

moroncx

Tom Eicher <thomas.eicher@x3network.net>

COLLABORATORS

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WRITTEN BY	Tom Eicher <thomas.eicher@x3network.net>	July 20, 2024	

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Chapter 1

moroncx

1.1 Moroncx

```
Moroncx  
version 1.00  
17-Mar-96
```

This is the commodity which does not suck !

Whatz is all about It ain't human. It can't be reasoned with!

Legal stuff Read that, fartknockers !

Installation Even you can do it.

Usage As if you couldn't guess...

Configuration Let's spank our tooltypes, dude

Sample Packs They rule, boy

Registering Registering's free, so do it!

Todo / History History lessons suck...

1.2 Whatz it all about ?

```
Moron Commodity  
The one which does not suck
```

Basically, this is a programm that will increase the coolness factor of your amiga by severals degrees. If your amiga sucks, this program might work as a de-sukka-pacator.

Right. See, for the Mac there's a program called SimB&B. It will play random Beavis and Butthead samples at random intervals. But Macs suck, because there's no multitasking. So you can either have a Mac which does not suck (running SimB&B) but can't

do anything else or you can have a Mac which sucks.

Well, I got an Amiga which does not suck by definition. It got multitasking, so the only thing missing is SimB&B. Well, actually MoronCX is a lot better than that.

- o It plays your favorite 8SVX samples off your disk drive, you aren't limited to built-in samples
- o You can still work as if it weren't running
- o Like every good CX, MoronCX can be given a hotkey, or be remote controlled via Exchange.
- o You can determine the exact minimum and maximum delay between two samples
- o You can have MoCX shuffle your samples, or arrange them in a order you like
- o It is startable from WB, from WBStartup or from a shell
- o It will always load and save it's config from and to it's icon's tooltypes.
- o You can select a volume which will be calculated into the sample's internal volume level.
- o It doesn't use MUI
- o There will be lotsa ready-to-run sample packs for MoCX

You're still reading ? Reading sucks. Better install MoCX now.

1.3 The Legal Stuff

MoronCX is copyrighted 1995,96 by Thomas Eicher .
Permission to use is granted to everybody.
All rights reserved.

It may be freely distributed in its original form and with this unmodified documentation.

It may not be sold with a commercial product or for more than a small fee or on any other CDROMs than that from Aminet, Fred Fish or Meeting Pearls.

This program was written to the best of my knowledge, still I cannot and will not guarantee anything, not even fitness for a particular purpose and certainly will not be liable for any damages caused by it.

If you are the programmer of a shareware product for the Amiga, I consider it only fair that you send me a registered version and/or a keyfile for your product.

If you use this program regularly, please send me an email and consider registering.

Triton is (C) by Stefan Zeiger

1.4 Installation

Installation is so easy even you can do it. If you haven't Triton installed yet (or you aren't sure), double-click on the Installer Icon in the Triton drawer.

In any case double-click on the installer icon in the MoronCX drawer. The installer script will put MoronCX in your WBStartup drawer, so it is started automatically upon the next reboot.

Manual installation isn't much more complicated either. Just shove MoronCX, MoronCX.info, MoronCX.guide and MoronCX.samples to a place you want, like C: or Work:MoronCX/. Or you can put in in your WBStartup drawer.

A sidenote:

It is quite tiring to add all samples using that ASL requester. You can create a valid moroncx.samples file using the following shell command:

```
List >moroncx.samples YOURSAMPLEDIRHERE: lformat "%p%s"
```

Run it in the Dir MoronCX is installed in. Replace YOURSAMPLEDIRHERE with your sampledир. Complicated, huh ?

1.5 How it all works

So it's best you start MoronCX now. You can do this by either double-clicking it's icon or by starting it from a shell. MoronCX will always act as if started from Workbench (!).

