

00288e68-0

Dobes Vandermeer

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COLLABORATORS

	<i>TITLE :</i> 00288e68-0		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

00288e68-0

1.1 Main Menu

```

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

```

<http://deathsdoor.com/dobes>

 IFX V2.38

Introduction
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~~~~~

The~Prefs~Editor  
 ~~~~~

Configuration
 (12.11.97)

The~IDs

The Volume Knob

IFX Sound Commenter

Installation

Free Registration

Programmers' ~Corner

Disclaimer~and~Copyright

Bugs~and~Todo

Author

Check out the IFX sound commenter!

There is now a second parameter to SOUND and PSOUND; cycles!

1.2 IFX Sound Commenter

IFXNote
=====

Included is the command IFXNote. Just run it (or click on it) and it will add a comment to every sound file in IFX.ids or any ids file INCLUDE'd in it.

It doesn't take any parameters, or anything, but it does the job. It may have some bugs, like leaving directories locked, I'm not sure. You probably won't use it THAT often anyway...
Enjoy!

1.3 Volume Control

Introduction

Francis Labrie sent me a message asking me about Volume controls, and mentioned that he had made a quick volume knob for his machine using MUIRexx. I thought this was a cool idea, so I asked him for it, and he sent it to me, and now it's part of the package.

Requirements

- MUIRexx
- REXXDOSTOOLS

These are both available from my site (for your convenience) or from AmiNet.

Installation

Drag it to anywhere on your hard drive.

Usage

Click on the icon.

Configuration

To change and save the position:

- click on "VolumeBorder",
 - Go to MUI Preferences in the menu
 - Click on "Windows"
 - Where it says "Positions", change it to "save on exit"
 - Close MUI Preferences
 - Drag the volume window where you like
-

- Choose quit in the menu

Bugs & Problems

You can't put the window against the edge of the screen, without editing the AREXX script yourself, because the border gets in the way. Live with it.

1.4 Introduction

Introduction

IFX, short for Input Effects, is a replacement for UPD (Universal Playing Daemon). Its 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

- Amiga OS 2.0 or greater
- 68000 or greater processor
- The volume knob also requires MUIRexx

1.5 The Prefs Editor

IFX Preferences

The IFX Preferences editor was created for editing the IDs list for IFX. Its 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

IMPORTANT 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 preferences editor often crashes when you save; you have to quit the IFX daemon to prevent this.

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.

1.6 Configuration

Configuration

ENVIRONMENT

=====

You can now set the volume that IFX will play sounds at!
In a CLI, type:

```
setenv IFXVOLUME <volume>
```

Replace <volume> with a number between 0 and 64, and IFX will then play all sounds at that volume. You can also use the environment variable VOLUME, which IFX will look for if IFXVOLUME hasn't been set

Here is a quick example:

```
setenv VOLUME 32      ; Set IFX's volume (and maybe other programs' volume) to half
setenv IFXVOLUME 0    ; Set IFX's volume to silent (Probably not other programs)
del ENV:IFXVOLUME     ; Return IFX's volume to half (will now use VOLUME)
copy ENV:VOLUME ENVARC ; Store VOLUME for next bootup
```

For those of you who like HEX, you can also use hex numbers, like:

```
setenv VOLUME $40    ; Set volume to full
setenv VOLUME $20    ; Set volume to half
```

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 overridden 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
=====
```

Since the Preferences editor is really limited (I really don't like writing GUI's), you can (and should) edit the ids files yourself.

The first file IFX loads is stored in S: (scripts), and is very similar to, say, an AmigaDOS script. Each line is a command, followed by parameters.

Defining IDs

```
-----
```

```
<TYPE> <ID> <DATA> <CYCLES>      (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.

CYCLES: (number) Number of times to repeat any SOUND or PSOUND.

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 only 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.

Comments

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!

1.7 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

```

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
miami_online      - When Miami has established a connection
miami_offline     - When Miami has hung up

```

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

```
Effect >NIL: cli_open
```

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

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.

1.8 Programmers' Corner

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

Accessing IFX

IFX currently has two access methods: An AREXX port, and a public ExecMessagePort. The arexx port is called "PLAY" for compatibility with UPD, and the ExecPort 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:	In E:
struct ifx_msg {	OBJECT ifx_msg OF mn
message mn;	cmd :LONG
long cmd;	id :PTR TO CHAR
char *id;	data :LONG
long data;	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.

Full Source
^^^^^^^^^^

For more commands and info, look in the AmigaE directory (included) for the full E source for IFX, so you can know inside and out the interface; you could even add some stuff yourself. Just tell me beforehand, and I'll make sure you get the latest tweaked version of IFX.e, and then stop development until you are done, and then I'll work with the changed version.

1.9 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"
- crashes occasionally

IFX Commodity

Bugs

- Someone reported a crash when cut and pasting in the Shell, but it disappeared.

Todo

- Your suggestions will be incorporated, if possible.
- Add DELAY option to .ids file (Not soon, sorry)
- Add MODULE (play a mod.*) to .ids file
- Add MUI gui. (sigh) This was requested.

History

- 2.38 Added cycles option in .ids file
 - 2.38 Added Sound Commenter
 - 2.38 Fixed bug in Effect that I stupidly caused.
 - 2.37 Added VOLUME control through ENV variables
 - 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.

1.10 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

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.

1.11 Author

Author

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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)

1.12 Installation

Installation

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 comfiguration. 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>).

1.13 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 27 registered users

There have been 12 bug reports

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

* The Volume knob for IFX was provided by Francis Labrie

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...)
