Ignisound

Ignisound is a Control Panel Device (cdev) that will, upon bootup, play a beep sound. You may cancel the sound that is playing at anytime by clicking the mouse or pressing a key. A beep sound is any sound which works with Apple's 'Sound' device. All Mac II beep sounds work, and some Hypercard sounds work. This requires a Mac II with System 4.1 or later, or any Mac with System 6.0 or later.

TO INSTALL:

Just move or copy 'Ignisound' into your system folder. Open the Control Panel, and select the Ignisound device. (If it does not appear, then your system does not support the sound manager.) Select a sound from the list, and click the 'On' button near the upper-left. You sound will then be played whenever you boot your Mac. NOTE: It is not a good idea to select a sound while in Hypercard. If you open Ignisound in Hypercard, sounds contained in stacks will appear in the list. However, they will not play at boot time unless they are also available outside your stacks (in the System or Suitcased).

CONTROLS:
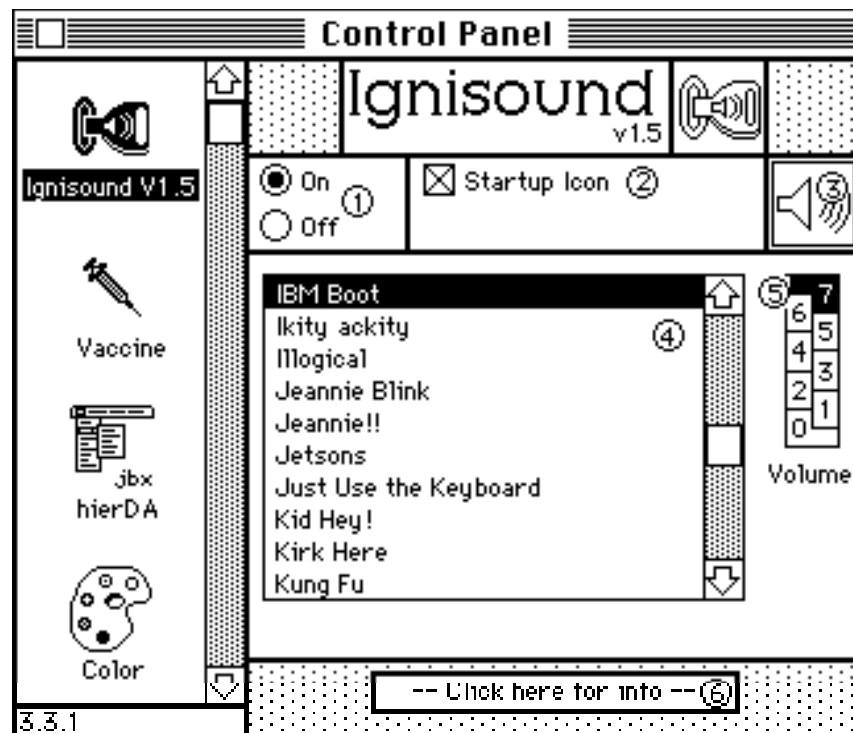
1. These buttons turn Ignisound on and off. If Ignisound is turned off it will not play the selected sound at bootup, nor will it show an icon at startup.

2. If this box is checked Ignisound will show its icon (color if possible) when it plays the selected sound at bootup.

3. When this icon is pressed, return or enter is pressed, or the currently selected sound is double-clicked the currently selected sound will be played. Clicking anywhere or pressing a key before the sound ends will cancel it.

4. All sounds available will be shown in this scrolling list. Click on a sound to selected it, or double-click on a sound to select it and play it. Clicking anywhere or pressing a key before the sounds ends will cancel it.

5. This controls the volume that the currently selected sound will be played at, both at bootup and as #3 above. NOTE: 0 isn't silent as it is in many other programs, 0 is actually

just a little more quiet than 1. If you don't want to hear any sound at all, then turn Ignisound off (see #1 above).

6.   Click here for some info about the author, shareware fees, and more.

IF YOUR SOUND DID NOT PLAY:

I only know of a few reasons a sound would not play.