You will see this picture:

```
+o-Moroncx-----x-x+
|                                     |x|
|                                     |x|
|                                     |x|
|                               (13)  |x|
|                                     | |
|                                     | |
|                                     |^|
|                                     |v| | | | |
|---|---|---|---|---|---|
| New(7) | Del(8) | Up(9) | Down(10) | Shuffle(11) | Test(12) |
|-----|
|Volume -----(5)-----x---- nn | (6) AutoShuffle
|-----|
|Moronic Delay Min | (3) | sec, max | (4) | sec
+-----+
|Hide(1)                                     | Quit(2)
+-----+
```

You can select any of the operations by pressing the underlined letter.

- 1 Hide: This Gadget will hide the GUI and send MoCX to work. If there are no samples in the list (13), selecting Hide will terminate MoCX.
- 2 Quit: This Gadget will terminate MoCX. Changes to the sample list will be written to disk, changes to the config will not be written to the icon.
- 3 Min Delay: This is the minimum pause between each sample, in seconds. You cannot go below 1.
- 4 Max Delay: This is the maximum pause between each sample, in seconds. You cannot go below min, of course.
- 5 Volume: This volume setting will be calculated into the volume set in the sample. A volume of 64 means playing at the volume that is written in the sample file. To decrease the value by keyboard, hold shit when pressing the shortcut.
- 6 AutoShuffle: If this is on, the sample list will be shuffled each time MoCX is finished playing a sample.
- 7 New: Will add a sample to the list. MoCX remembers the path you use in the file requester. Writing the config will store it permanently.
- 8 Del: Will remove a sample from the list. It will not delete the file on disk.
- 9 Up: Will move the sample upwards in the list. Doesn't matter when you're into autosshuffle, does it ? ;-)
- 10 Down: Will move the current sample downwards in the list.
- 11 Shuffle: Will perform a shuffle on the list
- 12 Test: Will play the currently selected sample.

Holding down the right mouse button will present you the following menu:

```

Project
|-----|
|About (1)
|About Triton (2)
|-----|
|Reload Sample List (3)
|Check all Samples (4)
|Save Sample List (5)
|Write Prefs to Icon (6)
|-----|
|Quit (7)

```

- 1 About: Will display crucial info about the program
 - 2 About Triton: Will display info about Triton, my layout engine of choice. Fight crap software, don't use MUI.
 - 3 Reload Sample List: Will load the sample list as stored on disk. Changes to the list will be discarded.
 - 4 Check all Samples: This will load and parse all samples in the list, but not play them. If a requester pops up, the currently selected item cannot be played. You might have to use the arrow gadgets to find the selected entry.
 - 5 This will save the sample list to disk, as will exiting.
 - 6 This will write the configuration information to the Icon's tooltypes. If there's no Icon, no Preferences can be saved,
-

of course.

7 This will exit MoCX, as will selecting the windowclose gadget.

1.6 Configuration

Additional configuration: Select the MoronCX Icon, then select "Information" from Workbench's "Icon" menu. You will be presented a list of tooltypes that looks like this:

```
(written automatically) (1)
AUTOSHUFFLE=YES (2)
MINDELAY (3)
MAXDELAY (4)
VOLUME (5)
CX_PRIORITY (6)
CX_POPUP (7)
CX_HOTKEY (8)
SAMPLEDIR (9)
```

- 1 (written automatically): This is not a tooltype but a reminder that MoronCX itself will write to this file. Entries not understood by MoCX will not be preserved when you select "Save Prefs to Icon" from the menu.
- 2 AUTOSHUFFLE: This will tell wheter autoshuffle should on or off by default. Possible values: YES, NO. Can be selected in the GUI.
- 3 MINDELAY: This is the default minimum delay in seconds. Possbile Values: every integer between 1 and max(ULONG). Can be selected in the GUI.
- 4 MAXDELAY: This is the maximum delay in seconds. Possible values: every integer between min and max(ULONG). Can be selected in the GUI.
- 5 VOLUME: This is the default volume. Possible values: every integer between 0 and 64. Can be selected in the GUI.
- 6 CX_PRIORITY: This is the commodity priority which will determine the position in CX's input chain. Possible Values: -120 through 120. Can not be adjusted in the GUI.
- 7 CX_POPUP: This determines wheter MoronCX will go into the GUI mode or into the running mode when started. Possible values: YES, NO. Can not be adjusted in the GUI.
- 8 CX_HOTKEY: This determines which key will make MoronCX pop up it's GUI. It defaults to "rawkey control lamiga ramiga f1". Try and press this combination now :-)
So if you don't want a hotkey, select the hotkey mentioned above. Or delete the tooltype entry entirely. DO NOT PROVIDE A HOTKEY TOOLTYPE WITHOUT A VALID HOTKEY STRING OR AN EMPTY STRING!
- 9 SAMPLEDIR: This is the default path that the filerequester for the "New" Gadget will pop up with. Possible Values: any valid AmigaDOS path. Will be remembered from the GUI.

