

fx

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Chapter 1

fx

1.1 FX guide

GUIDE FOR FX V1.11

Welcome to FX. In the following lines I want to explain special abilities of FX and how some things work. Please, read this guide carefully before starting it the first time.

Copyright legal stuff

Register FX is shareware!

What is FX? FX features

Installation how to install FX

Systemrequirements hard- and software requirements

Usage how to use FX

Thanks special thanks to...

History FX history

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Bugs nobody is perfect

Support Where to get updates

The FX support has been greatly enhanced!

Author it's me

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1.2 FX Guide - Index

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1.3 FX Guide - Systemfunctions

SYSTEMFUNCTIONS

This inputlist shows you all systemevents that are supported by FX. By doubleclicking on one event you can hear the sample you have connected to that function.

1.4 FX Guide - Samplechoice

SAMPLECHOICE

This popasl object pops up an asl filerequester that allows you to choose an sample via a standard system requester. This requester may be replaced by a MUI requester in future versions of MUI. If wanted you can hear the selected sample right after pressing the ok button of the requester. If you have selected a sample for one function at the first time this event will be activated and the volume will be set to 64.

1.5 FX Guide - Activation

ACTIVATION

This checkmark allows you to enable or disable any event. If you have deactivated one event no systemfunction will be changed and no system memory will be allocated.

1.6 FX Guide - Audiofilter

AUDIOFILTER

The hardware audiofilter is not yet available.

1.7 FX Guide - Delay

DELAY

Amiga OS 3.0 users must set a delaytime that is used to wait for a sampleend. This is necessary because it is not possible to wait until the OS tells FX to remove the soundobjects. This delaytime is useless for OS3.1.

1.8 FX Guide - Volume

VOLUME

Use this to setup a volume for each of the 31 events.

1.9 FX Guide - Programlist

PROGRAMLIST

This list shows all programs that shall (not) use FX, it depends on what you have selected. By doubleclicking on one entry you can delete that entry from the list.

1.10 FX Guide - Systemtasks

SYSTEMTASKS

Here all tasks are listed that were running when FXPrefs was started. By doubleclicking on one of these tasks you can add it to the programlist.

1.11 FX Guide - Filter programlist

FILTER PROGRAMLIST

This enables you to choose if you want the programs listed in the programlist to use FX or not.

1.12 FX Guide - Update systemtasks

UPDATE SYSTEMTASKS

[Click here](#) to update the systemtasklist.

1.13 FX Guide - Diskprograms

DISKPROGRAMS

Use this button to add a program from your harddisk to the programlist.

1.14 FX Guide - Delete programlist

DELETE PROGRAMLIST

To delete the complete programlist you have to select this button.

1.15 FX Guide - Sort

SORT

By clicking on one of these two buttons the corresponding list will be automatically sorted.

1.16 FX Guide - Save

SAVE

This button saves all your settings to your ENVARC: directory.

1.17 FX Guide - Use

USE

This saves your settings to your ENV: directory.

1.18 FX Guide - Cancel

CANCEL

Quit FXPrefs without saving.

1.19 FX Guide - FX Status

FX STATUS

This textfield shows you if FX was running when you have started FXPrefs. You may also remove FX from within FXPrefs.

1.20 FX Guide - Remove FX

REMOVE FX

By selecting this button you can remove FX.

1.21 FX Guide - Remove all soundobjects

REMOVE ALL SOUNDOBJECTS

This button removes all defect soundobjects from your system. It is useful if all soundchannels were allocated but FX tries to play a sample. In this case the soundobject does not return anymore so FX can not remove this soundobject. This button signals all FX processes to quit and remove their soundobject. All allocated memory will be freed. As long as this procedure is running you are not able to do any action. A requester will tell you when all objects are removed. Even with several objects waiting this will take only a couple of seconds.

1.22 FX Guide - Play sample after choice

PLAY SAMPLE AFTER CHOICE

Here you can choose if you want to hear a sample right after selecting it. This checkmark will be set each time you start FXPrefs. If FX is running this checkmark will be deactivated otherwise it will be activated. This checkmark is not considered when saving the settings to disk or ram.

1.23 FX Guide - open

OPEN

Load a FXPrefs file.

1.24 FX Guide - save as

SAVE AS

Save your settings with another name than fx.prefs into another directory than ENVARC: or ENV:.

1.25 FX Guide - about FX

ABOUT FX

This shows some information about FX and MUI.

1.26 FX Guide - quit

QUIT

Quit FX without any changes.

