

Eagleplayer

Eagleeye & DEFECT

COLLABORATORS

	<i>TITLE :</i> Eagleplayer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Eagleeye & DEFECT	August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 Eagleplayer	1
1.1 Eagleplayer 2.00 Documentation	1
1.2 Introduction & Reliability	1
1.3 Tips & Tricks	2
1.4 Erste Schritte in der Benutzung	3
1.5 Probleme / Fehler im Programm	3
1.6 Copyright and Conditions on Distribution	4
1.7 Distribution	6
1.8 What is Eagleplayer all about ?	6
1.9 Development of Eagleplayer	8
1.10 Future	9
1.11 Updates	9
1.12 Update-Service	9
1.13 Error Description	10
1.14 Using the Keyfile	11
1.15 System Requirements	11
1.16 Registering	12
1.17 Installation auf der Festplatte,...	13
1.18 Installation on harddisk,...	13
1.19 Starting Eagleplayer	13
1.20 Starting from Workbench	14
1.21 The configuration file	14
1.22 Die PlayerBatch-Datei	15
1.23 Usage, Program Control and Configuration	15
1.24 The Mainwindow	16
1.25 Control by the pulldown menus	17
1.26 The AppWindow-Function	20
1.27 pubscreens	21
1.28 Commodity-funktions	21
1.29 Internal DePackers	22

1.30	Introduction and Description of the Arexx-port	23
1.31	Arexx-command overview	23
1.32	Arexx-Adaption to Directory Opus	27
1.33	aminetcd	28
1.34	AboutEP	29
1.35	AboutModule	29
1.36	autosubsong	30
1.37	automaticsave	30
1.38	allocchannels	31
1.39	autopassword	31
1.40	Add list entry	32
1.41	ASCEngine	32
1.42	Add list	32
1.43	balance	32
1.44	bigmodule	33
1.45	ChipRAMAmplifier	33
1.46	Popup	34
1.47	crunchmode	34
1.48	calcduration	35
1.49	CX_Popkey	35
1.50	CX_Priority	36
1.51	config	36
1.52	defaultspeed	36
1.53	documentation	36
1.54	dbfloops	37
1.55	dirjump	37
1.56	DeleteFile	38
1.57	extractfirstmodule	39
1.58	epdir	39
1.59	Enable	40
1.60	Eject	40
1.61	FadeIn	41
1.62	Filter	41
1.63	filerequestermode	41
1.64	fasterspeed	42
1.65	FadeOut	42
1.66	FastPlay	43
1.67	hideall	43
1.68	Hide	44

1.69 Help	44
1.70 iconifymode	44
1.71 Iconify	45
1.72 LoadEngine	45
1.73 LoadPlayerDir	46
1.74 LoadPlayer	46
1.75 loadbefore	47
1.76 loaddir	47
1.77 loadfast	48
1.78 lockmodule	48
1.79 loadalways	49
1.80 LoadModule	49
1.81 Menufont	50
1.82 mintimeout	50
1.83 Mastervolume	51
1.84 modulefault	51
1.85 Modulesfont	52
1.86 NextPatt	52
1.87 NextSong	53
1.88 NoEngine	53
1.89 nogui	54
1.90 notify	55
1.91 NextModule	55
1.92 overwrite	56
1.93 previous module	56
1.94 PrevSong	56
1.95 password	57
1.96 Play	57
1.97 PrevPatt	58
1.98 pubscreen	58
1.99 Playerbatch	59
1.100parentdir	59
1.101protect	59
1.102protectionbits	60
1.103programmode	60
1.104printtext	61
1.105prefix	61
1.106QuickStart	62
1.107quit	62

1.108randomsong	63
1.109rescandir	63
1.110rasterlines	63
1.111randomstart	64
1.112ReplaySong	65
1.113savemodule	65
1.114Stop	65
1.115Subsong	66
1.116Scrollfont	66
1.117ScrollInfos	66
1.118Songname	67
1.119scanalways	67
1.120songend	68
1.121savedir	68
1.122safesave	69
1.123samplemode	69
1.124saveasprotracker	70
1.125softint	70
1.126speed	71
1.127slowerspeed	72
1.128Status	72
1.129smallmodule	76
1.130scrolltext	77
1.131Save Configuration	77
1.132togglefilter	78
1.133timemode	78
1.134timeout	78
1.135Voice	79
1.136timingmode	80
1.137volume	81
1.138waitingmode	81
1.139xfddecunch	82
1.140xfdloadseg	83
1.141xpkpackmethod	83

Chapter 1

Eagleplayer

1.1 Eagleplayer 2.00 Documentation

Documentation Guide

for

Eagleplayer

Version 2.00

© 1993-97 Defect Software Productions

Table of contents:

Introduction & Reliability System Requirements, Features , Legal Stuff

Installation How I have to install it on harddisk ?

Registering Where and how can I register ?

Usage of Eagleplayer Buttons, Menus, Configuration

The Players All about the Players

The Engines All about the Engines

Hints & Tricks

Problems some possible problems + some solution hints

History History of Program Development

Credits

1.2 Introduction & Reliability

Introduction & Reliability

Copyright and Conditions

Distribution

What is Eagleplayer all about?

System Requirements

Background Infos on Development

What is missing in this version yet?

When does the next version come out?

Registering Eagleplayer

Registration-Card

Update Service

Error Handling

Using the Keyfile

1.3 Tips & Tricks

Eagleplayer on own Pubscreen

Eagleplayer currently doesn't offer the option to open an own screen.

If you on the other hand want to use the program this way the MUI package offers a suitable tool, "PSI" (public screen inspector).

Just define a screen fitting your needs (refer to MUI's documentation), give it a name (e.g. "EagleplayerScreen") and switch the option "autoclose" on (that makes the screen automatically close when quitting Eagleplayer)

Then create a script for starting Eagleplayer in the following way using a text editor of your choice:

```
MUI:PSI EagleplayerScreen open
```

```
Eagleplayer2:Eagleplayer Pubscreen=EagleplayerScreen
```

Don't forget to set the Protection bits to "script" (e.g. "protect StartEP +s").

This script may be called now from Shell or using ICONX also from WB.

It is possible to call both command lines from a toolstarter like Toolmanager, Barnone, Screentab etc. directly after each other.

Eagleplayer & Aminet CD's

Eagleplayer may be used directly in conjunction with the AminetCD-Guidebrowser as moduleplayer. More to the topic can be found [here](#) .

Eagleplayer & DirectoryOpus

Hints for working with DOPUS V4.x can be found [here](#) .

DOPUS5...

playing a module by double click from DOpus5

Just copy the soundmodule filetype from Eagleplayer2:Goodies/Dopus5/Filetypes to Dopus5:Filetypes. Then you should be able to play your modules simply be double click onto their names in the DOpus listers. Maybe you have to add your own name prefixes or suffixes in the file class. Please refer to DOpus5's manual for more instructions about fileclasses handling.

starting Eagleplayer from DOpus (or other programs) invisible

There are several ways to achieve this effect. First it is possible to set the "Iconify" Option in the command line.

advantage: when deiconifying Eagleplayer you've got your whole preferred environment

disadvantage: all Engines specified in your configuration will be loaded upon startup.

Another method is to disable all visible Engines (scopes, Moduleinfo or whatever) by specific **command line options** and start Eagleplayer in **NoGUI** mode.

advantage: saves memory and needed time to load Eagleplayer

disadvantage: Eagleplayer can only be handled using Arexx in NoGUI mode starting to play with a specified subsong

Some sound systems produce multi-modules containing more than only one jingle within a module. Sometimes it happens that the main melody is not within the first subsong. (e.g. the tunes from Beast-I)

To start playing automatically with the desired subsong, just add a comment to the file starting with SS=xxx where xxx is the number of the subsong to play.

example(type in the shell): Filenote Modules:Whittaker/WH.Beast-2 SS:2

1.4 Erste Schritte in der Benutzung

1.5 Probleme / Fehler im Programm

Executive

Bei der Verwendung von Executive kann es vorkommen, daß der Eagleplayer beim Abspielen "hoppelt" oder gar nichts passiert. Dies kann daran liegen, daß sowohl Eagleplayer als auch Executive denselben CIA-Interrupt verwenden wollen. Ändern Sie dies bitte in den Einstellungen von entweder **Eagleplayer** und/oder Executive am sinnvollsten auf "Timer.device". Damit sollte dieses Problem behoben sein.

Weiterhin wird empfohlen, in den Executive Prefs den Task "Eagleplayer" auf "noschedule" und "above" zu setzen.

Screennotify.library

So nützlich die Screennotify.library sein mag beim Umstellen bestimmter Einstellungen der Workbench, so lästig können auch deren prinzipbedingte Fehler und Nebenwirkungen sein. Sollte es auf Ihrem Rechner verstärkt zu System-Lockups kommen (nicht nur in Verbindung mit dem Eagleplayer), probieren Sie es bitte aus, ob sich diese Sorgen nach dem Löschen oder

Umbenennen der Library abstellen. Der Eagleplayer ist für diese Art von entstehenden Problemen mit dieser Library aufgrund seiner - je nach Konfiguration - vieler Fenster leider prädestiniert (obwohl ich nochmals betonen möchte, daß dies auf die Lib zurückzuführen ist und nicht den EP).

A1200 & externe PCMCIA HD/CD-Rom Controller

Die Software einiger über PCMCIA angeschlossene Festplatten & CD-Roms für den A1200 verwendet den CIA-B Interrupt ohne sich um dessen momentane Benutzung durch andere Programme zu scheren. Dadurch kann es zu erheblichen Problemen führen, wenn diese Option im **Timingmodus** eingestellt ist.

Bitte ändern Sie in diesem Falle die Einstellung auf "Timer.device".

1.6 Copyright and Conditions on Distribution

Copyright and Conditions on Distribution

The Eagleplayer, external programs, documentation, all interfaces and the developer examples are ©1993-1997 Henryk Richter and Jan Blumenthal. Due to our right we will take legal proceedings especially in cases, where parts of the Eagleplayer package are distributed within other packages, software products and the like without our permission. In the present version Eagleplayer is to be taken as **Shareware**. Therefore we expect a shareware fee of 20 DM (or 20 US\$ when registering outside Germany) if the program is regularly used, where the fee has to be discharged in BAR, as Eurocheque or by money-order (unfortunately we cannot accept other currencies or cheques). You will get the newest version of Eagleplayer in turn, including functions (e.g. Save, EPDir, all engines), which are disabled in the sharewareversion.

Please post the outfilled registration-card (Orderform) to:

Buggs Eagleeye

Henryk Richter Jan Blumenthal

Stephan-Jantzen-Ring 47 or Erich-Mühsam-Straße 34

18106 Rostock 18069 Rostock

Deutschland Deutschland

Telephone: 0381 / 1208867 Telephone/Fax: 0381 / 83979

E-Mail: henryk.richter@stud.uni-rostock.de

tfa652@cks1.rz.uni-rostock.de

jan.blumenthal@stud.uni-rostock.de

jb001@cks1.rz.uni-rostock.de

If you have any comments, suggestions, bugreports, new soundformats,

threatening letters, amigas to give away, ... or problems with the usage, then you can also turn to the addresses above. E-mail is preferred in any case, because by this method we can answer you the quickest way.

