

NEWGUIDE

COLLABORATORS

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REVISION HISTORY

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Chapter 1

NEWGUIDE

1.1 Main

- WELCOME TO V.1.9 of PLAYGUI -

made by Richard KAPP using GUI4CLI

Jänner 2000

THE LINKS

What is it/Features/What's new?

Requirements

Usage/Installation

Copyright etc.

What is GUI4CLI?

1.2 What is it? Features!

WHAT IS IT ? FEATURES! WHAT'S NEW ?

There are dozens of really cool players out there, with beautiful skins and that ↔
stuff, but they all are
MP2/3 Players. I always wanted a module or sample-player like that. So i wrote my ↔
own with help
of GUI4CLI and other great tools. PlayGUI is a kind of GUI-replacement for Play16 ↔
and HIPPO-Player.

THE FEATURES:

- + You can have those cool AmigaAMP-Skins (or you make your own with a paint- ↔ program)
- + 2 special 'Electric-Skins' are included
- + PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M etc)
- + PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)
- + PlayGUI has an commentary-option
(So that you can save comments about a song to a chosen dir))
- + PlayGUI has a built in launch option for simply starting your favourite music- ↔ apps.
- + Drag and drop module-icons on PlayGUI
- + It's easy to play around with
- + Opens system-friendly on your WB

NEW since V.1.0

- + Commentary option now has it's own interface.
You can edit, save and load your commentaries.
There is also a template for use with GoldED.
- + Soundeffects when starting and quitting PlayGUI.
- + some bug fixes. (HippoPlayer does not start anymore
when clicking on the stop button twice)

NEW since V.1.3

- + FORWARD and REWIND button
- + VOLUME Slider
- + SAMPLEINFO via HippoPlayer
- + Some bug fixes

NEW since V.1.5

- + Modules are listed in a shell-window (+path)
 - + ToolType to define your MOD-path
 - + Menu for selecting SOUND-Quality (8Bit, 14Bit, 16Bit and a USER-Def)
 - + PlayGUI is an application-window now! Just drop modules on it!
 - + OS3.5 Icons
 - + Click on the display of the AMP and get ModInfo (Like Hippo)
-

+ New special PlayGui skin : Silver

NEW since V.1.6

+ Important bugfix of PlayGUI

(When starting another GUI4CLI-program, PlayGui could not find it's skin, now that bug is fixed. So, no problem. Thanks to Dimitris Keletsekis for his help on that!)

+ Optimized the code, so PlayGUI should be a bit faster....hopefully

NEW since V.1.7

+ Some options are now also available in the menu

+ Commentary-window is bigger, looks better now and counts the pages

+ Optimized the code of the commentary-window

+ Tooltype for Samplepath

NEW since V.1.8

+ Tooltype for Hippo-path, Playl6-path and skin-path

+ Now you can also change the gfx of all the buttons

+ Much easier now to change a skin

1.3 Requirements

REQUIREMENTS

You need:

- An AGA-Amiga with a modern OS & HD
- GUI4CLI and GUI (included)
- ASL.library (for the file-requesters)
- XHelvetica.font and Topaz_thin.font installed in your Fonts: directory (They are included in the 'fonts' dir)
- AREXX running
- Copy, delete, run in the C: directory.

Recommended:

- A 800x600 resolution or higher
- CGX for much better REMAPPING of the skins

I think, that's all.

1.4 Usage

PLEASE READ EVERYTHING!!

USAGE/INSTALLATION

HOW TO INSTALL
TOOLTYPES
PLAYING OPTIONS
SOUND OPTIONS
COMMENTARY
SKINS
LAUNCHING
TIPS & TRICKS

1.5 Install

INSTALLATION

For starting PlayGUI, just move the whole directory 'PlayGUI' anywhere on your HD, but don't rename the program or the drawer. They both must be called PlayGUI ! (← dir and program)

- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.
- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

1.6 ToolTypes

 TOOLTYPES/PREFS

You get 5 tooltypes-options to define the paths of Hippo, Play16, skins, modules and samples. ↔

This is the RIGHT order:

MODPATH=Enter here the dir, where your mods are located. (i.e. MODPATH=DH1:music/mods/ ↔)

SAMPLEPATH=The same as mods, but this time for your sample dir.

HIPPOPATH=The path, where you have Hippoplayer (i.e. HIPPOPATH=DH0:Music/Player/Hip ↔)

PLAY16PATH=The path for Play16

SKINSELECT=Just enter here the name of the skin in the SKINS directory (i.e. SKINSELECT=BlueAMP) ↔

See also:

Skins

But remember not to change the option-names. MODPATH must be MODPATH etc. ↔

Don't change MODPATH to MPATH or else.

ONLY CHANGE THE PATHS!

(Some skins might only work on graphics card.)

