

**00288e68-0**

Dobes Vandermeer

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# Chapter 1

## 00288e68-0

### 1.1 Main Menu

```

                *** ***** * * *****
          *   *       *   * *
          *  **      *   * *
        *** *      * * *****

```

<http://deathsdoor.com/dobes>

-----

IFX V2.30

```

Introduction
              © by Dobes Vandermeer

```

~~~~~

```

The~Prefs~Editor
  ~~~~~~

```

```

Configuration
  (10.14.14)

```

The~IDs

Installation

Cool~People

Money~Giveaway

Programmers'~Corner

Disclaimer~and~Copyright

Bugs~and~Todo

Author

-----

Now 25 registered users!

## 1.2 Introduction

### Introduction

-----

IFX, short for Input Effects, is a replacement for UPD (Universal Playing Daemon). It's intended purpose is that it plays sounds, based on events sent to it by other applications, such as ARQ. Some features are:

- o IFX uses datatypes under 3.0+ systems, so almost any sound format is supported.
- o IFX can play two sounds at once, so sounds will not be "cut off" as often, and when they are, it won't sound so bad...
- o IFX generates some of its own events, such as for windows opening and closing.
- o IFX generates its sounds at a low priority, so your other applications' (HippoPlayer, etc.) sounds won't be interrupted.
- o IFX can execute programs or run other effects in place of playing a sound.

IFX also has most of the features of UPD, including:

- o Selects a random event where more than one is available.
- o Generates many nice events for requesters when ARQ is installed.
- o Will use the amiga's internal voice instead of a sound

IFX has some disadvantages over UPD, though, such as:

- o Doesn't play the sounds as it loads them; there is a small delay between the event and the sound, unless the sound is pre-loaded.

### Requirements

-----

OS 2.0 or greater  
68000 or greater processor

## 1.3 The Prefs Editor

### IFX Preferences

-----

The IFX Preferences editor was created for editing the ids list for IFX. It's interface is relatively simple to use.

---

The prefs editor will start out with a list of IDs. Each id represents a set of "Actions." When a certain ID is invoked, one of its actions will be randomly selected and run. By clicking on an ID, you can edit its actions. The "Add ID" button will create a new ID. "Save" will save the current list and exit, while "Cancel" will exit without saving.

Note that each ID can be invoked by sending an AREXX command 'id<idname>' to the port "PLAY," or by using the command "Effect", which takes the single argument of an ID name. Some programs also generate their own IDs. See

IDs  
for more info.

When you are editing an ID (after selecting it from the first display) you will be given a list of actions. Each action is only displayed by its info string, which is either a filename, command line, or ID. By selecting an Action, you can edit what action it performs. The string gadget below the list view allows you to change the name of the ID. This is most useful only for creating new IDs. If you select "Remove this ID" you will be prompted "Are you sure?", and if you pick "Yes," the ID and all its actions will be deleted. If you select "Keep this," the settings will be kept, and you will be returned to the original interface.

The Action editing interface is the most simple. The cycle gadget at the top picks what type of action will be performed. There are four types currently supported:

|                      |                                                          |
|----------------------|----------------------------------------------------------|
| "Nothing"            | - Do nothing (give some descriptive string)              |
| "Sound"              | - Load and play the sound file described (give filename) |
| "Preloaded Sound"    | - Loads the sound early and stores it in memory          |
| "Speech"             | - Uses amiga's "voice" to talk (give string)             |
| "Message"            | - Pop up a requester with a little note                  |
| "Command" ---        | Execute the command line described (give commandline)    |
| "Other ID"           | - Run the described ID's action instead (give id name)   |
| "Task Exclusion" --- | Exclude the given task pattern from Window/Sound effects |

#### NOTES:

If you set two ID's to point to each other (only) you will probably crash the computer.

Please don't enter quotes in your strings; it will produce unpredictable behaviours.

For task exclusions, standard DOS wildcards will be correctly processed.