It is allowed to distribute Eagleplayer in public-domain series, sharewareseries and networks under these conditions:

- the Eagleplayer - package must be complete, the files of this package are listed in ``Distribution``
- it is not allowed to change neither the program nor the documentation, except packing it - but only, if the original state can be reproduced 100% (e.g. LHA,LZX,ZIP)
- Distribution- costs for Eagleplayer itself or the price for disks containing Eagleplayer may not exceed 5 DM or the matching amount in any other currency, the same goes for transfer-fees in networks. Compilations on CDRom do not fall under this condition.
- We forbid Mallander Software to distribute the player !!!
- Commercial spreading of Eagleplayer is strictly prohibited without written approval from the authors.

We, the authors of the program, do NOT take any responsibility for eventual damage of hard- or software caused by this program. Use it at your own risk.

WE, THE AUTHORS, TAKE THE RIGHT TO FORBID SEVERAL FIRMS THE DISTRIBUTION OF EAGLEPLAYER, IF THEY DON'T FOLLOW OUR COPYRIGHT-CONDITIONS. Eagleplayer was not written for some people to make money out of it. It should expand the world of Amiga by a useful music-replayprogram for (nearly) no money. And these, who don't think about registering, are neither banned nor sent to Coventry. Eagleplayer is NOT an SASG product and therefore doesn't cost DM30! Updates are in any case free for registered users!

xfdmaster.library (C) Georg Hoermann

req.library (C) Colin Fox & Bruce Dawson

reqtools.library,powerpacker.library (C) Nico Francois

lh.library (C) Stephan Furmann

LHA,LHX (C) Stefan Boberg

Installer Program (C) Commodore Bussiness Machines

Installer and Installer project icon

(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.

Reproduced and distributed under license from Commodore.

1.7 Distribution

Distribution

The Eagleplayer is a program-package, which is spread on 2 disks or as LHA archive through Aminet.

About the 2-Disk-Version: If possible, leave the files on both disks where they are to prevent problems during booting or installing. Please keep in mind, that if you relabel the disks e.g. for a pd-serie, you have to change the install-script and "Deutsche_Anleitung" + "English_Documentation" respectively.

Internet Release: (packed as LHA-file)

1.8 What is Eagleplayer all about ?

What is Eagleplayer all about ?

The Eagleplayer is a program package for replaying music of different soundformats in a very comfortable way. It CANNOT be used for creating music, therefore it should not be mistaken for a musiceditor, sequencer, tracker and so on. Internally, it consists of replayers for Sound/Noise/Protracker, Startrekker(AM) & Audiosculpture(AM), other Protracker-Packers and a special Customplayer-Port, yet. But it can also reload other needed external players. The advantage of this method is clear: Only the needed players have to be loaded, which saves loading time and memory. Besides, the length of the mainprogram doesn't reach infinity. All the internal SoundTrackerRePlayers support Song-Loading (except Protracker-Packers). Songs and samples can be in crunched state. The instruments-path can be changed with the configuration-file. Packed samples are allowed. They will be loaded as RAW-data.

Some features of Eagleplayer:

- several different user-interfaces, free adjustable, free choice of menufonts, partly free choice of backgroundpictures and resizable !
- hardware-independent replay system, where the sound output can be re-directed to different amplifiers to get e.g. digital delayed Surround or 14 Bit Output with Echo-Effects, modules can be played from fast-ram, 16 bit samples can be played with maximum quality directly and without 8-bit-precaculation in 14 bit
- modular structure, with over 150! supported moduleformats, external engines and low-memory system, where the external plug-ins are only

loaded when needed, which saves up to 1 MB memory.

- Up to 64 external loadable engines (e.g. amplifiers, user-interfaces, ext. depacker, analyzer, patternscrollers known from Protracker, mod-infos, module-selector, ...)
 - Easy and comfortable configuration, all settings can be **saved** with one action (inclusive actual music, state and position of engines, current directory, packmode for saving etc.)
 - Online Help per Amigaguide
 - can be opened on any **pubscreen**
 - supports **AppWindow**
 - very comfortable handling: e.g. module selecting directly by the **pull-down-menu**
 - changing directory in the **pull-down-menu**
 - the number of reloadable players is now only limited by your RAM.
 - alphabetic ordering of players and engines in the manager, the entire directory will be displayed, manual reloading of players and engines by simply doubleclicking on the entry
 - **Speed control** by sliders, partly even with Pitch up/down
 - separately switching on/off all **voices**
 - scrolling status-information
 - carefully and extensively adapted playeroutines, nearly all of them allow at minimum **volume** - and **balance-setting** ,
a big amount of players already supports the Amplifier system
 - can load nearly all kinds of **packed files** , e.g. XPK, Powerpacker, FileImploder, Crunchmania, lh.library, Stonecracker and supports archives (LHA,LZX,ZIP,RAR etc.) in a unique way: archives are handled like normal directories. Besides, the new XFDMaster-library from Georg Hoermann is supported, which offers a huge amount of other depackers, XPK-packed files can be depacked during loading, even with status display
 - extensive module infos, if the replayer was adapted for that, inclusive **playtime calculation** for different soundformats (Protracker, Oktalyzer, SonicArranger, Jamcracker etc.)
 - mighty **ARexx-Port**
 - **DoubleBuffering** -function for continuous replay of modules by immediatly loading the next module
 - different **filerequesters** , depending on personal taste (ASL, Req, ReqTools)
 - runs without problems in multitasking, audio-channels are reserved
-

- properly, all cpu-intensive parts (scopes) are running at low priority
- CyberGraphX is directly supported by some scopes. (FFT Analyzer)
- it's a commodity (hotkey-activation, control via Exchange)
- Music- **Fadein** - and **Fadeout** possible
- replay of a randomly selected module from the current directory immediatly after program start !
- can be configured using the **configfile** , by **Tooltypes** and with **Shell** -arguments
- the instruments of a soundmodule can replayed and saved.
- even plays RAW-files e.g. CDDA
- able to use CIA-Timers as well as VBlank and Timer.device for synchronizing of the replays
- supports Screenotify.library
- is able to find modules in files and executable programs (Eagleexotic)
- loads modules lists of nearly all music players
- offers a powerful module database
- lists created & saved by Pysion can be handled like normal subdirectories
- .
- .
- .
- .

The modular structure allows an optimal setup for each system and the special likings of its user.

1.9 Development of Eagleplayer

Development of Eagleplayer

The whole thing started way back with the Phenomena-demo "Enigma". NoisePacker was used there. We ripped the music, but there was no replayer. Now, a tool was coded in a hurry for playing back this really good module. Later, other playroutines were implemented (NoiseTracker...). So the Megaplayer 1.0 was born, which was released on 04/16/1992. At that time it could replay 16 soundformats. It went up to 25 and the mainprogram got everytime more obscure. In June 1992, after others had slandered about his Noiseplayer-styled Megaplayer, Jan decided to write an new Soundplayerprogram, which should set up new standards. He coded diligently, created a nice user interface, tried to get even more playroutines and to implement them into the program. A concept for external players was

designed. Because the concept from Delirium was better that time, this port was built in. Later, our port was extended and improved so much, that our players could only been used with Eagleplayer. We didn't want to live without graphic gimmics, so we developed a system for external, asynchron running analyzertools, which we started to program with the intention to document this new port officially. During development this intention got a dimension an outstanding person cannot understand. Hence this strange name. This anaylzerport has changed to an universal interface for all kind of applications, e.g. converter (Noiseconverter), list managment, module infos, pubscreenselector, patternscroller and many more.

1.10 Future

What is missing in this version yet?

There are many ideas left to be implemented. The thing is, they will need a while to be included.

some examples:

- full 16 Bit samplesupport, probably only for 68040/060 processors due to the extreme expense of calculation times
- ...
- ...

1.11 Updates

Where and when can i get new versions of Eagleplayer ?

New versions can be downloaded in any case from Aminet 'mus/play'. There the new versions will be available at first. Also a homepage is under construction, where you will even find betaversions.

1.12 Update-Service

Update-Service

Every registered user can order the newest version from us without paying anything. We only expect from him to send us 2 disks and an envelope with enough postage for our reply. One of these disks must contain the keyfile of the registered user. Furthermore, we ask you to fill out the updatecard together with your keyfilenumber (you can find it by selecting "About" in the "Project Menu" and then clicking on "Key").

If you are in the mood, you can answer perhaps some questions:

- Are you satisfied with the delivering of Eagleplayer?
- Are there problems with special system-configurations?
- Did you expect more or less from your registered Eagleplayer?
- Is the documentation sufficient for you?
- Which missing function should be included by all means?
- Does Eagleplayer work together with all programs?
- Do the playroutines do their job correctly?
- Are your friends also using the Eagleplayer? If not, why not?

We will copy the actual version of Eagleplayer onto these disks and send them back to you. If the actual Eagleplayer should be the same yet, we will wait for the next version.

1.13 Error Description

Error Description

If you want to report an error in Eagleplayer to us, you should pay attention to some aspects and try to get the error being as reconstructable as possible. A note like "Eagleplayer crashes sometimes during loading" doesn't help us at all. Maybe the module is defect or the decruncher fails or the memory is corrupted by something. There are many reasons. Here are some points you should answer in any case to prevent such uncorrect error-reports:

- * Are you a registered user?
 - * Which Eagleplayer version do you use?
 - * Add your hardware-configuration!
 - * Which patches do you have installed?
 - * Free memory at the moment of crashing?
 - * Which players/engines were loaded? Is it obviously equal, whether engines or players are loaded or not?
 - * Does the error occur on other system-configurations?
 - * Add your configuration-file!
 - * Are there problems with a specific module? Please always post it !!!
 - * Does the error only occur on machines with cache?
 - * How were the internal settings of Eagleplayer? Is it obviously equal, how they are?
 - * Was the module recognized correctly?
 - * Were the gadgets already released (at moduleloading)?
 - * Was the main window in opened state (yet)?
 - * Under which kickstart version the error occurred? Is it obviously equal?
 - * Which engines were active?
-

1.14 Using the Keyfile

Using the Keyfile

Registered users will get a keyfile from us. This file must be copied into the actual directory of Eagleplayer or to Devs: (this also can be done by the install script). It allows you accessing the (normally) locked functions.

The keyfile is person-related. It contains the full useraddress, the registrationnumber and some other data. We will take legal proceedings in cases, where the keyfile was given to a third person. In the next version of Eagleplayer this usernumber will be locked, of course.

All keyfiles can be used by following Eagleplayer versions.

1.15 System Requirements

System Requirements

Minimal Configuration:

- an Amiga with 68020 CPU
- OS 2.04
- 0.5 MB ChipRam and 1 MB Fastram
- harddisk
- monitor with speakers (which must be properly connected, of course)

Possibly Eagleplayer runs even with 68000 based Amigas

but we don't guarantee for that.

suggested Configuration:

- 68030/50 MHz or better
- OS 3.0 / 3.1
- 4 MB or more Fastram
- HiFi-equipment

Please keep in mind that many functions are disabled under Kickstart 2.0.

From now on we will always refer to OS 3.0 in this guide. Please take care about not running another program which uses the sound-channels. In this case you will get an error-message after loading a module, see also at "Error Messages".

Beside the standard-system libraries the player also tries to open the XPKMaster.library, PowerPacker.library, CRM.library, XFDMaster.library and LH.library in order to load compressed files. These libraries are not really needed for starting the program. For the optional file-requesters beside ASL, the "req.library" or "reqtools.library" are needed.

