00288e68-0

Dobes Vandermeer

COLLABORATORS

	TITLE : 00288e68-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Dobes Vandermeer	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

00288e68-0

1.1 Main Menu

```
                              *** **** * *  *****
                    *   *     *     * *
                    *  **     *     * *
                    *** *    * *  *****
```

http://deathsdoor.com/dobes

```
------------------------------------------------------------
IFX V2.38
                    Introduction
                    © by Dobes Vandermeer
~~~~~~~~~
                    The~Prefs~Editor
                    ~~~~~~~~~~~~~~~~~~~~

                    Configuration
                      (12.11.97)

                    The~IDs

                    The Volume Knob

                    IFX Sound Commenter

                    Installation

                    Free Registration

                    Programmers'~Corner

                    Disclaimer~and~Copyright

                    Bugs~and~Todo

                    Author
                    ------------------------------------------------------------
```

Check out the IFX sound commenter!

```
There is now a second parameter to SOUND and PSOUND; cycles!
```

1.2   IFX Sound Commenter

```
IFXNote
=======

  Included is the command IFXNote.  Just run it (or click on it)
and it will add a comment to every sound file in IFX.ids or any
ids file INCLUDE'd in it.
  It doesn't take any parameters, or anything, but it does the
job. It may have some bugs, like leaving directories locked, I'm
not sure.  You probably won't use it THAT often anyway...
 Enjoy!
```

1.3   Volume Control

```
 Introduction
 ------------

  Francis Labrie sent me a message asking me about Volume controls, and
mentioned that he had made a quick volume knob for his machine using
MUIRexx.  I thought this was a cool idea, so I asked him for it, and
he sent it to me, and now it's part of the package.

 Requirements
 ------------
  - MUIRexx
  - RexxDosTools

  These are both available from my site (for your convenience) or from
  AmiNet.

 Installation
 ------------
  Drag it to anywhere on your hard drive.

 Usage
 -----
  Click on the icon.

 Configuration
 -------------
  To change and save the position:
   - click on "VolumeBorder",
   - Go to MUI Prefernces in the menu
   - Click on "Windows"
   - Where it says "Positions", change it to "save on exit"
   - Close MUI Preferences
   - Drag the volume window where you like
```

```
   - Choose quit in the menu
```

```
 Bugs & Problems
 ---------------
   You can't put the window against the edge of the screen, without editing the
 AREXX script yourself, because the border gets in the way.  Live with it.
```

1.4 Introduction

```
 Introduction
 ------------
```

```
     IFX,~short~for~Input~Effects,~is~a~replacement~for~UPD~(Universal
 Playing~Daemon). ~It's~intended~purpose~is~that~it~plays~sounds, based
 on~events~sent~to~it~by~other~applications,~~such~as~ARQ. Some
 features are:
```

```
   o~IFX~uses~datatypes~under~3.0+~systems,~so~almost~any~sound~format~
     is~supported.
```

```
   o IFX can play~two~sounds~at~once,~so~sounds~will~not~be~"cut~
     off"~as~often, and when~they~are,~it~won't~sound~so~bad...
```

```
   o~IFX~generates~some~of~it's~own~events,~such~as~for~windows~
     opening~and~closing.
```

```
   o IFX generates it's sounds at a low priority, so your other
     applications' (HippoPlayer, etc.) sounds won't be interrupted.
```

```
   o~IFX~can~execute~programs~or~run~other~effects~in~place~of~playing
     a~sound.
```

```
     IFX also has most of the features of UPD, including:
```

```
   o Selects a random event where more than one is available.
```

```
   o Generates many nice events for requesters when ARQ is installed.
```

```
   o Will use the amiga's internal voice instead of a sound
```

```
     IFX has some disadvantages over UPD, though, such as:
```

```
   o Doesn't play the sounds as it loads them; there is a small delay
     between the event and the sound, unless the sound is pre-loaded.
```

```
 Requirements
 ------------
   Amiga OS 2.0 or greater
   68000 or greater processor
   The volume knob also requires MUIRexx
```

1.5   The Prefs Editor

