

These are the .nibs I use in the WorkSpace on my machines at home. (Some run 3.0, others run 3.1)

The proper .nib should be copied into the directory: (it's same directory for both 3.0 and 3.1, but the .nibs are different; if you use the wrong .nib I don't think anything will die, but to be safe, I recommend you use the right .nib for your OS version)

`/usr/lib/NextStep/Workspace.app/WM.app/English.lproj`

To copy the .nibs, you'll need to be root. I recommend that first you rename the original .nib to something like Workspace.old.nib so that you can revert back easily if something breaks.

The 3.0 .nib contains the "Elvis Has Left the Building"¹/₄° sound and the 3.1 .nib has the toilet flushing. (For the toilet flush to be more realistic, you might want to try the enclosed toilet Icons...)

As a bonus prize, I have included the various recycler replacement icons from the SuperHack application. These can be placed in lieu of the icons in `/usr/lib/NextStep/Workspace.app/WM.app/trash*tiff` with some careful renaming. Enjoy!

These are identical to the .nibs in the NeXT release of the OS except that I have added a sound to the recycler. If you want to change the sound, you can do so in InterfaceBuilder by changing the sound on the button, or you can delete the sound from the .nib and make a link of the same name to the sound of your choice. For easy changing on my home systems, I have the sound in the .nib linked to `/LocalLibrary/Sounds/RecyclerSound.snd` and then I just change the sound in `LocalLibrary/Sounds` when I want a new noise.

I'd have made up a slick install script for all this, but I have run out of time. If someone else wants to take this further, and spiff it up properly, you are welcome to do so.

Warning: doing this will create a minor bug in `WorkSpace`'s "Empty Recycler" button will not go gray when the recycler is emptied. This is no big deal, since clicking it with an empty recycler will play the sound again, but have no other bad effects that I'm aware of.

If anyone would like to hack the binary to fix this, be my guest. The problem, I think, is that the "sender" argument of the recycle message is what gets disabled when the trash is emptied, and therefore since the button with the sound on it is sending the message, that button is the one that is getting disabled instead of the menu item. Or perhaps Workspace searches for a menu item with a particular target or action and isn't finding it anymore. Either way, if you manage to patch the binary to fix this, let us all know! I don't feel it worth trying to fix¼

This modification only adds a sound when you actually empty the recycler. What I'd like to see is for NeXT to add a system/WorkSpace dwrite for paths to three sounds to play, at these times: (1) something is dragged over the recycler and the animation starts, (2) when something is dropped into the recycler and accepted by the recycler, and (3) when you empty the trash from the recycler (which is what this mod catches). Those three sounds would allow for a lot of creativity and would let us have a little fun! Another good spot for a sound would be if something is taken away from the recycler before dropping it in, or when you move something out of the opened recycler panel. A dwrite to a .anim for the recycler image would also be great. All this would be so much better than hacking the .nibs. And I'll keep hacking .nibs until NeXT fixes these most important deficiencies! :-)

Real warning: You're changing the standard NeXT distribution if you do this. You risk making something break really badly if you do it wrong! If you screw up your system, don't blame me, as I will accept no blame or responsibility for anything you do that I would consider dumb. IF ANYTHING GOES WRONG IT'S YOUR FAULT, SO DON'T BLAME ME. If it goes right, consider yourself lucky. That said, this works for me, and I use it on my system, and all the NeXTs at BYU are now noisy recycling, too, so I don't expect anything to go horribly wrong on your system. But beware, anyway!

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