1.16 Registering

Registering Eagleplayer

The Shareware-fee for the Eagleplayer is DM20 for registrations from within germany (US\$ 20 or £10 outwards of germany) which we expect as chash, Eurocheque or postal money order. (other currencies or cheques cannot be changed currently so we can't accept them!!) You'll receive the latest registered version of the Eagleplayer containing the keyfile and all Engines. The functions disabled in the standard version will be enabled. Later versions of the Eagleplayer will accept your keyfile so that you'll be able to use the all extended functions coming up in further versions of Eagleplayer. **ONLY PRIVATE ADDRESSES !!** We won't write to PLK's !!

You also can transfer the fee to the following account:

Name of the bank: Ostseesparkasse Rostock

Account number: 1450017491

Bankindex number: 130 500 00

(account owner: Henryk Richter)

Please note in the text your name and that this is the registry for Eagleplayer. Also in this case the registration-card is needed. You can post it per letter or better (because faster) per e-mail.

Please send the filled registration form to one of these addresses:

Buggs Eagleeye

Henryk Richter Jan Blumenthal

Stephan-Jantzen-Ring 47 or Erich-Mühsam-Straße 34

18106 Rostock 18069 Rostock

Germany Germany

Phone: +49 / 0381 / 1208867 Phone/Fax: +49 / 0381 / 83979

E-Mail: henryk.richter@stud.uni-rostock.de

tfa652@cks1.rz.uni-rostock.de

jan.blumenthal@stud.uni-rostock.de

jb001@cks1.rz.uni-rostock.de

In case you have any remarks,suggestions,Bugreports,new Soundformats, threatening letters,Amigas to give away, ... for us or problems at using, you can contact the addresses above. If you don't write for registering purposes remember: **NO DISK, NO ANSWER !!!** Send us a Disk and you will get the latest generic version back, send us money and you get the latest registered copy. easy, eh ?

If you want to describe us errors, please pay attention to the chapter

Error Description to make the errorfixing easier.

1.17 Installation auf der Festplatte,...

Installation

[Installation on Harddisk](#)

[Start from CLI](#)

[Start from Workbench](#)

[Configuration-File](#)

[The Playerbatch-File](#)

1.18 Installation on harddisk,...

Installation on harddisk

Eagleplayer is shipped with a Commodore Installerscript for a nearly automatic installation. Please follow the instructions to avoid problems (there are also help-texts for all the install steps available). A directory for Eagleplayer will be created during installation, from where the program can be started later.

ATTENTION: The structure of the Eagleplayer directory has fully changed in version 2.0 ! Don't try to install Eagleplayer manually as in version 1.54 - it would fail 100% .

1.19 Starting Eagleplayer

Starting Eagleplayer from CLI/SHELL

For running from Cli/Shell you only have to simply call the player. Don't forget to change to the player-dir before starting it (with the DOScommand 'CD') or call it with the full path (e.g. Work:Eagleplayer/Eagleplayer).

Eagleplayer offers many arguments in shell/cli-mode. So you can specify a module name which should be loaded automatically. You also can run the Eagleplayer twice, eventually specified modules will be handed over to the already running Eagleplayer. In any case entered Shell-arguments have priority over the saved parameters in the config-file. The corresponding options can be found in the ARexx-chapter and at all descriptions of the [menuoptions](#) .

Attention! Since version 2.0 the behaviour at a shellstart has changed, Eagleplayer doesn't disconnect itself from the shell anymore. It has to be started with 'Run' for that case. This was necessary due to some new features, like support for Aminet-CD's.

Example:

```
Eagleplayer loadmodule="dh2:Protracker/Industrial/Mod.Bifat_Bunker"
```

or

```
Eagleplayer loadmodule "dh2:Protracker/Ravy/Mod.Ani_Soundcompo"
```

1.20 Starting from Workbench

Starting from Workbench

You can start Eagleplayer from Workbench by simply doubleclicking its icon.

It will be loaded immediatly.

Eagleplayer supports tooltypes since version 2.0, which can be used together with the **configuration file** . Please make sure, that the tooltypes have got a higher priority than the settings in the configfile in any case and that they are not reset during saving. In cleartext: The options which are set manually by tooltypes can also only be changed this way. The corresponding options can be found in the ARexx-chapter and at all descriptions of the **menuoptions** .

Example for tooltypes:

```
config="work:eagleplayer2/my_second_configs/"
```

(would force Eagleplayer to search the configs in the alternative directory "my_second_configs")

1.21 The configuration file

The configuration file

Since version 1.10 Eagleplayer loads a configfile. It consists of special commandlines, which are typed in as strings. You can specify e.g. the actual player dir or if fadein should be (de-)activated etc. This file is usually located in the "configs/" dir.

You can specify an alternative config-path. this is done by setting the environment variable "EP-Configpath". It allows you to use the player with more than one configuration.

Example: setenv EP-Configpath Work:Music/Player/Eagleplayer/configs_2
copy env:EP-Configpath envarc:

Please keep in mind, that a **saved** config contains the complete state of the whole Eagleplayer, that means modulename, actual engine settings, all paths and all preference settings. The commands for the configfile are listed in the config, which is shipped with the installation or in a selfmade one. Not all commands must be specified in the configfile. They are in nearly all cases compatible with the ones from the ARexxport.

1.22 Die PlayerBatch-Datei

The Playerbatch-file

The Playerbatchfile is an ASCII-File needed to load certain external players by recognizing certain file patterns. That means that every external player only needs to be loaded when a module of this format is to be read into memory. In the playerbatch File is the Name-recognition string and the path of every player written.

Example:

```
FC.*|FC13.* ="DH0:Eagleplayers/FC 1.3"
```

```
*.sdata ="DH0:Eagleplayers/MusicMaker8"
```

```
*.sdata ="DH0:Eagleplayers/MusicMaker4"
```

```
FC.*|Fc14.* ="DH0:Eagleplayers/FC 1.4"
```

Please remark that the pathname must be in ". ". How you can see more than one filepatterns are possible. It is even possible to load more than one replayer for one Filepattern, e.g. when you have got MusicMaker or TFMX modules where different module types have got the same prefixes. When "Eject Players" is switched off every replayer will only be loaded once. A complete Eagleplayer-Batch File you can find within the original Eagleplayerpackage.

To use this file, the **Playerbatch** -function must be activated.

Since Version 2.0 there is the Playerloader, which replaces the Playerbatch, so that the loaded files are analysed for its type and then the appropriate player will be loaded automatically.

1.23 Usage, Program Control and Configuration

Using Eagleplayer

Introduction First Steps

Mainwindow Gadgets

Menus Pulldown-Menus

Appwindow Drag & Drop

Pubscreens Where should it show up?

Arexx Introduction to the Arexx-Port

Commands List of Arexx-Commands

DirOpus 4 How can I control Eagleplayer via Opus?

Aminet-CD`s Eagleplayer and Aminet CD`s

1.24 The Mainwindow

The Mainwindow

The Mainwindow is a graphic user interface (GUI), realised as an external program (a so called engine) - so it can be exchanged depending on users taste. It tried to redraw the look of the window with the help of AmigaGuides features, so don't blame if it's unreadable due to your font settings in multiview. If so, i suggest to check out the [online help](#) instead.

Eagleplayer1.x-GUI

```

| * | Eagleplayer V2.00 Generic/Registered | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | Volume | | zz |
| | | I | P |-----| | |
| 2 | | | Balancel | | |
| |-----|
| 3 | | < | < | << | | > | >> | >> | > | > | | ^ | 00 |
| |-----|
| 4 | Welcome to Eagleplayer |

```

BifatGUI

```

| * | Eagleplayer V2.00 Generic/Registered | | | > | | . | | |
|-----|
| O | | | O | << |
|-----|
| \ | / | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | : | < | < | << | | > | > | >> | > | > | ^ | 00 |
|-----|
| | / | Welcome to Eagleplayer | | | | |
|-----|

```

1.25 Control by the pulldown menus

Control by the pulldown menus

Eagleplayer offers the following pulldown-menus, which can be selected by the mouse in the usual manner.

Project

Load Module

Save Module

About Module

Load Player

Delete File

Help

Documentation

Iconify

About

Quit

Commands

Voices

Volume

Balance

Speed

Previous Module

Previous Subsong

Previous Pattern

Restart Song

Play

Fast Play

Next Pattern

Next Subsong

Next Module

Stop

Remove Module

Engines (see also here)

Load Engine

****-GUI Prefs <- Settings for the actual user interface

14 Bit Amplifier

8 Bit Amplifier

Amplifiermanager

BifatGUI

Dirlistviewer
Eagleexotic
Extractor
FFT Analyzer
Formatloader
Levelgraph
Levelmeter
Manager
Messagewindow
Moduleinfo
Noiseconverter
Patternscroll
Patternscroll++
Playerloader
Publicscreenselector
Pysion
Quadrascope
Samplesaver
SpaceScope+
StereoScope
Time
Configuration
Global
Scroll Information
Fade In
Fade Out
Filter
Mastervolume
Songname
Prefix
Load Into Fastram
Playerbatch
Modulesprefs
Rescan Directory
Load Directory
EPDir
Dos-Message
Always Load Dir
Hide All

Saving

Uncompressed
Powerpacker
LH.Library
XPK.Library
Crunchmania
Automatic Save
Overwrite
Safe Save
Samplemode
Save as Protracker
Protect Module
Protectionbits
Set Save Directory
Change XPK-Packer
Change Password

Programming

No New Module
Next Module
Previous Module
Random Module
Songend
Load next yet
Random Subsongs
Automatic Subsong
Load Always
Directory Jumps
Timemode
Calculate Playtime
Start with Random Mod
Immediate Start
Minimum Playtime
Maximum Playtime

Timing

CIA-Timing
VBLANK-Timing
Timer.device
Automatic Wait
Rasterline Wait

DBF-Loop Wait
reserve Audiochannels
Softinterrupt
Set Rasterlines
Set DBF-Loops
Decrunching
Password automatically
Decrunch first Module
Decrunch files with XFD
Decrunch Executables with XFD
Warning
Small Module
Big Module
Defect Module
Filerequester
Iconify
Look
Choose Menufont
Choose Modulefont
Choose Scrollfont
Change PublicScreen
Filter
Save Configuration
Modules-Directory, *** Entrys
<<Parent Directory>>
Mod.A
Mod.B
OK.C

1.26 The AppWindow-Function

The AppWindow-Function

For the mainwindow Eagleplayer uses the appwindow-function, which is available since Kickstart 2.0 . Appwindow is a kind of Drag & Drop - the possibility to click on the workbench-icons of modules, dragging it over the Eagleplayerwindow and release it there. The module will then be loaded and played back. If you drop several icons via multiselect over the Eagleplayerwindow, the corresponding modules will be overtaken alphabetically into the pulldown-menu. The icons can be selected from

different directories!

Since Opus5 this function got even more important, because Opus lets you Drag& Drop opuslister-entries into other windows, if they support it. So you also can pick a file from a opus-lister and release it over the Eagleplayer-mainwindow in order to load & play it back automatically.

1.27 pubscreens

Pubscreens

Since version 1.10 Eagleplayer is able to open itself on pubscreens. This pubscreen-support affects to all windows of Eagleplayer and of the subprograms, if not mentioned otherwise, so all engines open on the same screen. Here a small list of publicscreen names:

CygnusEdScreen1 (under "Rendering choices" in the Environment-Menu set "make screen public" to on)

BootX

PowerPacker

DOPUS.1

TERM

EDGE

Since Version 1.52 the engine called PubScreenSelector exists, with which you can choose a pubscreen by simply clicking with the mouse on an entry, so Eagleplayer will open itself on the chosen Screen. It can't be easier!

