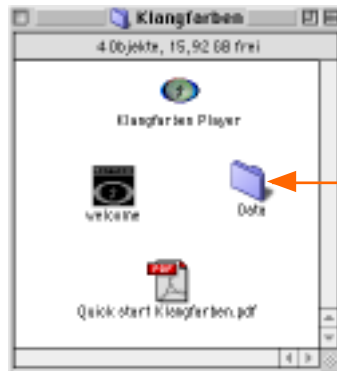# Getting startet

0. Minimum system requirements:
    PPC 601, MacOS 7.5, Quicktime 3.0, 20 MB free RAM

1. Your Klangfarben folder should look like this and you can place it anywhere on your hard disk

all your images, movies and effects go here

2. For best performance quit all applications and disable Virtual Memory, AppleTalk, File Sharing, any non-essential extensions, etc.

3. Connect an audio-source to your microphone jack or insert a CD. Choose the correct sound source in the sound control panel. Do not use iTunes to play CDs because it re-directs the audio stream and Klangfarben won't be able to access the sound input. Try the Apple CD Player, instead. On a Cube or QuickSilver G4 you will need to use an iMic or similar device in order to access an external audio signal!

4. Launch Klangfarben, press the scan button first, then press play.

5. Have fun!

Epilepsy Warning - READ THIS NOTICE BEFORE YOU USE KLANGFARBEN

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using any video effects. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

Klangfarben file types

"Set" file
(collects your visual effects in
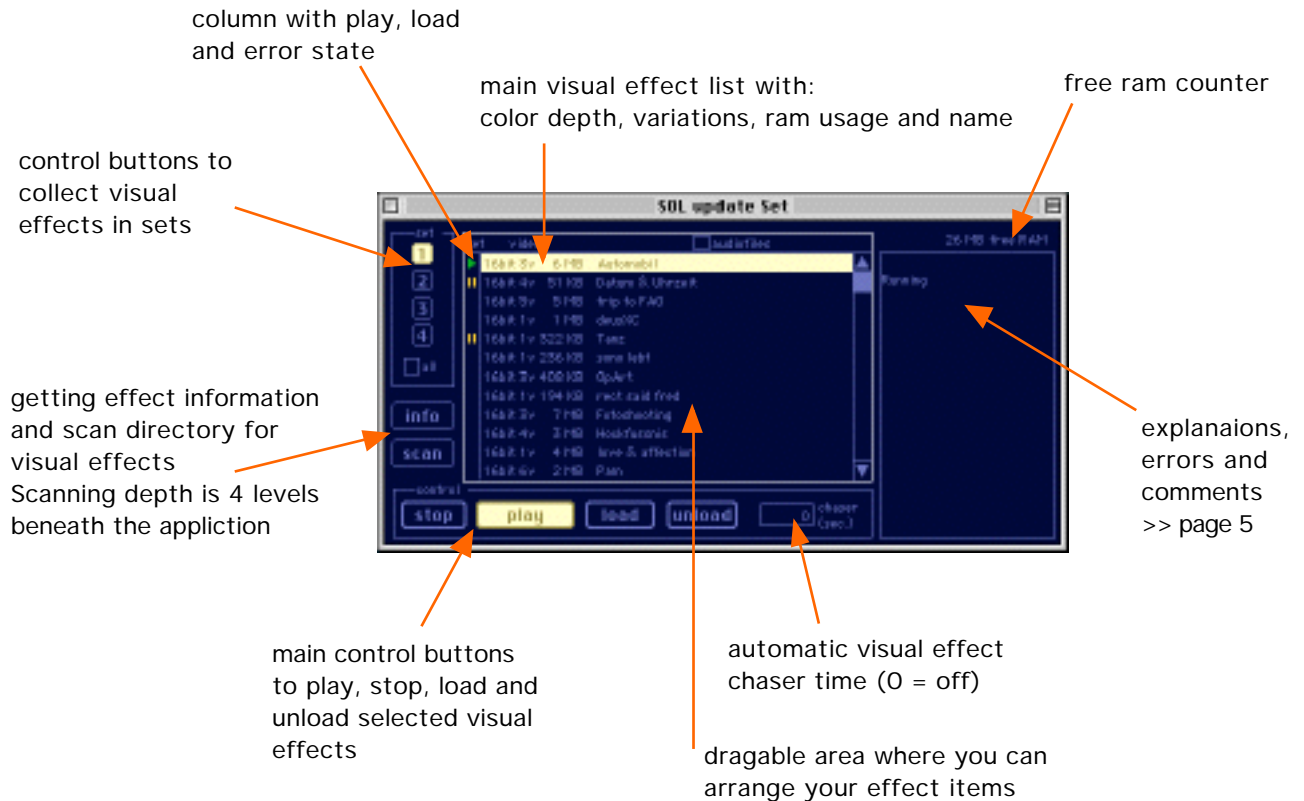the main control window)
>> page 2

executable visual effect
(these files go into the
main visual effect list)
>> page 2

visual effect component
(not executable directly,
goes into list controls)
>> page 3,4

Main Klangfarben visual effect control window

column with play, load
and error state

main visual effect list with:
color depth, variations, ram usage and name

free ram counter

control buttons to
collect visual
effects in sets

getting effect information
and scan directory for
visual effects
Scanning depth is 4 levels
beneath the appliction

explanaions,
errors and
comments
>> page 5

main control buttons
to play, stop, load and
unload selected visual
effects

automatic visual effect
chaser time (0 = off)

dragable area where you can
arrange your effect items

keyboard shortcuts for main control buttons

load	⌘1
play	⌘2
stop	⌘3
unload	⌘4
unload all	⌘5
info	⌘I

keyboard shortcuts during play

next track	+
previous track	–
move selection	arrow keys
play	spacebar
variations	1-9