Preloaded sounds will fill up your chip memory, so use them only for sounds that play OFTEN and are SMALL. (unless you have too much memory...)  
:)

The string gadget describes the action, and its contents depend on the type. If you select the "File..." button, you will be given an ASL file requester allowing you to select a file of your choice to be entered into the string gadget. The "test" button will allow you to test the results of an action to make sure it will work as needed. Selecting "Okay" will take you back to the ID editor, and "Delete Action" will remove this action

from~existence.

## 1.4 Configuration

Configuration

-----

TOOLTYPES

=====

Note: All tooltypes can be overridden by the settings file

Add CHIMES=YES in the icon tooltypes to enable chiming the hour with hourly\_chime, instead of just one chime.

You can now your favorite sounds dir from the icon. Just use: SOUNDSDIR=<path>. Note that this will be over-riden by the DEFPREFSDIR entry in IFX.ids.

You can load an extra prefs file by setting the PREFS tooltype:

PREFS=S:OtherIDS.ids

Note that s:IFX.ids will still be loaded regardless of whether the PREFS tooltype is present or not.

IDs FILE

=====

In~case~you~don't~like~using~the~preferences~editor,~you~can~always~edit~the~configuration~file~yourself,~using~your~favourite~text~editor.~The~file~is~called~S:IFX.ids.~It~is~processed~line~by~line.

Defining IDs

-----

<TYPE> <ID> <DATA> (seperated by spaces)

Any~of~ID~or~DATA~should~have~quotes~around~it~if~it~has~spaces~inside~it.

TYPE: The type of event, can be:

Other = DATA contains another ID that you should run  
 Sound = DATA is the name of a file to load and play  
 PSound = Same as "Sound" but load right now, rather than at the last minute.  
 Speech = DATA is a string to "say" using Amiga's voice  
 Exec = DATA contains a command string to execute  
 Message = DATA is a message to tell you  
 Nothing = Do nothing, mostly useful for random selection

ID:~A~unique~id.~If~more~than~one~effect~is~defined~with~the~same~ID,~then~IFX~will~randomly~select~one~of~the~effects.~It~is~generally~a~good~idea~to~keep~all~the~effects~for~an~ID~similar,~to~avoid~confusion,~but~it~is,~of~course,~your~choice.



DATA: Depends on the TYPE above.

#### Task Exclusion

-----

EXCLUDE <Task Pattern>

Quotes are again acceptable. The pattern~is~the~same~as~a~standard DOS~filepattern. If you don't~know~DOS~filepatterns,~then~just~remember that~#?<string>#? will get~all~strings~with <string>~inside~them.~For example,~I like to use~"EXCLUDE~blitz#?"~to~exclude~blitzblanker.

One useful trick is to put EXCLUDE ~(Workbench) if you onyl want window sounds for Workbench windows.

#### Chiming

-----

Chiming means that on the hour, IFX will play the "hourly\_chime" sound a number of times equal to the hour. This only counts for sounds, and it plays the same sound for each chime.

You can enable chiming by putting the CHIMES command at the beginning of any line, e.g.:

```
# Enable chimes
CHIMES
```

You can also disable chimes (this overrides the icon's chimes=yes)

```
# Disable chimes
NOCHIMES
```

#### Easier Directories

-----

Finally, to avoid punching in all~those~long~filepaths,~you~can select a~default directory for IFX to look~in:

DEFPREFSDIR <dirpath>

That way you can copy all your sounds to the same directory,~and~only type in the relative filepath.

#### Multiple Config files

-----

It is now possible to divide that huge file full of sounds into many smaller files! Exciting, eh? Use:

CONFIG <filepath>

to load the file described by <filepath> as if it were IFX.ids. Future sound ↔ packs will probably use this feature to add themselves. You would see:

```
DEFPREFSDIR Sounds:Cartoon
CONFIG IFX.ids
```

This would load the IFX.ids in Sounds:Cartoon, because CONFIG is relative to defprefsdir.

Note  
----

Any~line~beginning~with~an~unknown~type~will~be~considered~a  
comment,~and~therefore~ignored.~This~is~handy,~because~you~can~  
use whatever form~of~comment~you~like!