1.28 Commodity-funktions

Commodity-funktions

Since version 1.10 Eagleplayer has a commodity-port, which is only available under Kickstart 2.0 and upper versions. Eagleplayer can be called up by selfdefined hotkeys. Default is the key-combination "CONTROL ALT E".

When activating this hotkey, the mainwindow with engines, config-window etc. will be opened and put to front or it will be closed.

With the help of Commodities-Exchange further commands can be realised, e.g. Quit.

The options "CX_Popup", "CX_Popkey" and "CX_Priority" can be specified in the configuration file as well as via Shell and Tooltypes.

In opposite to the rules for small commodities, which close its configurationwindow but stay in memory, the Eagleplayer quits, when **closing** its window. An **Iconify** -function is extra available.

1.29 Internal DePackers

Internal DePackers

Eagleplayer can depack datafiles in the current version, if they are packed with one of the following crunchers:

- CrunchMania ;only with Library, but all modi
- Powerpacker (if available, the library will be used)
- LH (PMC from Powerplayer- but where is the POWER of the Powerplayer???)
- Fimp
- Pack (Soundtracker-Songpacker)
- XPK (with most packers (SQSH,NUKE) the file will be decrunched during loading !!!)
- StoneCracker V4.0

The supported XFDMaster.library offers further packers, please refer to its documentation, which formats are handled by this library.

Using Fimp, only one memoryblock will be allocated, into which the module will be loaded and decrunched. This method works very well, but only with Fimp. With other packers a memoryblock for loading and one for decrunching must be allocated. This method needs ofcourse much memory and this is less fine. After decrunching, the memory of the loaded and crunched file will be freed.

Eagleplayer supports the XPKMaster.library, if the corresponding libs are installed on harddisk. If a file needs a password, you can type it into a stringgadget in the mainwindow. The advantage of XPK is, that the file can be depacked during loading. Besides, this saves sometimes much memory, depending on the used XPKLibrary.

For decrunching PCM-files, meaning files packed with the LH.library, this library is needed. If it can't be found the module can't be depacked.

Pack is the SongPacker of the old trackers (NoiseTracker, ProTracker, Startrekker).

Powerpacker-, Fimp-, Pack- and Stonecracker4.0-files can be decrunched without any further tools. These decrunchroutines are built into the Eagleplayer. If the Powerpacker.library is found, it will be used for depacking PP-files.

Furthermore, Eagleplayer can also depack executables, if they are packed with ImploderV4.0 (NormalMode without Library). This function was implemented, because the program got bigger and bigger, especially the players and engines. To make these usable for a disk-user they all can be

simply packed. CustomModules can also be imploded, RonKlaren-mods may not be packed! In coming versions more file-decrunchers will be supported. I'm sorry for choosing imploder for that, but better than not crunching, or?

Since version V1.52 the XFDMaster.Library is supported, that means that you also can load PowerPacker-Executables if you own the appropriate slave. So you can also pack players and engines with Powerpacker, Crunchmania or Stonecracker, if your version of the XFDMaster.library supports this.

Attention: Before activating this, please read the documentation to the corresponding **function** !.

You can get XFDMaster.library from

Georg Hörmann

Martinswinkelstraße 16c

82467 Garmisch-Partenkirchen

or on wellsorted PD-series / Aminet.

1.30 Introduction and Description of the Arexx-port

Introduction and Description of the Arexx-port

Finally, from Version 1.10 on the Eagleplayer supports ARexx. Therefore the Eagleplayer offers a lot of **commands** which make the Eagleplayer able to be practically remote controlled. All arexx-commands which belong to the corresponding **Menufunctions** are also listed in these parts of the guide.

The ARexx-port is named rexx_EP.

An **Adaption to DOPUS** is therefore no problem at all.

Attention: Due to the new structure of the whole Eagleplayer 2.0 some commands have changed, furthermore, it is recommended in some cases to use the shell-options instead.

So, an ARexx-script for loading a file via opus is no more needed. The commandline Eagleplayer Loadmodule="{f}" together with the command-type "AmigaDOS" and the option "run asynchronously" does the same.

1.31 Arexx-command overview

Arexx-command overview

Following this text you will find all ARexx-commands supported by the Eagleplayer. If no error occurs, the result returned by the Eagleplayer to the calling Arexx-Script is the same which would be scrolled into the main window. Of course not if the Eagleplayer expects exact arguments e.g. using

the status command. If an error occurs in RX_result the error-text will be returned.

The User should of course test if the different possibilities can be used in any case. It won't work e.g. if you wanna save a module but the current replayer doesn't support saving. If you tested it before, the problem is solved. We offer a lot of status informations, make use of them ! If we talk filenames from now on we mean FILE AND PATH ! (if no other case is mentioned)

AboutEP

Aboutmodule

Addlistentry

Addlist

Allocchannels

ASCEngine

Automaticsave

Autopassword

AutosubSong

Balance

BigModule

CalcDuration

ChipRamAmplifier

CX_Popup

CX_Popkey

CX_Priority

Config

Crunchmode

DBFLoops

Defaultspeed

DeleteAllEngines

DeleteAllPlayer

DeleteEngine

DeleteFile

DeleteGui

DeletePlayer

Dirjump

Enable

Eject

EjectPlayers

EjectEngines

EPDir
ExtractFirstModule
FadeIn
FadeOut
Fasterspeed
FastRamAmplifier
Fastplay
Filerequestermode
Filter
Help
Helplink
Hide
HideAll
Iconify
Iconifymode
Instruments
Loadalways
Loadbefore
LoadConfig
LoadDir
LoadEngine
LoadEngineDir
LoadFast
LoadGui
LoadModule
LoadPlayer
LoadPlayerConfig
LoadPlayerDir
LockModule
Mastervolume
Menufont
Mintimeout
Module
ModuleFault
Modulesfont
NextModule
NextSong
NextPatt
NoEngine

NoGui
Notify
Overwrite
ParentDir
Password
Pause
PBits
Play
PlayerBatch
Playerconfig
PrevModule
PrevPatt
PrevSong
Prefix
Printtext
ProgramMode
Protect
PubScreen
Quit
QuitEagle
QuickStart
Randomsong
Randomstart
Rasterlines
ReplaySong
RescanDir
SafeSave
Samplemode
SaveAsProtracker
SaveConfig
SaveDir
SaveModule
SaveModulePrefs
SavePlayerConfig
SaveT
Scanalways
Scrollfont
ScrollInfos
Scrolltext

Slowerspeed
SoftInt
SongEnd
SongName
SmallModule
Speed
SSDir
Status
Stop
SubSong
Timemode
Timeout
Timingmode
ToggleFilter
Voice
Volume
Waitingmode
XFDDecrunch
XFDDLoadSeg
XPKPackmethod
That's all yet! :-)

1.32 Arexx-Adaption to Directory Opus

Arexx-Adaption to Directory Opus

In this chapter is described how to adapt ARExx Scripts to control the Eagleplayer via the Directory Opus. Therefore a lot of scripts are supplied. Our ARExx-Scripts are adapted to DOpus4. (ARExx portname of the first opened DOPUS: "DOPUS.1"). Please notice that the DirectoryOpus 3 uses another Arexx portname ! To Adapt the Arexx-Scripts copy these to your assigned "rexx:" directory. After this start the configuration program of the DOpus. Choose the "BUTTON"-Gadget and click on one of the free Gadgets of the gadget bank appearing at the top of the screen. It is best if you open a new bank before (click on "NEW BANK") because of the many Arexx-Scripts we wrote for this piece. Now appears the Button-Edit-Screen. Enter the name of the button (e.g. "Load Mod"). Click on the gadget "NEW ENTRY". Then some gadgets are freed and the cursor appears in the line under the big listview gadget. Here you enter "rx rexx:EP_Loadmodules.dopus {s}". Lefthand to this line you find a cycle button. If there doesn't stand

"AmigaDOS" click on this switch until "AmigaDOS" appears as type. Now you still have to change the mode. This will be done by setting "run asynchronously" in the "FLAGS ..." to on. Now select "OKAY" until you are back to Opus (or save the configuration first). Select one or more modules and then click onto the Loadmodule gadget.

This Arexx-Script takes all selected files and gives them to the Eagleplayer which loads the first of them and puts the rest into the pull down menu. If only one module is selected the whole directory will be loaded. If the Eagleplayer wasn't loaded at this time the Arexx-script does it for you but make sure that the path for the Eagleplayer program is correctly set in this script. If not so then load the script into a texteditor and change the path of the Eagleplayer to the right one.

If you for example wanna load a module via double click you have to define a filetype. Therefore click on the gadget "Filetypes". Now choose the item "NEW" from the Pulldown Menu. There where the cursor now appears enter "Soundmodule" and in the next stringgadget "Music". These inputs are only for Orientation and have no special meaning. Now choose "New Entry". Click on the Lens-symbol and then in the appearing requester "Matchname". There where the cursor now appears enter "(MODICU).*". Then press "OKAY" Now you are back to the window where you entered the "NEW" menuitem. There you click on the "NEW" gadget. Now a requester appears where you can find the word "Soundmodule" anywhere. Click there and a new window will open. At the top in the middle of the window there you click onto the event "Double Click". As event description you enter a text of your choice e.g. "Loading soundmodule". Click on "New Entry", enter "rx rexx:EP_loadmodule.dopus", and click "OKAY".

Now you have created a fileclass that would DOPUS make to give automatically the double-clicked musicfile to the Eagleplayer which loads and plays it when the name of the musicfile starts with "MOD." or "CU." But don't forget to set the path for the Eagleplayer correctly in the scriptfile.

1.33 aminetcd

Using Aminet-CD's with Eagleplayer

What is the Aminet at all? Aminet is a huge shared archive, where authors can release their PD- and FD-programs. Aminet is built up by ca. 15 computers worldwide - connected by Internet, a computer network between most of the universities and many firms over the world. Also at many other

places - e.g. at over 50 mailboxes - you can get regularly updated Aminet files. It doesn't matter where a software is uploaded to Aminet, it will be available worldwide within 24 hours. A speed, no other media can offer. The archive consists of more than 9 gigabytes of software, therefore it is the biggest network-based software archive of the Internet at this moment. So we take now the chance to thank Urban Mueller a lot not only for XPK :-) but also for administrating Aminet.

Ok, back to the topic: On the Aminet CD's, consisting of the new stuff from the archive at the time, a huge number of music modules can be found. They can be directly selected in the AmigaGuide-Index and played back with an external modplayer. To use the Eagleplayer for it you have to start the "Prefs"-program on the CD and type in the following line under the label "Mod Player": "<Eagleplayer-path>/Eagleplayer loadmodule" The path is the position of the Eagleplayer-drawer on your harddisk (you can use the filerequester instead by clicking on the "Set"-gadget) and after the path and name the word loadmodule must follow.

Example1: work:music/players/Eagleplayer loadmodule

Example2: work:music/players/Eagleplayer iconify=on loadmodule

1.34 AboutEP

AboutEP

This function shows some information about Eagleplayer, whether the program is registered or not, and if yes the name and address plus the keyfile number of the user.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

aboutEP

1.35 AboutModule

About Module

Scrolls an information text through the mainwindow, containing infos about the music and replayer. The amount of the info depends on the replayer. In the worst case only the name and length of the module will be shown. If no module is loaded, the **Aboutwindow** of Eagleplayer will be opened.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

Aboutmodule - These two function return the same text, which is also status m abo shown in the scroller.