Toolbox components, controls and window colors

component name

yellow = loaded

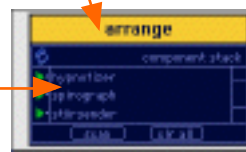**list control*:**
use arrow keys or mouse to
navigate, spacebar to toggle state
You can have up to 32 items per list
>> page 4

green = running
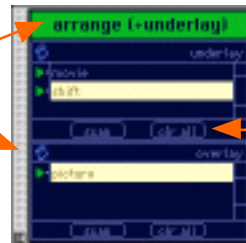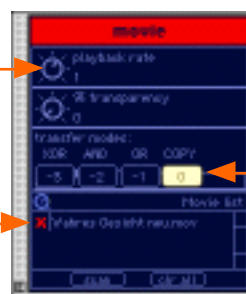
drag bars

buttons to clear list controls
and scan directory for files

knob control*:
use arrow keys or mouse to
adjust value
Horizontal movement is finer
than vertical (mouse)

red = error

radio control*:
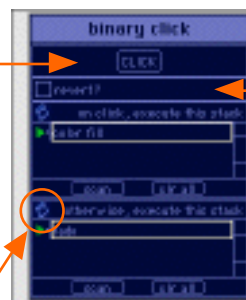use mouse to adjust value

red mark indicating an error
>> page 5

blue = not loaded

button control*:
use spacebar or mouse to
activate

checkbox control*:
use spacebar or mouse to
toggle

* use tab-key to switch between controls

list control type indicator

pictures (PICT,JPEG)

visual effects

palettes

movies (Quicktime,MPEG,AVI)

texts (ASCII)

Play hints

Klangfarben is designed to be used in real time. This means that you can work with the controls without stopping the animations. Of course, there are some limitations:

- loading pictures will pause the machine
- loading visual effects will pause the machine
- dragging files from Finder into Klangfarben will pause your computer until you drop the dragged item into the Klangfarben window
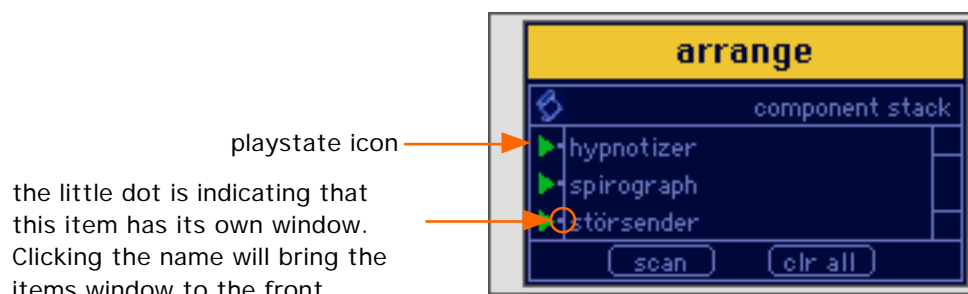
Preload the effects you want to use, so when changing to the next effect your computer will not pause. Watch the free RAM counter and make sure that there is always 1-2 MB of free RAM left. Klangfarben uses a temporary memory scheme, so leave a minimum of 4 MB RAM for the system.

Klangfarben requires that you use a specific syntax, therefore you must start every composition with an „**arrange**" or „**arrange (+underlay)**" module - otherwise you won't get any sound input or be able to access the graphics or effects you want.

You can stop the application any time by holding down the **CTRL** key.

Important notes for list controls

Let's say we using an arrange module with 3 effect items:

playstate icon →

the little dot is indicating that this item has its own window. Clicking the name will bring the items window to the front

- you can deactivate/activate one or more effects by clicking on the little play-icon or pressing the spacebar
- the items in the list control are always executed in the same order the first item is executed/drawn first, then the next and so on i.e. first „hypnotizer" is executed, then „spirograph" and last „störsender"
- you can change the order by dragging the list items around
- you can add items by dragging files from the Finder into the list control section of the main window or you use cut and paste

The menus

File

New Player	⌘N
Open...	⌘O
Close	⌘W
Close all	⌘U
Save	⌘S
Save As...	
Revert	

→ standard open, save and close commands

Edit

Undo	⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Clear	
Select All	⌘A

→ standard cut, copy & paste commands for items in list controls

Control

Load	⌘1
Play	⌘2
Stop	⌘3
Unload data	⌘4
Unload all data	⌘5
Info	⌘I

→ same controls as you have in the main player window
>> page 2

In-/Output

Video In Settings...
Video Out Screen...

if you have a video-in card installed you can configure the quicktime component parameter here

if you have more than one graphics card you can select your prefered output screen

List of error codes that occur often

#	explanation	what to do
-1	-	watch previous lines in the comments view for correct error codes
-34	disk full	delete files from your volume
-36	I/O error	repair corrupt files
-43	file not found	locate/remove the missing files
-50	parameter error	locate/remove the missing files
-108	out of memory	unload some effects
-157	unable to alloc offscreen	unload some effects
-2010	invalid movie	repair corrupt movies
-9405	couldn't get required component	no video-in available