

SFX

COLLABORATORS

	<i>TITLE :</i> SFX		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

SFX

1.1 Contents

```

*
*          #####  #####  #  #
*          # ....  #.....  # # .
*          ###     ###     # .
*          ..#     #...    # #
*          ##### . #.     # . #
*          .....   .       . .
*
*****
*
*          V 3.3x By Stefan Kost
*
*****

```

0 Introduction

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1.2 0.1 What is SoundFX ?

0.1 What is SoundFX ?

SoundFX (from now on "SFX") is an editor for digitized audiodata (samples). SFX is built in a modular way and features a comfortable GUI (Graphic User Interface). With SFX you can add effects to your samples and edit them extensively. Here's an overview of its features :

- * about 50 operations featuring lots of parameters und possibilities for modulation such as :
 - * -->!!!! 64-Band Equalizer !!!!<--
 - * -->!!!! Sample-morphing !!!!<--
 - * -->!!!! HQ - PitchShift !!!!<--
 - * Soundsynthesis
 - * AM-Synthesis (Amplitudemodulation)
 - * CS-Synthesis (Compositesynthesis=Additive und Subtraktive Soundsynthesis)
 - * 3D-Cube-Parametermodulation (Mix, Equalize)
 - * Effects e.g. Hall, Echo, Delay, Chorus/Phaser, Morph, Pitchshift ...
 - * Operations e.g. Resample, ZeroPass (FadeIn/FadeOut), Middle, Amplify, Mix, DeCrackle, ConvertChannels ...
 - * 2D/3D-Spectrumanalysis
 - * very good filters und boosters with resonancy !!!
 - * several types of modulation
- * internal Signalhandling of 32/16bit
 - * 32bit/Floatingpoint for FX calculation
 - * 16bit in the Samplebuffer (more than adequate for sampledata)
- * good quality playroutines
 - * 8 bit standard player
 - * 14 bit cascade player (without additional Hardware)
 - * 14 bit callibrated cascade player (without additional Hardware)
 - * plays 16bit samples direct from the Fastram with use of a small (max 1 kByte) Chipram-buffer
- * conversion of several Soundsampleformats
 - * IFF-8SVX/16SV/AIFF/AIFC/MAUD, RAW, RIFF-WAV, VOC, SND-AU, ...
 - * with compression-support
- * works in Mono, Stereo und Quadro !!!
- * operations are non-destructive, so the sourcesample will be neither overwritten nor deleted
- * extensive number of cut-functions
- * freehand-edit
- * flexible screendisplay
 - * number of samplebuffers limited by your system only
 - * every sample has its own window, with changable position und size
 - * smooth variable zooming (can be <1.0)
- * AmigaGuide-OnLine-Help by pressing the "HELP"-key in any window
- * AREXX-Port with many procedures and functions
- * system-oriented GUI
- * font- and screensensitiv
- * modular concept, so you can have as many
 - * Player- (3 actualy built in)
 - * Loader- (11 actualy built in)
 - * Saver- (10 actualy built in)
 - * and Effectmodules/Operators (48 actualy built in)
- as you like (at this time the above number of modules is built in)

In the unregistered version saving of samples is not available !

1.3 0.2 Requirements

0.2 Requirements

The program runs on all Amiga computers with AmigaOS 2.0 or greater. As some effects rely heavily on CPU power (or FPU for those who have it:) and the GUI can become very complex, an accelerator card is recommended. In addition to this memory usage can increase greatly with use of 16/32 bit processing. Furthermore I recommend you to use version 3.1 of the Amiga operating system, because SFX uses the new features.

If SFX is executed from Shell the stack should be set to 40000 Bytes, as the program might crash otherwise. Use the 'stack 40000' command to set the stack-size.

1.4 0.3 Copyright

0.3 Copyright

Program : SoundFX
Documentation : guides/*.guide
Data : envelopes/*.
eqshps/*.
synths/*.
workshop/*.
Installscripts : Install-SFX*
Keyfile : keyfiles/sfx.key
(C) Copyright 1993-1996 Stefan Kost. All Rights Reserved.

No warranties will be given for full functionality of the software. Furthermore I accept no liability for damage because of misuse.

If you found any mistake in the program, then please contact me with a description of it. I'll try to fix it soon as possible.

The program package, except of the keyfile, is freely distributable. It's even desired to spread it, as long as the fees are not more than 5.- DM or \$3.-. If you want to spread the program in compilation or series, please contact me and ask for permission.