```
                IFX Preferences
  ---------------
```

   The~IFX~Preferences~editor~was~created~for~editing~the~ids~list~for
IFX.~~It's~interface~is~relatively~simple to~use.

   The prefs editor~will~start~out~with~a~list~of~IDs.~Each~id
represents a~set~of~"Actions."~When~a~certain~ID~is~invoked,~one of
it's actions~will~be~ran~domly~selected~and~run.~By~clicking
on~an~ID, you~can~edit~its~actions.~The~"Add~ID"~button~will~create a
new~ID.~"Save"~will~save~the~current~list~and~exit,~while~"Cancel"~will
exit~without~saving.

   Note that each~ID~can~invoked~by~sending~an~AREXX~command~'id~<idname>'
to the~port~"PLAY,"~or~by~using~the~command~"Effect",~which~takes the
single~argument~of~an~ID~name.~Some~programs~also~generate~their own
IDs. See~
                IDs
                ~for~more~info.

   When~you~are~editing~an~ID~(after~selecting~it~from~the~first~display)
you~will~be~given~a~list~of~actions.~Each~action~is~only~displayed~by~its
info~string,~which~is~either~a~filename,~command~line,~or~ID.~By
selecting an~Action,~you~can~edit~what~action~it~performs.~The string
gadget~below~the~list view~allows~you~to~change~the~name of the ID.
This is~most~useful~only~for~creating~new~IDs.~If~you~select "Remove
this ID"~you~will~be~prompted~"Are~you~sure?",~and~if~you~pick
"Yes,"~the ID~and~all~its~actions~will~be~deleted.~If~you~select "Keep
this,"~the~settings~will~be~kept,~and~you~will~be~returned~to~the~original~
interface.

   The~Action~editing~interface~is~the~most~simple.~The~cycle~gadget
at the~top~picks~what~type~of~action~will~be~performed.~There~are
four types~currently~supported:

   "Nothing"   - Do nothing (give some descriptive string)
   "Sound"   - Load~and~play~the~sound~file~described~ (give~filename)
   "Preloaded Sound" - Loads the sound early and stores it in memory
   "Speech"   - Uses amiga's "voice" to talk (give string)
   "Message"   - Pop up a requester with a little note
   "Command"~-~Execute~the~command~line~described~ (give~commandline)
   "Other ID"   - Run~the~described~ID's~action~instead~ (give~id~name)
   "Task Exclusion" -~Exclude~the~given~task~pattern~from~Window/Sound~effects

   IMPORTANT NOTES:
   If you set~two~ID's~to~point~to~each~other~ (only)~you~will
probably crash~the~computer.
   Please don't enter quotes~in~your~strings;~it~will~produce~unpredictable
behaviours.
   For task exclusions, standard DOS wildcards will be correctly processed.
   Preloaded sounds will fill up your~chip~memory,~so~use~them~only~for
sounds that play OFTEN and are SMALL. (unless you have too much memory...)
:)

The preferences editor often crashes when you save; you have to quit
the IFX daemon to prevent this.

The~string~gadget~describes~the~action,~and~its~contents~depend~on~the
type.~If~you~select~the~"File..."~button,~you~will~b~given~an~ASL file
requester~allowing~you to~select a~file~of~your~choice~to~be~entered into
the~string~gadget.~The~"test"~button~will~allow~you~to~test~the~results
of~an~action~to~make~sure~it~will~work~as~needed.~Selecting~"Okay"~will
take~you~back~to~the~ID~editor,~and~"Delete~Action"~will~remove~this action
from~existence.

1.6 Configuration

```
 Configuration
 -------------


     ENVIRONMENT
     ===========

   You can now set the volume that IFX will play sounds at!
   In a CLI, type:

   setenv IFXVOLUME <volume>

   Replace <volume> with a number between 0 and 64, and IFX will then play all  ←
     sounds
at that volume.  You can also use the environment variable VOLUME, which IFX will  ←
    look
for if IFXVOLUME hasn't been set

   Here is a quick example:

   setenv VOLUME 32      ; Set IFX's volume (and maybe other programs' volume) to  ←
     half
   setenv IFXVOLUME 0    ; Set IFX's volume to silent (Probably not other programs ←
     )
   del ENV:IFXVOLUME     ; Return IFX's volume to half (will now use VOLUME)
   copy ENV:VOLUME ENVARC: ; Store VOLUME for next bootup

   For those of you who like HEX, you can also use hex numbers, like:

   setenv VOLUME $40   ; Set volume to full
   setenv VOLUME $20   ; Set volume to half

     TOOLTYPES
     =========
   Note:  All tooltypes can be overridden by the settings file

   Add CHIMES=YES in the icon tooltypes to enable chiming the hour with
hourly_chime, instead of just one chime.