1.27 FX Guide - Last saved

LAST SAVED

This resets your settings to the last saved.

1.28 FX Guide - Tooltypes

TOOLTYPES

The only tooltype is supported by FX. SHOWINFO=<secs> displays an informationwindow after starting FX. The window disappears after the selected number of seconds. However the installation of the FX playroutines is in no way delayed.

1.29 FX Guide - What is FX?

WHAT IS FX?

FX gives you the ability to patch systemfunctions with any sound sample. Therefore the datatype.library, available from OS3.0 and above, is used. That means you may use any sampleformat you want if you have a datatype for this format. You are no longer forced to use standard IFF samples.

Until now the following **functions** may be patched.

intuition.library:

- OpenWindow() Offset: -204
- OpenWindowTagList() Offset: -606
- ActivateWindow() Offset: -450
- WindowToFront() Offset: -312
- WindowToBack() Offset: -306
- CloseWindow() Offset: -72
- OpenScreen() Offset: -198
- OpenScreenTagList() Offset: -612
- ScreenToFront() Offset: -252
- ScreenToBack() Offset: -246
- CloseScreen() Offset: -66
- OpenWorkBench() Offset: -210
- WBenchToFront() Offset: -342
- WBenchToBack() Offset: -336
- CloseWorkBench() Offset: -78
- AutoRequest() Offset: -348

dos.library:

- LoadSeg() Offset: -150
- NewLoadSeg() Offset: -768
- UnLoadSeg() Offset: -156
- Rename() Offset: -78
- DeleteFile() Offset: -72

layers.library:

- BehindLayer() Offset: -54
 - CreateBehindLayer() Offset: -42
 - CreateUpfrontLayer() Offset: -36
 - DeleteLayer() Offset: -90
 - MoveLayer() Offset: -60
 - MoveLayerInFrontOf() Offset: -168
 - MoveSizeLayer() Offset: -180
 - ScrollLayer() Offset: -72
 - SizeLayer() Offset: -66
 - UpfrontLayer() Offset: -48
-

1.30 FX Guide - Functions

This node only describes every single function.

Intuition.library:

These functions are general window and screen functions of the AmigaOS.

- `OpenWindow()`

Open a window, it's used by older programs oder some programs that shall be compatible to OS versions <2.0.

- `OpenWindowTagList()`

New for OS2.0, open a window like `OpenWindow()`.

- `ActivateWindow()`

Activate a window.

- `WindowToFront()`

Pop window in front of all others.

- `WindowToBack()`

Push window behind all others.

- `CloseWindow()`

Close a window opened via `OpenWindow()` or `OpenWindowTagList()`.

- `OpenScreen()`

Open an intuition screen.

- `OpenScreenTagList()`

Like `OpenScreen()` but new for OS2.0.

- `ScreenToFront()`

Pop screen in front of all others.

- `ScreenToBack()`

Push screen behind all others.

- `CloseScreen()`

Close screen opened via `OpenScreen()` or `OpenScreenTagList()`.

- `OpenWorkBench()`

Open the Workbench screen.

- `WBenchToFront()`

Pop WB to front.

- `WBenchToBack()`

Push WB to back.

- `CloseWorkBench()`

Close the WB screen. Function could fail if guest windows are opened on.

- `AutoRequest()`

This opens a requester like those used by `FXPrefs`.

Dos.library:

With these functions AmigaDOS does the most disk I/O.

- LoadSeg()

Load an executable file but doesn't start it.

This function is called very often by the system to load programs from WB or CLI.

- NewLoadSeg()

Like LoadSeg() but new for OS 2.0.

- UnLoadSeg()

Remove a program loaded via LoadSeg() or LoadSegNew() from memory when finished.

This function is called very often.

- Rename()

Rename a file.

- DeleteFile()

Delete a file from disk.

layers.library:

Layers are the most important things concerning windows and screens.

A layer is a simple windowlike area that can be initialized on any screen by the AmigaOS or any program. E.g. layers are used by Martin Korndörfer's MagicMenu. You may have sounds with your menus if you are using MagicMenu.

- BehindLayer()

Push layer behind all other layers.

- CreateBehindLayer()

Create a layer behind all other layers.

- CreateUpfrontLayer()

Create a layer in front of all other layers.

- DeleteLayer()

Delete a layer.

- MoveLayer()

Move a layer.

- MoveLayerInFrontOf()

Pop layer in front of another layer.

- MoveSizeLayer()

Change size and move layer.

- ScrollLayer()

Scroll a layer.

