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AlphaSound 1.0.2

What it is
AlphaSound is a new type of system extension made possible by Apple's System 7. It is a system extension, but it *is not* an "INIT." Rather, it is a background-only application that launches when you start or restart your Macintosh computer. Since it is a background-only application, it need not include any provision for interaction with you, the user, so it can be a very small file; because it is a true application and not an "INIT," it is very unlikely that it will conflict with other system extensions.

What it does
The purpose of *AlphaSound* is one that has traditionally been done by "INITs"—it plays a sound when you start up your Mac. *AlphaSound* **requires** the new Sound Manager and the new FileManager in System 7. Since it is not an application in the traditional sense, you will find it hard to launch under previous systems, yet, even if you do manage to do so, *AlphaSound* will politely check its operating environment and silently quit. *AlphaSound* plays the sound asynchronously— that is, the sound plays while your Macintosh computer continues to do other tasks.

Installation

To install *AlphaSound*, drop it into your System Folder icon: the folder that looks like this—

Don't drop it into the open window of your System Folder.

AlphaSound does not come with any sounds. You must provide a sound for it. If no sound is available when *AlphaSound* looks for it, *AlphaSound* will silently quit. *AlphaSound* looks for a sound named "StartUpSound" (without the quotation marks, of course). This sound may be located in one of two places: in your System File or in the Preferences folder.

Installing the Sound in the System File

Double-click on your System file, or open the Sound Control Panel. In the System file, you can

rename a sound to "StartUpSound," or you can drag a sound file   into your System file. In the

Sound Control Panel, you can paste a sound from a sound application or you can (on some Macintosh computers) directly record a sound. Name the sound "StartUpSound."

Installing the Sound in the Preferences folder

It is easier to use the Preferences folder. Drop a sound file   into the Preferences folder, which

is located *within* the System Folder. The sound file must be named "StartUpSound."

Limitations and requirements
As shipped, *AlphaSound* can play a sound up to about 225K long. A sound in the System File takes precedence over one in the Preferences folder. Therefore, you should not have a StartUpSound in both places. Although *AlphaSound* plays asynchronously, it can take a noticeable amount of time to read the sound from the disk. When *AlphaSound* is making sounds, however, control of your Macintosh returns to you.

AlphaSound requires features that at present are available only in System 7. Although the new Sound Manager is a part of System 6.0.7 and System 6.0.8, *AlphaSound's* use of the Preferences folder requires a feature present only in System 7.

AlphaSound has been tested on a Macintosh II, a Macintosh IIcx, and a Macintosh SE. It should work on any computer running System 7. If it doesn't, let me know.

Q&A
Q: Hey, can't I just put a sound file into my Startup Items folder (inside the System Folder) instead of using *AlphaSound?*
A: Yes, if you do that, the Finder will play the sound, but it will play it *synchronously;* you'll be unable to do anything while the sound is playing. *AlphaSound* plays the sound *asynchronously;* your Macintosh will run more slowly while the sound plays, but you will be able to use the computer.

Technical information
Some of the code in this program originated with Mr. Jim Reekes of Apple Developer Technical Support. Apple and Mr. Reekes graciously allow others the use of Mr. Reekes's SoundUnit software.

The name that *AlphaSound* looks for is stored in an 'STR ' resource with ID 128. You can change it with ResEdit.

If you need to play a really huge sound, you can increase the memory allocation by editing the SIZE resource with ResEdit.

Distribution and disclaimer
AlphaSound is Copyright © 1991 by Fred Condo, Ph.D. *AlphaSound* may be distributed without payment to the author under the following conditions:
- This program is offered free for the benefit of the Macintosh user community. Therefore, no money may be charged for *AlphaSound*. This software may not be made part of any compilation for which a fee is charged. The limitations in this paragraph do not apply to reasonable fees charged by non-profit Macintosh User Groups.
- *AlphaSound* may be distributed only unmodified and only if accompanied by this document.
- If you like and use *AlphaSound,* send me a postcard of your home town.

In consideration of the fact that *AlphaSound* is a freebie, the author disclaims all responsibility for the program's failure. If it ever fails, let me know the circumstances of the failure by e-mail, mail, or fax, and I might fix it if I have the time.

That we need disclaimers on free software proves that we live in a sick society.

Version history
1.0   Initial release.
1.0.1   Fixed a bug that should have prevented the program from playing any sound, but prevented only some sounds from playing.
1.0.2   Fixed a bug discovered by Scott Garrett. When the sound was in the System File, *AlphaSound* would crash due to an uninitialized variable.