## 1.5 The IDs

The IDs  
-----

IDs generated by IFX:

```
open_window      - every time a window is opened
close_window     - " " " " " closed
window_resize    - " " " " " resized
window_move      - " " " " " moved
window_movesize  - " " " " " moved AND resized (uncommon!)
open_screen      - when a screen is opened
close_screen     - when a screen is closed
disk_removed     - when a disk is removed
disk_inserted    - " " " " inserted
beep             - for beep replacement
hourly_chime     - Chime that goes every hour
quarterly_chime - Chime for the three quarters of the hour
window_active    - Couldn't be made to work, so removed.
```

IDs generated by ARQ Requesters:

```
warn_write_protected - Volume is write protected
warn_insert_volume   - Please insert volume X
warn_delete          - WB "Are you sure you want to delete these?"
warn_printer         - Printer Trouble
error_task_held      - Guru requester
error_read_write     - Volume has a read/write error
error_general        - Misc. errors
warn_general         - General warnings
query_general        - General queries
```

Some ID's for IFX's operation

```
ifx_kill          - Played on exit
ifx_enable        - IFX activated
ifx_disable       - IFX disabled
ifx_appear        - "Show" button pressed (in Exchange)
ifx_disappear     - "Hide" button pressed (in Exchange)
```

IDs I recommend setting up:

```
cli_open          - When your cli is done loading
startup_complete - When your startup is complete
new_mail         - When you get new mail
```

To use these, the simplest way is included command "Effect," which takes one argument: <ID to generate> i.e.:

```
Effect cli_open
```

You can also create your own IDs from toolmanager. The port value is "PLAY", the command is "id <whatever>"

If you are a programmer, please generate your own IDs in your programs, and if you tell me about them, I'll add them to this list.

## 1.6 Programmers' Corner

Info for Programmers, or: How to use IFX from your program

A Speech

It is my hope that programmers WILL USE IFX with their programs. I am here for you! If you have ANY suggestions, I will do my best to work them in. I think that users like to have sound effects, and quite often randomization makes the experience nicer.

Accessing IFX

IFX currently has two access methods: An AREXX port, and a public Exec-Message-Port. The arexx port is called "PLAY" for compatibility with UPD, and the Exec-Port is called "IFX".

AREXX Port  
^^^^^^^^^^

The AREXX port accepts the following commands:

```
ID <ID TO PLAY>  - Play the specified ID
FILE <FILENAME>  - Play the specified SOUND file
PREFS            - Reload preferences (when they are updated)
```

AREXX messages will also be parsed as if they were lines in an ids file, so you can add ids and actions and stuff if you want.

A zero return indicates success.

EXEC Port  
^^^^^^^^^^

The Exec port takes messages of the following format:

```

In C:
struct ifx_msg {
    message mn;
    long cmd;
    char *id;
    long data;
};

In E:
OBJECT ifx_msg OF mn
    cmd    :LONG
    id     :PTR TO CHAR
    data   :LONG
ENDOBJECT

```

The calls to use it would look like:

```

Forbid();           Forbid()
port = FindPort("IFX");   port := FindPort('IFX')
PutMsg(port, mymsg);     PutMsg(port, mymsg)
Permit();            Permit()

```

If you want to use a reply port (now optional), you would then wait for the replied message.

Filling in the message:  
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Set cmd to 0 if you want a reply, or -1 if you want IFX to de-allocate the message for you. The -1 value is for "quick-n-dirty" message sending. Please note that the message MUST have been allocated using AllocMem(), or IFX will crash when it tries to de-allocate it.

If you set the replyport to a valid port, and cmd to 0, then IFX will reply your message AFTER starting the sound or executing the command line.

Further documentation  
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

For more commands and info, look in the AmigaE directory (included) for E stuff.

## 1.7 Bugs

### IFX Preferences

-----

#### Bugs & Problems

-----

- is not very nice to use
- does not support "CONFIG" or "CHIMES"
- does not support prefs files other than "s:IFX.ids"

### IFX Commodity

-----

#### Bugs

-----

- IFX might not work on some machines. (may be fixed)

#### Todo

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- Your suggestions will be incorporated, if possible.
- Add MUI gui. (sigh) This was requested.

