WBWelcome

Alex Furmanski

COLLABORATORS			
	TITLE : WBWelcome		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Alex Furmanski	October 23, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

WBWelcome

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                            WBWelcome v0.1 by Alex Furmanski



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        About MUI

        Information about the authour can be found here.  Have a look, if  ←
            you wish.
             Some example sound files can be found in the samples dir.  You ←
                    might
like to try them out.
```

1.2   What IS WBWelcome?

```
             Put simply, all WBWelcome does is play IFF samples.  The  ←
                    package comes
in two parts:

        WBWelcome
         which plays the samples

        WBWelcomePrefs
```

, the preferences program.

   What is special about it, is that it will play a sample from its sample
list at random. It is designed to act as a welcome message giver (hence
its name) when your Workbench opens up. Using the preferences program, you
can configure your sample list and then you put WBWelcome in your WBStartup
drawer and you will be greeted with a random message each time.

1.3   The WBWelcome program

   This file should be placed in your WBStartup drawer and will play a
random sample upon execution. Of course, you could use it to play samples
at random any time, just double-click on it!
   It will only play IFF 8SVX samples less than 128k long though. An error will ↩
      be generated if a sample cannot be played.
   The config file, "Env:wbstartup.prefs" must be available.

1.4   The WBWelcomePrefs program

              WBWelcomePrefs uses
          MUI
             .

   This is the main part of the program and can be installed anywhere on
your system, although the Prefs dir seems sensible. Using this program you
can create your sample list, for WBWelcome to use.

   Explanation of controls

          WBWelcome v0.1 by Alex Furmanski
              |
          New sample

          New sample
              |
   |

                               |
   |

          Scream!.8svx
              |
   |

                               |
   |

          Pick sample file

```
                                  |
        |
                        Add

                        Del

                  Save

                  Cancel
                          |
         ----------------------------------------
```

1.5   The title bar

This is the title bar. I thought this was obvious. You disappoint me.

1.6   The listview

This is a listview containing the names of the samples in the playlist.
Click on a name to see more information about the sample. The scroll bar
and arrow gadgets may be used if there are a lot of samples, although the
program limits you to 20 samples by default.

1.7   The sample name gadget

This string gadget contains the name associated with the currently
selected sample. This is the name that appears in the listview. It serves
no other purpose.

1.8   The sound file name gadget

This read-only gadget show the filename of the currently ←
                    selected
sample. It can be changed by clicking the
          Pick sample file
           button.

1.9   The sound file selection gadget

Clicking this button opens a ASL file requester from which you should
select an IFF 8SVX sound sample. If the file you select is not in the
correct format, you will be informed and asked to reselect.

1.10 The add button

   Use this button to create a new sample in the sample list. A sample
named "New Sample" and with no associated sound file will be added to the
list. These values may be edited using the gadgets.

1.11 The delete button

   Clicking this button will delete the currently selected sample from the
sample list. IT IS NOT POSSIBLE TO UNDELETE.

1.12 The save button

   Use this button to save the sample list to the configuration file and
exit from the program. If the program does not exit, it means that the
config file "Env:wbwelcome.prefs" could not be copied to EnvArc:.

1.13 The cancel button

   This button allows you to exit from the program without saving any
changes you have made to the sample list.

1.14 "

```
v0.01 - 28/12/98  First version
                  GadTools GUI
v0.02 - 31/12/98  Fixed delete button bug
                  Tweaked prefs file
v0.10 -  5/12/98  WBWelcome Daemon now calculates sample play time
                  Optimised code
                  exes: Daemon - 18436  Prefs - 53128
v1.01 - 23/1/98   Re-wrote prefs program to use MUI
                  Tweaked prefs file
                  Fixed "numsams" bug
                  exes: Daemon - 19124 Prefs - 61692
v1.02 - 7/3/98    Fixed sample duration error - my fault
                  exes: Daemon - 19116 Prefs - 61792
```

1.15 Erk!

                 Firstly, some bug-like features which are actually forced upon ←
                    me:

      1: Samples must be in IFF 8SVX format

```
    2: Samples must be no more than 128k long
```

There have been initial reports of the Listview not updating. If you
get this, let
                me
                 know and ignore it for now. Save your
config and reload the prefs program, and the Listview will update.

    If you find any bugs, in either program, the let
                me
                 know.

1.16   Copyright details

                WBWelcome is Copyright (C)1998-99 Alex Furmanski.

            MUI is Copyright (C)1992-97 Stefan Stunz
                Attemps to breach this copyright will be dealt with by an ←
                    implausibly
large aubergene and the offending party - so there.

    This program is freely distributable and no money is asked for its use,
just a little gift or even a letter to let me know you (dis)like it. Ta.

    My thanks go to Curt Esser, whose code for calculating sample duration
worked like a dream.

1.17   About me

    WBWelcome was written by Alex Furmanski, a prolific programmer who
seems to spend most of his time glued to his computer chair (a nasty
accident - don't ask). At the age of 16 (years), he is taking A-Levels in
Computing, Electronics, Maths and Chemistry. Hands full, then.
    He has been programming for several years, since he started on his ZX
Spectrum in the (very) early nineties. Over this period, he has knocked up
a few small programs and a couple of major ones which were published on an
AFCD, just like these. You probably know the name from the excellent Civ
Hack, the latest version of which is also on this CD.

    Should you wish to contact him, write to:

    Alex Furmanski
    1 Heywood Drive
    Luton
    Beds
    LU2 7LW

or try e-mailing: kumquat@jump.com

It really would make his day.

1.18 About the MagicUserInterface system

                    This application uses

                MUI – MagicUserInterface

            (c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With
the aid of a preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a file called "muiXXusr.lha" (XX means the latest version number) on
your local bulletin boards or on public domain disks.

        If you want to register directly, feel free to send

                DM 30.- or US$ 20.-

                        to

                  Stefan Stuntz
            Eduard–Spranger–Straße 7
                80935 München
                    GERMANY

        Support and online registration is available at

                http://www.sasg.com/