

SoundJunkie

George Hornmoen

COLLABORATORS

	<i>TITLE :</i> SoundJunkie		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	George Hornmoen	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SoundJunkie	1
1.1	Sound Junkie	1
1.2	Introduction	1
1.3	Requirments	2
1.4	Installation	2
1.5	Configuration	2
1.6	Usage	3
1.7	Supported Software	4
1.8	Submissions	4
1.9	Future Plans	4
1.10	Author	4
1.11	DISCLAIMER	5
1.12	Distribution	5
1.13	History	5
1.14	Credits	6

Chapter 1

SoundJunkie

1.1 Sound Junkie

S·o·u·n·d J·u·n·k·i·e

© 1998 by George Hornmoen

Index =====

[Introduction Requirements](#)

[Installation Usage](#)

[Configuration Supported SW](#)

[Submissions Future Plans](#)

[Author](#)

[DISCLAIMER Distribution](#)

[History Credits](#)

This program is [E-mail Ware](#) !

1.2 Introduction

Introduction

Sound Junkie is a sound daemon for the Amiga OS. It runs as a background task and relies upon other programs to send it messages. Once a message is received, Sound Junkie then identifies it, and plays the corresponding sample (if one is configured for this requester / event type). As Sound Junkie is 100% event driven, it only requires a little CPU time while playing a sound sample.

Currently, Sound Junkie streams uncompressed IFF samples off the HD. While this works fine in most situations the sound may become "broken up", if streaming off a slow IDE drive (if this happens to you, please contact [me](#)). To remedy this problem, a sample buffer will be added to a future revision of Sound Junkie. Please see the [future plans](#) section for more details.

Software which Sound Junkie supports can be found in the [supported SW](#) section. If you have a program which you want to liven up, or are interested in writing a program to patch other events (such as window openings, etc.), please contact [me](#) , as I would love to expand Sound Junkies usefulness.

1.3 Requirments

Requirements

Minimum Requirements

· OS2.1+ · Approximately 40K of HD space

Recommended System

An Amiga with a usable operating environment. To me that means the following: · OS3.1 · at least a 25Mhz 030 · 2 Megs of CHIP RAM · 8 Megs+ of FAST RAM · Graphics Card with either Picasso96 or CyberGraphX

NOTE: You are also encouraged to e-mail [me](#) if you like this program. Additionally all comments, suggestions and requests are welcome.

1.4 Installation

Installation

To install SoundJunkie on your system, perform the following steps:

1 - Copy the SoundJunkie directory to a location on your HD. This directory contains the two executables (rename the one appropriate for your processor to "SoundJunkie"), the documentation, and the example configuration file.

2 - (OPTIONAL) You may want to add this directory to your search path, to make usage of "NotifyJunkie" easier. If you do not know how to expand your search path, please refer to your AmigaDOS manual and look up the "PATH" command.

3 - Create a configuration file, as described in the [configuration](#) section.

4 - Run the main server "SoundJunkie" as described in the [usage](#) section. To install SoundJunkie permanently on your system, enter the following line (anywhere) in your User-Startup file:

```
run >nil: SoundJunkie <configuration file>
```

PLEASE NOTE: The next release of Sound Junkie will include an Installer script for easy installation.

1.5 Configuration

Configuration File

Sound Junkie is configured via a text. A GUI configuration client may be available in the future.

Currently SoundJunkie differentiates several different types of requesters that [KeyReq](#) patches. If you have a suggestion for a requester "type" then please see the [submission](#) section.

LIMITATION! Currently, Sound Junkie will only identify the English locale requesters! Unless you use the default english system, Sound Junkie will not work to it's full potential. To overcome this limitation, the next revision of Sound Junkie will have full locale support via configurable ID strings.

