

TimeMan_Guide

COLLABORATORS

	<i>TITLE :</i> TimeMan_Guide		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		June 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	TimeMan_Guide	1
1.1	Intro	1
1.2	copyright	2
1.3	usage	2
1.4	history	2
1.5	thanks	4
1.6	install	4
1.7	intro	4
1.8	reqs	4
1.9	improvements	5
1.10	bugs	5
1.11	author	5
1.12	convert	5
1.13	preferences	5
1.14	interna	6
1.15	testers	7
1.16	important	7

Chapter 1

TimeMan_Guide

1.1 Intro

- ChaoZGui 0.90b -
The ultimate GUI for Mpega 3.1+

©1997 by Adam Waldenberg. All rights reserved.

Needs Kickstart V2.x+
Release Date : 03.09.1997

Important!

Introduction and Purpose

Copyright & Distrubution

Usage&Options

Requirements!

Installation!

Thanks!!

History!

Bugs????

Improvements

Author Info!

The Beta Testers

The Interna Crew

This is an ^Interna Software^ product!

1.2 copyright

ChaoZGui V0.90b
Copyright © 1997 Adam Waldenberg
ChaoZGui is distributed as FREeware.

This software can be freely distributed, as long as no more than the nominal fee is charged to cover the time and copying costs and as long as the archive remains intact and unchanged.

No commercial usage is permitted without a written permission from me. (the author)

The makers of the AMINET CDs, have my permission to distribute this software on their AMINET CDs.

I am not responsible to any loss of data and any damage of your Software/Hardware. Use it at your own risk!

1.3 usage

To start ChaoZGui, doubleclick it ..
IMPORTANT!! - DONT trash the ICON
ChaoZGui uses the TOOLTYPES on it :)..

Play - Plays the MP file.

Load - Loads an MP file .

About-
About
ChaoZGui ... :)

Convert
Convert
Conver Options...

Exit - Quit the whole program :(.

Prefs-
Preferences..
You can iconify ChaoZgui by pressing the CLOSE gadget on the main window...

1.4 history

97/04/09 V0.10b * First version ever.
(beta tester version)

97/04/10 V0.20b * Added frequency amount into prefs!
* Fixed a play sign .. when playing ;).
* Fixed a bug in the startup code...

- (beta tester version)
- 97/04/12 V0.30b * Added a STOP button.
* Made a MagicWB icon+logo .. :)
(beta tester version)
- 97/04/14 V0.35b * Made the STOP button 100% working! :)
* Removed a bug in the STOP button loading..
(beta tester version)
- 97/04/21 V0.50a * More config options!. (Doesnt work!)
* Optimized the program a bit .. (!)
* Added a cool PLAY sign.. (MagicWB) :)
(alpha tester version)
- 97/04/23 V0.50b * Fixed all the config options..
* Added so you can save preferences ..
* Added a REPEAT button ..
* Added a VOLUME slider :)...
* Made so the program uses pre-defined PATHS ..
* Added the use of TOOLTYPES on the ICON :)..
(first aminet release)
- 97/04/24 V0.55b * Fixed a major bug.. The loading!
did not work on all systems.(fixed!)
* Fixed the colors of the main ICON..
(aminet release)
- 97/04/28 V0.70b * Fixed the loading bug even more!
* Now you can ABORT in the filerequester without loosing
your specified file/path.. =)..
* Fixed a PATH setting bug!:)..
* Now the PATHs are saved automaticly each time you change
them.. This is to prevent bugs. etc..
* Added PRIORITY prefs option!:)
* Added MODE prefs option!
(aminet release)
- 97/05/29 V0.80b * Added Convert options/window..
* Silence mode while conversion available.
* Fixed the ChaoZGui icon a bit..
* Added A CONVERTING sign :).. (MWB!)
(aminet release)
- 97/09/03 V0.90b * Big parts of the program, rewritten!
* Added a timer during play.
* Song name now displayed, while playing.
* Added a INPUT BUFFER prefs option.
* Added a AUDIO BUFFER prefs option.
* Added a MIXING FREQ prefs option.
* Bug in title bar fixed!
* Added REW/FF when playing!
* Added Iconify option.
* Trashed the MWB signs.
* The Path/Filename bug fully fixed! :)
* ChaoZGui now disables the MPEGA.CFG if available and found)
* Fixed the Conversion to the new code...
-

(aminet release)

1.5 thanks

fredde -For reavealing MPEGGA 2.2 for me :))..
The beta testers -For testing ;)
Martin Ejdestig -For some brilliant ideas on the GUI .. (Thanx!)
Timmy Olsson -For discovering "that path bug" ;)..
Fredrik Thiesen -For reminding my silly mind about MPEGGA.CFG =)...

