

# **The Lights Go Down**

## **Sound Extension**

Requirements (Hardware, Software)

Configuring sounds

Adding sounds

Copyright

## Requirements

The LGD Sound Extension requires a driver capable of playing .WAV files.  
You may use sound cards or your PC speaker. A Microsoft driver for the PC speaker is included on disk.

### Installing a sound driver

Run **Control** and select the **Driver** icon.

Select **Add**.

Select the driver you need from the list (or **Other driver** for those not in the list).

To install the driver for the PC speaker, you have to select **Other driver**. Enter **A:\SPEAKER** or **B:\SPEAKER** respectively, depending on which disk drive you are using.

Once the driver is installed, you may configure sounds for some Windows events.

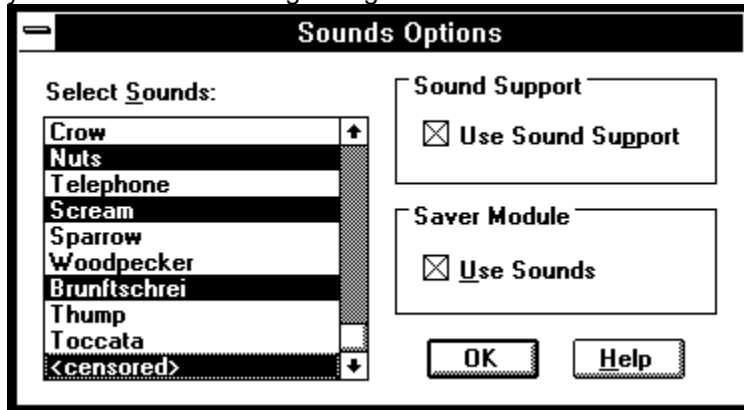
## Configuring sounds

Some screen savers (i.e. PuckMan) use hard coded sound effects. You may choose whether you want to hear sounds.

The other savers play sounds which they randomly choose.

For each of the savers TArty, Haystacks, Mover, Boxes, Bubbles, Gummyworms, Game of Life, Moonbase and Quotations you may configure an individual sound program.

If you select the **Sounds ...** button in the Options dialogue of one of the 7 screen savers named above, you will see the following dialogue:



Just click the elements for further information. Keyboard: select with TAB and open a popup window with ENTER.

**Tip:** If you clear the **Use Sound Support** check box in this dialogue, all LGD screen-savers will be silent. This is a convenient way to make all savers quiet.

## Select Sounds

Click on the sounds to include them or exclude them respectively.

To play a sound, just double click it.

This list of sounds affects only the selected screen-saver.

## **Sound Support**

This setting affects all screen-savers.

If you clear this box, all screen-savers will be quiet.

## **Saver Module: Use Sounds**

This setting switches the sounds for the active saver on or off.

To hear sounds, **Use Sound Support** has to be selected as well.

## **OK**

Use this button to close the dialogue.

You may hit ESCAPE (or double click the system menu) to cancel.

## Help

This button invokes help for the dialogue..



## Adding Sounds

The file WEEP\_SND.INI lists the sound files that LGD will use.

The **[Sounds]** sections lists all sounds by number. For each number, a descriptive name (shown in the configuration dialogue) and the name of the file are given.

The filename may be fully qualified. If only the filename without its path is given, LGD will search for the file in the directory given in the **SoundDir** line in the **[General]** section.

The **cSounds** line in the **[General]** section has to be changed if you add new sounds.

Changes should only be made while LGD is not running. Just re-start LGD after saving the .INI-File and the changes will be effective.

**Note:** Do not change the 20 pre-defined entries. You may delete the sound files to save space on hard-disk but do not change these entries or PuckMan may produce unexpected sounds (#18 after start, #20 while running).

# Copyright

19 der verwendeten .WAV-Dateien entstammen einer Shareware-Diskette, die von der Ziff Verlag GmbH zusammen mit Windows-aktiv 6/93 vertrieben wurde.

Eine .WAV-Datei wurde mir von J.P. Hoffmann zur Verfügung gestellt.

Programmcode und Beschreibung:

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Die Klangerweiterung zu WEEP ist Shareware.

Sie darf zusammen mit WEEP (Shareware) für die Dauer der Testperiode eingesetzt werden.

Sie darf mit einer Vollversion von WEEP ohne zusätzliche Registrierungsgebühr eingesetzt werden, sofern die Vollversion entsprechend dem Lizenzvertrag eingesetzt wird.

