

Player

R.F.Bisschop

COLLABORATORS

	<i>TITLE :</i> Player		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Player

1.1 Player, main menu

SMM Player
(c) R.F.Bisschop

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Amos

Amos Professional

History +

History and wish list

1.2 Amos professional

SMM Player

(c) R.F.Bisschop

SMMplay is written in Amos Professional Version 2.0.
Amos Professional is an Europress software production.

You can flip between SMMplay/Amos & Workbench with Right Amiga + M !!

1.3 History and wish list

SMM Player
(c) R.F.Bisschop

Version 1.0 (06/1998)

*The first release.
-Mono play with delay corrected
-Contents display correct now

Version 1.1 (08/1998)

-Random play correct now
-Time display (-time/-total time) corrected
-Default volume set to 50% of maximum
-Funny click between samples minimized

1.4 Trouble shooting

Trouble shooting

Sample quits playing and harddisk goes quickly

The player was unable to load the next piece of data intime. This could be due to background tasks taking 'to much' processor time. A solution could be to start as little background tasks as possible. You could also change the players task priority using a program like Scout (Excellent program btw).

Funny click of noise between songs

I can't do much about it. A solution might be leave some free space before and after the sample while sampling. I did might best to minimize the click as much as possible (Version 1.1).

Player does not load SMM sample from icon

This is possible due to the fact that Amos professional only collects the filename and not the directory. See also the Menus.guide section

Troubles for some more info. The best solution is to put the player 'in front' of the samples and change the tool type of the DEF_SMM icon.

Example:

```
DH0:players/SMMplay
DH0:players/Data/[Files] Tool type: /SMMplay
or
Jzz:MFS/Tools/SMMplay
Jzz:MFS/Soundfiles/[Files] Tool type: /Tools/SMMplay
```

1.5 How to use the program

Usage

Start & quit

Ones you start SMMplayer the computer will display the screen with a background picture, a 'mixer' and a CD player. Click on 'POWER' to start. The Mixer display will greet you and auto-load the MFS:Sample/ directory. Ones read the program will start playing, just like a CD player with a CD inside. If SMMplay is started from a SMM sample (icon) the program will automaticly turn the Mixer on, read the directory and play the selected song.

To quit the player first select Power, the player will shut itself down. Now go the the top left to corner of the screen and click, the program will end and you will go back to the Workbench.

CD player buttons

```
Playlist      :This will activate the Programming mode. See for more detail
                below. You can only use this function when there is nothing
                playing.
<-->         :Repeat button. Select between
                No repeat, everything will be played ones
                Repeat, only the current song will be repeated
                Repeat-A, the complete contents/playlist will be repeated
Stop          0: Stop playing
Play         >: Start playing
Pause       ||: Pause playing
Rewind      <: Go back in song. (This function is limited by the POF command)
Forward     >: Go forward in song.
Previous    |<: Skip one song back
Next        >|: Skip to next song.
```

If you skip past the last song you will skip to the first song.
 If you skip back past the first song you will skip to the last song.
 If you Rewind completely back a song you will not go to the previous song.
 If you Fast forward completely you wil stay in the song until you release the button.

There's one more button, the EJECT button on the right side. This will put out the tray and a file requester will appear. You can now select a directory where you're SMM sample are stored. Select OKAY the insert

the tray.

Playlist:

A new window will be displayed. On the left side you can find the Track display (the SMM samples from the selected directory) and on the right side you can find the Program display. In the top left corner you can find the number of tracks + the total time. In the top right corner you can find the number of programmed tracks + the program time. In the bottom of the window you can find the following buttons:

Okay : Program complete, return to player
All : Select all tracks and add them to the Program
Shuffle: Shuffle the tracks of the program
Clear : Clear the program from memory
Load : N/A
Save : N/A

These buttons seem quite obvious so let me explain how to select a single track. Just move the pointer to the Track side and click on a title you want to add to the program. To erase a single track from the program just move your pointer to the right side and click on the title you want to erase. That's all.

Mixer:

Starting from left to right, top to bottom:

Tone : N/A
Balance : Change the balance. Go with the mouse pointer and make sure it's on the button. Select left mouse key to move to the left of select right mouse key to move the sound the right.
Volume : change the volume. Same as balance. Left mouse key will decrease the volume, the right mouse key will increase the volume
Track : Select between Track mode and Program mode. If you do this while playing the player will automatically start playing the part you've selected.
Time : Select the time display. Select between:
Single time, remaining single time (-), total time played and total time left (-).
Delay : When mono samples are played you can select this button to give a stereo effect. This button has no effect on stereo samples.
Random : Play Track/Program random. Some CD player might call this the Shuffle function.
Power : Turn the player on/off.
Master : When On you can change the volume and balance. If turned off the volume and balance are set to default (v63/b0).
Phone/CD: Not in use
Tape/Aux: Not in use
Tuner : Not in use
Filter : This will turn the sound filter, built in every Amiga, on or off.

See also screen layout :

!

1.6 Background information

Background information

Not anything of importance to report. I just want to tell you that the layout of the player is not created by me. It's from a program on the PeeCee. Yes, yes I know. I'm not very good in drawing and there was nothing to steal on the Amiga. The CD player is almost the same. The mixer however has undergone lots of changes. The idea for the balance and volume button (to use the mouse buttons) is taken from Eagleplayer. Finally, the background is taken from 'Tomb Raider', a marvelous game starring Lara Croft.

Okay, credits were credits are due:
Audiorack32 for Audiodrive @???
Eagleplayer is ©Jan Blumenthal and Henryk Richter
Tomb Raider is ©Core Design

1.7 Screen layout

Screen layout

Here's the explanation of the display screen of the mixer

From top to bottom, left to right

Stereo : If a sample is stereo this text will be highlighted
Filter : if the filter is on this text will be highlighted
Random : If random is active this text will be highlighted
Stop : Highlighted when the playing has stopped
Pause : Highlighted when you're pausing a song
Play : Highlighted when a song is playing
Speed : In Hz, Sample rate
Size : The total size of the sample in Kilobytes
Track : Lid when Track (mode) is selected
Prog : Lid when Program (mode) is selected
Repeat-A : Repeat one song or Repeat ALL songs
Total time : The total time is display (Remaining time is with the - sign)
Block : The block size in kilobytes
Vol : Volume, value between 0 (silence) and 63 (loud)
Bal : Balance, 25 x 4% to left or right side
Delay : When delay is active this text is highlighted
Single time: The single time (Remaining time is with the - sign)
Title : The title of the track
Number : The song number of the track
Time : Time display

See also usage :

!

1.8 What?

What is this program

What?

This program allows you to play SMM sample in the same way you can play an audio CD. Including programming and random play. The player inside MFS is very limited but the SMM player is equiped with some powerfull functions.

1.9 Bugs

Known bugs

No bugs reported!

Notes

*There's a limit on the number of songs that the computer can store. In this version you can 'enter a CD' with upto a 100 songs.
*Also note that when rewinding you might have to wait a long time. This will probably only happen with songs played for over a minute. I can't really do anything about it. It's part of the Amos system and the command Pof() which positions the file pointer.
This effect can also happen with the Pause button.