   You can now your favorite sounds dir from the icon.  Just use:
SOUNDSDIR=<path>.  Note that this will be over-ridden by the
DEFPREFSDIR entry in IFX.ids.
```

   You can load an extra prefs file by setting the PREFS tooltype:

PREFS=S:OtherIDS.ids

   Note that s:IFX.ids will still be loaded regardless of whether the
PREFS tooltype is present or not.

      IDs FILE
      ========

   Since the Prefernces editor is really limited (I really don't like writing
GUI's), you can (and should) edit the ids files yourself.
   The first file IFX loads is stored in S: (scripts), and is very similar
to, say, an AmigaDOS script. Each line is a command, followed by parameters.

  Defining IDs

   <TYPE> <ID> <DATA> <CYCLES>   (seperated by spaces)

   Any~of~ID~or~DATA~should~have~quotes~around~it~if~it~has~spaces~inside
it.

   TYPE: The type of event, can be:
      Other = DATA contains another ID that you should run
      Sound = DATA is the name of a file to load and play
      PSound = Same as "Sound" but load right now, rather than at the
               last minute.
      Speech = DATA is a string to "say" using Amiga's voice
      Exec   = DATA contains a command string to execute
      Message = DATA is a message to tell you
      Nothing = Do nothing, mostly useful for random selection

   ID:~A~unique~id.~If~more~than~one~effect~is~defined~with~the~same~ID,~then~IFX ←
      ~~w~ill~randomly~select~one~of~the~effects.~It~is~generally~a~good~idea~to~~ ←
      keep~all~the~effects~for~an~ID~similar,~to~avoid~confusion,~but~it~is,~of~~ ←
      course,~your~choice.

   DATA: Depends on the TYPE above.

   CYCLES: (number) Number of times to repeat any SOUND or PSOUND.

   Task Exclusion

EXCLUDE <Task Pattern>

   Quotes are again acceptable. The pattern~is~the~same~as~a~standard
DOS~filepattern. If you don't~know~DOS~filepatterns,~then~just~remember
that~#?<string>#? will get~all~strings~with <string>~inside~them.~For
example,~I like to use~"EXCLUDE~blitz#?"~to~exclude~blitzblanker.

   One useful trick is to put EXCLUDE ~(Workbench) if you only want
window sounds for Workbench windows.

   Chiming

```
    -------
```

    Chiming means that on the hour, IFX will play the "hourly_chime"
sound a number of times equal to the hour. This only counts for
sounds, and it plays the same sound for each chime.

    You can enable chiming by putting the CHIMES command at the
beginning of any line, e.g.:

```
# Enable chimes
CHIMES
```

    You can also disable chimes (this overrides the icon's chimes=yes)

```
# Disable chimes
NOCHIMES
```

    Easier Directories

    Finally, to avoid punching in all~those~long~filepaths,~you~can select
a~default directory for IFX to look~in:

```
DEFPREFSDIR <dirpath>
```

    That way you can copy all your sounds to the same directory,~and~only
type in the relative filepath.

    Multiple Config files

    It is now possible to divide that huge file full of sounds into many smaller
files! Exciting, eh? Use:

```
CONFIG <filepath>
```

to load the file described by <filepath> as if it were IFX.ids. Future sound ↩
   packs
will probably use this feature to add themselves. You would see:

```
DEFPREFSDIR Sounds:Cartoon
CONFIG IFX.ids
```

This would load the IFX.ids in Sounds:Cartoon, because CONFIG is relative to
defprefsdir.

    Comments

    Any~line~beginning~with~an~unknown~type~will~be~considered~a
comment,~and~~therefore~ignored.~This~is~handy,~because~you~can~
use whatever form~of~comment~you~like!

1.7 The IDs

```
The IDs
-------

   IDs generated by IFX:

open_window        - every time a window is opened
close_window       -   "     "  "     "    " closed
window_resize      -   "     "  "     "    " resized
window_move        -   "     "  "     "    " moved
window_movesize    -   "     "  "     "    " moved AND resized (uncommon!)
open_screen        - when a screen is opened
close_screen       - when a screen is closed
disk_removed       - when a disk is removed
disk_inserted      -   "    "  "   "   inserted
beep               - for beep replacement
hourly_chime       - Chime that goes every hour
quarterly_chime    - Chime for the three quarters of the hour

