DarkSound

COLLABORATORS			
	TITLE : DarkSound		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

DarkSound

1.1 MAIN

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*      'DarkSound'  V 2.2     *
*        An OriginalWare release by      *
* Troglobyte/Darkness © 1995  *
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1.2 Introduction

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1. Introduction
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Are  you  tired  of  hearing the same sound alert each time the Amiga warns
you?
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DarkSound is the answer to your prayers! It will randomly choose a sample
each time you boot your machine.Now, your errors won't sound the same.#8>)

DarkSound will play a random Start sample anytime you load it and will
select another random Alert sample to be used as the system sound Alert.

DarkSound is very easy to install, and once installed you can't live
without it, and with the correct sample you can always surprise others
Amiga and PC users, you even can surprise yourself.

1.3 Instructions

2. Instructions
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To install DarkSound just drag his icon to the 'DH0:WBStartup' drawer, or
copy the 'DarkSound' and 'DarkSound.info' to you 'SYS:WBStartup' drawer.
Then configure the ToolTypes of the icon (for more info look at Section 3
of this instructions: 3. ToolTypes)

DarkSound (optionally) will play another sample each time you run it; and
as DarkSound must be installed in your 'WBStartup' drawer, this sample will
play anytime you init your WorkBench, you can use this sample to warn you
that your Workbench finished loading and your Amiga is ready to be enjoyed.
After this DarkSound will select another random Alert sample to be used as
the system sound Alert and then will exit. Both samples are selected from
different sound lists that you must define in the DarkSound icon ToolTypes.
I recommend to use longer sounds as Start samples and shorter sounds as
Alert samples, but you can use whatever you want.

The sound samples provided are only for test, use your own favourite
sounds.

You can use the 'DH0:Prefs/Sound' preferences editor, to select the volume
of the samples and if you want a screen flash together with the System
Alert sample.

When DarkSound is executed it change your sound prefs and exit, so
DarkSound don't waste nothing of your precious CPU time and memory.

DarkSound only edit your RAM: configuration (RAM:ENV/Sys/Sound.Prefs), so
DarkSound never WRITE nothing to your Hard Disk.

All this is more simple than it sounds #8>) so just check it.

1.4 ToolTypes

3. ToolTypes
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Now you can/must configure DarkSound with the icon ToolTypes.

To edit configuration, click once the DarkSound icon and press right mouse button to select in the Workbench menu 'Icons' the 'Information' option, you can select it pressing at the same time the right 'Amiga' key and the 'I' key.Then a window will appear to easily write your own configuration.

There are 2 ToolTypes to select the Start sample :

 ToolType 1 : Start_Name=dh0:Sounds/Sample00.Iff
With this you select the path and name of the Start sample you want to play. Remember that all the samples must have the same name, and a '00' string anywhere in the name of the sample, but the Sample00 isn't used.
 Examples :
dh1:Sounds/Sound00 - OK
SYS:Sample.00.IFF - OK
DH0:Sound13   - Bad : the number must be 00 (Sound00, OK)
dh1:Sound000   - Bad : the number must be 2 digit only (Sound00)

 ToolType 2 : Start_Number=03
This is the number of samples. If the number is '00' the Start Sample is OFF.
 Example :
With this ToolTypes,
 START_NAME =dh0:Sounds/Sample00.Iff
 START_NUMBER=03
you must have the samples :
 dh0:Sounds/Sample01.Iff
 dh0:Sounds/Sample02.Iff
 dh0:Sounds/Sample03.Iff

There are other 2 ToolTypes to select the System Alert sample, this ToolTypes are used like the previous 2 ToolTypes, you can use the same samples or other samples.

 ToolType 3 : Alert_Name =dh0:Sounds/Alert00.Iff

 ToolType 4 : Alert_Number=07

The other ToolTypes are standard Workbench ToolTypes, and usually you don't need to change them; if you don't know what they do, don't touch them.

 ToolType 5 : StartPriority=0
This ToolType is used to select in which order WBStartup programs are loaded, if you use the Start sample I recomend to load DarkSound the last.

 ToolType 6 : DoNotWait
This ToolType tell the system Do Not Wait to this program to finish, so the system continue loading other programs while executing DarkSound.

1.5 Errors and solutions

4. Errors and solutions
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If 'DarkSound' found any error will open a window with the problem, it will help you to check out and correct your problems.

