



Randomizer

by Jon Pugh

This file is the documentation for Randomizer, an INIT that can be placed in the System Folder of an HFS startup disk along with some other optional folders and files. Their function is to:

- 0) Show your StartUpScreen (the System does this).
- 1) Play the MacNifty SoundCap file named StartUpSound (SoundInit does this part).
- 2) Make the SoundCap file BeepSound replace your system beep (BeepInit does this part).
- 3) Make your file named StartUpScreen into your permanent desktop (Randomizer does this part).
- 4) Change all three of those files so that they will be different next time you startup your Macintosh (Randomizer also does this part).

Steps 1 & 2 are optional by using the other two INITs that are included (aSoundInit & BeepInit) with Randomizer.

Simple Instructions

Place the three INITs, **Randomizer**, **SoundInit**, and **BeepInit** in your System folder. Place a **StartUpScreen** in your System folder. Place two sound files named **StartUpSound** and **BeepSound** in your System folder. Place some startupscreens in a folder named **Screens**, some startupsounds in a folder named **Sounds**, and some beepsounds in a folder named **Beeps**.

Reboot your machine.

You may leave any of these files or folders out and the others will still be used.

MFS versus HFS

Randomizer needs HFS folders to isolate the files that it is to choose from. If you are running MFS (400K disks) then you can still use **Randomizer** but you will not be able to change screens, sounds, or beeps, so do not bother with additional sound or screen files (it is generally impossible to fit very many sounds on an MFS disk anyway).

Detailed Instructions

This all involves a bunch of preparation for it to work. First of all, you need to have a file named **StartUpScreen** in your system folder. It should have been created by one of the popular utilities that creates StartUpScreen files. Bill Atkinson wrote one and there are a number of others. If worst comes to worst and you live in a Mac public domain wasteland you can buy SuperPaint™ from Silicon Beach Software. It can make StartUpScreens.

Next you must have another folder in your system folder named **Screens**. This contains other StartUpScreens with other names. It can contain any number of files. The INIT will pick one of these and copy it into **StartUpScreen** after it plays the **StartUpSound** file that is discussed next.

Now for the sounds you must have a sound file to play. It must be in your system folder and named **StartUpSound**. Sounds can be obtained from a local enthusiast or, once again, you can go out and buy MacNifty's **SoundCap** hardware and software. It's a good deal, so this isn't such a silly idea. I recommend TV show themes and other recognizable things. The file "**SoundInit**" plays them. It is named that way so that it will play before **Randomizer** and **BeepInit**, since they run in alphabetical order and spaces are first.

The new sound to be copied into this file after it is played is picked from the folder **Sounds** that must reside in your system folder. Do you see a pattern emerging here?

The file **BeepSound** contains the sound that will replace your system beep. This can be anything from HAL of 2001 to "expletive deleted" The source of it's replacement is a folder named **Beeps**. The **BeepInit** file will do the actual work. Now you are ready to play.

In all cases the files will be written over by a file in the folders, so do not make any of the files, **StartUpScreen**, **StartUpSound**, or **BeepSound**, be an original file. All three of these should be duplicates.

Tricks and Options

You knew that couldn't be all, didn't you? Well it isn't. I have added a few other capabilities.

You can skip the randomizing/copying process, which can be somewhat time consuming, by holding down the Option key. Start holding it down as the **StartUpSound** plays and keep it down until the menu bar appears. This also is a good way of keeping the present setup for the next reboot.

Randomizer will show you the names of the files it is copying. This will be the setup next time you reboot. If you do not want to see this information, hold down the Command key after the **StartUpSound** plays and it will stop showing it to you. Hold the key down next time to make it start showing it again.

You can also make **Randomizer** show you the setup that it made for next time by holding the Command and Option keys down while double-clicking on **Randomizer**. It will use a much bigger window and New York 24 if it is present or Geneva 24 if it isn't.

You can create sets of files that will go together. If you have a screen, sound, and/or a beep, you can give them all the same name (but leave them in the different folders) and once **Randomizer** picks one it will pick the others. For example, if you made a screen, sound, and beep all named **Batman** then when it picked the screen, it would also pick the same sound and beep. You do not need to have complete sets though, although they must be grouped Screen & Sound or Sound & Beep if you only have two. The most common use I foresee is the Screen & Sound combo. For example, the Batmobile and the sound of Batman and Robin that goes with it.

This has one possible drawback, a random screen can still use the grouped Sound or Beep. To make a Sound or Beep only able to be used with it's group, I added a naming convention. Any files ending in **.Only** (any capitalization) can only be used as a combo. You cannot group Sounds together this way, you must use a Screen or the files will never be used. In this way I have **Batman.only** in my Screens and Sounds folders. They will only be used as a group, never seperately.

To disable any of the INITs (SoundInit, BeepInit, or Randomizer), merely drag them out of your System folder. Put them back to enable them again.

Where did this stuff come from?

The BeepSound INIT and the StartUpSound INIT are from MacNifty. They were released into the public domain. I have included them here for your convenience.

The Background INIT came from an INIT named BackDrop that came to me from the misty gray reaches of the Mac world. I do not know it's author, but I thank him for giving me this idea and I invite him to write.

The Batman icon came from the Icon Hacker without permission.

The SwitchStuff INIT was written by me in Lightspeed Pascal. I have released it into the public domain so feel free to give it to your friends, but please give them this document so that they will know about the nifty features.

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