amBx-Plugin for 3D GameStudio
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1. What is amBx?

AmBx is a hardware specification to use special multimedia hardware with your applications. This hardware can be lights, fans or rumble bars. Most commonly the application of light is shown in demonstrations. Youtube offers impressive samples of games that support amBx:

Example 1
Example 2
Example 3

The – so far – only hardware is produced by Philips and costs about 90 Euro which is pretty cheap for a good sound system, a subwoofer, 3 lights, 2 fans and a rumble bar.

Product page

2. The amBx-SDK

AmBx offers a Self Development Kit (SDK) to communicate with the amBx hardware from your application. There are C interfaces as well as a translation to Delphi that allow you as developer to simply use all the functions in your own programs.
The SDK contains a DLL (ambxrt.dll) which is necessary to use our plugin, so you will have to register on the following page to download the SDK:

http://developer.ambx.com/

The ambxrt.dll is in the **lib** directory and has to be copied into the root directory of your game, respectively the directory that contains your main EXE.

3. The 3D GameStudio plugin

The plugin can be used easily. Copy the "**ambxPlugin.dll**" to your plugin directory so that GameStudio loads it automatically. Furthermore, include the header file "ambxPlugin.h" that contains all functions that can be called from the DLL. The function names are self-explanatory. It is important to call **InitAmBx()** at startup and to call **DeInitAmBx()** to close the DLL (if you do not, the application will not crash but all objects will be freed and your memory management is clean).

When you call functions like **SetLightColor()** or **SetRumbleSpeed()** you need to call **Update()** to make your changes persistent! Without calling **Update()**, nothing will happen!

Use **SetDebugLevel(1)** to let the plugin show message boxes if initialization and deinitialization (and all other functions) are executed successfully. Use **SetDebugLevel(0)** to deactivate the message boxes.

Now have fun with another contribution of www.jofre.de ☺