1.36 autosubsong

Automatic subsong

Using soundsystems, which contain several musicparts, all subsongs will be replayed before a new file is loaded - depending on the settings for **Programmode** . Supposition is either the support of **Songend detection** by the player or **Timeout** , respectively **Randomsong** set by the user.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Autosubsong state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g ass - returns actual state (yes/no)

Tooltpe:

Autosubsong=state - state: see above

1.37 automaticsave

Automatic saving

If activated, the file will be **saved** without further name-requests under the actual filename (or the **songname** + **filename extension** , depending on settings) to the **preset directory** .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

AutomaticSave state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g ats - returns actual state (yes/no)

Tooltpe:

AutomaticSave=state - state: see above

1.38 allocchannels

Allocate Audiochannels

The audio-hardware and its software-based interface of the Amiga are not designed in the way, that several programs can use them simultaneous (or only with enormous restrictions). Therefore the Eagleplayer has to use them alone and without any influences from other programs. To avoid such problems, Eagleplayer allocates (if activated) the audiochannels for sole usage for the time in which the replay is done. It's recommended, to not switch off this option.

Since version 2.0 the audiochannels are also given back when the **Pause-**function is used and only allocated during replay, so the actual musicfile hasn't to be **removed** from memory.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Allocchannels state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g ach - returns actual state (yes/no)

Tooltpe:

Allocchannels=state - state: see above

1.39 autopassword

Automatic password

For unpacking/decoding of files, protected with passwords, you can allow by this option an automatic decoding with the password, which is set in the **change password** function. This makes only sense, if the files have got the same password.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Autopassword state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g aps - returns actual state (yes/no)

Tooltpe:

Autopassword=state - state: see above

1.40 Add list entry

Add list entry

Not documented!

1.41 ASCEngine

ASCEngine

Not documented!

1.42 Add list

Add list

Not documented!

1.43 balance

Balance

This regulator can be used to change the volume-ratio between the left and right channel. If the slider is dragged to the left, the volume for the right channel decreases and vice versa. A balance value of "0" means, that both sides work with the same volume. If a replayer doesn't support balance, this slider (and the corresponding menu entries) will be disabled.

The BifatGUI owns 2 extra buttons for the balance. If clicked once, the left button sets the balance to the maximum left, and if selected again, to the middle position. The left button works analogue.

The possibilities offered by the menu, allow the shifting of the volume-ratio by one step to the left/right and a reset to the middle position.

Keyboard:

-

Menu-Shortcut:

A-9 = Balance further to the left

A-0 = Balance further to the right

A-8 = reset to the middle, same amount on both sides

Arexx/Shellstart:

Balance number - number: -255...0...255 (-255=outer left; 0=middle, 255=outer right)

Remark: Eagleplayer calculates internally with

256*2 balance steps, but offers the user actually a range from -64..64 as value, to go conform with the Amiga-hardware-restrictions)

Arexx:

status g bal - returns actual value (-255...255)

Remark: Because Arexx has got problems with negative numbers, the returned numbers for values <0 go from 65535 (= -1) to 65281 (= -255), which have to be recalculated by the Arexx-program.

Tooltpe:

Balance=number - number: see above

1.44 bigmodule

Warning on big modules

If the option is activated and a too long module should be played next, Eagleplayer opens a requester, which informs about that. Too big modules are (normally) no problem, but so you can find out, where to save some harddisk space.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Bigmodule state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g bmo - returns actual state (yes/no)

Tooltpe:

Bigmodule=state - state: see above

1.45 ChipRAMAmplifier

ChipRamAmplifier

Not documented!

1.46 Popup

PopUp

This function opens/closes Eagleplayers mainwindow, depending on the specified arguments.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

CX_Popup yes - mainwindow will be opened

CX_Popup no - mainwindow will be closed

status g mwi - yes/no as result

Tooltipe:

CX_Popup=yes - opens the mainwindow on startup

CX_Popup=no - the mainwindow will not be shown on startup

1.47 crunchmode

Crunchmode

The options set here change the behaviour of Eagleplayer when **saving** the actual file(s). You have the choice to save the file(s) either unpacked or packed with the compressors mentioned later. Some of these methods (Powerpacker, Crunchmania and LH.library) can activate a soundmodule-specific, a socalled **delta-mode**, in order to gain much more compression in most cases, than a normal packmode.

unpacked - the file(s) will not be packed

Powerpacker - powerpacker.library from Nico Francois is used

LH.Library - lh.library from Stefan Fuhrmann is used

XPK.Library - the actual set **XPK-Packer** is used

for saving

Crunchmania - crm.library from Thomas Schwarz is used for packing

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Crunchmode number - number: 0 = unpacked

1 = Powerpacker

2 = LH.Library

3 = XPK.Library

4 = Crunchmania

Arexx:

status g cmo - returns actual state (0...4)

Tooltype:

Crunchmode=number - number: see above

1.48 calcduration

Calculate duration

If activated and supported by the replayer the duration of the actual musicfile will be calculated and shown in the moduleinfo. You can refer to the Manager if you want to know which replayer supports this duration calculation (e.g. Protracker+Clones, SonicArranger, Jamcracker, Oktalyzer, AIFF, ADPCM)

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

CalcDuration state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g cad - returns actual state (yes/no)

Tooltype:

CalcDuration=state - state: see above

1.49 CX_Popkey

PopKey

This function sets the hotkey, with which the entire Eagleplayer can be hidden or opened again.

Tastatur:

-

Menü-Shortcut:

-

Arexx:

CX_Popkey <Hotkey> - the hotkey will be set

status g pke - hotkeystringyes as result

Tooltype:

CX_Popkey=<Hotkey> - the hotkey will be set

1.50 CX_Priority

CX_Priority

this function sets the commodity priority.

Tastatur:

-

Menü-Shortcut:

-

Arexx:

CX_Pri <number> - Priority

Tooltipe:

CX_Pri= <number> - Priority

1.51 config

Config

Not documented!

1.52 defaultspeed

Default Speed

The **Replay Speed** will be reset to the normal value.

Keyboard:

-

Menu-Shortcut:

A-#

Arexx:

Defaultspeed

1.53 documentation

Documentation

This command forces Eagleplayer to open and view (via amigaguide.library) this file you're reading now (documentation or online-help respectively).

Remark: When you close the amigaguide-window, the file of the Doc will not be automatically freed. To achieve this choose the menu item again.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

Documentation

1.54 dbfloops

set DBF-Loops

When the **waitingmode** is set to "wait with DBF-loops", several waiting-loops are run by the CPU in order to play the musicfiles correctly timed. This mode however strongly depends on the CPU, so it's recommended to use the other timing methods instead, which are offered. A useful value for the 7.09 MHz 68000-processor is ca. 300. If somebody has boredom and desire, he can perhaps check out, which value works fine on 68060, i really would like to see this number...

You can recognize a too small waiting-loop value if some notes are clipped during replay. Increase in this case the value or switch to

" **automatic wait** ".

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

DBFLoops number - number: amount of cycles to be waited

Arexx:

status g dbl - returns actual value

Tooltipe:

DBFLoops=number - number: see above

1.55 dirjump

Directory jumps

If activated: During automatic loading of a next file, Eagleplayer jumps into the subdirs of the last user-specified directory and searches there for the next file to be played. This function is very useful, especially if you e.g. sorted your musicfiles by the composers into different directories. This function makes only sense in connection with **LoadDir** and "random module" (set in **programmode** .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Dirjump state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g dij - returns actual state (yes/no)

Tooltype:

Dirjump=state - state: see above

Example:

Assume, your directorys on your harddisk are organised in this way:

Modules:

|

Protracker

||

| Audiomonster

||

| Dreamer

||

| Folxmusix

||

| Gabba

||

| Hardcore

.

.

.

If Dirjump is activated, then, if you select the protracker-dir by a filerequester, Arexx etc and activate NextModule, Eagleplayer will take the next file either from "Audiomonster", "Dreamer" or "Folxmusix" etc. and return to the protrackerdir, waiting for a next file-request.

1.56 DeleteFile

Delete file

This function opens a filerequester for selecting a file to be deleted.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

deletefile [path+name] - if a file is specified, no requester pops up and the file will be deleted immediatly

1.57 extractfirstmodule

Extract first module

This option changes the behaviour of Eagleplayer regarding to archives. (LHA, LZX, ZIP etc.). Normally, the Extractor behaves in such a manner, that archives are handled like normal directories, so the archived modules can be selected separately. This however causes some trouble when accessing the module archives on the Aminet-CD's, because normally, these archives contain one module only - The expense for going through the archives would raise unnecessarily.

In short words: If the option is activated, the first file found in a selected archive will be decrunched and played back, if it is a module. It is highly recommended to activate the **Hideall** -function when using "extractfirstmodule", because otherwise it can easily happen, that Eagleplayer tries to decrunch and play back the "readme"-file in the archive.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Extractfirstmodule state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g efm - returns actual state (yes/no)

Tooltype:

Extractfirstmodule=state - state: see above

1.58 epdir

EPDir

EPDir is a function for speeding up the directory-scan. The whole contents of the directory will be written to a small file named ".epdir". When that directory should be scanned afterwards, this file will be used instead and the entries will be shown in the menu, if the contents has not changed during saving the ".epdir"-file. The resulting speedup is especially remarkable when using large directories, fragmented harddisks which run with the normal FFS filesystem. This function shows only effect in connection with **LoadDir** .

Attention: In rare cases the **Notify** -function can collide with the

EPDir-function, where the directory will always be scanned directly from disk. In this case you should switch off "EPDir" or **Notify** .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

EPDir State - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g epd - returns actual state (yes/no)

Tooltipe:

EPDir=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.59 Enable

Enable

This function allows you to switch on/off a replayer. The first argument is the number of the replayer, the second one the wanted player-state.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

enable num state - "num"=number of replayer, "state" = 1 for enabled,
0 for disabled

status p ena - returns, wether the corresponding replayer is enabled
or not

1.60 Eject

Eject Module

Stops the actual module (if one is replayed) and removes it from memory.

Then the audio-channels are released, so other programs kann access the audiofunctions of your Amiga.

Keyboard:

-

Menu-Shortcut:

A-e

Arexx:

Eject

1.61 Fadeln

Fade in

If Fadein is set, all modules will be slowly faded in upto the set volume.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Fadein state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g fai - returns the actual state (yes/no)

Tooltpe:

Fadein=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.62 Filter

Filter

Switches on/off the LowPass-filter of the Amiga. This doesn't work for the Amiga 1000 and 2000A. If activated, the output sounds very dull, because all frequencies above 7 KHz are cut by the LowPass. So this function is rather meant for setting the filter on/off during the start of Eagleplayer, see also the comment about [ToggleFilter](#) .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

filter state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g led - returns the actual state (yes/no)

Tooltpe:

filter=yes/no - state: [yes,on or 1]=on, [no,off or 0]=off

1.63 filerequestermode

Filerequester

With these 3 options you can choose your preferred filerequester, which will then be used by the Eagleplayer. You can choose between ASL (system

standard), reqtoolslibrary (Nico Francois) an the older req.library (Cygnus Software).

