "Filter" }

                    @{ " Use " link "Use" }  @{ " Cancel " link "Cancel" ←
                       }
```

## 1.39   Name Read-Only Gadget

This gadget will contain the name of the EMod you are editing.  If this
EMod is resident in memory, an asterisk will follow this name.

## 1.40   Path Read-Only Gadget

   This gadget displays the full path that this EMod belongs to.  If the
whole path is not shown, DA knows the complete path; it just can't display
it all.


## 1.41   Size Read-Only Gadget

   This will display the current EMod's size.  Expect to lose this much
chip memory when it is playing or made resident.


## 1.42   Type Read-Only Gadget

   The type of EMod is displayed here.  Three types are known: Old (The
two which were originally enclosed with the DA 1.0), New (A slightly
updated type), and PowerPacked.


## 1.43   Make Resident Button

   This button will make the EMod being edited resident in memory.  Its
data will be loaded from disk and safely stashed in memory.  Further
accesses of this EMod will look in memory.  Pressing this again will free
the memory it used.  You should have a plentiful supply of memory to make
use of this feature.  If an EMod is resident, its name in the Name gadget
will be followed by an asterisk.  All resident EMods will go to chip memory
so this option really should only be considered if you have 1 meg of chip
or more.  If DA cannot allocate chip memory at any time, ALL resident
EMods will be removed from memory.


## 1.44   Default Settings Button

   This button will apply the default settings to this EMod.


## 1.45   Volume Slider

   This slider determines the relative volume at which the EMod will
play.


## 1.46   Pitch

   You may alter the relative frequency at which the EMod will play.
Positive numbers denote a higher than normal pitch, negative numbers
denote a lower pitch.

## 1.47   Time

   This slider determines the duration (in minutes) this EMod will be
played until another is loaded (if you haven't selected to play an EMod
Once).

## 1.48   Use Low-Pass Filter Toggle

   Checking this box will turn on the filter when playing this EMod.
(The filter will reduce the anti-aliasing distortion sometimes present,
but will reduce the clarity as well).

## 1.49   Digital Aesthetics Menus

            DA does not have much menu support at the moment.
                     There are two main menus:

         Project              and      Help
         @{ " Load Config " link "LoadCfg" }              @{ "Open Regular ←
            Doc    " link "RegDoc"   }
         @{ " Save Config " link "SaveCfg" }              @{ "Open ←
            AmigaGuide Doc " link "AGDoc" }
         @{ " Quit        " link "Quit"    }

## 1.50   Load Configuration Menu Item

   Selecting this will revert your current settings to those last saved in
'Da.prefs'.

## 1.51   Save Configuration Menu Item

   This will save your preferences to a file called 'DA.prefs' in your
'S:' directory.  The EMod list, the EMods' preferences, the general
settings and your selected defaults will be saved to this file.  Thus,
the next time you load up DA, you will find it in almost exactly the
same state as you saved it!

## 1.52   Quit Menu Item

   This has the same effect as the main window's close gadget of
terminating the program.  This means deallocating all EMods and freeing
all other memory and resources.

## 1.53   Open Regular Doc Menu Item

   This menu item will execute the CLI command: 'muchmore DA.doc'.
The documentation will be loaded asynchronously so you may continue
using DA without having closed MuchMore.

## 1.54   Open AmigaGuide Doc Menu Item

      This menu item will execute the CLI command: 'AmigaGuide DA.guide'.
The documentation will be loaded asynchronously so you may continue using
DA without having closed AmigaGuide.

## 1.55   Hot-Key Commodity Usage

   Digital has a hot-key which, when pressed, will open or bring to front
the main window at any time during DA's lifetime.   This hot-key is:

                          Left Alt - Left Shift - D

   Currently the hot-key cannot be changed.   Remember this combo!

## 1.56   What's to be done for Digital Aesthetics

   ( Listed in order )


   · Enhanced Commodity control

   · Icon drop box

   · Multiple EMod select from WB and CLI

   · EMod icons with Tool Type settings/more parameters

   · More Menus!

   · Context Sensitive Help

   · Control of specific EMod samples
     (Thanks to Lance Farrell for this idea)

   · Selectable Accompanying Graphics (!)

## 1.57   Playing EMods with Digital Aesthetics

When you select the 'Hide and Play' gadget on the main window, the
process of playing EMods will be initiated.  If you had selected to
play EMods once, the EMod that was selected before DA went into the
playing state will be loaded in and sent through your audio-channels
forever (or until you bring back the DA main window).  If you had
selected to play EMods in sequence, the first EMod on the list will
be loaded and played for the duration you selected.  After it has
completed, (or almost completed if you selected to Double-Buffer), the
next EMod in the list will be loaded, and so on.  If you had selected
to play EMods at random, the same process as playing in sequence will
be executed, but EMods will be chosen at random.  (Note that when I say
'load', 'decrunch' is applied in addition, if applicable).  If you have
a title-bar window available, pressing Return while it is selected will
play another EMod.  To get back to  the main window, you can press the
 right mouse button, (if you have a title bar window), press the
Hot-Key (Left-Alt, Left-Shift D), or use Commodore's 'Commodities
Exchange'.

                       For best sound:

· Use Mono, not Stereo sound.  EMods are not designed with stereo in mind.
· Do not have your output device's volume too high
· Use a 100+ Watt Stereo!!!


## 1.58  Last Words from the Author

    I hope that this documentation has covered everything you need to know.
You've probably noticed that DA has undergone many changes.  And with
changes come bugs.  If you find any bugs or are uncertain of how to utilise
a certain feature of DA,

    write to:                  call by modem:          or call by phone:

    Greg Grove                 Metropolis BBS          (503) 593-5614
    PO Box 4361                (503) 389-5404          Ask for Greg
    Sunriver, OR 97707-1361    14,400bps/24 hrs

    You will automatically receive any updates or bug-fixes to this
program. Again, thank you for taking the time to register, and enjoy the
product!



              Big thanks to the following people:

        Teijo Kinnunen - For the freely-distributable player-code

        Nico François  - For ReqTools and PowerPacker libraries

        Chris Ransdell - For minimal testing

        Erik Lindquist - For saying he would test this on his 1200
                         but never doing it...  It should work tho...

```
Bob Gray – For minimal testing; so he could get the program
            free of charge no doubt...

Software of the Month Club – For distributing this without
                              notifying me!

Lance Farrell  – For some ideas to be implemented
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