This demo-package could be relased at the following disk-series of CD's without previous request.:

Aminet CD
Fred Fish CD
Saar PD-Series
Time PD-Series
Amiga-Magazin PD/CD

amigaguide.library

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1.5 0.4 Registration

0.4 Registration

Ok folks here it is. The pricetag (yuck!). There's no saving of all your great work in the non-registered version, so you girls and guys mmmmmmmight as well get the chance to have it all.

So what's going to be. Stefan put all this work into this nice program and he's working at it all the time.

It really is up to him then you see. Nono. No "why don't ya mail yours to me and I'll send you a sixpack of ..." or something like that, 'cause your letter'll get trashed (or deleted) faster than you can say "burned at the stake".

Stefan has every right to put a price tag onto such a big and complex piece of software. Hey it's not Imagine so there's no "for a \$1000 it CAN be yours!". Play around with it. See what you like, what you don't. Write that down and e-mail it to Stefan (or me, I'll relay everything to him). After you've had a swell time, think of what it would be like to have it all on disk. All your hard work not gone when you exit SoundFX or reach down to hit that switch. Think about it ... you can save 16-bit stuff. Convert just about anything into anything, perform dozens of mutilating operations on those innocent samples, twist 'em to your hearts desire. Imagine your friends awe at your samples quality. This is the best in effect software and it won't cost ya \$200.

If Stefan doesn't put a price tag in here I guess you should write an e-mail to him and ask. Tell him what you don't like about the prog, while you're at it. And say what you like aswell. The guy deserves a patt on the back for it.

So, I'll leave you in the capable hands of Stefan now. He'll give you his address and phone number and way you can send the truck of cash to his place.

AiRoN - English translation of Documentation and Tracking
(Can you say Protracker ? - I thought you could)

(Stefan continues writing ...)

Thanx AiRoN - I think everybody knows now thats a good idea to register and here comes the actual price.

If you like the demo-version, please register.

You have to pay ONLY :

30.00 DM

25.00 US\$

15.00 £

5 bars gold pressed latinum

(Of course you could pay more :-).)

Please send me you data like full name, address. After that I'll send you a disk including :

the newest programversion

your personal keyfile

With this keyfile all functions in the program will be available. The keyfile contains your personal data. That's why you mustn't copy that. Of course do accept newer versions of SFX this keyfile too.

Furthermore there'll be an special, to you hardware adapted version, at the disk. So please let me know what kind of CPU/FPU works in your machine (, if you don't do that you'll get the 68000'er version).

The payment could be cash or transferring the money to the following account.

Stefan Kost
Holbeinstrasse 1
04229 Leipzig
Germany

Stadt- und Kreissparkasse Leipzig
BLZ: 860 555 92
KTO: 1867809822

If there are any questions left - CONTACT ME.

e-mail : kost@imn.th-leipzig.de
phone : Germany (0341) 4801589
irc : sometimes #amigager / #amiga
nickname : ensonic

1.6 1.1 General Information

1.1 General Information

Start SoundFX by double-clicking the SoundFX-Icon. SFX opens its own screen. It is this screen where all operations take place. This screen is a public-screen, that means other programs could open windows here too. The publicscreenname is "SFX-PubScreen".

1.7 1.2 Menu

1.2 Menu

The menu of SoundFX is available in every window.

Project

Flush All removes all samples after a safetyrequest
Load loading a samples
Save saving a samples

Execute starting the actual operator
Execute REXX starting the actual REXX-scriptes

Play All playing the whole sample

Play Rng playing the selected range
 Stop stop playing-process

 Prefs opens the preferences-window
 Info opens the informations-window

 Exit exiting after a sefetyrequest
 Edit
 equal to
 Editwindow
 Zoom
 equal to
 Zoomwindow
 Windows
 to open/close the respective windows.

1.8 1.3 Operatorwindow

1.3 Operatorwindow

This box contains a list of 'Operators' for manipulating your sample(s).

Execute The calculation of the new sample could be startet with "Execute", "E" or with a double-click at the listentry.

The operator opens a window, containing all parameters you can edit. These stay resident in memory during the program is running. With a click at "Go" the calculation starts. With a click at the Close-gadget of the window you could leave this window. The progress of the work will be displayed with a growing statusbar and a percentage-display. The calculation could be stopped with the Close-gadget or with the "Stop"-Button. For the new sample SFX opens a new
 Samplewindow

If the operation is finished this window is the active one and you'll see the result.

