

SimplePlayer

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	<i>TITLE :</i> SimplePlayer		
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Chapter 1

SimplePlayer

1.1 SimplePlayer Documentation.

Simple-Player V1.4

Nov 11, 1996

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Attention IBrowse users that use SPlayer 1.3a.

Since SPlayer now uses a Standard file passing routine, you must re-configure your [IBrowse Preferences](#) to use Splayer 1.4

1.2 What's is SimplePlayer ?

SimplePlayer is a GUI for Play16. Play16 is a sound utility that lets you play samples of any size off your Hard Drive.

Play16 version 1.6 is included in this archive by permission of it's

Author: Thomas Wenzel. (Thanks Tom!)

SimplePlayer controls most of Play16's [functions](#)

1.3 How to install SimplePlayer

Just click on the install Icon..that's it.

You can put Simple Player and Play16 wherever you want.

<<<< YOU MUST RUN THE INSTALLER >>>>

Failure to do this will cause certain doom....

ie: The program will not run as intended.

Manual installation is possible.

If you want see where the Installer puts everything, click [here](#)

1.4 Requirements to run SimplePlayer.

SimplePlayer will run on any Amiga with Kickstart 2.0+

An '020 or higher is recommended for playing 16-Bit samples at 14-Bit resolution.

Read Play16's docs for more info.

1.5 How to use SimplePlayer

I'm not going to go into detail about Play16's features. Read Play16's Docs if you need more info about anything mentioned in this guide

(1) TRACK: 00 (7) 8 - Output

(5) 00:00

(2) TOTAL: 00

(8) DEF - Screen

(3) TRACK NAME:

(9) OFF - Loop

(4) --N-O-N-E--

(10) OFF - Strict

(6) STATUS: READY

(16) [] (18) []

<< >> * ^ (17) [] (19) []

(11) (12) (13) (14) (15)

21 [*]

(20) [S]

1) The Number of the selected sample that will be played.

2) The Total Number of samples that were selected.

3) Hmmm....

4) The name of the current selected sample that will be played.

- 5) Shows the Elapsed time of playing the selected sample.
- 6) Tells you what SimplePlayer is doing with Play16 and itself
- 7) Current Sound Output: 8 : Standard Amiga 8-Bit Audio
14 : Cunning 14-Bit Amiga Audio
If you have any 16-Bit samples,
Turn this on. (68000 users beware!)
14c : Same as 14-Bit but use calibration
See Play16 archive and docs for info
- 8) Screen DEF : Select it if run your system in NTSC/PAL
VGA : Select this if you run your system in
Multiscan, DoubleNTSC, DoublePAL, etc
- 9) Loop OFF : Play the Sample once
ON : Repeat Sample forever! (or you can press stop)
- 10) Strict OFF : Will try play anything you throw at it
ON : Will only play Valid Sound Sample Files
- 11) Skip - Skip back one Sample. Keep this button pressed and a fast reverse search will be done through the sample list.
- 12) Play - Play the Sample. Enter "Play" Mode. See the bottom of this page for more info on "Play" mode
- 13) Skip - Skip forward one Sample. Keep this button pressed and a fast forward search will be done through the sample list.
- 14) Stop - Stops playing The sample. This will also take you out of "Play" mode
- 15) Load/Eject - Loads/Ejects the file list of samples. Brings up a file requester. Supports Multi-Select
- 16) Seq Play - Plays all samples one after another or if unselected SPlayer will wait for a Skip forward or back button to be pressed.
- 17) Repeat - Loops a single file or the entire Sample list.
- 18) Random - Randomly plays all selected Samples
- 19) Filter - Turns the Amiga's Low-Pass Filter (reduces the treble) on or off. Normally you'll want the filter off (that is the default).
But some samples might sound Dirty, or have a lot of noise, turning the filter on might help.
- 20) S - Brings up a requester to save out the currently selected file
- 21) * - Save Window Position. By pressing this button at any time, the current window Position will be saved. The next time you run SPlayer, it will appear in the position that you saved it in.