   IDs generated by ARQ Requesters:

warn_write_protected - Volume is write protected
warn_insert_volume   - Please insert volume X
warn_delete          - WB "Are you sure you want to delete these?"
warn_printer         - Printer Trouble
error_task_held      - Guru requester
error_read_write     - Volume has a read/write error
error_general        - Misc. errors
warn_general         - General warnings
query_general        - General queries

   Some ID's for IFX's operation
ifx_kill             - Played on exit
ifx_enable           - IFX activated
ifx_disable          - IFX disabled
ifx_appear           - "Show" button pressed (in Exchange)
ifx_disappear        - "Hide" button pressed (in Exchange)

   IDs I recommend setting up:

cli_open           - When your cli is done loading
startup_complete   - When your startup is complete
new_mail           - When you get new mail
miami_online       - When Miami has established a connection
miami_offline      - When Miami has hung up
```

  To~use~these,~the~simplest~way~is~included~command~"Effect,"~which takes
one~argument:~<ID~to~generate> i.e.:

   Effect >NIL: cli_open

   You can also~create~your~own~IDs~from~toolmanager. The port value
is "PLAY", the command is "id <whatever id>"
 If~you~are~a programmer, please~generate~your~own~IDs~in~your~
programs, and if you tell me about~them,~I'll~add~them to~this~list.

1.8 Programmers' Corner

```
 Info for Programmers, or: How to use IFX from your program
 ----------------------------------------------------------


 Accessing IFX
 -------------

    IFX~currently~has~two~access~methods:~An~AREXX~port,~and~a~public
Exec~Message~Port. ~The~arexx~port~is~called~"PLAY"~for~compatibility
with~UPD,~~and~the~~Exec~Port~is~called~"IFX".

       AREXX Port
       ^^^^^^^^^^


    The AREXX port accepts the following commands:

    ID <ID TO PLAY>   - Play the specified ID
    FILE <FILENAME>   - Play the specified SOUND file
    PREFS             - Reload preferences (when they are updated)

    AREXX messages will also be parsed~as~if~they~were~lines~in~an~ids~file,
so you can add ids and actions and stuff if you want.

    A zero return indicates success.

       EXEC Port
       ^^^^^^^^^


    The Exec port takes messages of the following format:

    In C:                     In E:
    struct ifx_msg {          OBJECT ifx_msg OF mn
       message mn;              cmd   :LONG
       long cmd;                id    :PTR TO CHAR
       char *id;                data  :LONG
       long data;             ENDOBJECT
       };

    The calls to use it would look like:
    Forbid();                 Forbid()
    port = FindPort("IFX");   port := FindPort('IFX')
    PutMsg(port, mymsg);      PutMsg(port, mymsg)
    Permit();                 Permit()

    If you want to use a reply port (now optional), you would then~wait~for
the replied message.

    Filling in the message:
    ^^^^^^^^^^^^^^^^^^^^^^^^


    Set cmd to 0 if you want a reply, or -1 if you want IFX~to~de-allocate
the message for you.  The -1 value is for~"quick-n-dirty"~message sending.
Please note that the message MUST have been~allocated~using AllocMem(), or
IFX will crash when it tries to de-allocate~it.
```

If you set the replyport to a valid port, and cmd to 0, then~IFX~will
reply your message AFTER starting the sound or executing~the~command line.

    Full Source
    ^^^^^^^^^^^

    For more commands and info, look in the AmigaE directory
(included) for the full E source for IFX, so you can know inside and out
the interface; you could even add some stuff yourself. Just tell me
beforehand, and I'll make sure you get the lastest tweaked version of IFX.e,
and then stop development until you are done, and then I'll work with the
changed version.

1.9 Bugs

        IFX Preferences

Bugs & Problems

- is not very nice to use
- does not support "CONFIG" or "CHIMES"
- does not support prefs files other than "s:IFX.ids"
- crashes occasionally

        IFX Commodity

Bugs

  - Someone reported a crash when cut and pasting in the Shell, but it
    disappeared.

Todo

  - Your suggestions will be incorporated, if possible.
  - Add DELAY opion to .ids file (Not soon, sorry)
  - Add MODULE (play a mod.*) to .ids file
  - Add MUI gui. (sigh) This was requested.

History

  - 2.38 Added cycles option in .ids file
  - 2.38 Added Sound Commenter
  - 2.38 Fixed bug in Effect that I stupidly caused.
  - 2.37 Added VOLUME control through ENV variables
  - 2.36 Fixed strange bug - IFX didn't always run
  - 2.35 Added SPEECH command to parser
  - 2.35 Added INCLUDE command to parser
  - 2.30 Added a bunch of message commands (Look in AmigaE dir)
  - 2.22 Fixed input handler so it doesn't crash
  - 2.22 Added default directory option to icon
  - 2.22 Added CHIMES command to parser

