

# **Easyplay**

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**COLLABORATORS**

	<i>TITLE :</i> Easyplay		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Jimmy Rosenholm	June 22, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# Easyplay

## 1.1 Easyplay documentation

Easyplay

Introduction

- Why did I make this?

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- What you need to use Easyplay

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- How to get registered

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## 1.2 Introduction

Introduction  
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I made this program after watching a tv-serie called "Allt om internet" (in english that would be "Everything about internet").

In this show they had found a program on the internet that generated music by dotting dots on the screen and let some dots go over those dots and the music was played.

They (on the show) just loved the program and thought that it was revolutionary and they didn't know how it was possible to do such a program for ordinary computers.

So after wathing this show I sat down and wrote me a program that did the same thing as the japanese computermasters (those on the show said that about him anyway) program.

By the way. Easyplay is made in AmosPro. I know AmosPro sucks and everything, but it's really easy to use and I don't know that much of programing in C on the mighty Amiga. (My damn school only uses PC).

## 1.3 Requirements

Requirements  
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An Amiga:

I don't know if it will work on all Amiga models since I only have an A1200 but I don't think it will be a problem but don't send me a letter bomb just because I said it probably wont be a problem and you discover that it doesn't work on your Amiga, please.

A mouse:

Some working loudspeakers:

It is not that fun if you can't here anything.

## 1.4 Registration

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## Registration

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Easyplay is Shareware. To ease your decision wheather to pay or not the unregistered version hasn't got any limitations ;)

Registered users receive a personal keyfile (well, actually they don't but it sounded so cool to say :) ).

How to become a registered user ?

The simple way is to fill in the file "OrderForm", to print it out, sign it (in this order, if possible), put it in an envelope together with the registration fee and send it to

me

. I won't accept

order forms which are not signed.

I wonder what those orderforms look like. :)

If you for any reason would like this piece of software then please send me some money or maybe something you have done. (On your computer that is). If you do so I promise to send you an update of Picture Bender as soon as I have done one. (If ever happens.:)

## 1.5 Support

Support

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Easyplay can be found on AMINET.

If I someday get my tumb out of my ass (I don't know what you say in english but here in Sweden that's how we say it when we puts something on hold) I will put up a homepage that it can be downloaded from.

## 1.6 Installation

Installation

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Installation couldn't be easier:

Use the supplied install script !

And that is the funniest thing I have said today. Since I know nothing about doing install script there wont't be any.

Anyway. To install it just copy the drawer wherever you want. Although, don't copy it to RAM: because it will dissapear when you call in for today. And that is not good, because then you will have to copy this great piece of software over again.

## 1.7 Usage

Usage

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Ok. If you don't want to read this don't do it. You will know how to operate this program anyway, but for you who just love to read then keep going.

So, when you start you will see four white dots moving around on the screen. If not your computer has decided to take a break and you will have to make a reboot.

If the dots are still moving read on.

Now you are supposed to create some stunning music.

At the bottom of the screen you will see some small pictures and some text. If you read the text you will notice it is about musical instruments (well in Swedish anyway). If you click with your left mouse button on the filled box next to any of the text, that very colour will show up as a little dot in the right-lower area of the screen (instrument number 1 is chosen from start) and that is your instrument.

Now try to click in the area where the dots are moving (click in front of a moving dot). When the white dot goes over your out-clicked dot you will here a sound (cyber) and that is the very same instrument you chose before. Put out some other dots over the screen and you will have some more sound.

If you think that the white dots are moving too fast then use F2 to slow them down and F1 to increase their speed.

As you can see the white dots are just going and going in the same direction all the time, and that is what the blue signs are for. You can choose if you want the dot to go to the left, right or back. Just click on that sign you want to use and click in front of a moving dot and it will change direction. Using this you can easily make a loop.

If you want to clear the whole screen click on the little picture next to the blue signs.

Save & Load:

Click on Save to save. You will get a requester where to save your music.

Click on Load to load. You will get a requester asking for a name.

