

Euph0ria

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Chapter 1

Euph0ria

1.1 main

Euph0ria 1.0
Visual plugin for AmiNetRadio, Kaya and AmigaAMP

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Introduction

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Author

v1.0, 21-Jul-04

1.2 introduction

Introduction

Euph0ria is a visual plugin for players who support the AmigaAMP plugin interface.

So far it works with all current versions of AmiNetRadio, Kaya and AmigaAMP.

1.3 requirements

Requirements

- a compatible player:

AmiNetRadio (<http://anr.amigazeux.net>),
Kaya (part of MorphOS since version 1.4)
or AmigaAMP (<http://www.amigaamp.de/>).

- properly installed OpenURL 3.x (optional)

- 1 or 2 MB (or maybe a bit more, dunno exactly ;) free RAM

- MorphOS 1.x

1.4 installation

Installation

Copy the Euph0ria drawer to a place you like.

Alternatively you could copy the Euph0ria binary to the plugin directory of AmiNetRadio or AmigaAMP, but I don't recommend that for certain reasons.

1.5 startup

Startup

You can start Euph0ria from Ambient or from Command Line.

No special arguments or tooltypes required nor

supported, but you may want to start a supported player before Euph0ria or the startup will immediately end with an error message. :)

When you installed Euph0ria to the plugin directory of AmiNetRadio or AmigaAMP then you also can use the plugin start functions of the certain player.

1.6 mainwindow

Main window

The main window is divided in 2 parts.

First and upper part is the Scope-Area and shows visualized sample data using certain random effect combination.

Below the Scope-Area are the Level-Meters which are showing current volume of the stereo channels. Both gauges represent the same channel when mono audio data is received. The Level-Meters are hideable via menu options.

Keyboard control

Besides the default MUI keys following keys/ key combinations are supported:

TAB - toggle to fullscreenmode

other special keys, see in
Snake
section.

Mouse control

You'll maybe find out someday. ;-)

1.7 menuoptions

Menu options

Project

Check for Update

Opens a browser and loads Euph0ria support site.
Needs properly installed OpenURL 3.x.

About

Opens the About window or bring it to front when it was already opened.

About MUI...

Opens the About MUI window or bring it to front when it was already opened.

Quit

Quits Euph0ria. Euph0ria also shut down when you quit the player.

Settings

Show waveform

When activated the current waveform is displayed in the Scope-Area else it only shows the blurred effect.

Connect points

When activated Euph0ria will try to connect the points of the waveform. Not all waveforms are connectable.

Level-Meters

Display the Level-Meters in the main window.

Tint inactive scope

Tints the Scope-Area (black/white) when window is deactivated.

Show framerate

Displays the current fps (frames per second).

Show info display

Some
additional informations
about the currently

used effects are displayed in the Scope-Area

Fullscreen mode

Select display mode which will be used for fullscreen mode (toggleable with TAB key).

Overlay: RGB16PC

- + uses ambient resolution (fast toggle, no monitor resync required)
- +/- blurs picture
- colours are reduced to 16bit which can result in colour steps in the gradients

Overlay: YCbCr16

- + uses ambient resolution (fast toggle, no monitor resync required)
- +/- blurs picture (you may like it, you may like it not ;)
- + much less colour information reduction as with RGB16PC
- + tokai's favourite (most work was required ;)
- experimental: no pixel sampling yet with euph0ria 1.0, which results in some wrong pixel colours in certain situations

WPA/ BestModeID

- + 1:1 quality
- + faster than overlay modes
- does not use ambient screen resolution and therefore needs a monitor resync to a lowres resolution which results in slower toggle speed

Framerate

Let you choose a certain framerate. External timing (player) is not implemented yet.

Normally you don't want to change anything here because the timing of all effects are optimised for 30fps (default). Also a few special functions of Euphoria will only work with 30fps.

Only decrease framerate when you need more free CPU or increase it when you want to wind to the next effect or test the power of your processor. :)

Task priority

Let you choose the task priority of Euph0ria. When you want stable framerate choose high priority. I recommend "+9". Default is 0.

Note: Do NOT use a priority below 0 in combination with AmiNetRadio versions below 3.1+.

Load last saved

Loads last saved settings from ENVARC.

Save

Saves current settings to ENVARC, they will be used on the next start of Euph0ria.

MUI...

Opens MUI Settings window. For more information read the MUI documentation.

1.8 snake

Snake

Already bored while watching the effects in Euph0ria?
No reason for feeling sad: play a round Snake! :-)

Yes, you readed correctly: Euph0ria includes a Snake game. It was probably the most obvious easter egg in 0.24 release of Euph0ria.

How to play?

In Snake you control a little snake. Goal is to grow until you die by collecting food. Some food is more nutritious than other food so you grow more. But make fast: food quickly go off and rottens. If your little fellow grows big enough you mabye have a chance to enter the Snake Hall of Fame.

ENTER - start a game
CURSOR - control the snake
SPACE - pause/unpause game
8 - show the "Hall of Fame"

When the window gets unselected or you toggle to fullscreen mode then the game is automatically paused, that's good when some DCC window in AmIRC pops up or something similiar.

NOTE: For certain specific reasons it is only possible to play Snake with 30fps and in window mode.

1.9 infodisplay

Info display

The info display shows 3 lines with some information about the currently used effects.

Zoom/Blur effect:

```
Z: 04/09 [03:040%]
| | | |
| | | +----- pre-calculation status
| | |
| | +----- number of next effect
| |
| +----- available effects
|
+----- current effect
```

Colour sets (palettes):

```
P: 04/09
| |
| +----- available colour sets
|
+----- current used colour set
```

Waveforms:

```
W: 03/05/08:B
| | | |
| | | +----- active buffer
| | |
| | +----- available forms
| |
| +----- active form in buffer 'B'
|
+----- active form in buffer 'A'
```

1.10 playersettings

Player settings

For optimal result and quality of the effects it's recommend to set certain options in the players.

AmiNetRadio

Set Update-Frequency of the scopes to 30 times per second for optimal result.

Kaya

No special settings required (or possible).

AmigaAMP

Set the play buffer to "1/20s" and try to play around with the Visualisation settings. AmigaAMP is a bit buggy here and it can happen that the plugin does not get required data with certain settings.

Mode: Spectrum + Peak
Speed: Fast
Resolution: High

and turn on: "Keep visualisation running while plugin is running". This works here. Maybe you need to change and save the settings and restart AMP first before it works. It's a bit weird. :)

1.11 faq

Frequently Asked Question

Q: When using Kaya the titles are not showed in the titlebar of the Euph0ria main window, why?

A: Current version of Kaya (1.0) does not support TrackInfo data. It will probably added in next release of Kaya.

Q: Do you plan to add a fullscreen mode?

A: Bah!

1.12 disclaimer

Disclaimer

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1.13 future

Future

A lot is planned and maybe some of these features will be added someday:

- finish implementation of external timer
 - AREXX port/commands
 - scalable window
- etc.

1.14 credits

Credits

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Full credits are available in the About-Requester of Euph0ria.

1.15 author

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