Special modes:

Play Mode: (Sequential Play must be off)

When you press Play SPlayer goes into Play Mode. The Status Line will read "Playing..." and when the sample is finished the Status Line will read "Waiting...". By pressing Skip forward or Skip back the sample will play automatically. You do have to Press play again.

Pressing Stop at anytime will exit Play Mode. The Status Line will change to "Stopped". This comes in handy when you do not want the next sample to play immediately.

Play and Reverse Play: (Sequential Play must be on)

When Sequential Play is enabled (on) All the selected samples will be played one after another. Pressing > will advance one Track or more if left pressed. Playing will continue when the > button is released. If you press < Play will continue as mentioned above but in reverse order.

Save Mode:

All the files you save out will be in their native format. Voc, wav, aiff files will not be converted. Since Play16 can play these files, I see no need to have SPlayer convert them.

1.6 Stuff to add

If you like, use, and recommend this program to your friends, let me know.

I like to hear good things about my work.

Stuff that I'll add soon (maybe):

- Improve SPlayer's Command line handling
- Hotkeys support. Probably via the Numeric keypad (sorry A600 users)
- clean up and optimize SPlayer's code
- Whatever suggestions I get or think of in the mean time.

Any suggestions welcome..

You can E-MAil me at: favers@execulink.com

1.7 Bugs and Installation

Firstly..Make sure you read the entire docs and Play's docs on the proper use of these programs before sending me any Bug reports. Also, the installer is included for a good reason..use it!

If there is any bizarre misbehaviour of SimplePlayer on your system let me know. Make note of your Amiga model, OS version, and Programs you might have run at startup.

The following files are used by Simple-Player:

C: Directory

Copy

Break

Status

* Led

* Play16

+ RequestFile

S: Directory

*SPlayer.images

*SPlayer.pos

Fonts: Directory

*Topaz/8

*Topaz/11

*Topaz.font

*SPlayer/10f

*SPlayer.font

* - These files are installed by the Installer program

+ - RequestFile is Standard on 3.x Systems. On 2.x, Simon Dick's

RequestFile v37.4 is copied here by the Installer.

Normal "Behaviour"

The Timer may skip seconds from time to time, especially when 14-Bit modes and VGA screens are involved. Don't worry, the Timer will catch up to the actual time within a few seconds.

If SPlayer is called from the cli or a Web Browser but refuses to play the sound sample, low chip-mem is usually to blame.

1.8 The ones responsible...

SimplePlayer was written Allan Versaevel.

Play16 was written by Thomas Wenzel.

Now the Disclaimer Part (legal stuff):

Any Unauthorized distribution outside this archive of either SimplePlayer or Play16 is strictly prohibited.

SimplePlayer Is the copyright of Allan Versaevel.

Play16 is the copyright of Thomas Wenzel

Thomas Wenzel and myself are not responsible for any damage to you, your family, or your computer system, caused directly or indirectly, by the use of this software package.

Use at your own risk...

Boy, glad that's over with...

Hope you enjoy this program.

1.9 Excellent Jobs Everyone!

Many Thanks To The Following People:

Beta Testers:

John Pszeniczny - Yoi!

Kurt Reber - Back from the dead.

Thomas Wenzel - Play16's Author. Thanks for The best sound utility on the planet.

Simon Dick - Author of Requestfile V37.4

Olli Wagner - For his continuing support for the Amiga and for any help he gave me.

Many thanks to those who replied with thier suggestions and bug reports.

1.10 A Simple History Of Simple Player

v1.4 - Can now be used with IBrowse and AWeb.

- Supports saving of soundfiles. If you liked what you listened to, you can now save it out. Great for Web Browsing.

- SPlayer can now handle one command line argument.

ie: "SPlayer Sys:Sound/sample.iff". Can be used with any program or via the shell.

- "Smart" Random Play added.

- Replaced the Eject Graphic with a more stanradized one.

- c:version command comtable.

- varoius bug fixes.

v1.3a - Added IBrowse Support. Now SPlayer can be called up by IBrowse to play sound files off the net.

v1.3 - Now you can save SPlayer's Window position.

- Random Play feature has been added.

- Reverse Play feature added

- GUI has been moderately changed. Looks better.

