BeepAManiac

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COLLABORATORS

| | TITLE : | | |
	BeepAManiac		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Danny Y. Wong	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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BeepAManiac V0.7 (c) Copyright 1995 Danny Y. Wong All rights reserved.

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1.2   Introduction

First there was DisplayBeep that alerts the user by flash the screen, then
came DisplayBeep with sound extension that alerts the user with a beep or
sampled sound and/or flash the screen. Now comes BeepAManiac, a small
Commomdity that patches the standard Intuition DisplayBeep function.
BeepAManiac lets you play infinite number of sounds. Each time the
DisplayBeep is called, BeepAManiac plays a random sound. This is much more
pleasant to listen then the same old standard boring sound.
BeepAManiac requires WB2.0 or higher. BeepAManiac is very small and uses
very little memory. You can configure BeepAManiac to use from 8K to 128K
size sampled sounds. BeepAManiac can also play two simultaneous sounds at
the same time if the DisplayBeep is call twice in the row.

1.3   To do list

1. Add DiskRemove and DiskInsert events.

2. Select which sounds to play from the list.

3. Any suggestion from you.

1.4   User Registeration

BeepAManiac is Shareware meaning that you have the rights to use
BeepAManiac for a limited time of two weeks. After this date, you must
register BeepAManiac if you want continue to use it.
Registration fees are as followings:
1. $10.00 US per copy US and Canada ONLY
2. $15.00 US per copy Outside of North America (Rest of the World)
3. $5.00 US each additional upgrades. You can include the upgrades
when you register or send in the upgrade fees when there is a
new release. If you have an internet account the cost is free
for upgrades.
When you become a registered user, you will receive the full version of
BeepAManiac with bug fixes and enhancements and crippled codes removed.
Please print the registration form in the 'About' menu item in BeepAManiac.
This is to ensure that it will not be confused with my other shareware
registrations and that you wouldn't end up getting the wrong product.
If ordering by cheque or money order please make payable to: Danny Y. Wong
and mail registration form to:
BeepAManiac
Danny Y. Wong
131 64 Ave N.W.
Calgary, Alberta
T2K 0L9 CANADA
Thank you for supporting shareware authors.
Bug Fixes, Comments and Contact:
Home 403-274-9348 (6:00pm to 11:59pm MST)
Fido: Danny Wong@1:134/101
Internet: danwong@cadvision.com

1.5   Disclaimer

Disclaimer: The author makes no warranties, either expressed or implied.
This program is provided on an "as is" basis and the author will not be
liable for any damages caused or alleged to be caused directly by using
this program. Use at your own risk.

1.6   Copyright Notice

BeepAManiac is copyrighted 1995 by Danny Y. Wong. You as the user
DO NOT have any rights to modify and/or change BeepAManiac in any form
without written permission from the author. BeepAManiac can not be sold or
included in any disk or electric base distribution without written
permission from the author. Permission is granted to distribute the DEMO
version of BeepAManiac as long as the archive remained unchanged.
Illegal duplication of copyrighted software is prohibited.
If you don't like BeepAManiac then write a better one yourself!

1.7   Configuring BeepAManiac

BeepAManiac displays the setup window if you don't already have a preference
file setup. To config BeepAManiac use the hotkey Left-Alt-Control F10 or
use the Commodity Exchange program. Setup Pic
The setup window is straight forward. On the left is a listview that holds
all the IFF sound files. In the middle of the window are buttons.
Directory - Opens a ASL file requester. Select the directory where all the
sound files are located. You can not pick sounds from different directories.
They must reside on the same directory. Path name can not be more than one
word. Eg: Ram Disk: use RAM: instead.
About - Display the about window.
Test - A Toggle button that switchs from test mode. Once toggled you can
single click on the listview and listen to the sound.
Hide - Save changes to ENVARC:BeepAManiac.pref and closes the window.
Quit - Abort all the changes and quit BeepAManiac.
Buffer Size - The size of the sample you want to allocate. Note if you
don't have enough memory don't select higher size it may crash you system.
BeepAManiac handle this error.
Volume - Sets the volume for all the sounds. This setting will over ride
the setting in the sound file. Valid setting 0 - 64.
Note: the other gadgets are disabled because they are not implemented and
may not be in future release.
Left-Alt-Control F10 for the hotkey.

1.8 Demo

This is a demo program only. Only 10 sounds can used. The first 10
sounds from the sound listview will be used. Registered version lets you
use unlimited number of sounds.
Once you have installed BeepAManiac you can run the BeepTest which tests
BeepAManiac. Make sure you have atleast 5 or more sounds in your selected
sound directory for it to make it worth while.

1.9 Installation

If you don't have ARexx running you can't run this rexx script. Go to
Workbench or Shell and start ARexx. Double click on the 'Installation.rexx'
this will copy BeepAManiac to the system's WBStartup drawer. Once installed
you can reboot your machine or double click on the BeepAManiac icon.
Manual Install

BeepAManiac can be run in Shell or Workbench. The best method is to put it
in the WBStartup drawer which it will be automatically be executed during
startup. The first time you run BeepAManiac, you will need to setup the
configuration. Config BeepAManica

1.10 Tips

To make BeepAManiac more enjoyable to listen and useful, I suggest you to
do the following:
1. Use small sample sounds. The best is less than 8K in size.
2. Have different mix of sounds. The more sounds the better.
3. For programmers please call DisplayBeep() when putting up an requester.
This will give the user an indication that attention is needed.

1.11 History

Version 0.7

- Made it a true Commodity.
- Fixed the problem with sound list. V0.6 had a problem when selecting
a new sound list.
- Fixed the problem when playing sounds simultanousely.
- Renamed OK to Hide and Cancel to Quit.
- Default the volume to the highest 64.
- Removed the 256K cycle item.