Configuration File: =====

The configuration file is comprised of several keyword - value pairs with optional comments. The format for this pair is:

```
<keyword> <value> ; optional comment
```

Some correct examples are:

```
; This is a comment (using the standard AmigaDOS delimiter)
```

```
ERROR_READWRITE Samples:system/readwrite.iff ; A valid configuration keyword
```

```
ERROR_READWRITE Samples:system/readwrite.iff ; You can use multiple spaces or ; tabs if you wish. Leading and ; trailing whitespace are ignored.
```

ERROR_READWRITE = Samples:system/readwrite.iff ; The '=' is used as a delimiter, ; and ignored

ERROR_READWRITE Samples:system/read write.iff ; WS is allowed in filenames, but ; is generally a bad idea. The ; config file will not be able ; determine leading and trailing WS.

Some incorrect examples are:

Error_READWRITE Samples:system/readwrite.iff ; This is WRONG, keywords are case ; sensitive, and must be in CAPS.

For a complete example, please refer to the accompanying "junkie.config" configuration file.

Keywords

Requester Types: ===== (These keywords are case sensitive, and must be capitalised)

ERROR_READWRITE: Sample for the WB "Read/Write Error" Requester. =====

ERROR_TASK: Sample for the "Task Held" Requester. =====

WARN_DELETE: Sample for the "WB Delete Warning" Requester. =====

WARN_PRINTER: Sample for the "Printer Trouble" Requester. =====

WARN_REBOOT: Sample for "Reboot Warning" Requesters (tested with PicassoModeTNG, ReqReboot, and ScreenTab).
=====

WARN_VOLUME: Sample for the WB "Insert Volume" Requester. =====

WARN_WRITE: Sample for the WB "Write Protected" Requester. =====

WARN_GENERAL: Sample for generic warning requesters (1 button). =====

QUERY_GENERAL: Sample for generic query requesters (2 or more buttons). =====

1.6 Usage

Usage

The Sound Junkie package is comprised of two programs, the main server "SoundJunkie" and the user control client "NotifyJunkie". Currently these two programs MUST be run from a SHELL, they do not support WB execution yet. ToolType support will be present in the next version of Sound Junkie.

SOUNDJUNKIE - Main sound server.

Format : SoundJunkie [VERBOSE] <prefs file> Template : V=VERBOSE/S, P=PREFSFILE/F Description :

V=VERBOSE/S - SoundJunkie defaults to only showing error messages. If this SWITCH is set, SoundJunkie will display it's configuration upon execution and rescans, and confirms receipt of certain messages (not play messages - that would be horribly annoying).

D=DEBUG/S - SoundJunkie defaults to only showing error messages. If this SWITCH is set, SoundJunkie will display the message body it is currently trying to match against (complete with line breaks), and places a '[' and ']' around the message body.

Additional debugging information will be added in future revisions.

P=PREFSFILE/F - This argument must be supplied, and it must contain the full path to the file for SoundJunkie to configure itself.

NOTIFYJUNKIE - User command client.

Format : [VERBOSE] <RESCAN | TEST | QUIT> Template : V=VERBOSE/S, R=RESCAN/S, T=TEST/S, Q=QUIT/S Description :

V=VERBOSE/S - By default, NotifyJunkie only shows error messages. If this SWITCH is set, NotifyJunkie will display messages when sending messages to SoundJunkie, and during the configuration test mode.

One of the following SWITCHES should always be present:

R=RESCAN/S - This SWITCH will make SoundJunkie rescan it's preferences file. This is very useful if you edit the preferences file, and then test the changes. With other programs (such as UPD), you would have to reboot your machine for the changes to be recognised.

T=TEST/S - This SWITCH informs SoundJunkie to go into "test" mode. Once in test mode, it will play the first 2 seconds for each requester type, so you can tell if a sample is configured for that requester or not. The index matches the order in the **Configuration** section. This operation is much more useful if you use the V=VERBOSE/S SWITCH.

Q=QUIT/S - This SWITCH informs SoundJunkie to release the memory it is using, and exit gracefully.

If you forget to include one of the above three switches, NotifyJunkie will default to the RESCAN operation (the least annoying of the three).