1.7 Registering

So you like MoronCX ? Great, then I'm not the only geek around. Like every other geek, I'd like to know how many people are actually using my program. I realize nobody would pay money for a CX like this (although people pay lotsa \$\$\$ for crap screen savers on PCs), so all registering takes is sending me an (e)mail. See below for a fill-out form.

So what's the deal for you ? Well, there will be a registered version for those who contact me. The registered version will be remote controllable meaning that you can play either a random or a specific sample from your shell- or Arexx-scripts. Imagine playing "Welcome to the Jungle" upon booting, the BnB phone sex sample upon starting term, or an extra-cool sample every full hour. The possibilities are endless. If you got other good ideas for the registered version, include them in your mail.

Print, snap or copy the following letter, fill it out and send it to me at <t.eicher@hsp.owl.de> or <t.eicher@amc.cube.net>. Snail mail is Tom Eicher, H-Schmidmayer 26, 85435 Erding, Germany

--8<-- snippitispip --8<--

Dear Tom,

I have chosen to follow the path of the Great Cornholio. The streets shall flow with the blood of non-believers !

My Name is

I am years of age and live in the

country of

I think MoronCX (tick one)

[] rulez [] rulez a tiny bit [] does not rule at all [] sux

I got my copy from (tick and fill out)

[] from Aminet
[] from the CD
[] from a friend

I think the registered version shall be controllable via

[] a small program that takes arguments to send to MoronCX
[] an Arexx port

I would love to see the following feature in the registered version or the next release

I discovered the following bug in version :
.....
.....

My favorite sample is



Yours,

.....

-->8-- snippitispnip -->8--

Thank you, you may go'n spank your monkey right now.

1.8 Whatz left to do / program history

Probably planned for probable future releases:

- o Multiselect for the "New" filerequest
- o Localization

Program history

1.0 (17-Mar-96)

This is the initial release. What history do you expect, fartknocker ?

1.9 Tom Eicher

My name is Tom Eicher, and if you're a true geek, you can read all the info you want about me in the following lines:

```
GB/IT/L/O/AT d++$>--- s+: a-- C++$ U*+>+++ P- l>+++ E---
W++>+++ N++ K w--->---- O++ M+ !V PS+++ PE Y+>++
PGP++>+++ t+++@ !5 X? R++>- tv+(-) b+++ DI? D---(----)
G e+(*) h! r@ y+(*)
```

If you want to learn the geek code, you will find a copy at <http://royal.owl.de/~eicher/geek.doc>

You can see my ugly face at <http://royal.owl.de/~eicher>.

You can email me at t.eicher@hsp.owl.de, t.eicher@amc.cube.net and probably teicher@limburg.mch.sni.de.
New: thomas.eicher@x3network.net should be fast as hell.

You can snail mail me at Tom Eicher, Hans-Schmidmayerstrasse 26, D-85435 Erding, Germany. Don't even think about phoning !

1.10 Stefan Zeiger

Stefan Zeiger
s.zeiger@laren.rhein-main.de

Author of Triton, and happy owner of a new P130 running Linux. Let's hope he will find back to the true ways of the Amiga !

1.11 Sample Packs

Several sample packs will be available for MoronCX. A Beavis and Buttthead Pack will be uploaded simultaneously with MoronCX1.0 to Aminet:util/cdity/MoCX_BnB.lha

If you want to create an official sample pack yourself, say, for Monthy Python, Star Trek, whatever, send me a mail and I'd be delighted.