- SizeLayer()

Change size of a layer.

- UpfrontLayer()

Pop a layer in front of all other layers.

1.31 FX Guide - Copyright

COPYRIGHT

I TAKE NO RESPONSIBILITY FOR ANY DAMAGES CAUSED BY FX ITSELF OR ANY WRONG USAGE OF FX. FX IS PROVIDED TO YOU 'AS IS' AND YOU USE IT AT YOUR OWN RISK.

FX IS SHAREWARE AND ANY COMMERCIAL SPREAD WITHOUT MY WRITTEN PERMISSION IS ABSOLUTELY PROHIBITED. YOU MAY COPY FX FREELY AS LONG AS ANY FILES INCLUDED REMAIN UNALTERED. ALL RIGHTS RESERVED.

FXPrefs © 1995-96 Markus Albrecht

FX © 1995-96 Markus Albrecht

MagicMenu © 1992-93 Martin Korndörfer

DelTracker © 1991-95 Delirium Softdesign

(Please consult their manuals for any questions.)

1.32 FX Guide - FX is shareware!

REGISTER

I need the following information:

Name : _____ (max. 30 characters)

Str. : _____ (max. 30 characters)

City : _____ (max. 30 characters)

E-Mail : _____

Send this via EMail or snailmail.

The shareware fee for FX is 20DM or the equivalent value in any other currency. If you want to use FX without this annoying requester pay the shareware fee. You can pay cash or via bankaccounts. See [my](#) adress for details. When sending me the money, please, only pay cash or send Eurocheques.

As soon as your money arrives I'll prepare your key and send it to you. It must be installed as written in the included infofile.

Please, always include your EMail address because I will send out the keys to these addresses. If you want to receive your key via

snailmail, please, include a back-envelope and enough stamps to send it back to you.

Always remember that your registration only gives you the right to use FX. You are not allowed to sell FX in any way. You are off course also not allowed to give away your keyfile because it would be no longer recognized in future versions of FX.

1.33 FX Guide - Systemrequirements

SYSTEMREQUIREMENTS

- OS 3.0
- 68020+ CPU
- MUI 2.x

1.34 FX Guide - Usage

USAGE OF FX

Patch The patchprogram

Prefs The editor

Menus The editors menus

1.35 FX Guide - Patch

FX can be started from CLI and WB. FX should be placed into your wbstartup drawer. Unregisterd version will show up a requester that disappears after 10 seconds. All installations of FX will be done after that 10 seconds. By using the tooltype SHOWINFO=<secs> an informationwindow will be shown that closes after <secs> seconds. To remove FX start it a second time.

1.36 FX Guide - Prefseditor

USAGE OF FX

- Group: Mainsettings

FXPrefs can also be started from CLI and Workbench. It does not yet support tooltypes. Unregistered versions will show up standard MUI requesters that can be removed by clicking on OK. Invalid keyfile will be handeled as unregistered. At first you will see the mainsettings group. The systemfunctions listview shows you all

systemevents that are supported by FX. By selecting one of these events you can setup samples, activity, delay and volume. To choose a sample select the popasl object below the listview. If it is the first time you choose a sample for this event it will automatically be activated and the volume is set to 64. You can hear the sample right after selecting it or after doubleclicking on the corresponding event. Each event has certain properties you can edit in the properties group. It is possible to activate or deactivate each event, to activate the audiofilter, which is not yet implemented, next is the delaytime for OS3.0 users to wait for the sampleend, last is the volume which you can choose for each event.

- Group: Programmanager

The programmanager is the real new thing in FX. With the help of this you are able to choose programs you don't want to play FX sounds or the other way round. It depends on what you have selected at 'Filter programlist'. The selected programs will be shown in the programlist listview. By doubleclicking on one entry you can remove it.

Doubleclicking on one entry of the systemtask listview will add the selected task to the programlist. Additionally you can add programs from your harddisk to the programlist by selecting 'diskprograms'.

The programlist can be cleared by selecting 'Delete programlist'.

Both lists may be sorted by selecting one of the two 'sort' buttons.

- Group: FX Control

This group shows you if FX was running when you have started FXPrefs or not. If so, you can remove it by selecting 'remove FX'. This version of FXPrefs allows you to remove all crashed soundobjects from your system, this will free all allocated memory. In the FXPrefs settings you can choose if you want to hear a sample right after selecting it.

When you have set up everything as you want you can save all settings to your harddrive by selecting save. Use will only save your settings temporarily to your ram. Cancel does not save anything and will quit without changes.