1.7 Supported Software

Supported Software

Currently Sound Junkie supports the following Software packages / patches:

- KeyReq by Georg Steger (Aminet - util/boot/KeyReq.lha)

If you want to add sound support to an OS patch (or another program), please contact [me](#) , I will be happy to help.

1.8 Submissions

Submissions

If you feel that a certain requester type should be given it's own sample, please feel free to contact [me](#) . Please make sure to do the following:

- Confirm that the requester is patched by [KeyReq](#) . If KeyReq has not patched the requester, then it is unable to send Sound Junkie a message.
- Include the EXACT message body of the requester. This is used for requester identification.
- Include the number of buttons the requester has. This can be used for further identification in some cases.

Additionally, all bug reports, questions, suggestions, etc. are welcome. Feel free to e-mail [me](#) .

1.9 Future Plans

Future Plans

What does the future hold for Sound Junkie? Here are some plans (in order of priority):

- Full language support via ID strings.
- WB Support via ToolTypes (for both "SoundJunkie" and "NotifyJunkie").
- Installation script.
- Sample Buffer.
- Dynamic loading of different configuration files.
- Locale support.
- AHI version (separate from the standard Paula version).
- GUI preference editor.

If you see something on this list that you like, or can think of something else, please feel free to e-mail [me](#) . These new features will be added faster if I know people are actually using Sound Junkie.

1.10 Author

About the Author

Address : George Hornmoen 339 York Street Apartment #16 Fredericton, NB E3B 3P5 Canada

E-Mail : George.Hornmoen@asg.unb.ca deimos@fundy.net HTTP : <http://www.deimosdesign.home.ml.org>

Development System

Sound Junkie was developed with SAS/C 6.58 on the following system:

Machine : A4000 Desktop OS3.1 CS PPC 604e @ 200Mhz / 68040 @ 25MHz 2 Megs Chip, 48 Megs Fast Picasso IV Graphics Card 125 Meg & 1.7 Gig IDE HDs 12X external CD-ROM Spitfire SCSI II controller NEC 3D MultiSync monitor 14.4k GVC fax modem DSS8+ sound sampler

Environment : DOpus Magellan (WBRM), PicassoIV: 800x600 - 16bit (ProLite/NewIcon palette), Picasso 96 RTG Software (V1.34a), CShell, MUI 3.8, ScreenTab, SoundJunkie

Patches : PatchControl, SoundJunkie, MCP, KeyReq, VisualPrefs

Also the Author of: /game/demo/SGrabs.lha (Aminet) /util/cli/ReqReboot.lha (Aminet)

1.11 DISCLAIMER

DISCLAIMER

THERE IS NO WARRANTY FOR THE SOFTWARE TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE SOFTWARE "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE SOFTWARE AS PERMITTED BELOW, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE SOFTWARE TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

1.12 Distribution

Distribution

Sound Junkie may be freely distributed and reproduced by any means (solely for Amiga computers) provided no more than a minimal fee (of \$2US) is charged.

The related documentation, executables, and any other files related to the Amiga version of Sound Junkie provided by the **author** may only be reproduced or distributed as a complete and unmodified archive as provided by the **author** . Sound Junkie may be included on CD-ROM compilations such as the Fred Fish or Aminet series.

Please Note: Magazine publishers are not required to contact **me** before including this program on cover disks / CD's provided I am accredited for my work.

The original archive should contain the following files:

SoundJunkie000 1.0 (Main executable, 68000 optimised) SoundJunkie020 1.0 (Main executable, 68020+ optimised) NotifyJunkie 1.0 (Control executable) SoundJunkie.guide 1.0 (AmigaGuide documentation) Junkie.config N/A (Example configuration file)

Please see the **disclaimer** !

1.13 History

History

V1.0 - Initial public release.

1.14 Credits

Thanks to...

· Georg Steger for KeyReq. · Markus Castern, Eddie Collins, Trevor Morris, Chris Page, and Ben Steeves for the great fun at The World Foundry (<http://www.worldfoundry.home.ml.org>)

Keep an eye out for our up coming games, "Explorer 2260" and "Maim & Mangle" published by Vulcan Software!