

# **HyperStudio® Clip-Sounds Volume 1**

**by Dave Klimas**

**Two new Xcmds:**

**ButtonPlay  
&  
DiskPlay**

- **ButtonPlay:** Plays a sound attached to another button, saving memory.
- **DiskPlay:** Plays a sound directly from disk, allowing sounds of virtually unlimited length.

**Plus, 41 sound files, including:**

**Musical Transitions**

**Button Noises**

**Sound Effects**

# HyperStudio Clip-Sounds

## Volume 1

Copyright © 1990 Roger Wagner Publishing, Inc.  
All Rights Reserved

The software and documentation in this package are copyrighted products of Roger Wagner Publishing, Inc., and may not be duplicated other than as provided by the following License:

### Sound Use License

This product is licensed to the purchaser (Licensee) under the following conditions:

1. Individual sounds may be used by the Licensee for private or commercial use, provided the sounds are not resold for their own intrinsic value.
2. The sounds may not be sold or otherwise distributed by itself.
3. Roger Wagner Publishing, Inc. may revoke this license at its sole discretion, upon written notice to the Licensee and refund of the purchase price. Under such conditions, Licensee shall destroy all copies of licensed sounds in its possession, and cease further distribution of the sounds or any product containing the sounds.

---

---

Hey, what we're trying to say here is that you can use the sounds in any legitimate personal or commercial project, as long as you're not just trying to resell our sounds as your own, in the "Acme Clip-Sounds Disk", for example, or giving copies of our disk away to your friends or modem on-line service.

# HyperStudio Clip-Sounds

## Volume 1

by David Klimas

### Use of the Xcmds

This package contains not only two new disks of Clip-Sounds for your HyperStudio stacks, but two new Xcmds as well.

ButtonPlay is an Xcmd that will let one button play an embedded sound that is attached to another button. For example, if you've added one button in your stack called "Try Again" that says those words when clicked, you can create as many other buttons in your stack as you wish that will use the sound from the first button.

DiskPlay is an Xcmd that will let you play sounds directly from disk, no matter how large the files are. This is because DiskPlay only uses 16K of computer memory to play a sound directly from disk!

The Xcmds in this package are provided for use in your own stacks. If you wish to distribute these Xcmds with stacks that you'll sell, an additional Commercial License Agreement is required, and is available at a nominal one-time additional charge.

Public domain and non-profit distribution is not currently provided for, although this may change in the future.

### ButtonPlay

This Xcmd routine will play embedded HyperStudio digitized sounds that exist within the current stack, so the sound will not have to be embedded in the stack more than once.

To use this routine, place the file HS.Xcmd from the Button.Play directory of the /HS.Snds.Vol1b disk in the same directory as your stack.

The second step is to add a new button that will play the sound of another button that is already in your stack. Add the Button as you normally would, and when the Button Actions menu appears, check "Trigger Xcmd". When the dialog box asking for the text to pass to the Xcmd appears, enter the

name of the other button. That's it! The new button will now play whatever sound is attached to the first button.

If you re-create the first button with a new sound (be sure to give the replacement button the same name!), all the ButtonPlay Xcmd buttons that use the first button will now play the new sound!

You can also add other options to the command line for the Xcmd:

[+Td] [+Ln] [+Vn] button.name

The [ and ] symbols represent the optional values you can include in the Button.Play command. They allow you to add controls for the volume of the sound, and the ability to loop the sound with a time delay between each loop:

+Vn volume, where n=0,...,15 (default=0, use file value)

+Tn time delay where n=0,...,255 1 = 0.1 secs (default=0 none)

+Ln loop back until Escape pressed n=0,...63 (default= no loop, 0= infinite loop)

The button name is the name assigned to the button that has the sound attached to it. If 'button.name' is not given (i.e., the name is blank), then all sounds in the stack will be played.

## DiskPlay

This Xcmd routine will play HyperStudio digitized sound files found in the same directory as the current stack.

The sounds will be played in 16K blocks directly from disk.

