

**08488428-0**

**COLLABORATORS**

|               |                              |                  |                  |
|---------------|------------------------------|------------------|------------------|
|               | <i>TITLE :</i><br>08488428-0 |                  |                  |
| <i>ACTION</i> | <i>NAME</i>                  | <i>DATE</i>      | <i>SIGNATURE</i> |
| WRITTEN BY    |                              | October 17, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

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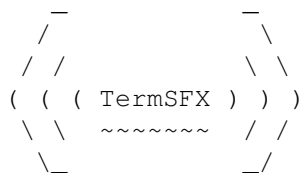
|          |  |          |
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# Chapter 1

## 08488428-0

### 1.1 TermSFXv3.guide

Welcome to



Volume Three!

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 " Variety is the spice of life, NOT Basil as many people believe "  
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INTRODUCTION

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SAMPLE~SCRIPT

~~~~~

EXPLAINING~THE~ABOVE~SCRIPT

~~~~~

VITAL~INFO

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ACKNOWLEDGEMENTS

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CONTACTING~ME

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~MORE~FROM~ME!

~~~~~

## 1.2 Earth is 98% full.....Please delete anyone you can.

### INTRODUCTION

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This is really nothing more than a collection of nice sound bytes to use ←  
 in  
 conjunction with Term.  
 Term allows a different sound to be played after good / bad file transfers ←  
 ,  
 modem connect / disconnect and several other events.  
 Instead of having the same sound play for its event every time, I use a ←  
 random  
 file picker to choose from a directory of appropriate sounds.  
 I add the example script to my User-Startup file so all the various Term ←  
 events  
 have a random, but proper sound on each boot-up of my system.

## 1.3 My goo ness, this amn keyboar oesn't have any 's!!!!

### SAMPLE SCRIPT

~~~~~

Note: Each line is split in two parts to keep it in  
 the display. You should put them each on one  
 line.

```
;Term Random Sounds
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/TransGood/#?.snd`  

      Applics:Telecom/Term/Extras/Sound/Transgood.snd
```

```
copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/TransBad/#?.snd`  

      Applics:Telecom/Term/Extras/Sound/TransBad.snd
```

```

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/DisConnect/#?.snd`
      Applics:Telecom/Term/Extras/Sound/DisConnect.snd

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Connect/#?.snd`
      Applics:Telecom/Term/Extras/Sound/Connect.snd

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Bell/#?.snd`
      Applics:Telecom/Term/Extras/Sound/Bell.snd

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Ring/#?.snd`
      Applics:Telecom/Term/Extras/Sound/Ring.snd

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Voice/#?.snd`
      Applics:Telecom/Term/Extras/Sound/Voice.snd

copy `SYSTEM:c/filepick Applics:Telecom/Term/Extras/Sound/Error/#?.snd`
      Applics:Telecom/Term/Extras/Sound/Error.snd

```

## 1.4 Fill out your tax return with Roman Numerals!

### EXPLAINING THE EXAMPLE SCRIPT

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My random file picker is "FilePick", but others should work fine as well. Through ↔  
the use of  
wildcards, Filepick chooses a random sound byte from the "Transgood" directory, ↔  
for example.

This happens within the "" ticks.

The Copy command takes the result of this and copies it to where Term is looking ↔  
for the sound  
used for that event and renames it "Transgood.snd", which is the name Term is ↔  
looking for.  
That's it, That's all!

Now, there might be a much simpler way to go about all this, but it's working ↔  
great for me!

## 1.5 My computer NEVER cras

### VITAL INFO

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PLEASE NOTE:

Of course the directory structure of the above script represents MY system and ↔  
you should alter  
it to suit yours. Or better yet, restructure your entire system to match mine and ↔  
it'll work for  
sure! ;-)

PLEASE ALSO NOTE:

I take no responsibility for anything negative that occurs as a result of the ↔  
files in this  
archive, for example, the Earth getting knocked off its axis. On the other hand I ↔  
DO take full  
responsibility for anything good that occurs from the usage of the files in this ↔  
archive and  
expect to be paid accordingly!!!! (kidding)

## 1.6 Random patterns can't be!

ACKNOWLEDGEMENTS

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Thanks to Olaf Barthel for Term, THE Amiga Terminal Program.

Thanks to S.T. Brown for Filepick, Random File Chooser.

Thanks to Edd Dumbill for Heddley, Amiga Guide Creator.

## 1.7 Disk space: The Final Frontier!

CONTACTING ME

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David Putzier,

Email - [dputzier@efn.org](mailto:dputzier@efn.org)

Homepage - [www.efn.org/~dputzier/](http://www.efn.org/~dputzier/) (best with Netscape :- ( ))

## 1.8 Hey! Where ya going with my plane!!!!.....NO HARRIER.

Please check out some of my other internet uploads:  
 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

| Filename          | Location                                        | Description                                                                                                                       |
|-------------------|-------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| TermSFXv1.lha     | Aminet:<br>comm/misc<br><br>Aminet 10<br>CD-ROM | A selection of random sfx for use with Term, the terminal program and the script file to get it to work. This is Volume 1.        |
| TermSFXv2.lha     | Aminet:<br>comm/misc                            | See above.<br>This is Volume 2.                                                                                                   |
| Rhythmatic.lha    | Aminet:<br>mod/med                              | Heavy Metal Hip-Hop Mega Med!                                                                                                     |
| 12thToll.lha      | Aminet:<br>mod/med                              | Spooky intro to hard rock to speed rock!                                                                                          |
| Phrantik_MB.lha   | Aminet:<br>game/data                            | Rabid! Megaball tune. Doesn't over-ride in game sound effects.                                                                    |
| Rhythmatic_MB.lha | Aminet:<br>game/data                            | Heavy Metal Hip-Hop Med modified for use with Megaball!                                                                           |
| GFXgalore1.lha    | Aminet:<br>game/data<br>effects.                | Mega Boards for Megaball AGA! All boards form a picture. Lots of 3D & shading<br>↔<br>Most are "computer" and/or "Amiga" related. |