When you save your music it is saved as a picture and the coordinates for the white dots are saved too (the coordinates have the same name as your chosen name of your music + ".one"). Therefore, if you would like to swap music with a friend you have to include the coordinates, otherwise he will have to make the white dots go where they are supposed to.

It is possible to paint your music in any paint program, but it could be a little tricky. Since the dots are moving 2 pixels each time you will have to paint like that to. And you will have to use the same palette as the program does, otherwise it won't look nice. But if you want to paint your music in DeluxeP or some other program feel free to do so. It could be

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smart if you saved the screen as it is when you start Easyplay and use that picture as a ground. And you have to use the right colournumbers. Look at the bottom of this page for more information.

If you wonder about the green things out on the righth then read on. They are on/off button for the loudspeakers. If you click on one of the green buttons it will swap to red and one of the loudspeakerchannels won't produce any music. Click again to swap back.

To quit simply press Escape.

Instruments:

The first row is all drumsounds.  
The second row is all pianosounds.  
The third row is all electric guitars.  
The fourth row at the top is a discoscraeth and the rest is unnamed because I can't come up whit a good name. You will have to test for yourself.  
The fifth row is all unnamed.

These colours can be used to produce music.

2-11 is row 1 and 2  
15-19 is row 3  
21-25 is row 4  
26-29,31 is row 5

Remeber to use the same palette es Easyplay. (easyplay.palette)

## 1.8 Known bugs

Known bugs

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For some reason it can be hard to put out some dots infront of a white dot that is moving horizontally. I don't know what it is but I'm guessing it is a work done by AmosPro.

## 1.9 Copyright

Copyright

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The program "Easyplay" supporting documentation and included files are Copyright ©1997 by Jimmy Rosenholm.

DISTRIBUTION

The distribution of the programs is free as long as following rules are repected:

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- All associated files included with the distribution archive are to remain intact and unaltered.
- The package is always distributed in its complete form.
- No profit must be made by distributing Easyplay, especially the price of a floppy disk containing Easyplay may not exceed US\$ 3,- (or equivalent amounts in other currencies).
- It is free to distribute Easyplay over bulletin board systems and networks.
- Disc-magazines, service providers and all other publishers who want to include the Easyplay program on their disks, CD-ROMS or other media, need to have my permission in case of a commercial distribution.

All rights for commercial use remain at the  
author

.

#### DISCLAIMER

The program is presented to the users as it is, without any warranty of any kind, be it expressed or implicit. Anyone using this programs agrees to incur the risk of using it for himself. In no way can the author be made responsible for any damage directly or indirectly caused by the use or misuse of the program.

Names of hardware and software items mentioned in this manual and in program texts are in most cases registered trade marks of the respective companies and not marked as such. So the lack of such a note may not be used as an indication that these names are free.

## 1.10 Bugreports

Bugreports

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If you find a bug or a misfeature in Easyplay, or have an idea how to make things better, then please drop me a note so I'll be able to improve Easyplay in the future.

My address can be found  
here

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But first please look, if it's a  
known bug

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## 1.11 Thanks

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Credits

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I would like to thank

Stephan Schupfer

I kinda ripped his guide since I know nothing about doing .guides.  
I hope you don't mind.

The japanese computermaster (look under introduction).

## 1.12 The author

The author

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Software development is a way to keep the Amiga alive ! (Maybe not this kind of software ;) )

My address is:

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<http://www.toptown.com/hp/amiga/> (If it is still there)

Questions, criticism, suggestions and bugreports are always welcome.

## 1.13 History

History

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97.04.19

Started

97.04.20

Wrote this guide  
Uploading to AMINET

97.04.21

Fixed this guide  
Uploading to AMINET

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## 1.14 Future

Future

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I will continue work on this product and support it where I have the time, and would therefore appreciate any bug-reports, ideas, gifts, etc.

The main goal is at the moment to fix all bugs.

i think about of implementing next:

Some way of changing samples. I have no idea of how to do this. :)