Module List of available operators. Selecting one entry could be made by clicking itself or be scrolling the list with the cursor keys (up and down)

To understand the operator(or FX :) it is best to simply experiment with them. Go wild - nothing can happen your source sample. And if the result sounds somewhat strange, don't give up. Not every effect with any set of parameters gives you good results.

1.9 1.5 Loaderwindow

1.5 Loaderwindow

This window let`s you choose the Loader-module and let`s you load. Selecting one entry could be made by clicking itself or be scrolling the list with the cursor keys (up and down).

Load After one click at "Load" a filerequester will pop up and let you choose one or more samples. Should it be an 8-bit sample, then SFX will convert it into 16-bit data.

Prefs Let`s you edit all the loading parameters for all the loader modules. This can become necessary for formats with very little info in it. With "Okay" you could leave this window, with "Load" you could directly load a sample and with "Reset" you could recall the standardsettings.

1.10 1.6 Saverwindow

1.6 Saverwindow

This window let`s you choose the Saver-module and let`s you save. Selecting one entry could be made by clicking itself or be scrolling the list with the cursor keys (up and down).

Save After one click at "Save" a filerequester will pop up and let you choose where and under what name the sample should be stored. SFX automatically suggests a file name. This consists of the buffer title and format ending, corresponding to the chosen saver module. This file name is of course editable, though I`d advise you no to change the ending as SFX can distinguish between formats a lot faster this way.

16-Bit sounddata will be automatically transformed for an 8-Bit format. **Prefs** Let`s you edit all the saving parameters for all the saver modules. With "Okay" you could leave this window, with "Save" you could directly save a sample and with "Reset" you could recall the standardsettings.

1.11 1.7 Playerwindow

1.7 Playerwindow

This window let`s you choose the Player-module and let`s you play. Selecting one entry could be made by clicking itself or be scrolling the list with the cursor keys (up and down).

Play All (left filled button)

Plays the whole Sample. If "Loop on" is chosen and a looprange is seted, the range will endless repeated.

Play All could be called to via pressing the 'p' key.

Play Rng (right outlined button)

Plays the selected range or the visible area of the samples. Loops were ignorated.

Play Range/Window could be called via pressing the 'P' key.

Stop Stops the play-process. Could be called by pressing 'space'.

Prefs In this windows you can set some options how to play the sample.

With "Okay" you could leave this window and with "Reset" you could

recall the standardsettings.

Look also : Samplingrate und Bitresolution .

1.12 1.8 Bufferwindow

1.8 Bufferwindow

In this window you see all buffers which are in memory.

Name The name of the buffer is editable in the stringgadget below the list.

Prefs Opens the

Sampleoptionswindow

Visual With this cycle-gadget you could hide and show Samplewindows. If you are running out of place on your screen - choose a buffer you don't actually need and click on the cycle-button or double-click it's entry. If you do this again the window occurs at old place in old size.

1.13 1.9 Samplewindow

1.9 Samplewindow

When a sample is loaded or generated, it is then displayed within its own window. Size and position is changed via the windows gadgets. Several lines are drawn to clarify length and output level of the sample. An additional two lines (drawn on the top and bottom) display the maximum amplitude. If 'Loop' is activated and start and repeat lengths are there, vertical lines with boxes attached to the top will outline the looping part.

The looplevelines can be moved by clicking and holding the left mousebutton on box and moving the mouse.

Clicking inside sample window but outside of the loop boxes will 'mark' an area. This area (or range) can be magnified, cut or copied. If an area was magnified, moving the slidebar at the bottom of the window, will move the display through the sampledata. This area will be continuously updated while sliding. While moving of looppointers, marking ranges and changing zoomareas SFX displays information about start, end and length in the titelbar.

If you have zoomed you view more than 1:1 and selected "Trace" in the Rangewindow, it's possible to draw directly into the samplebuffer while left mousebutton is pressed. In this way you could manually remove errors (cracs). The sampledisplay will be refreshed when you release the mousebutton.

In the titlebar of the samplewindow SFX displays the name, playbackrate and length of the buffer. While playing a sample you see the position there.

As SFX utilizes windows with neither locked position nor fixed size (as many other programs do) and sample windows contain many extra lines for greater orientation and readability, large windows can cause the screen refresh to slow

down considerably, when compared to other programs.

