

Instruction Manual

Cheems OS Arch Instruction Manual

Booting The Machine

Setting Up The Sound System (MSF):

1. Write MSF BUFFER in the boot cmd, if you care about MSF closing the windows fast then choose a low number like 1 or 2 but if you want it to have less glitches towards checking if the sound is finished then you should choose a higher number like a 3. (The default is 1)
- 2 Set MSF TASKILL to T (True). This simply makes it that windows and separate applications used to play the sounds will be closed after the sound is finished. (This should be set to True by default)
3. Write MSF DELAY in the boot cmd, if you care about MSF being able to play allot of sounds in a row then you would want this number to be low like a 20 or 10, but if you want it to have less glitches but be more hardware dependant choose a higher number like 50 or 70. (The default is 50)
4. After this try checking the sound playing is working by writing MSF TEST in the boot cmd. You can also test how fast you can play sounds this way.
5. To make sure that all of the options you set in are there, write MSFS in the boot cmd, if they are then the values that you inputted earlier should be shown.
6. Write MSF COMPRESSED in the boot cmd, if you set it to True (T) then the sounds will be more compressed but playing sounds will be faster and less laggy.

NOTE: There might be some excess files from playing sounds that might be slowing the process down to remove these write MSF CLEANUP in the boot cmd. If you want it to do this cleanup every time a sound is done then write MSF ENDADD then choose CLEANUP, just know that this will make it that playing sounds in a row is more difficult.

In Depth Explanation On How MSF Works:

The reason why we need delays is because of how it plays sounds, first we copy the WAV file. This can take a while because of how these files can range from being 50 KB to 600 KB which can take a while to xcopy. Do to this we compress these files as much as possible, but even with compression sometimes we need delays and what not. After they are copied when the sound finishes the files get deleted, but to check if the sounds are done we have a seperate application that checks when the sound is done, it checks every 1, 2 or 3 buffers (one buffer is 1 second). This is a pretty slow process so we have to wait around 2 or 3 more seconds for the sound to be completely done.