

085cf990-0

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REVISION HISTORY

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Chapter 1

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1.1 WinSound Document Index

WinSound v1.2

Introduction	Basic Introduction.
Features	Features of WinSound.
Installation	How to install or update WinSound.
ToolTypes	Supported ToolTypes and how to use them.
Usage	How to use this program.
Author	How to reach the author.
Distribution	What you can and can't do.
Version History	Revision Information.

1.2 Version History

Version History:

v1.0 (6.APR.97)

Original public release.

v1.1 (7.APR.97)

Corrected a few minor problems in the commodity as well as added the sample config file to the distribution archive which was forgotten. Fixed a problem with the prefs program not not being able to load the prefs file and. Please keep in mind that in order for you to update the prefs, this commodity MUST be the last to be loaded, otherwise some of the vectors that are patched may be patched by some other program and WinSound will not be able to remove the old and set the new sounds for the changed vectors.

v1.2 (7.APR.97)

Corrected Typeo in Installer Script.

1.3 Distribution

DISTRIBUTION

This software is FreeWare. It is freely distributable as long as the archive remains intact, and only a nominal fee is charged for it's distribution.

This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using it, you agree to accept the entire risk as to the quality and performance of the program.

1.4 Introduction

INTRODUCTION

WinSound was basically written because I didn't like the fact that the other two options out there either 1) weren't free or 2) required external support to work.

I wanted something simple and easy to use, so I sat down and started WinSound. The Prefs program went through a rewrite after the first version was done because I realised that I wanted to add other sound options and I didn't want the extra size of a larger GUI interface. This project took me roughly three days to write. I've just been sitting on it because I've been a bit lazy to write these docs. ;) Anyway, here it is. Feedback and comments are welcome. You can do so [here](#).

1.5 Author

Author Information

Sole programming, debugging, and documentations for WinSound:

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1.6 Usage

USAGE

The commodity itself isn't all that hard to use, just run it. ;) The Prefs program is pretty straight forward as well. Double click to run it, use the defined hotkey, or the Show Interface button from a commodities exchange program.

- FUNCTION - Select the function you would like to set the sample for.
- VOLUME - Sets the volume for this event/sample.
- ENABLED/DISABLED - enables and disables this event.
- S - this will provide file requester for you to select the sample to be played for this event.
- SAVE - Saves current settings and exits.
- USE - Uses current settings w/o saving and exits.
- CANCEL - Cancels all changes and exits.

WinSoundC itself can be enabled/disabled and removed via any commodities exchange compatible interface. Please see the history information for v1.1 for hints on when this commodity should be loaded and what can happen if it's not.

1.7 ToolTypes

TOOLTYPES

Supported ToolTypes:

CX_PRIORITY - The priority of the commodity. Zero should be sufficient in almost all cases and you shouldn't need to change this, but it is supported nonetheless. :)

HOTKEY - This is the hotkey that will activate the prefs program. The default value is "rawkey control lalt w"

PREFS - This is the path to the prefs program. If not set, the default is Sys:Prefs/WinSoundPrefs.

1.8 Installation

INSTALLATION

Friendly Installation

Run the Installer.

Manual Installation

This isn't really a hard thing to do. Just drag WinSoundPrefs

program to sys:prefs and WinSound program to your WBStartup drawer and it will be ran upon every startup.

1.9 Features

WinSound features include:

- Makes use of datatypes for the loading of the audio files.
- Settable hotkey for the prefs program.
- Can be enabled/disabled/removed via any commodities exchange program. Can also be removed via CTRL-C.
- Settable commodity priority
- Easy to use prefs program which can be located anywhere using the PREFS tooltype.
- Standard Installer® interface to ease installation.

NOTE:

- Due to the way that workbench works some of the effects will NOT be played because workbench doesn't follow the standard vector calls like THEY wanted us to follow all the time. The effects that will not work (unless called via a program):
 - WindowToFront
 - WindowToBack
 - SizeWindow
 - ZoomWindow
- These should work fine under other Workbench replacements if they ARE following the normal system calls like they should be per Commodores guidelines.