Since version 3.01, SFX got a new window handling. You can now load as many samples as you want and you have memory (actual limited to 50). If this isn't enough for you, please tell me and I'll raise this or program a more dynamic list-handling.

(If you are confused now - this limitation of simultaneously open windows is based on the following facts :

- every window what performs user-actions need an userport
- every port need a signalbit
- every task (a running program) got only 32 signalbits
- 16 signalbits are reserved
- so max. 16 opened windows are left

But as you see - this limitation could be broken. =8-)

)

1.14 1.10 Statuswindow

1.10 Statuswindow

In this window SFX shows you the progress of the operation. For this SFX displays a growing status-bar with a percentage-display. The calculation could be stopped by one click at "Stop", pressing the keys "S", "s", "ESC" or a click at the "Close"-gadget of the window. In the dragbar of the window will be a text displayed what happens.

1.15 1.11 Sourceselectwindow

1.11 Sourceselectwindow

Here you can select on entry from the list of all. This window will be opened after clicking on the popup-symbol. The chosen entry will be displayed in the field beside the popup-button.

1.16 1.12 Periodchoicewindow

1.12 Periodchoicewindow

In this window you could select the Samplerate . You can do it in the following ways.

Mousechoice : Simply click on the wished note in the keyboard. Rate and referring note will be shown in the fields below

Keychoice : Chose with F1-F5 the octave. With following keys you

select the pitch :

 s d g h j
 y x c v b n m

Below the keyboardgraphic you see the rate, note and frequency. With the cycle-gadget below you can choose between the often used rates.

```

8000 Hz   Soundcards (typical for SND-AU Samples)
11025 Hz  Soundcards (typical for old samples)
22050 Hz  Soundcards (typical frequency in most samples)
28867 Hz  max. playbackrate of the paulachip in standartmode
32000 Hz  Consumer DAT's and Sampler
44100 Hz  CD-Player
48000 Hz  DAT-Recorder/Player
57734 Hz  max. playbackrate of the paulachip in productivitymode

```

With the cycle-gadget PlayMode, you can select wether the program play the sample while choosing the rate or not. If you select e.g. PlayMode=PlayAll and click in the keyboard you here the sample. This only works if there's at least one sample available (if you come from the operators Noise/Resample/Synthesize-Add, there's nothing generated until now).

After a click at "Okay" you leave this window.

1.17 1.13 Preferenceswindow

1.13 Preferenceswindow

In this window you can change various parameters of SFX. Here's a decription of the various buttons and functions :

Prefs :

```

Okay      "Okay" saves the parameters in ENV:. These will only be
           active for as long as the computer is switched on (the
           ENV: dir is usually in RAM:)
           It also exits the prefs window.
Cancel     Quits the prefs window and leaves parameters unchanged
           from before opening the prefs window.
Save       Saves the parameters in both ENV: and ENVARC:, this
           making the change permanent (until you do this again).
           This too quits the window.
Load      This button will prompt SFX to load the parameters (
           prefs file) from ENV:

```

Filepaths :

```

Samplepath Simple. Change the path by clicking on the PopUp.
Synthpath  dito
Eqshppath fito(don't you wanna have a 't' ?:)

```

Palette :

```

Palette    Choose a colour in the palette to be changed
Red,Green,Blue Here you can change the colour components of the
              chosen colour.

```

Misc :

```

Sig-Audio  If activated, a signal will sound to indicate that cal-
           culations are complete.

```

Sig-Screen If activated, will make to SFX screen pop to the front.

GUI :

Screen In the following window you can choose a screenmode for your SFX-Screen (displays only useful modes).

Font Here you can choose a font for the layout. Now non-proportional fonts are available too. But they might sometimes lead to too wide windows and gadgets.

The default font (Trinomic.font) is only 6-points high and is necessary if you want to use SFX on a Hires-NoLace-Screen (640x256).

Do only use larger fonts, if you have chosen a higher screen-resolution.

In the prefsfile SFX additionally stores the position and the status (opened/closed) of the single windows (no samplewindow) at the screen.

1.18 1.14 Informationwindow

1.14 Informationwindow

Well, loads of information available here. Here a couple of things it throws at you :

Programname, Versionnumber, Author

Bufferlist Gives you a list of buffers in memory. Click on an entry and below there will appear info such as length,rate,note,playtime,name and so on.