1.6 install

Just move the ChaoZGui drawer wherever you want,
then configure the Preferences in the program.. :)...

Remember that all the files of ChaoZGui must be in the
same directory ;)... Or strange things may happen(!)...

You will also need to install Mpega.. Somewhere on your HD :)..
FILENAME: MPEGGA

1.7 intro

It all began when a IRC friend .. upped me MPEGGA 2.2 :)
MPEGGA is developed by Stephane Tavenard, and is a
extremly fast MP player.. MP1-MP3 :)...
When i got it . . i liked it .. (ofcourse :)....
But there was something missing!!.. A GUI!! :)..
So .. I took it into my own hands .. and made a gui for
this wonderfull utility!..
And here it is!!

1.8 reqs

-An Amiga. (Not again! :)
-MPEGGA 3.1+ (recommended!)
-OS2+
-HD Recommended (are there still souls without HDs?!)

1.9 improvements

Things to come:

- * A very cool GUI! (See the preview pic)
- * Even more config possibilities..
- * Menus...
- * Playinglist!

1.10 bugs

The bugs .. are up to YOU to find :)..

1.11 author

this is how you contact me! 8)

Homepage: <http://www.algonet.se/~chaozer>

Email: chaozer@algonet.se

1.12 convert

- Silent - Silent mode ON/OFF
 If its ON, the MP3 will be played during conversion.
- Source - The MP3 that is to be converted!
- Destination - The location of the Output WAVE file...
- Begin! - Begin Conversion :)..

1.13 preferences

- Output Quality - The Output quality! :) (LOW/MED/HIGH)
 If you sett it thru the icon, use 0,1,2
 2 is the highest quality..
 Toolttype=SOUNDQUALITY
- Frequency div. - Frequency division.. (1X/2X/4X)
 If you set it thru the icon ... use 0,1,2..
 0 is the highest quality..
 Toolttype=FREQUENCYDIV
- Repeat - Repeat the song.. (ON/OFF)
 If you set it thru the icon use 0 or 1 ..
 0=OFF .. 1=ON ..
 Toolttype=REPEAT
-

- Volume - This is the volume slider.. A LOW setting on it is recommended, to avoid disturbance.. (Use the volume on your stereo instead) If you set it thru the ICON a value between 0-250 is used .. Use X*10!.. ex. 10.. 20.. 30...etc. Tooltype=VOLUME
- Mode - Here you specify if you want MONO/STEREO... 0=MONO .. 1=STEREO.. Tooltype=MODE
- Priority - Here tyou specify the PRIORITY the program is supposed to run in .. (Mpega).. This is a value between -128>128... Tooltype=PRI
- Paths - Location of Paths..
MpegA - Location of the MpegA (main exe) Use of a ASSIGN is INDEED! recomeded!!.. (otherwise it may have problems working.) Tooltype=PROGLOCATION

Mp3s - Path where all the MPs are located! Also here i RECOMMEND that you put the PATH to a ASSIGN or else.. U MAY experience probs .. :/ Tooltype=SLOCATION

From version 0.7 the the PATHS are saved automaticly! :) This kills some bugs ..
- Mixing Freq - This sets the current mixing frequency.... For example, if you are runing on a PAL screen a sensible value would be 28.... (kHz)... In ChaoZgui u just enter the Khz value! You can also turn mixing frequency ON/OFF with the button to the right of the gadget.. 0=OFF .. 1=ON
Tooltype=MIXINGFREQ <- For the Mixing Freq
Tooltype=MIXING <- To make it ON/OFF...
- Audio Buffer - This is the audio buffer, each "snap" in the gadget is ONE second... A good value of the Buffer is around 5-10... Tooltype=ABUFFER (10000=1s)
- Buffer - This is the buffer, here you determine how many KB mpega should read in each time.... Tooltype=IBUFFER

1.14 interna

Interna Consists of 6 members at the moment..
(Check the honepage when its done)... <http://soon.to.come>

Anyway we are going to release some quality products in the future :)..
Whatch out for our releases.. !

Members:

Martin Ejdestig
Adam Waldenberg
Andreas Hakansson
Heine Gundersen
Johan Hogberg
Erwan Fouret

1.15 testers

Theese are the current betatesteters of ChaoZgui.

Jens Westman

Fredrik Thiesen

Timmy Olsson

1.16 important

If you have a CFG file ChaoZgui may not be able to find your
MPEGA.CFG in worst cases. If not... disable it yourself,
or ChaoZgui may act strangely!

The MPEGA.CFG file is looked for in:

PROGDIR:
C:
ENV:
ENVARC:
S:
MPEGA LOCATION: (Set in ChaoZGui Prefs.)