

WBJoyTest

COLLABORATORS

	<i>TITLE :</i> WBJoyTest	
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<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	WBJoyTest	1
1.1	WBJoyTest documentation	1
1.2	introduction	2
1.3	system requirements	2
1.4	installation	2
1.5	usage	2
1.6	tooltypes	3
1.7	menu	4
1.8	guarantee	4
1.9	copyright	4
1.10	author	4
1.11	acknowledgements	5
1.12	history	5

Chapter 1

WBJoyTest

1.1 WBJoyTest documentation

WBJoyTest 1.1

by Luca Carminati
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Introduction

System requirements

Installation

Usage

ToolTypes

Menu

Guarantee

Copyright

Author

Acknowledgements

History

1.2 introduction

Introduction

Use WBJoyTest to test the correct operation of the joystick connected in port #2. Moreover you can attach two sound samples to each directional switch, so you can play 4 samples with the fire button released and 4 samples with the fire button pressed. For example you could simulate a little drum kit.

1.3 system requirements

System requirements

WBJoyTest requires Kickstart 2.04+ and the diskfont.library in the LIBS: directory.

1.4 installation

Installation

Just drag the WBJoyTest icon in any directory of your choice. If you want to utilize the samples in the archive, drag the Samples drawer icon in the same directory.

1.5 usage

Usage

To start WBJoyTest from Workbench, simply double-click its icon (see

ToolTypes
for the setting values).

You can also start the program from a Shell window with the following form (the arguments are the same as the

ToolTypes
):

```
WBJoyTest [XPOS=<xpos>] [YPOS=<ypos>] [SAMPLESPATH=<path>]  
[SND1...8=<sample>]
```

After you start the program a small window appears. Move the joystick in all the directions and press the fire button to test all the switches and play the samples attached to them.

See also

Menu

Notes:

The program is only able to load raw or non-compressed IFF-8SVX samples. Moreover if a sample is longer than 128000 bytes, it will be truncated.

1.6 tooltypes

ToolTypes

XPOS

Horizontal position of the program window.

YPOS

Vertical position of the program window.

SAMPLESPATH

Here you specify the name of the path from which you want to load the samples. It must end with a slash (/) or colon (:) character.

SND1

Name of the sample you want to play by moving the joystick UP (fire released).

SND2

Name of the sample you want to play by moving the joystick RIGHT (fire released).

SND3

Name of the sample you want to play by moving the joystick DOWN (fire released).

SND4

Name of the sample you want to play by moving the joystick LEFT (fire released).

SND5

Name of the sample you want to play by moving the joystick UP (fire pressed).

SND6

Name of the sample you want to play by moving the joystick RIGHT (fire pressed).

SND7

Name of the sample you want to play by moving the joystick DOWN (fire pressed).

SND8

Name of the sample you want to play by moving the joystick LEFT (fire pressed).

1.7 menu

Menu

- Project

About

Gives you some information about the program.

Quit

Quits the program.

1.8 guarantee

Guarantee

The program has been tested several times, but its reliability is not guaranteed at 100%. I (the author) do not consider myself responsible for loss or damage of data as consequence of the use of the program. Use WBJoyTest at your own risk.

1.9 copyright

Copyright

The program is CARDWARE, therefore it is freely distributable on condition that it is always accompanied by all the files in this archive. The whole archive must not be modified in any way. If you think WBJoyTest is useful, let me know by sending me a postcard (preferred) or an E-mail message.

1.10 author

Author

Luca Carminati
Via Fratelli Urbani, 1
24016 San Pellegrino Terme (BG)
ITALY

E-mail: toffi@spm.it

If you have some suggestions or if you find some bugs in the program, contact me.

1.11 acknowledgements

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I must thank the following people:

- Toño Diaz for suggestions.
- All the Amiga users and programmers for continuing to believe in this machine.

1.12 history

History

- 1.0 - First release.
- 1.1 - Now the program makes use of ToolTypes.
 - Now you can play samples by moving the joystick.
 - Now the program has a Project menu.