Memorystuff Displays all available memory and what SFX uses for its buffers and structures.

Registrationsinfo. You registrationsno. and your name. (If theres a name - I hope it's yours !!!).

1.19 1.15 Sampleoptionswindow

1.15 Sampleoptionswindow

In this window specifications for the buffer windows can be changed by clicking on the relevant switches of which there are the following :

Loop On/Off Toggles loop on/off.

Drawmode Cycle Gadget - choose the drawing mode of the sample box,

1. Lines
2. Dots
3. DotAbs
4. Filled
5. FilledAbs

RasterX/Y With these checkboxes you could disable the drawing of the raster. This speeds up the drawing.

AktChannel Determines which channel should be displayed in the window

(makes only sense with stereo/quadro samples). Each button corresponds to one channel. Following operations will be limited to these channels only.

MaxLines You could disable the calculation of the max. amplification lines. This speeds up the drawing, especially of longer samples.

SLen Here you can change the length of the sample. This is necessary should you want to for example do a 'Echo' effect on a short sample that is supposed to be longer than the sample itself. Simply enter desired length and SFX will add the empty section you requested, giving you the room you need for the effects stuff.

SPer To change the playback rate you can choose one of these three options :

PopUp-Button : Will put you into the

Periodchoicewindow

Values are then entered in to the gadget.

Rate Gadget : Change the playback rate 'directly' by entering the rate in Hz. Higher rates give you higher pitches. 8000 to 48000 would constitute normal playback rates.

Note: Rates higher than 28667 Hz are only available on a Productivity screen (or one that uses a >15 KHz screen).

The gadget next to ours will display the note (as seen in trackers) after entering the playback rate. If there is no note equivalent to the period a '---' string is shown.

Notes Gadget : Please enter desired note. Here's the format :

1. Char : C,D,E,F,G,A,H
Note

2. Char : - White Keys
Black Keys

3. Char : 0-7 Octave

Examples : C#3,E-0,H-7

SFX will display the period for the chosen note in the corresponding gadget.

If you change the rate during the active-buffer plays, you'll here the changes immediately.

SafeCheck Here you can choose, how the programm should prevents you from discarding unsaved samples

never : Request appears never

if unsaved : Request appears only if the sample is not saved

ever : Request appears ever

A click at "Okay" closes the window and one at "Reset" restores the default settings.

1.20 1.16 Zoomwindow

1.16 Zoomwindow

Let's you zoom in and out of the sample as much as you like for maximum effectiveness when working on 'little' bits :).

Just mark a range and click on one of the following buttons.

* |<>| (Zoom In)

Chosen range is horizontally magnified (huh? - it get's bigger but the window's up&down size doesn't change *8) Can also be accessed with the "<" key. If no range is marked, a 2x magnify is done.

* 1:1

Current buffer is displayed in 1:1 scale. One pixel gives you one sample.

* >||< (Zoom Out)

Chosen range is horizontally shrunk (read: made smaller) by doubling the window size (ho....you know). Can be accessed with the ">" key as well.

* >><< (Zoom Out All)

Current buffer is displayed in full. Maximum zoom out.

1.21 1.17 Editwindow

1.17 Editwindow

SFX lets you manipulate your samples with cutting, pasting and copying and many more (more that you find in other programs).

Do take care though as these can be "destructive" operations. This means that no new buffer is created for your result. So take care and better save your work often.

Mark a range and click at on of the following buttons.

To mark a range, click at the startpoint and move the mouse with pressed left button to the endpoint. During mousemovement SFX highlights the marked range and displays start, end and length in the titlebar. Use also functions in the

Rangewindow

to mark a range optimal.

* Cut

Chosen range is cut and stored in the copy buffer (no window:).

* CB - Cut to begin

Same as cut, but it cuts from beginning to the mark you set.

* CE - Cut to end

Same as cut, but it cuts from your mark to the end.

Erase nasty empty space on you sample end with this.

* Copy

Chosen range is copied into the copy buffer.

* CB - Cut to begin

Same as copy, but it copies from beginning to the mark you set.

* CE - Cut to end

Same as copy, but it copies from your mark to the end.

* Grab

Chosen range is copied into a NEW buffer (and THIS one gets it's own window)

* GB - Grab to begin

Same as grab, but it copies from beginning to the mark you set.

* GE - Grab to end

Same as grab, but it copies from your mark to the end.