WorkBench 2.1 or later required by DarkSound to work (if you have KickStart
1.x consider DarkSound another good reason to upgrade your Amiga).

DarkSound must be copied in the 'SYS:WbStartup' drawer, you must copy the
program 'DarkSound' and the icon 'DarkSound.info' with this names, if you
rename this files, the program won't work.

The file 'RAM:ENV/Sys/Sound.Prefs' is required, if you don't have it, use
the 'SYS:Prefs/Sound' program to create it and select your preferences.

Remember that your old 'sound.prefs' sample selections are overwritten by
DarkSound in RAM: but are still in your hard disk, so if one day you
decide to stop using DarkSound, your original preferences will be
automatically used again.

If you get the system error 'Sound.Prefs is a BAD Prefs File', then one
of your sounds isn't a standard IFF sample, check them with a sound program.
There can be only 100 samples, but this must not be a problem (I think).

If you have any other problem or doubt, contact me (address is at the end)

1.6 History

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5. History
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Version 1.1 ( 8-Apr-94) :
  - First released version.

Version 1.2 (20-May-94) :
 - Play the LAST sound in the list when run it to alert you that your
   WorkBench is loaded, (you can use a long sample like 'Commodore is
   dead but your Amiga is still the best computer  and is ready to be
   used' and use smaller samples as alerts) and choose another sample
   randomly for the WB Sound Alert.
 - Improved Docs.
 - MagicWB Icon added.
 - More Samples included (but not good enough yet).

Version 1.3 (20-Sep-94) :
 - If you use it from CLI will display errors.
 - Code optimized for future versions.
 - FIDO address added :-)

Version 2.0 (10-Nov-94) :
 - Major update.
 - Different sound lists for Start and Alert samples.
 - Added ToolTypes for configuration.
 - Docs in AmigaGuide format.
 - Spanish docs added.

Version 2.1 (25-Nov-94) :
 - Open a window with the errors found.
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Version 2.2 ( 6-Jan-95) :
 - Search for the icon in the current dir (not only in the "WBStartup dir)"
 - Better random sample selector routine
 - Minor Bugs fixed
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1.7 OriginalWare

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6. What is OriginalWare ?
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This utility is OriginalWare.That means if you like this program you must
buy an original Amiga program or game or send the money to the author of
any ShareWare program or game you are using often.

There are lots of great Amiga software like 'DiskMaster', 'Hired Guns',
'Syndicate',   'Goal',   'Vital Light', 'Pinball Fantasies', 'Stardust',
'Elfmania' and a lot more that you won't never regret to spend your money.

If you do this you support the Amiga, and if you support AMIGA you support
US.

OriginalWare is a new concept (I think so) conceived by me; for more
information or suggestions about OriginalWare, contact me, please.

Support OriginalWare software and you will get more and better software.

DarkSound could be included in any PD compilation, except some samples that
could have different copyrights.
Fred Fish and Aminet collections are specifically allowed to use it.

 To Magazines :
You can give away this utility on your coverdisk, but please send me a copy
of the magazine.

1.8 Thanks

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7. Thanks to:
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Amiga Vice for the idea and the ßeta testing.
Hipnooxis for ALL the help and show me to use and respect the Amiga O.S.
Binary for the help with the first docs and much more things.
Knackosoft/TRSI for being my best 'invisible' friend.
Alberto Sanchez and David Santamaria for some help in this project.

Everybody responsible of the nice samples.

To all the Amiga users worldwide for their trust in the Amiga.

To you for read this and for use DarkSound (because you use it...or not?)

To the Amiga...

1.9 Credits

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8. Credits
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Code by Troglobyte/Darkness with some help by Hipnooxis/Darkness.
Idea by Amiga Vice/Darkness.
The authors of the samples provided.

Send us JOB offers, BUGS, comments, improvements, ideas, suggestions,
disks, mags, advices, complains, nice PD stuff (like Demos, Games or
Utilities), and your favourite IFF Sounds samples to include in future and
better versions of this utility :

```
     M. Martin Vivaldi
      Av. America 60
       Madrid 28028
          SPAIN
```

Or NetMail me at :

 FidoNet : 2:341/28.55   Manuel Martin

 AmigaNet : 39:192/1.29   Manuel Martin

 Internet : Not available at this moment.

Coders, musicians and graphicians are available for COMPUTER or CONSOLES
quality works at the above address.