To use DiskPlay, you must put the file HS.Xcmd (from the main directory of the /HS.Snds.Vol1 disk) in the same directory as your stack.

When you define a new button and see the Button Actions menu, choose "Trigger Xcmd", and enter the name of the file you wish to play. For example, entering:

BEAM.DOWN

would play the sound file BEAM.DOWN if that sound file were located in the same directory as the stack.

/HARD1/SNDS/BELL

would go directly to the specified pathname for the sound.

**NOTE:** DiskPlay does not do any error-checking, and will not display a dialog box the way HyperStudio itself does if the given sound file cannot be found. It is a good idea, therefore, to make sure your stack properly prompts the user to make sure the required disk is in the drive.

You can also add optional characters to control the volume, and to set up a looping sound:

[+Tn] [+Ln] [+Vn] [!][pathname]

Where:

+Tn time delay where n=0,...,63 seconds (default=0 none)

+Ln loop back until Escape pressed n=0,...63 (default=no loop, 0=infinite loop)

+Vn volume, where n=0,...,15 (default=0, use file value)

pathname Soundfile to play. If a directory name is given, all sounds in that directory will be played. If no pathname is given, all the sounds found in the *stack* directory will be played. Press the Escape key to terminate a directory playback. Click to the mouse to advance to the next sound at any time.

**Note:** If the pathname is the '!' character, then sounds in the most-recently accessed directory will be played.

## MASTER Xcmd Notes:

If you have the HyperStudio Xcmd Library Disk, Volume 1, then you can use the MASTER Xcmd to use multiple Xcmds in a stack, and also call them by name.

To use ButtonPlay and DiskPlay, rename the file HS.Xcmd in the main directory of the /HS.Snds.Vol1 disk to XCMD.DiskPlay. Rename the file HS.Xcmd in the Button.Play folder to XCMD.ButtonPlay.

Then, use these files with the other Xcmds from the Xcmd Vol. 1 library disk.

For example, you can use the command:

**ButtonPlay +V10 Lion**

to play a sound attached to the button named "Lion" at a volume of 10.

ButtonPlay will accept input from the 'It' variable, including any of the option switches.

The syntax is exactly the same as noted above. The 'It' variable switch inputs will over-ride any defined in the button.

## **Sound Library**

This Clip-Sounds Package includes the following sound files:

### **Musical Selections**

Country Dance  
Harp Intro  
King's Court  
Morning  
Rock Intro  
Guitar  
Banjo  
Dulcimer  
Lute

Rubber Band  
Spaceship  
Harmonica  
Bounce 1  
Bounce 2

### **Button Noises**

Boing1  
Boing2  
Klank  
Click

### **Click Stuff**

Clock Tower Bell  
Grandfather Chime  
Cuckoo Clock  
Ticking

### **Sound Effects**

Fire Alarm  
Siren  
Buzzer1  
Buzzer2

### **Animals**

Cat  
Chicks  
Horse

Knock at Door  
Doorbell  
Door Opening  
Door Closing

### **Strange Sounds**

Alien Radio  
Slow Whine  
Power Source

Phone Dialing  
Phone Ringing  
Phone Busy  
Phone Pickup  
Phone Hanging Up

***Also Available!***

## **The Graphic Exchange**

This handy utility program inter-converts virtually all of the Apple II graphic files. Convert Print Shop graphics to use in HyperStudio or AppleWorks GS, for example. Convert Newsroom clip-art to Dazzle Draw or PublishIt! format.

All or part of a graphic image can be converted, and the image can also be scaled to a new size as it is converted. Converted graphics are then saved to disk in a standard format for use in other programs.

The Graphic Exchange requires a 1Mb Apple IIGS with 3.5" disk drive. Suggested retail price is \$49.95. See your local Apple software dealer, or write or call RWP for more information or ordering details.

***Roger Wagner Publishing, Inc.***

1050 Pioneer Way, #P  
El Cajon, CA 92020  
(619) 442-0522