1.   Your sound may be the wrong format. Some Hypercard sounds may not work. (Especially with Systems previous to 6.0)

2.   Your sound is in a Suitcase™ file, and Ignisound loaded before Suitcase. (The same can be true of Suitcase-like programs, like Master Juggler). I suggest renaming 'Suitcase' to ' Suitcase' (note the space). If you have Vaccine, I recommend renaming it to ' Vaccine' (Two spaces).

3.   Your sound may be too long. Your sound should be smaller than than the amount of RAM you have installed in your machine. Try a shorter sound (or, of course, buy more RAM).

4.   Your sounds are in a Suitcase II™ (or Master Juggler) file on a drive or partition which isn't the boot drive/partition. The utility called ForceMount may be able to correct this (ForceMount comes in the same Stuffit file that you received Ignisound in).

IF YOUR SOUND DID NOT APPEAR:

To make sounds available, you should use ResEdit or similar utility to move them into your System file. (You can also use Suitcase, read your manual for details. NOTE: the patch to 'Sound' mentioned in the Suitcase manual is not necessary under System 6.0 or higher.)

KNOWN BUGS:

I wouldn't release this utility if I knew of any bugs, but System 6.0 has enough bugs in the sound manager to make up for that. System 6.0.2 performs much better. After you play a long sound the finder may show the System Heap as being empty. Looking in with MacsBug proves this to be false. I am certain this is one of Apple's bugs, not mine.

REVISION HISTORY:

V1.008/14?/88   first incarnation

V1.108/16/88 Fixed problems with sounds over 60K in length on machines with 1 Meg or less of RAM.

V1.209/11/88 Finally fixed bug that causes crashes at startup (ID=2 or 4). My INIT was not marked System Heap or Locked (Nowhere in Inside Mac does it say you have to do so!)

V1.310/03/88 Now list of sounds is sorted alphabetically. (Takes about a second and a half for 150 sounds on a Mac+.) No longer is system heap grown to accommodate the sound (this fixes the problem of having a 400K system heap after playing a 400K sound, besides, the sound was never loaded into the system heap anyway). Now (optionally) displays icon at startup. It also has better

checking at boot time for lack of RAM, missing sounds, and corrupted Ignisound files. Also, now it truly doesn't appear under systems which don't support the sound manager. In addition, I think the problems with hierDA have finally been resolved.

V1.401/09/89 (Christmas edition) Sorting is now more than twice as fast. I also switched to Lightspeed Pascal 2.0. The volume at which sounds will be played is now selectable. Added color icon at startup. I also fixed a problem with a handle which I didn't lock and should have (this caused me a week of problems,

but is fixed now).

V1.50 2/18/89 This is probably the last 1.x edition. I added asyncronous play calls so that sounds can be cancelled before they finish playing. This is done by clicking the mouse anywhere or pressing a key. I was going to make it possible to scroll through the sound list and pick another to play while the last played, however this was not possible due to the scructure of the extendable control panel.

LINER NOTES:

Thanks to Ernest Schacl for the only shareware contribution that I have received so far. Thanks to Paul Mercer for Color ShowINIT, but if he had written it a week earlier it would have saved me a lot of trouble. Thanks to Apple for Multifinder, and Symantec for finally making Lightspeed Pascal compatible with it. No thanks to Apple for making it ten times as hard to use a control definition function (CDEF) in a cdev as anywhere else. Thanks to Dean Yu (the only Ignisound beta tester) for finding all the bugs and 'features' in Apple's sound manager and Ignisound. Also thanks to Dean Yu for collecting all the Apple Tech Notes so I didn't have to.

COMING SOON:

Version 2.0 should have the ability to use MultiFinder temporary memory access calls to play sounds. It should also have shutdown and restart sounds. The penalty for having a shutdown or restart sounds will be less than 2K of RAM (total for both).

Later versions will include the ability to select a groups of

sounds, of which one will be played at random.

Send comments/suggestions/bug reports (even if you haven't registered) to the below address.

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uunet!umix.cc.umich.edu!caen.engin.umich.edu!billkatt.UUCP