## History

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- 2.36 Fixed strange bug - IFX didn't always run
- 2.35 Added SPEECH command to parser
- 2.35 Added INCLUDE command to parser
- 2.30 Added a bunch of message commands (Look in AmigaE dir)
- 2.22 Fixed input handler so it doesn't crash
- 2.22 Added default directory option to icon
- 2.22 Added CHIMES command to parser
- 2.21 Fixed disk\_inserted and disk\_removed so they work
- 2.21 Fixed version info for version command
- 2.21 Fixed up IFX.guide to look better
- 2.20 Fixed hourly\_chime: will now chime the hour (optional)
- 2.12 First user registered
- 2.12 fixed timer events bug
- 2.11 fixed "window\_resize" that works.
- 2.1 added chimes and preloaded sounds. Also, a new "message" capability is offered.
- 2.1 now has the command "file," which plays the sound file that follows (for UPD compatibility.)
- 2.1 now accepts commands in its config file, and configuration in its AREX port. The parser now functions exactly the same for both.

## 1.8 Disclaimer

### Disclaimer

-----

I~hereby~take~no~responsibility~for~any~damages~directly~or~indirectly~caused~by~this~program~or~any~other~item~included~in~this~package.~ I~will~not~be~held~legally~liable~for~ANYTHING~this~program~does.

### Copyright

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IFX is Copyright © 1997 by Dobes Vandermeer, all rights reserved. I wrote this, so don't put your name on it and re-release it.

### Distribution

-----

IFX must always be distributed with at least the executable "IFX", and the documentation "IFX.guide". The documentation must not be tampered with in any shape or form, and I must be given credit for all parts of the program. If you find a file where somebody else is taking credit for the creation and/or coding of IFX, they are committing fraud. If there are any special cases, I will list them here. Please note that when I say IFX, I am not referring to ImageFX, which is made by someone else.

## 1.9 Author

Author

-----

I can be reached at:

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My E-Mail address is:  
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FIND THE OFFICIAL IFX HOME PAGE at:

<http://deathsdoor.com/dobes>

Commendations, Love Letters, Signature Requests, etc.:

Please send them to me! I love it! My wholepurpose in writing this program was to become famous! if it doesn't make me famous, then I'll probsbly bail out soon. I's love to see something you've made.

Bug Reports:

When sending bug reports, please include as much information as you can, especially:

- Guru-number(s) (8000 0004)
- Guru-task addr. (3B65 32A4)
- OS version (1.2, 1.3, 1.4, 2.0, 2.04, 2.1, 3.0, 3.1)
- CPU (68xxx or PowerPC xxx)
- Computer (500, 1000, 2000, 3000, 4000, 600, 1200)

## 1.10 Installation

Installation

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Just use the provided Commodore Installer script.

If~that~doesn't~work~for~some~reason,~copy~IFX~and~its~icon~to~your~WBStartup~drawer~and~this~documentation~wherever~you~like. Then copy the preferences program and its icon to your Prefs directory.

Note that the installer script will not intall the point-and-click preferences editor. You will have to do this yourself, by dragging its icon from the "prefs" folder to the prefs folder on your workbench drive.

Also note that the IFX package does not come with any example sounds or configuration. YOU will have to download these yourself. You will find them in mods/smpl on AmiNet, as IFX\_Big.lha and IFX\_Small.lha. You can also download any more sounds I may have found at my Web Page (<http://deathsdoor.com/dobes>).

## 1.11 Registration

IFX Registration  
-----

IFX is now just E-Mailware. If you use and like IFX, please send~me E-Mail, and I will add you to my statistics. If you think IFX stinks, it~is even more imperative that you send me E-Mail and tell me all about it.

When you send mail, please tell me what OS, CPU, and boards you have, as well as any aoftware you might have running that conflicts with IFX.

Infamy (how famous is IFX?)  
-----

There are currently 25 registered users

There have been 10 bug reports

One program has mentioned IFX in its readme (that I've seen):

\* For random IFX themes, you can get RASP, © by Carl Harrison

CU

Fame for you  
-----

Written something cool that uses/affects IFX? Tell me about it, and I'll add to my list, so everybody will download it, and probably register it. (You never know...)

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