

DarkSound

COLLABORATORS

	<i>TITLE :</i> DarkSound		
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Chapter 1

DarkSound

1.1 MAIN

```
*****
*           'DarkSound'  V 2.5           *
*       An OriginalWare release by      *
*       Troglabyte/Darkness © 1996      *
*****
$VER:DarkSound.doc v2.5 15.November.96 Troglabyte/Darkness
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1.2 Introduction

1. Introduction

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Are you tired of hearing the same sound alert each time the Amiga warns you?

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.

If you think the sources (100% assembler) could be useful for you (to include in a program you are developing or for learning purposes) just contact me and ask for them.

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 you have any problem 'DarkSound' will open a window to display the errors found, it will help you to check out 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

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 2.2 (6.Jan.1995) :

- The program don't open a window (except if there is any problem).

Version 2.5 (15.Nov.1996) :

- DarkSound can be renamed and placed in any directory you want.
- ToolTypes with 1 or 2 numbers are accepted.
- A nasty bug fixed that was responsible for some Gurus.
- Doc updated.

1.7 Bugs

6. Bugs

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There isnt anymore KNOWN bugs at the moment in all the Amigas tested but...

If you find any bug or problem, contact me at the address at the end.Please, send me a detailed report of the problem and of your Amiga computer if possible; thanks.

If you found the problem with a particular file, send me too a copy of the file.

Don't forget to tell me the current version of my program you are using.

1.8 OriginalWare?

7. 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.

(This includes me, \$5 or \$10 will be welcome *8)

There are lots of great Amiga software like 'DiskMaster', 'Remind', 'MultiCX', 'Spot', 'ReqTools.library', 'Deluxe Galaga', 'APlayer' 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.

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

This program could be included in any PD compilation at a symbolic price.

This program could be freely included in any Web page or FTP site, but

send me an EMail to know it. (I can include the address in this doc)

Aminet and Fred Fish collections are specifically allowed to include it.

To Magazines :

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

1.9 Also available

8. Also available

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Others quality Amiga PD products available from me :

Aminet recent uploads :

DKSound.lha	util/boot	53K	v2.5	Changes Workbench Sounds each boot.
HTMLess.lha	text/misc	12K	v2.1	Converts HTML files in text files.
MagiCA64.lha	misc/emu	6K	v1.1	Convert A64/C64 to MagiC64 format.
Progress.lha	demo/intro	73K		In Progress/Darkness.1st at Euskal Party
Vectoram.lha	dev/misc	15K	v1.3	Draw/edit 2D vectors for demos/game
TheRace5.lha	game/2play	59K	v1.5	Great 100m Running game, 0-4 players

Available soon:

ELF.lha	text/misc		v1.0	Erase Line Feeds. For Word Processor.
FormaText.lha	text/misc		v1.0	Format texts to chosen columns size

All them are 100% written in pure assembler for speed and are very system friendly in all types of Amiga computers (or that is what I hope *8).

1.10 Thanks to...

9. Thanks to...

=====

Amiga Vice for the idea and the Beta 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.

Alberto Sanchez y David Santamaria for some help.

Knackosoft/TRSI for being my best 'invisible' friend.

To the 'Atletico de Madrid', the best football team in Spain.

To all the Amiga developers for all the new, fun and useful stuff.

To Aminet for archive all the Amiga software (and for the free CD's too *8)

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

To Amiga Technologies for putting the Amiga in the production line again.

To VISCorp for...only the future will tell us.

To the Amiga.

1.11 Credits

10. Credits

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Send money(\$), 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 :

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Madrid 28028
SPAIN

Or NetMail me at :

Internet : bitabit@servicom.es (Faster and safer)
FidoNet : 2:341/28.55 Manuel Martin
AmigaNet : 39:192/1.29 Manuel Martin

Remember:

Only Amiga make it possible... Only Amiga make it fun.