1.37 FX Guide - The menus

The menus:

- Project

+ open => load a FX.prefs file

- + save as => save FX.prefs anywhere
- + about => some information
- + quit => quit
- Edit
- + last saved => reset to last saved

1.38 FX Guide - Thanks

THANKS

Thanks must go to these people :

- Michael Kilimann for testing FX, bugreports and suggestions
- Ralf Friedrich for bugreports, suggestions, the magic icons of FX and all graphics included.

1.39 FX Guide - History

HISTORY

V1.0 (18.11.95) : First release.

V1.01 (23.11.95) : - 3 functions added

DeleteFile()

LoadSeg()

AutoRequest()

- Samples are no longer in memory because this would need too much space.

V1.02 (05.12.95) : - 11 functions added

- Every function can be switched off.
- Delaytime introduced.
- Underscore added
- Annoyingrequester disappears after 10 seconds instead of 30.

V1.03 (07.01.96) : - Fully localized editor. Default language is english.

- FXPatch opens a requester when loaded a second time.
 - 68000/010 are no longer supported.
 - Some errors due to the behaviour of loading the prefs are removed.
 - FXPatch didn't request OS3.0.
 - Requester are improved.
 - Slidergadget will be correctly disabled under OS3.0.
 - Prefs can be used without restarting FXPatch.
-

- Informationline added.
- FXPatch can be removed by FXPrefs.
- FX.Guide changed, gfx removed.
- Own sampleplayer added.
- Optimisations reduced code up to 30%.

V1.04 (23.01.96) : - Archive had to be changed to fit Aminet requirements
(no samples included any more)

- Enforcer hits removed.
- English guide added.
- All windows are now correctly centered on every screen, no matter what font is active.
- FXPatch does now check for other programs that might have patched over FX.

V1.05 (30.01.96) : - First Aminet release

- The new windowcenter routine had a little bug. Two enforcer hitsources removed.

Because of this I did not release FX on Aminet yet.

- Layers.library support implemented => 10 new functions. (Sound support of Martin Korndörfer's MagicMenu)

V1.06 (xx.xx.xx) : - The slidergadget is now set correctly.

- GUI is improved.
- FXPatch is now localized.
- Tooltypes are now supported to ensure a better assimilation of the FX GUIs to the individual WB.
- The FX logo in the Information window of FXPrefs is changed because it was too similar to the MCP logo.
- Development of FX 1.06 stopped because this version was not running correctly.
- Gadtools interface killed, development of a good gadtools interface seemed to be impossible.

V1.1 (07.07.96) : - Magic User Interface created and built in.

- Volume can be set for each event.
- Add program manager to deactivate FX in special programs.
- FX Control improved, it is now possible to remove hanging soundobjects without a reset.
- Sample can be heard right after selecting it.
- FX shows up an information window for a selectable number of seconds.

V1.11 (12.07.96) : - Only one change: locale.library v38 is now required not v39. (Thanks to Frederic Jean for reporting this.)

1.40 FX Guide - Future

FUTURE

- Some bugfixes.
- Improvements of FX handling.
- Internal changes

1.41 FX Guide - Bugs

BUGS

Please send bugreports to [me](#) .

- When using the systemgadgets to pop a window or screen to front or visa versa no sample is played. This is because intuition does not use the library entries that must be used by ordinary users.
- You should filter programs that allocate all soundchannels to avoid incorrect behaviour of FX.

1.42 FX Guide - Installation

INSTALLATION

If you run a 68000 or 68010 system you can stop reading here.

Doubleclick on install.

If you want to install by hand do it like this:

Copy FXPatch to your WBstartup and FXPrefs to prefs drawer. This guide can be copied to Help:english. The catalog is should be placed into locale:catalogs/english/.

1.43 FX Guide - FX Support

FX SUPPORT

You can get the latest FX updates in the FX support Box. Call the Golden Gate BBS. You can find FX in .BINAER/AMIGA/WB-TOOLS.

Port 0 : +49-2041-21248 28.800 BPS

Port 1 : +49-2041-262769 28.800 BPS

If you have questions, contact user [WODAN](#) .

Latest FX updates are also available from aminet.

[aminet/util/wb](http://aminet.util/wb)

Additionally you can also get FX PGP encrypted. For this I need your PGP public key. Please, contact me under the [FX-hotline](#) .

You can reach up to date information about the FX development by WWW at <http://home.pages.de/~fx> !

1.44 FX Guide - Author

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