```
- 2.21 Fixed disk_inserted and disk_removed so they work
- 2.21 Fixed version info for version command
- 2.21 Fixed up IFX.guide to look better
- 2.20 Fixed hourly_chime: will now chime the hour (optional)
- 2.12 First user registered
- 2.12 fixed timer events bug
- 2.11 fixed "window_resize" that works.
- 2.1  added chimes and preloaded sounds.  Also, a new "message"
       capability is offered.
- 2.1  now has the command "file," which plays the sound file that
       follows (for UPD compatibility.)
- 2.1  now accepts commands in its config file, and configuration
       in its AREX port.  The parser now functions exacly the same
       for both.
```

1.10 Disclaimer

```
 Disclaimer
 ----------

   I~herebye~take~no~responsibility~for~any~damages~directly~or
indirectly~caused~by this~program~or~any~other~item~included~in this
package.~ I~will~not~be~held~legally~liable~for~ANYTHING~this~program
does.

 Copyright
 ---------

   IFX is Copyright © 1997 by Dobes Vandermeer, all rights reserved.
   I wrote this, so don't put your name on it and re-release it.

 Distribution
 ------------

   IFX must always be distributed with at least the executable "IFX",
and the documentation "IFX.guide".  The documentation must not be
tampered with in any shape or form, and I must be given credit for
all parts of the program.  If you find a file where somebody else is
taking credit for the creation and/orcoding of IFX, they are
committing fraud.  If there are any special cases, I will list them
here.  Please note that when I say IFX, I am not referring to
ImageFX, which is made by someone else.
```

1.11 Author

```
 Author
 ------

   I can be reached at:                 My E-Mail address is:
                                         dobes@deathsdoor.com

   Dobes Vandermeer
```

```
   205-45-4th street
   New Westminster, BC
   Canada
   V3L 5H7
```

  FIND THE OFFICIAL IFX HOME PAGE at:

  http://deathsdoor.com/dobes

  Commendations, Love Letters, Signature Requests, etc.:
      Please send them to me! I love it! My wholepurpose in writing
this program was to become famous! if it doesn't make me famous,
then I'll probsbly bail out soon. I's love to see something you've
made.

  Bug Reports:

      When sending bug reports, please include as much information as
      you can, especially:

   - Guru-number(s)   (8000 0004)
   - Guru-task addr. (3B65 32A4)
   - OS version (1.2, 1.3, 1.4, 2.0, 2.04, 2.1, 3.0, 3.1)
   - CPU (68xxx or PowerPC xxx)
   - Computer (500, 1000, 2000, 3000, 4000, 600, 1200)

1.12 Installation

```
 Installation
 ------------
```

   Just use the provided Commodore Installer script.

   If~that~doesn't~work~for~some~reason,~copy~IFX~and~its~icon~to~your
WBStartup~drawer and~this~documentation~wherever~you~like. Then copy
the preferences program and its icon to your Prefs directory.

   Note that the installer script will not intall the point-and-click
preferences editor. You will have to do this yourself, by dragging
its icon from the "prefs" folder to the prefs folder on your
workbench drive.

   Also note that the IFX package does not come with any example
sounds or comfiguration. YOu will have to download these yourself.
You will find them in mods/smpl on AmiNet, as IFX_Big.lha and
IFX_Small.lha. You can also download any more sounds I may have
found at my Web Page (http://deathsdoor.com/dobes).

1.13 Registration

```
 IFX Registration
 ----------------
```

IFX is now just E-Mailware. If you use and like IFX, please send~me
E-Mail, and I will add you to my statistics. If you think IFX stinks,
it~is even more imperative that you send me E-Mail and tell me all about
it.
    When you send mail, please tell me what OS, CPU, and boards you
have, as well as any aoftware you might have running that conflicts
with IFX.

    Infamy (how famous is IFX?)

    There are currently 27 registered users
    There have been 12 bug reports
    * For random IFX themes, you can get RASP, © by Carl Harrison
    * The Volume knob for IFX was provided by Francis Labrie

    CU

    Fame for you

    Written something cool that uses/affects IFX? Tell me about it,
and I'll add to my list, so everybody will download it, and probably
register it. (You never know...)