

MiniPlay

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MiniPlay

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### **Chapter 1**

# **MiniPlay**

#### 1.1 MiniPlay.guide

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v1.0

Introduction

Requirements

How to use it

Preferences

Disclaimer

Contacting the author

### 1.2 MiniPlay.guide/Introduction

Introduction

MiniPlay is another little module player for you and your fantastic Amiga.

#### Features:

- · Very nice GUI
- GUI is fontsensitive and resizeable
- $\cdot$  Has a volume-controller
- $\cdot$  Displays how much that has been played
- $\boldsymbol{\cdot}$  Can be controlled completely from the keyboard
- · Uses shared libraries for the GUI and for playing
- $\cdot$  Written completely in Assembler:
- Executable is very small: 5192 bytes

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#### 1.3 MiniPlay.guide/Requirements

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Requirements

MiniPlay requires (ofcourse?!) OS 2.0+

It also needs the following libraries:

ptreplay.library by Mattias Karlsson (included)
triton.library by Stefan Zeiger (also included)
reqtools.library by Nico François (not included)
```

#### 1.4 MiniPlay.guide/How to use it

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How to use it
I'll start by describing the GUI:
(In the GUI, keyboard shortcuts are marked by underscored letters)
Module:
         Here is the name of the module currently loaded
    displayed (it's not the name of the actual file,
    but the real module-name that's written inside
    the module itself).
         Shows which pattern MiniPlay currently is playing,
    also displays percent played.
                Here you set the volume by dragging the slider.
    (On the keyboard you press 'V' or 'shift-V' to
    increase/decrease the volume).
Load:
      Brings up a filerequester for you to pick a module.
Unload: Unloads the module and frees the memory it occupied.
Play: Starts to play the loaded module.
      Stops a module that is playing and resets the
Stop:
   pattern-indicator to zero.
Pause:
       Pauses a module that is playing. Restart by pressing
   the pause-button again.
There is also a kind of "hidden feature":
If a module is playing, and you press 'Load' to load another one,
then the new module loaded will start playing immediately. This
works also the other way - if a module is stopped and you load a new,
then the newly loaded will not be played.
```

#### 1.5 MiniPlay.guide/Preferences

Preferences

Currently there's only one thing that you can do to configure MiniPlay:

Setting the directory in which the filerequester, by default, will open.

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```
To set that variable, issue the following command:

SetEnv MiniPlay.prefs "<modspath>"

replacing <modspath> with your favourite module-path, such as Modules:.

If you want this variable set at every boot-up, do this:

Copy ENV:MiniPlay.prefs ENVARC:

(The included Installer-script will let you do all this automatically!)
```

#### 1.6 MiniPlay.guide/Disclaimer

Disclaimer

The author is NOT responsible for any damage, directly or indirectly, caused by the use or misuse of this program. Any damage caused is the sole responsibility of the user her/him self.

This program may be spread in any way, anywhere. BUT if you are gonna put it, for distribution, on a PD-disk/CD you must contact

me first.

This program is also NetWare. If you use it you should send  $\begin{tabular}{l} \begin{tabular}{l} \begin{t$ 

a NetMail

(or SnailMail) telling me what you think about it (and reporting any bugs!).

#### 1.7 MiniPlay.guide/Contacting the author

Contacting the author

For bug-reports and suggestions concerning MiniPlay, write to:

Daniel Adolfsson Middagsgatan 39 582 68 Linköping SWEDEN

Or even better... use one of these:

Daniel Adolfsson @ FidoNet: 2:204/442.5 AmigaNet: 39:161/104.1