1.7 Playing Options

 PLAYING - OPTIONS

You are now presented by a nice skin (if you have a graphics-card or lot of colors) and some buttons. ↔

PlayGUI is divided into TWO sections. The first (the smaller buttons with the symbols) is for playing modules, the second for playing samples. If you move the mouse over a button, a help-advice appears at the WB-menu-bar. So it should be simple for you to find out the meaning of the buttons. The bigger buttons on the right with PLAY, STOP, and EJECT belong to the SAMPLE-section. ↔

Since V.1.6, you can simply drag and drop module-icons on PlayGUI and they will be played. Just drag and drop your modules on the skin of PlayGUI.

Back to USAGE/INSTALLATION

1.8 Sound Quality

SOUND QUALITY

If you press the right mouse-button, you will find a menu 'SOUND'.
Here you can select, which sound quality you'd like:

8bit, 14bit, AHI or a USER definition

BE WARNED! If you select one of them, your HippoPlayer.prefs in your S: directory
will be DELETED! Instead of this configuration, PlayGUI copies back the chosen ←
prefs
to the S: directory of your HD.

For example: If you select 8bit, the Hippoplayer.prefs of the dir

PlayGUI:SoundPrefs/8bit/HippoPlayer.prefs

will be copied to your S: directory and will delete your old HippoPlayer.prefs ←
there.

So make a back-up of your HippoPlayer.prefs first and copy it in the drawer

PlayGUI:SoundPrefs/User/

Now, if you select USER from the menu, your old configuration will be used.

You can choose your sound quality, but to take effect, you must first hit the
STOP button (-) before playing your module.

For example: You have a module, which is made in 14bit quality.

What you have to do:

- Choose 14bit from the SOUND-menu
- press stop (-)
- select your module and/or click on Play
(if you have already a module loaded in, just click on play, that means)

1.9 Playing Modules

MODULE SECTION

THE BUTTONS:

! SAMPLE/MODULE - INFO via HIPPOPLAYER

» PLAY

- STOP
< REWIND
> FORWARD
^ LOAD A MODULE

Back to Playing Options

1.10 Commentary

COMMENTARY

Then there is a button, called commentary. My idea was, that it would be nice to write a comment about the module you are just listening to. Well, no problem. Just click on the button and a interface, that looks like a book will open.

On the left page of the 'book' is the area, where you can read the infos. On the right page you find some buttons.

Load - Load a commentary about a module

Save - Save the current (which is displayed on the left page) commentary to another location on your hd.

Clear - Clear the current commentary (It will not be deleted on your hd, of course)

Edit - Edit your own commentary with ed. (Or GoldEd, or any text-editor, that you have called 'ed' and is stored in your c-directory) For easy use, the editor will load a template, which is copied by PlayGUI to ram:t/ and is called template.txt. You just fill in the informations about the module and save it to the location you want.

Help - Just a short help-requester opening.

(If you see weird stuff in the commentary-window, don't panic! It could happen, if you have pasted something into the clipboard-unit. (For example with an editor and its paste-option) If it happens, just click on CLEAR and it's vanished.

1.11 Skins

THE SKINS

On startup PlayGUI will look for main.iff, option_bar, mod_bar and sample_bar.

These files MUST be located in the same dir as the skin, which you have selected in the TOOLTYPES.

Just take a look at the dir PlayGUI:Skins/ . You will find all the skins there. For example, BlueAMP.

If you select 'show all files' from WB-menu, you will see all the other necessary files, like main.iff, option_bar, etc.

You will also find 4 skins in the skins dir. Just try them. But remember, some skins might ONLY work on graphics card.

If you want to draw your own skins, take a look at the SkinTemplate dir. Here you'll find

a template (brush). Just load it into your favourite paint-program and get drawing

And don't forget to upload your skin-masterpieces to the Aminet. (mus/play) :)

1.12 Launch

THE LAUNCH BUTTON

Another nice feature is the LAUNCH button. Click on it and you can run your favourite music-applications. (or any other program)

1.13 Tips & Tricks

TIPS & TRICKS

To move the window of PlayGUI install the commodity WDrag (can be found on Aminet)

With help of this tool you can drag windows with AMIGA-key and the mousebutton!

Well, that's all. HAVE FUN!

1.14 Copyright etc...

COPYRIGHTS, ETC.

I am not responsible for anything, use it at your own risk!

This program is Copyright by Richard KAPP Nov 1999 -January 2000 and FREeware!

If you like it, I would love to see some cool skins made by you!
Or if you have suggestions, problems....

Just mail me:

narr.cybersdorf@gmx.net

I live in Austria, Vienna

1.15 GUI FOR CLI ?

WHAT IS GUI FOR CLI?

This is one of the best FREEWARE-script-languages, I have seen!
You can get from Aminet! Get it and do something! USE IT!

Thanx to D. Keletsekis for his huge effort!!
