

What's New -- A quick overview of changes in the FM package 1.00.

PLAYER V1.00

Keyboard support has been added to enable use with MacroRecorder and for those people who don't have a mouse.

Player now accepts command line parameters. You may pass as many ROL file names as will fit on the command line. Player will iconify itself on startup and play the list of songs passed to it. When the list is done Player will kill itself off. If you open Player up from an icon while it is playing songs passed on the command line it will not die when the list has finished.

The title of the current song is displayed in the title screen so you can see the name of the song while Player is iconified.

When queuing files the option of adding a FM Trailer to the file has been added. This allows Player to load the file in approximately 50% of the time next time the song is played. This trailer should not affect other ROL playing programs.

A "real" pause and continue function has been added. Pause stops the music in the song currently playing and picks up where it was paused when continue is selected.

When adding a song which has missing instruments from the current bank file, Player will no longer prompt you multiple times. All missing instruments are displayed in a list at the end of the song addition.

Limited error checking of ROL file format has been added.

Entries in the INI file FM.INI have been added for Player. They are as follows:

```
; Default bank file to use when running Player
PlayerBank=c:\windows\music\bnk835.bnk

; Rol Modification-- valid entries never, always, prompt
RolModify=prompt
```

InstEdit V1.00

Buttons to test various chords have been added. They are Diminished, 7th, 11th, and Octave.

You may now test instruments using the Right mouse button.

A test button has been added to the Open Instrument dialog box to ease in instrument selection.

No longer looks for a BNK file on start up.

Note values are shown rather than numbers.

FM Driver V1.00

FM Driver supports a system wide software volume control

Beep voice is defineable in the FM.INI file and loads on Windows startup and is saved during other sound operations. The Beep may also be set as either FM or Speaker. When it is set to the speaker, beeps are still allowed to occur from the PC speaker while music is playing.

The speaker beep has been changed to a nicer sounding beep.

A System Boot Voice is defineable in the FM.INI file which sounds a voice on boot up. This voice may be enabled or disabled in the FM.INI file.

I/O base settings for the SoundBlaster and Adlib cards has been added to the driver. This is also set in FM.INI.

General cleanup of the driver has been done to produce a "kinder, gentler, driver."

Problems occuring in sound use with the screen saver After Dark and FM.DRV have been resolved.

Sound Panel V1.00

A brand new addition to the FM package. This program allows a software volume level control and system wide configuration of the sound driver. Beep Voice, Boot Voice, and I/O settings are also handled here.