- Fixed Font Bug. Splayer will adapt it's window to the Window

Title's Font.

- If a sample list is already loaded and you select load/eject but do not select any files (press cancel or close gadget), the original list will not be erased.
- Some Optimizing has been done. Dead, repetitive code has been removed.
- Various Bug fixes.

v1.2 - Seq Play can be turned on or off

- File Requester "remembers" last Directory you were in.
- Fast search added.
- Elapsed "Real Time" Timer added.
- Fixed it so that only one Simple Player can be run at a time.
- Another slight GUI change.
- Killed "50-foot software" (I was tired when I thought of that one)

Now My Name appears.

v1.1 - Repeat option added. Will loop lists of samples.

- Filter option added. Turns the Amiga's Low-Pass filter on and off. Useful for "Dirty" sounding samples.
- Slight GUI change to make room for the above mentioned options.
- Included RequestFile 34.7 by Simon Dick. Now SimplePlayer will run on 2.x machines.

v1.0 - First Public Release of SimplePlayer.

v.9 - Fixed bug #2008. Raid finally did the trick..Got ya !

v.8 - Stop actually works now...

v.5 - Too strange to mention. Fixed it though.

v.1 - First Semi-Useable version of SimplePlayer.

V.0 - Didn't exist yet.

1.11 IBrowse Set-Up

SPlayer can now be called up by IBrowse to play sound files off of the net. The only exception is if you use IBrowse on FTP sites. IBrowse uses a different protocol for those pages.

How to Set up the IBrowse Preferences to use SPlayer:

- 1) Go into "Preferences" in IBrowse
- 2) Select "General"
- 3) In the Window that pops up click on "Ext.viewer"
- 4) Select "Add"
- 5) In "Mime Type" enter "Audio". Press return

- 6) Enter "*" in the adjacent box. (to the right). Press enter
- 7) In "Extension" type "wav.voc.aiff,au.maud,iff" pres enter
- 8) Beside "Action" select the "Ext.viewer" button
- 9) In the "Viewer" box, type or use the File gadget, enter the path and name os SPlayer.
- 10) In "Arguments" enter %f and press return.
- 11) Click on "OK"
- 12) In the "Preferences" menu again, select "Save Settings"

That's it. Now whenever you click on a wav, aiff,au,etc. file, Splayer will pop up and Play the sample.

NOTE:

You must quit Splayer before selecting another sample. Or the new sample will not be played.

1.12 AWeb 1.x to 2.0 Set-Up

SPlayer can now be called up by Aweb to play sound files off of the net.

How to Set up the AWeb Preferences to use SPlayer:

- 1) Select "Change Settings" from the "Settings" menu
- 2) use the Page Cycle gadget and keep clicking on it till you reach the Mime Type and External Viewer Page
- 3) Click on ADD
- 4) Type "AUDIO" in the Type box (left side) and "*" in the box beside it.
- 5) In "Extensions" enter "wav aiff voc iff maud". Press return
- 6) In "Command" enter thae path of SPlayer including it's name.
- 7) In "Arguments" enter %s and press return.
- 8) Click on "Save"

That's it. Now whenever you click on a wav, aiff,au,etc. file, Splayer will pop up and Play the sample.

NOTE:

You must quit Splayer before selecting another sample. Or the new sample will not be played.

1.13 AWeb 2.1 Set-Up

SPlayer can now be called up by Aweb to play sound files off of the net.

How to Set up the AWeb Preferences to use SPlayer:

- 1) Select "Browser Settings" from the "Settings" menu
- 2) Select Viewers (5) from that window

- 3) Click on ADD
- 4) Type "AUDIO" in the Type box (left side) and "*" in the box beside it.
- 5) In "Extensions" enter "wav aiff voc iff maud". Press return
- 6) In "Command" enter the path of SPlayer including its name.
- 7) In "Arguments" enter %s and press return.
- 8) Click on "Save"

That's it. Now whenever you click on a wav, aiff, au, etc. file, SPlayer will pop up and Play the sample.

NOTE:

You must quit SPlayer before selecting another sample. Or the new sample will not be played.