* Paste

The contents of the copy buffer are inserted at a marked position.

* PB - Paste at begin

Same as paste, but inserts at the begin.

* PE - Paste at end

Same as paste, but inserts at the and (appends).

* Erase

This is a "Cut" operation that doesn't save the chosen range into the copy buffer. (read: it's gone)

* EB - Erase to begin

Same as erase, but it erases from beginning to the mark you set.

* EE - Erase to end

Same as erase, but it erases from your mark to the end.

* Zero

Chosen range is "zeroed" ... flat line

* ZB - Zero to begin

Same as zero, but it clears from beginning to the mark you set.

* ZE - Zero to end

Same as zero, but it clears from your mark to the end.

1.22 1.18 Rangewindow

1.18 Rangewindow

With this functions you can adjust looppoints, marked ranges or zoomed areas very accurate.

Mode What would we edit (Loop,Mark,Zoom,Trace) ?

Folowing actions activate one of the differens modes.

Loop : switching loop in options-window

Mark : marking a range with the mouse

Zoom : pressing '<' or '>' key or clicking a button in the zoomwindow

Lock If "Lock" is activated, the upper buttonbar moves the startpoint and the lower one moves the endpoint, that means : if you move one point the other one holds it's position.

If "Lock" is deactivated you move start and endpoint simultaneously.

|< sets the startpoint at the samplebegin

<< moves the start- or endpoint in steps of 50 to the left

< moves the start- or endpoint one sigle step to the left

<0 searches the next left zeropass

0> searches the next right zeropass

> moves the start- or endpoint one sigle step to the right

```
>> moves the start- or endpoint in steps of 50 to the right
>| sets the endpoint at the sampleend
XS startposition of the horizontal range
XE endposition of the horizontal range
XL length of the horizontal range
YS startposition of the vertical range
YE endposition of the vertical range
YL length of the vertical range
```

Zerosearch is excellently suitable to get non-crackle loops. Just set your looppoints manually. Now start playing the sample. Probably you hear a crack at every backjump. Aktivate "Lock" and click at "<0" for the startingpoint and "0>" for the endpoint until the crack is as quite as possible. If you have chosen "Trace" and activated a samplewindow, the values under the mousepointer will be shown in the fields XS and YS. The current samplevalue will be displayed and could be changed in YE.

1.23 5.1 Future Versions

5.1 Future Versions

Following functions and features are planned or in work.

- * external program-modules (to make the exe smaller)
- * new loader / saver (SDS, SMP...)
 - please send descriptions and examples
- * new player (for soundcards (Toccata, Maestro, AD512, ...))
 - please send descriptions and examplesources
- * new operators
 - * Surround-Coder/Decoder
 - * Pattern-Mixer (mixing a protacker pattern into one sample)
 - * Wavetable-Mixer, -Synthesizer
- * enhanced GUI / usage
 - * YZoom, YRanges
- * perhaps macrofx
- * localisation (??? to much work)

Please send stimulations, criticism, ideas, wishes, informations (fx, file-formats) - but don't forget I'm only ONE HUMAN and not a machine or Spock >:-).

1.24 5.2 Thanks

5.2 Thanks

Here I want to thank all people who helped me in any form to write this program and give me useful hints what else to do or what to change.

Special thanx to :

Programing:

Markus "maw" Weichselbaum

Guides:

Anthony 'AiRoN' Oetzmann
 Michael Gollmick
 Michel 'DMX' Bagmeijer

Betateesting & Ideas:

Patrick Schlick
 Bode Schreiber
 Frank Busse
 Michel 'DMX' Bagmeijer

1.25 5.5 Bugs & Bugreports

5.5 Bugs & Bugreports

SFX was tested on following systems

Typ	RAM	Kick	CPU/FPU	Comment
A2000	11Mb	3.1	030/882	none
A1200	6Mb	3.0	030/882	none
A2000	10Mb	3.1	030/882	none
A3000	6Mb	3.1	030/881	Merlin-GFX-Card
A4000	12Mb	3.1	040/---	CyberVision64
A 500	2.3Mb	2.1	000/---	Crash

A common mistake is that some forget to set the stack to 40000. If you start SFX by double-clicking the icon, the stack will be automatically set, but if you start it from the shell, you have to do it.