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Filerequestermode number - number: 0=req.library,1=reqtools.library,
2=asl.library

Arexx:

status g frm - returns actual state (0...2)

Tooltype:

Filerequestermode=number - number: see above

1.64 fasterspeed

Faster speed

The **replay speed** will be incremented by one step.

Keyboard:

-

Menu-Shortcut:

A-+

Arexx:

Fasterspeed

1.65 FadeOut

Fade out

If Fadeout is set, all modules will be slowly faded out and stopped at the end of replaying.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

FadeOut state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g fao - returns actual state (yes/no)

Tooltype:

FadeOut=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.66 FastPlay

Fast Play

"Fast play" makes it easier to find a special passage in the title.

Keyboard:

-

Menu-Shortcut:

A-o

1.67 hideall

HideAll

HideAll takes care about not showing files from the actual directory in the menu or dirlistviewer, which names are known as non-music-files.

List of hidden file suffixes:

```
"info", ".s", ".m", ".i", ".o", ".h", ".c", ".a", ".z", ".hlp", ".nfo", ".lib"
".bat", ".bak", ".dmp", ".dms", ".doc", ".bbs", ".msd", ".dok", ".asc", ".diz"
".txt", ".ins", ".asm", ".rs", ".nt", ".fd", ".ss", ".as", ".nt.pp", ".catalog"
".guide", ".hyper", ".pic", ".gui", ".offs", ".help", ".rexx", ".prefs", ".instr"
".config", ".device", ".library", ".font", ".samp", ".ilbm", ".fastdir"
".backdrop", ".speeddir", ".isdir", ".sadir", ".okdir", ".epdir", ".display"
".displayme", ".readme", ".readme", ".liesmich", ".ip", ".i.n", ".ip.n", ".ip.1"
"-handler"
```

List of hidden file prefixes:

```
"info.", ".smp.", ".rsmp.", ".smp.", ".jpns.", ".index",
```

This function makes only sense in connection with **LoadDir**.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

HideAll state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g hia - returns actual state (yes/no)

Tooltype:

HideAll=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.68 Hide

Hide

This option closes all windows, which belong to Eagleplayer. In opposite to the "iconify"-function all visual parts of eagleplayer will be hidden. You can activate the mainwindow again by different possibilities. Firstly by using the hotkey (normal: CTRL-LALT-E), open it via "Exchange" or by relaunching Eagleplayer (this sends an "open"-message to the already running Eagleplayer).

1.69 Help

Help

This function enables Eagleplayers online-help. After activating it, all gadgets and menus are available. Selecting one, results in opening an Amigaguide-window where the corresponding item is described using this documentation.

Keyboard:

HELP

Menu-Shortcut:

A-h

Arexx:

help yes/no - switch on/off

status g hel - returns the state of the help-function as result

(yes/no)

1.70 iconifymode

Iconifymode

Here you have the choice between the 2 options, how the Eagleplayer should react on the **Iconify** -command. On the one hand a appropriate menu-entry in the tools-menu of the workbench will be created, on the other hand an icon will be created on the workbench, with which the windows of Eagleplayer can be reactivated.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Iconifymode number - number: 0=Appicon,1=Appitem

Arexx:

status g icm - returns actual state (0...1)

Tooltype:

Iconifymode=number - number: see above

1.71 Iconify

Iconify

Closes the mainwindow and all other opened windows of Eagleplayer and creates a so called "AppIcon" on the Workbench or adds an entry to the "tools"-menu of the Workbench. To re-open Eagleplayers windows simply doubleclick on the appicon or select the menu item.

Keyboard:

i

Menu-Shortcut:

A-i

Arexx:

iconify yes

iconify no

status g ico - yes/no as result

Tooltypes:

iconify=yes

iconify=no

1.72 LoadEngine

Engine laden

Opens a filerequester for adding/removing one/several engine(s) to/from the available ones.

Remark: All engines located in the "engines"-dir are already shown in the pulldown-menu + manager. They can be (de)activated by simply doubleclicking it in the manager, so this function is normally not necessary.

Keyboard:

e

Menu-Shortcut:

A-u

Arexx:

LoadEngine [name] - if a engine-name is specified, it will be loaded immediately, otherwise a filerequester pops up (analog to the menu-function)

1.73 LoadPlayerDir

LoadPlayerDir

This function allows to include many Abspieler at once manually. That is normally not necessary in cases where Playerloader and **Playerbatch** are activated. All replayers from the chosen directory will be included into the playerlist.

Remark: The Manager already lists all replayers from the "Eagleplayers"-dir, which can be loaded/removed by simply doubleclicking on the specific list entry.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

LoadPlayerDir [path] - when specifying a path, the replayers will be loaded immediatly, otherwise a filerequester pops up.

status g dir - returns the actual replayer-path

see also: **LoadPlayer**

1.74 LoadPlayer

LoadPlayer / AddPlayer

This function allows to include a replayer manually. That is normally not necessary in cases where Playerloader and **Playerbatch** are activated. When calling it from the menu a filerqeuster pops up, where one or more replayers can be selected, which will be attached to the list.

Remark: The Manager already lists all replayers from the "Eagleplayers"-dir, which can be loaded/removed by simply doubleclicking on the specific list entry.

Keyboard:

a

Menu-Shortcut:

-

Arexx:

LoadPlayer [path and name] - If a path is specified, the replayer will be immediatly loaded, otherwise a filerequester pops up. (analog to the menu-function)

see also: **LoadPlayerDir**

1.75 loadbefore

Load next module yet

This option forces Eagleplayer to immediately load the next module from the actual list /actual dir after loading a new musicfile. The choice of this next module depends on the settings in **Programmode**. This allows a continuous play of musicfiles without break. This function is also known as "Doublebuffering". Especially megamixes, which are spread over several musicfiles, can be replayed correctly (e.g. "RAF Megamix2", "LSD-Total Kaos" or "Max Mix"[Flash Prod.]).

This function makes only sense in connection with **LoadDir**.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Loadbefore state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g lbf - returns actual state (yes/no)

rmi

Tooltype:

LoadBefore=state - state: see above

Small note: In the doc from the APlayer was stated, that the APlayer is the first Player with such a feature. Very curious, because this option was built into Eagleplayer far before the APlayer itself got released...

1.76 loaddir

Load Directory

When Loading a musicfile you have the choice by that option, whether the whole directory should be scanned and viewed in the Pulldown-Menu and the Dirlistviewer, or not.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

LoadDir state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g ldd - returns the actual state (yes/no)

Tooltype:

LoadDir=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.77 loadfast

Load into Fastram

You can choose, whether the musikfiles should be loaded into chipram or into the speedy fastram (if activated).

It is strongly recommended to activate this option, especially when using 8 Bit or 14 Bit-Amplifier, because the chipram is up to ten times slower than fastram, especially on fast machines. If a soundformat is active, which doesn't work together with the Amplifiers the sounddatas will be automatically redirected to chipram, if "LoadFast" is active. The only reason for deactivating this option, which comes to my mind, is an unexpanded Amiga500/2000 with 68000-CPU, which heavily slows down when modules are played from fastram. In this case you should set the ChipRam-Amplifier as the first entry in the amplifier-list by using the Amplifiermanager, so the calc-time will be minimized during replay from chipram, as known from the 1.xx-versions of Eagleplayer.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

LoadFast state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g lfa - returns actual state (yes/no)

Tooltpe:

LoadFast=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.78 lockmodule

Lock module

This switch takes care about not automatically stop or replace the actual module by the **next** one from the list or removing it from memory, independent from the settings for **TimeOut** , **Songend** etc. This function will be deactivated if the button is selected again, or if the user selects the next musicfile.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

LockModule state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g mlo - returns actual state (yes/no)

Tooltpe:

LockModule=state - state: see above

1.79 loadalways

Load always

In this case, after **Songend** or Timeout, Eagleplayer will search through the list of available files for the first file it knows it is a musicfile.

This is a help in cases, where the directory also contains e.g. textfiles.

If the loadalways-function is deactivated, Eagleplayer would stop after the end of the actual module with the message "unknown format", if the next file is a non-musicfile.

This function makes only sense in connection with **LoadDir** and a **Programmode** exclusive "no new module".

Remark: if Eagleplayer doesn't find any playable file, the directory would be completely scanned again and again. To prevent and stop this, switch off this function in this case by the corresponding menu-item.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

LoadAlways state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g law - returns actual state (yes/no)

Tooltpe:

Loadalways=state - state: see above

1.80 LoadModule

Load Module

Opens the filerequester for selecting a module to be played, it is also allowed to select several modules at once (holding shift-key down while selecting); in this case the list of selected files will be remembered and used by the functions "next module" and "previous module"; Furthermore the

modules can be directly selected from the pulldown-menu (modulesdirectory).

If only one module was selected, the whole directory will be read; all files, which are per definition no musicfiles (e.g. '.readme', '.txt', '.c' or '.asm') will be hidden automatically (**HideAll**). They will not be displayed in the menu.

Keyboard:

-

Menu-Shortcut:

A-l

Arexx/Shellstart:

loadmodule name1 name2 ... - Eagleplayer loads the first specified module and reads the whole dir, if only one argument was typed. Otherwise only the specified modules will be included into the modules-menu

Example:

```
loadmodule "dh2:Protracker/Mod.Bifat_deadlocked EBM"
```

Tooltype:

```
loadmodule=name - as above, but connected with a equal-sign
```

1.81 Menufont

choosing a menufont

Opens a font-requester for choosing a font for the pulldown-menus except the **modules-menu** .

Keyboard:

-

Menu-Shortcut:

-

Arexx:

Menufont [name.size] - if a name is specified, the corresponding font will be automatically set, otherwise the font-requester

pops up

status g mfo - returns the actual font

1.82 mintimeout

min. playtime

If you specify a minimal playtime, the replay will be stopped after this time, independent on **Songend** and/or **max. playtime** . This function is very

useful for very short musicfiles, which nevertheless should be played some minutes. The value is specified in seconds and typed in a requester, a value of "0" deactivates the function.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

MinTimeout number - number: max. playtime in seconds (0=off)

Arexx:

status g ti2 - returns actual value (in seconds)

Tooltpe:

MinTimeout=number - number: see above

1.83 Mastervolume

Mastervolume

Is Mastervolume set, the volume values for the scopes are changed, that means the swing of FFT-Analyzer, Levelmeter, Levelgraph, Quadrscope depends on the [volume settings](#)

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

mastervolume state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g msv - returns actual state (yes/no)

Tooltpe:

mastervolume=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.84 modulefault

warn on corrupt modules

If activated, Eagleplayer opens an Info-Requester, when a module fault occurs e.g. through a harddiskcrash or during net-transfer.

Keyboard:

-

Menu-Shortcut:

-

-

Arexx/Shellstart:

modulefault state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g mfa - returns actual state (yes/no)

Tooltype:

modulefault=state - state: see above

1.85 Modulesfont

choosing a modulesfont

Opens the fontrequester for setting the font for the modules-menu.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

modulesfont [name.size] - if a name is specified the corresponding font will be automatically set, otherwise a font-requester

pops up.

status g mof - returns the actual font

Example:

```
/* small ARExx-Example */
```

```
address 'rexx_EP'
```

```
modulesfont 'Helvetica.18'
```

1.86 NextPatt

next Pattern

You can compare a pattern with a notesheet, some soundsystems are based upon such lists containing commands, which are executed successively. These commandlists (or notesheets = patterns) can mostly be freely combined. This function is able to skip to the next pattern in this order within the module.

