

08488428-0

COLLABORATORS

	TITLE : 08488428-0		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

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Chapter 1

08488428-0

1.1 TermSFXv3.guide

```
-----  
Welcome to      ( ( ( TermSFX ) ) )      Volume Three!  
                  \ / ~~~~~ \ /  
                  \ /      \ /  
                  \ /      \ /  
                  \ /      \ /  
-----  
" Variety is the spice of life, NOT Basil as many people believe "  
-----
```

```
INTRODUCTION  
~~~~~
```

```
SAMPLE~SCRIPT  
~~~~~
```

```
EXPLAINING~THE~ABOVE~SCRIPT  
~~~~~
```

```
VITAL~INFO  
~~~~~
```

```
ACKNOWLEDGEMENTS  
~~~~~
```

```
CONTACTING~ME  
~~~~~
```

```
~MORE~FROM~ME !
```

~~~~~

## 1.2 Earth is 98% full.....Please delete anyone you can.

### INTRODUCTION

~~~~~

This is really nothing more than a collection of nice sound bytes to use ←
in
conjunction with Term.
Term allows a different sound to be played after good / bad file transfers ←
',
modem connect / disconnect and several other events.
Instead of having the same sound play for its event every time, I use a ←
random
file picker to choose from a directory of appropriate sounds.
I add the example script to my User-Startup file so all the various Term ←
events
have a random, but proper sound on each boot-up of my system.

1.3 My goo ness, this amn keyboar oesn't have any 's!!!!

SAMPLE SCRIPT

~~~~~

Note: Each line is split in two parts to keep it in  
the display. You should put them each on one  
line.

```
;Term Random Sounds
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/TransGood/#?.snd`  

Applics:Telecom/Term/Extras/Sound/Transgood.snd
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/TransBad/#?.snd`  

Applics:Telecom/Term/Extras/Sound/TransBad.snd
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/DisConnect/#?.snd`  

Applics:Telecom/Term/Extras/Sound/DisConnect.snd
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Connect/#?.snd`  

Applics:Telecom/Term/Extras/Sound/Connect.snd
```

```
copy `SYSTEM:c/filepick Applies:Telecom/Term/Extras/Sound/Bell/#?.snd`
      Applies:Telecom/Term/Extras/Sound/Bell.snd

copy `SYSTEM:c/filepick Applies:Telecom/Term/Extras/Sound/Ring/#?.snd`
      Applies:Telecom/Term/Extras/Sound/Ring.snd

copy `SYSTEM:c/filepick Applies:Telecom/Term/Extras/Sound/Voice/#?.snd`
      Applies:Telecom/Term/Extras/Sound/Voice.snd

copy `SYSTEM:c/filepick Applies:Telecom/Term/Extras/Sound/Error/#?.snd`
      Applies:Telecom/Term/Extras/Sound/Error.snd
```

## 1.4 Fill out your tax return with Roman Numerals!

### EXPLAINING THE EXAMPLE SCRIPT

~~~~~

My random file picker is "FilePick", but others should work fine as well. Through ↵
the use of
wildcards, Filepick chooses a random sound byte from the "Transgood" directory, ↵
for example.

This happens within the "" ticks.

The Copy command takes the result of this and copies it to where Term is looking ↵
for the sound
used for that event and renames it "Transgood.snd", which is the name Term is ↵
looking for.
That's it, That's all!

Now, there might be a much simpler way to go about all this, but it's working ↵
great for me!

1.5 My computer NEVER cras

VITAL INFO

~~~~~

#### PLEASE NOTE:

Of course the directory structure of the above script represents MY system and ↵  
you should alter  
it to suit yours. Or better yet, restructure your entire system to match mine and ↵  
it'll work for

sure! ;-)

PLEASE ALSO NOTE:

I take no responsibility for anything negative that occurs as a result of the files in this archive, for example, the Earth getting knocked off its axis. On the other hand I DO take full responsibility for anything good that occurs from the usage of the files in this archive and expect to be paid accordingly!!!! (kidding)

## 1.6 Random patterns can't be!

### ACKNOWLEDGEMENTS

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Thanks to Olaf Barthel for Term, THE Amiga Terminal Program.

Thanks to S.T. Brown for Filepick, Random File Chooser.

Thanks to Edd Dumbill for Heddley, Amiga Guide Creator.

1.7 Disk space: The Final Frontier!

CONTACTING ME

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## 1.8 Hey! Where ya going with my plane!!!!.....NO HARRIER.

Please check out some of my other internet uploads:  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

| Filename      | Location             | Description                                                               |
|---------------|----------------------|---------------------------------------------------------------------------|
| ~~~~~         |                      |                                                                           |
| TermSFXv1.lha | Aminet:<br>comm/misc | A selection of random sfx for use with Term, the terminal program and the |

---

|                   |                                  |                                                                                                                                       |
|-------------------|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
|                   | Aminet 10<br>CD-ROM              | script file to get it to work. This<br>is Volume 1.                                                                                   |
| TermSFXv2.lha     | Aminet:<br>comm/misc             | See above.<br>This is Volume 2.                                                                                                       |
| Rhythmatic.lha    | Aminet:<br>mod/med               | Heavy Metal Hip-Hop Mega Med!                                                                                                         |
| 12thToll.lha      | Aminet:<br>mod/med               | Spooky intro to hard rock to<br>speed rock!                                                                                           |
| Phrantik_MB.lha   | Aminet:<br>game/data             | Rabid! Megaball tune. Doesn't over-ride<br>in game sound effects.                                                                     |
| Rhythmatic_MB.lha | Aminet:<br>game/data             | Heavy Metal Hip-Hop Med modified for<br>use with Megaball!                                                                            |
| GFXgalore1.lha    | Aminet:<br>game/data<br>effects. | Mega Boards for Megaball AGA! All boards<br>form a picture. Lots of 3D & shading ↔<br><br>Most are "computer" and/or "Amiga" related. |

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