If the program doesn't works, do the following :

- contact me (e-mail/phone/letter)
- tell me :
 - your config
 - what SFX-version and what sfx-cpu-version you use
 - where did you detect the error (the more accurate it is, the easier is it for me to fix this)
 - your address/phone-number (only germany) for checkbacks

As mentioned, I try to make the program as good as possible and you could help me.

1.26 5.6 History

5.6 History

V 0.0 01.03.1994

Idea

V 1.2 01.05.1994

- first version - very unflexibel (only 2 buffer)
- only a few unperfect FX

V 2.0 25.06.1994

- a little better GUI (10 buffers)
- more FX
- works in 16bit

V 3.0 20.02.1995

- completely new GUI (fontsensitiv/screenmodesensitiv)
- as many buffers as you like (limited by the window-system)
- more FX/Player/Loader/Saver
- many FX combined
- ARexx-Port

V 3.1 23.06.1995

- new window-system - now really unlimited number of windows
- enhanced ARexx-port
- new playroutines 14bit, interruptplayer, playposition

V 3.2 01.08.1995

- Equalize / Equalizer-ZPlane / Vocoder working again
- enhanced PitchShift
- sample-morphing !!!
- better GUI (more asynchroneous windows, more flexible usage)
- listwindows are sizesensitive
- menus
- screen is public now

V 3.2x 25.09.1995 - 13.12.1995

- Bugfixes
- faster GUI
- smaller executable (more than 5% gained)
- new ARexx-commands
- new Loaderroutine

V 3.3x 14.12.1995

- Bugfixes
 - 1. Step to modularisation
 - Guides splitted, dynamic nodelists
 - new installscripts
 - Booster -> Filter (use negative effectpropotion)

 - enhanced display of start, end, lenght of loops, ranges, zooms
 - Loader/Saver for IFF-Maud-Samples (Macrosystems)
 - AIFF/AIFC Loader/Saver splitted
 - GUI will be reopened, after changing screenmode or font
 - you could use proportional-fonts
 - bugs in fontsensitiv and GUI fixed
 - bugs in FFT-based operators are fixed (AnalyseSpect,Equalize,Morph)
 - FFT enhanced - now you could use various window-functions for better results
 - AnalyseSpect2D/3D uses SFX-PubScreen now
 - more parameters and better (more flexible) scaling in AnalyseSpect2D/3D
-

- 14bit calibrated player
- AnalyseData-Operator
- Loader- and Saver-modules are rewritten
now with better compression-support
- screenrefresh improved

- DeNoise Operator added
- Vocode works fine
- Trace improved
- Samplebuffersettings expandet and could be saved now.
- Installerscripts improved
- Access of help-files from Workbench works (icon added)
- Players are now more than 2 times faster
SFX could replay a quadro sample with 48000 Hz with 14bit-calibrated on my
machine (A2000 68030+68882 50Mz)
- Optimized : executable is now faster, shorter and runs more stable
my c-compiler displays : no errors, no warnings, no user suppressed warnings
- User0/1/2-modulationmodi are faster now
- ??_ZPlane enhanced

1.27 5.7 Publicity

5.7 Publicity

Following of my programs are available too.:

FractalUniverse AmiNet:gfx/fract/fu?_?.lha

- * more than 50 formulas
- * a RIGHT formula-interpreter with more than 100 scripts
- * dithering -> 256 colours even on OCS/ECS-Amigas
- * powerful colourmapeditor
- * and anything else what you expect from a fractalgenerator

CacheControl AmiNet:util/wb/cc?_?.lha

- * small tool with fontsensitiver GUI as prefsprogram for CPU-flags.

VSort AmiNet:dev/misc/vsort.lha

- * graphicly displays 8 sortingprocesses
- * it looks very interesting

LED AmiNet:mus/misc/led?_?.lha

- * very small program to read/set/toggle the PowerLED and the hardware-filter.

EdWin AmiNet:util/batch/edwin?_?.lha

- * small Shell-tool to change position and size of the active shellwindow.
- * useful in batch-scripts

HiScan AmiNet:mus/misc/hiscan?_?.lha

- * activates playbackrates >28000 Hz
- * only use it with a multiscanmonitor

Multicolour AmiNet:dev/misc/multicolour?_?.lha

- * simulates many, many colours (ECS 4096/AGA ca. 650000)
- * with demos, source, docs

Ag2Txt Aminet:doc/hyper/ag2txt?_??.lha

- * converts Amigaguide-files to standart ASCII-Text
- * additional parameters (links/nodes)