Calling it, will result in playing back the next pattern relative to the current played one. If the last pattern is reached, the first one will be replayed. Attention: If **Songend** is activated, a new module will be loaded (set in **Program Mode**) or the replay will stop, if **Lock Module** is activated.

Keyboard:

-

Menu-Shortcut:

A-x

Arexx:

NextPatt

1.87 NextSong

next Song

There exist musicformats containing more than one musicpart per file (e.g. Hippel, TFMX, OctaMED) These parts are called "Subsongs", songs within the soundmodule. This function jumps to the next subsong relative to the currently played one. If the played subsong is the last, the function has no effect. If the module only consists of one subsong, the button and the corresponding menu entry will be disabled.

Keyboard:

-

Menu-Shortcut:

A-v

Arexx:

NextSong

1.88 NoEngine

NoEngine

This Tooltype/Shellstart option disables specified engines from being loaded upon startup. It is intended to be used for temporary disabling visible Engines in certain situations. Normally you shouldn't need this option since all states of windows belonging to Eagleplayer are saved automatically within the main [configuration](#) file.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

-

Shellstart:

NoEngine=names - names: name(s) of the engine(s) not to load, if wanted

to disable more than 1 engine, all names have
to be separated by SPACE and the whole string
has to be quoted

Example: Eagleplayer noengine="FFT-Analyzer Moduleinfo DirListViewer"

Tooltype:

Autosubsong=names - names: see above

1.89 nogui

Using Eagleplayer without user interface

This function, which can only be called via ARexx or Shell/Workbenchoptions (or by a manual entry in the config), is meant for running Eagleplayer in the background with a minimum of memory consumption. Please read this chapter carefully before you try it out, to understand it and to prevent unnecessary frustration!

If NoGUI is activated, Eagleplayer will not load any user interface in the future, so the program will be controllable via ARexx only. You can use this e.g. for custom buttons in Directory Opus or for ARexx-scripts realised as Toolmanagerdocks.

For preparation you should close all windows except the mainwindow. Then you should save the **configuration**, quit Eagleplayer and relaunch it with the **Shelloption** or with the **Tooltype** "nogui=yes". Alternatively you can do this via Shell by typing `rx "address 'rexx_EP';nogui yes;saveconfig"`. In this case the nogui-command will be overtaken into the configuration. If you call the hotkey (normal: CTRL-ALT-E) or the "Show interface"-button in the Commodities-Exchange a filerequester pop up, where you can select one or more modules to be played. To quit Eagleplayer in the nogui-mode use Commodities-Exchange or the ARexx-command **Quit**.

To switch off the NoGUI-Option, the following ARexx-sequence can be simply typed into the Shell: `rx "address 'rexx_EP';nogui no"`. Then the BifatGUI will be opened and you can work with Eagleplayer in the usual manner.

If this sounds too complicated to you, but you want to start Eagleplayer in the background, then launch it with the **Iconify=yes** -Shelloption / tooltype.

example: `run >nil: Eagleplayer Iconify=yes`

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

NoGUI state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g ngu - returns actual state (yes/no)

Tooltpe:

NoGUI=state - state: see above

1.90 notify

Dos-Message

If activated, Eagleplayer watches over the actual directory for changes and reloads in this case the directory automatically.

This function makes only sense in connection with **LoadDir** .

Attention: In rare cases the Notify-function can collidate with the **EPDir** -function, where the directory will always be scanned directly from disk. In this case you should switch off **EPDir** or Notify.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Notify state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g not - returns actual state (yes/no)

Tooltpe:

Notify=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.91 NextModule

Next Module

This function forces Eagleplayer to load the next module from the actual modulelist.If the acutally played module is already the last, then the first one will be loaded. This function is disabled in cases where the list consists only of one entry or the 'Load Dir' function is set off.

Attention: If "Random Module" is activated under **Program Mode** , then the next module will be chosen randomly, independent from the order in the list.

Keyboard:

-

Menu-Shortcut:

A-n

Arexx:

NextModule

1.92 overwrite

Overwrite

If activated, a requester pops up when **saving** the actual musicfile over an existing one, so you can cancel this action in order not to overwrite the other file.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Overwrite state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g owv - returns actual state (yes/no)

Tooltipe:

Overwrite=state - state: see above

1.93 previous module

previous module

This function forces Eagleplayer to load the previous module from the actual modulelist. If the actually played module is the first one then the last one will be loaded. This function is disabled in cases where the list consists only of one entry or the 'Load Dir' function is set off.

Attention: If "Random Module" is activated under **Program Mode**, then the next module will be chosen randomly, independent from the order in the list.

Keyboard:

-

Menu-Shortcut:

A-b

Arexx:

PrevModule

1.94 PrevSong

previous Song

There exist musicformats containing more than one musicpart per file (e.g. Hippel,TFMX,OctaMED). These parts are called "Subsongs", songs within the soundmodule. This function switches back to the previous subsong

relative to the currently played one. If the played subsong is the first, the function has no effect. If the module only consists of one subsong, the button will be disabled.

Keyboard:

-

Menu-Shortcut:

A-c

Arexx:

PrevSong

1.95 password

Change password

If an encrypted file is loaded, Eagleplayer tries at first to decipher it with the password which is specified here in the requester. If the deciphering fails, a requester pops up asking for the appropriate password.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Password String - String: the new password as string

Arexx:

status g paw - returns the actual password as string or "RESULT" for no password

Tooltype:

Password=string - string: see above

1.96 Play

Play / Pause

Eagleplayer stops or starts the actual music, dependent on whether he was already playing or not. Remark: If the player has mode from "pause" to "play" the music will be replayed from the actual position, not from start, see also [Replaysong](#). The corresponding button for the play function looks in the BifatGUI and Eagleplayer1.x-GUI like a tape-deck- or CD-Player-button and is located nearly in the middle of the control window.

Keyboard:

-

Menu-Shortcut:

A-p

Arexx:

Play

1.97 PrevPatt

Previous pattern

You can compare a pattern with a notesheet, some soundsystems are based upon such lists containing commands, which are executed successively. These commandlists (or notesheets = patterns) can mostly be freely combined. This function is able to skip a pattern in order to go back within the module.

Calling it, will result in playing back the previous pattern relative to the current played one. If the first pattern is reached, the last one will be replayed.

Keyboard:

-

Menu-Shortcut:

A-y

Arexx:

PrevPatt

1.98 pubscreen

Pubscreen

This function allows it to change the screen, on which Eagleplayer should show up. If called from the pulldown-menu a stringrequester opens, where the complete pubscreenname must be entered, check for Lower- and Uppercase - its important. Alternatively, the Pubscreenselector can be used instead.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

pubscreen name - Eagleplayer will be opened on the pubscreen named 'name'

Example: pubscreen "DOPUS.1"

Arexx:

status g pub - returns the name of the acutal pubscreen

Tooltpe:

pubscreen=name - as described above, but connected with equal-sign

1.99 Playerbatch

Playerbatch

The Playerbatch-function allows it to load the replayers only, if they are really needed - resulting in reduction of loading time and memory-consumption of Eagleplayer. More info you can find [there](#) .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Playerbatch state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g eab - returns actual state (yes/no)

Tooltipe:

Playerbatch=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.100 parentdir

ParentDir

If called, the parent directory relative to the actual one will be read in.

This function makes only sense in connection with [LoadDir](#) .

Keyboard:

-

Menu-Shortcut:

-

Arexx:

ParentDir

1.101 protect

Protect module

Some Compression-routines (Powerpacker and Crunchmania), which are offered by Eagleplayer for [saving](#) the actual file, allow you to protect the saved file with a password. this option activates the passwordrequest during file-saving.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Protect state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g prt - returns actual state (yes/no)

Tooltpe:

Protect=state - state: see above

1.102 protectionbits

Protectionbits

When **saving** musicfiles, Eagleplayer sets these bits to "read only", so they can't be overwritten erroneously by the user.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Protectionbits state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g pbi - returns actual state (yes/no)

Tooltpe:

Protectionbits=state - state: see above

1.103 programmode

Programming

The settings made here change the behaviour of Eagleplayer at the end of replaying the actual musicfile. The following 4 settings are possible:

no new module - When a **songend** is automatically detected,

no new module will be loaded and the replay stops.

previous module - If Songend or **PlayTime** is activated, the

previous module will be loaded after replaying the

actual one.

next module - If Songend or PlayTime is activated, the next module

will be loaded.

RandomPlay - If Songend or PlayTime is activated, a randomly chosen

module will be loaded. When selecting Next- or Prev-

Module also a random module will be replayed.

At first, all modules from the scanned directory will be played before loading a module twice. But it's possible to select a module from the Pull-Down Menu - the internal counter doesn't recognize this, so that module can also be replayed again per RandomPlay. The function **Directoryjumps** offers another way of random-play.

This function makes only sense in connection with **LoadDir**.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

programmode number - number: 0 = no next module

1 = next module

2 = previous module

3 = random module

Arexx:

status g pmo - returns actual state (0...3)

Tooltipe:

programmode=number - number: see above

1.104 printtext

Printtext

This ARExx-command forces Eagleplayer to show a text in the statusline of the mainwindow (Bifat- or Eagleplayer1.x-GUI).

Arexx:

Printtext string - string: any text

Example:

```
/* simple Example */
```

```
address 'rexx_EP'
```

```
printtext 'I l*ve Eagleplayer'
```

1.105 prefix

Prefix

When **Saving** the actual musicfile, a prefix will be added in front of the modulename, if a) the module has an own name (located in the modfile

itself) and b) if the replayer supports this and supplies such a prefix for the soundformat.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Prefix state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g upr - returns actual state (yes/no)

Tooltpe:

Prefix=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.106 QuickStart

Immediate start

The music will be replayed immediatly after loading it, if the menu entry is activated, otherwise the **Play** -function has to be used.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Quickstart state - [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g qst - returns actual state (yes/no)

Tooltpe:

Quickstart=state - [yes,on or 1]=on, [no,off or 0]=off

1.107 quit

Quit

Do you really think about using this (totally senseless :-) function? It simply quits Eagleplayer.

Attention: In opposite to old programversions Eagleplayer 2.0 will be automatically closed when clicking on the close-gadget of the mainwindow.

That's because at least the BifatGUI has a seperate **Iconify** -Button.

Keyboard:

-

Menu-Shortcut:

A-q

Arexx:

quit

1.108 randomness

Random Subsong

When playing a musicfile of a soundsystem, which supports several subsongs, the first played subsong will be chosen randomly. See also [here](#) .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Randomsong state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g rns - returns actual state (yes/no)

Toolttype:

Randomsong=state - state: see above

1.109 rescandir

Rescan Directory

By activating this function the actual directory will be completely rescanned, noticing the state of the [Hideall](#) -switch. The settings from [EPDir](#) will be ignored.

This function makes only sense in connection with [LoadDir](#) .

Keyboard:

r

Menu-Shortcut:

-

Arexx:

RescanDir

1.110 rasterlines

set rasterlines

In the settings "wait for rasterlines" within the [Waitingmode](#) an amount of rasterlines are count for a timed replay to get the same waitingtime with on CPUs. The suggested value, which should be entered in the requester, is 8. But remember that the time used for one rasterline is not normed and depends on the actual screenmode of the Amiga!

A too small value of rasterlines to be waited for can be recognized, if

some notes of the played musicfile are clipped. In this case you should increase the value or switch to " **Automatic wait** ".

usual values for some screenmodes:

PAL/NTSC/EURO36 - 8...10

DBLPAL/DBLNTSC/MULTISCAN/EURO72 - 18...30

When using graphiccards, the last active amiga-screen before opening the Cybergraphics-screen is relevant (in most cases PAL or NTSC), see also [here](#).

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Rasterlines number - number: amount of rasterlines to be waited

Arexx:

status g ral - returns actual value as number

Tooltipe:

Rasterlines=number - number: see above

1.111 randomstart

Start with random module

If activated, Eagleplayer (when started) doesn't search for the file specified in the [configuration](#) , but chooses another file from the directory. The advantage is, that you haven't to search a file always by yourself when starting Eagleplayer and that you will not hear always the same music on start.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

RandomStart state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g rst - returns actual state (yes/no)

Tooltipe:

Randomstart=state - state: see above

1.112 ReplaySong

Replay Song

The loaded music will be replayed from start.

Keyboard:

-

Menu-Shortcut:

A-r

Arexx:

ReplaySong

1.113 savemodule

Save module

Opens the filerequester for specifying a filename for saving the actual music into. If the music consists of several files (e.g. TFMX) they will be automatically saved into the same directory. Eagleplayer can save the files also in compressed form.

This function works only in the registered version of Eagleplayer.

Keyboard:

-

Menu-Shortcut:

A-w

Arexx:

SaveModule [name] - Eagleplayer saves the file under the name 'name' or opens a filerequester if no name was specified

Example: savemodule "ram:Mod.DMR_folx-vagen"

1.114 Stop

Stop

This function stops the replay of the actual module. If the **Play/Pause** -button is then pressed at any time, the music starts from the beginning.

Keyboard:

-

Menu-Shortcut:

A-s

Arexx:

Stop

1.115 Subsong

Subsong

If the module has several **Subsongs** , you can specify, which one should be replayed. A number is expected as argument.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

Subsong Number - Specifying subsong as number

status g snd - returns actual subsong

1.116 Scrollfont

choosing a Scrollfont

Opens the font-requester for setting the font for the GUI-scroller of BifatGUI and Eagleplayer1.x-GUI.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

Scrollfont [name.size] - if a name is specified the corresponding font will be automatically set, otherwise a font-requester

pops up.

status g scf - returns the actual font

Example:

```
/* small ARExx-Example */
```

```
address 'rexx_EP'
```

```
scrollfont 'Helvetica.18'
```

1.117 ScrollInfos

Scroll information

If this menu-entry is activated, all information texts will be scrolled into the mainwindow, otherwise simply print into the window.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

scrollinfo state - [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g sci - returns actual state (yes/no)

Tooltipe:

scrollinfo=state - [yes,on or 1]=on, [no,off or 0]=off

1.118 Songname

Songname

If this menu-entry is activated, not the name of the loaded file will be shown in the titlebar / scroller, but the internal name of the music found in the file. This is only possible if the musicformat supports that (e.g. Protracker, (OctaMED, Screamertracker).

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

songname state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g sna - returns actual state (yes/no)

Tooltipe:

songname=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.119 scanalways

Always Scan Directory

If activated, everytime when loading a musicfile via filerequester, Arexx or an external engine the entire directory will be rescanned. Normally, this function should stay disabled. But when you activate it, you can at the very least switch off **EPDir** .

This function makes only sense in connection with **LoadDir** .

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

ScanAlways state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g alw - returns actual state (yes/no)

Tooltype:

ScanAlways=state - state: [yes,on or 1]=on, [no,off or 0]=off

1.120 songend

Songend

If a songend is detected by the player, then the replay stops (if set so) and, depending on the programmode-settings, a new file will be loaded or it will be waited for user input. You can consult the Manager for the information, which players support this songend-function.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Songend state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g end - returns actual state (yes/no)

Tooltype:

Songend=state - state: see above

1.121 savedir

set directory for saving

With this function you can set the directory, which will be automatically preset in the filerequester used by Eagleplayer for **saving** the actual file into. However, the main reason for this function is due to the existence of the Automatic saving - option.

Remark: If the user sets another path in the filerequester during a manual save, this path will be used from then on.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

SaveDir [path] - path: either a directorypath or a requester pops up

Arexx:

status g sap - returns actual path

Tooltpe:

SaveDir=path - path: see above

1.122 safesave

Safe saving

If activated, Eagleplayer at first **saves** the actual file under a different name and renames it only then, if the file was really completely written to the medium. This avoids an overwriting of an existing file especially in cases, where the writing process fails due to media-errors, which normally result in data loss.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

SafeSave state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g sfs - returns actual state (yes/no)

Tooltpe:

SafeSave=state - state: see above

1.123 samplemode

Samplemode

Some of the compression-methods (Powerpacker, Crunchmania and LH.library), offered by Eagleplayer for **saving** the actual file, can activate a soundmodule-specific, a so called delta-mode, in order to gain much more compression in most cases, than a normal packmode. And exactly this feature this switch activates.

Remark: We have unofficially introduced the samplemode for Powerpacker, so Eagleplayer is actually the only program, which can load such packed files.

A decrunch-slave for the xfd.library from Georg Hoermann is in work.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Samplemode state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g smo - returns actual state (yes/no)

Tooltpe:

Samplemode=state - state: see above

1.124 saveasprotracker

save as Protracker

Mainly, this option was included for the internal Eagleplayer-replayers (Player5.x/ 6.x, Trackerpacker, Noisepacker etc). If activated, these modules will be **saved** in the normal Protracker-format, which can be loaded and manipulated by the wellknown trackers like Protracker or OctaMED. Programs like Noiseconverter or Prowizard aren't needed anymore, especially in connection with the Eagleexotic.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

SaveasProtracker state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g spt - returns actual state (yes/no)

Tooltpe:

SaveasProtracker=state - state: see above

1.125 softint

Softinterrupt

This option was implemented to avoid negative interactions with other timecritical programs (e.g. Modem-Usage). Because the **CIA-Interrupt** has got a higher priority then the one for the modem-usage, transfer errors can occur. To minimize this danger a so called soft-interrupt will be started right after the CIA-interrupt call. This softinterrupt will only be run if requests from the serial interface occur. If there still should be problems (e.g. with slow CPUs) then you may reduce the serial baudrate in your terminalprogram.

When using "timer.device" for **timing purposes** this switch has got no effect.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Softint state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g sit - returns actual state (yes/no)

Tooltype:

Softint=state - state: see above

1.126 speed

Speed

This slider stands for the replay-speed of the played musicfile. If it is in middle position, the normal speed is set, moving it up increases the speed, moving it down decreases it. If the actual replayer should not support this speedcontrol, the corresponding sliders and menu-items will be disabled.

Some replayers additionally offer a pitch up/down (changing the tone-height). The resulting effect sounds like in/decreasing the speed of a record player. (e.g. Protracker, AIFF, Oktalyzer, David Whittaker).

Using the menu, the speed can be in/decreased by one step and reset to the normal position.

Keyboard:

-

Menu-Shortcut:

A-+ - increasing speed by one step

A-- - decreasing speed by one step

A-# - normal speed

Arexx/Shellstart:

Speed number - number: -25...0...25 (-25=slow;0=normal, 255=fast)

Arexx:

status g spe - returns actual value (-255...255)

Remark: Because Arexx has got problems with negative numbers, the returned numbers for values <0 go from 65535 (= -1) to 65511 (= -25), which have to be recalculated by the Arexx-program.

Tooltype:

Speed=number - number: see above

1.127 slowspeed

Slower speed

The **Replay speed** will be decremented by one step.

Keyboard:

-

Menu-Shortcut:

A--

Arexx:

Slowspeed

1.128 Status

Status

With the help of the status-command you can examine Eagleplayers extensive settings- possibilities. Following an overview over the corresponding arguments. They can also be found in the docs of the commands itself.

Arexx/Shellstart:

Status <group> <dependent>

Returns the actual status. You have to differ between the following groups:

- Globale settings (g),
- Modul-dependent settings (m)
- Player-dependent settings (p)
- SampleInfo (s) (not yet implemented !!!)
- UserPrograms (u)

Depending on the group different arguments are expected. Below you will find all status commands of the Eagleplayer

The global settings

status <group> <dependent> ;<group> = g

;<dependent> = <cmd>

<cmd> Meaning and Return value

ver Eagleplayer Version Zahl

dve DeliTracker Version Number

dir Playerdirectory String

udi Userprogramdirectory String

fon actual Font String

hep Help Path String

ins Instruments directory String
sap Save Path String
pbp PlBatchPath String
ubp UPrgBatch Path String
pke HotKey String
num Number of players Number
ico Iconify on <Yesno>
mwi Main-Window opened <yesno>
pli Playerwindow opened <yesno>
vol actual volume Number
bal actual balance Number
spe actual Speed Number
ply Song is playing <yesno>
hel HelpMode <yesno>
pub actual public screen String
mau Max. Userprograms Number
usp loaded Userprograms Number
snd actual SongNumber Number
mil Number of Modules in List Number
epb Eagleplayer Globals Address
vo1 Voice1-state <yesno>
vo2 Voice2-state <yesno>
vo3 Voice3-state <yesno>
vo4 Voice4-state <yesno>
eab EP-Batch-State <yesno>
ejp EjectPlayer-state <yesno>
flp FlashPointer <yesno>
msv MasterVolume <yesno>
sna Use Songname <yesno>
qsf Quit Surface <yesno>
que Quit Eagle <yesno>
sat SaveT <yesno>
sci Scroll-Infos <yesno>
led Filter-state <yesno>
fid Fadein-state <yesno>
fad Fadeout-state <yesno>
aps AutoPasswort-state <yesno>
ldd Load Dir-state <yesno>
aud Auto Dir-state <yesno>

sdn Show Dirnames-state <yes/no>
hia HideAll-state <yes/no>
uep Use EPDir-state <yes/no>
not Notify-state <yes/no>
alw Scan Always-state <yes/no>
mme Size of MenuMem Number
end Songend-state <yes/no>
lbf Load Before-state <yes/no>
law Load Always-state <yes/no>
qst Quickstart-state <yes/no>
rns RandomSong-state <yes/no>
ass AutoSubSong <yes/no>
tim TimeOut Number
ovw Overwrite-state <yes/no>
ats AutomaticSave <yes/no>
ssd SS Dir <yes/no>
prt Protect Module <yes/no>
pbi Protection Bits <yes/no>
smo SampleMode <yes/no>
spt Save As Protracker <yes/no>
smo Small Module <yes/no>
bmo Big Module <yes/no>
mof Module fault <yes/no>
icm actual IconifyMode String
frm actual Filerequester String
Module dependend settings

status <group> <dependent> ;<group> = m
;<dependent> = <cmd>
<cmd> Meaning and Return value

pat ModulePath String
dir Module directory String
fil Modulename String
pnr Number of active Player Number
num Position in Module-list Number
min mix. Number of SubSongs Number
max max. Number of SubSongs Number
aut Authorname String

son Songname String
len PatternLength Number
dpt different Patterns Number
stp Steps Number
sam Samples Number
chk CheckMod (mod ok?) <yes/no>
pon PositionNr Number
icm actual Playernumber Number
dur calculated playtime Number
siz entire module length Number
Player dependend settings

status <group> <dependent> ;<group> = p
;<dependent> = <playernum> <cmd>
<cmd> Meaning and Return value

nam Playername String
cre Creatorname String
pin PlayerInfo String
ver Versionnumber Number
vol Volumecontrol available <yes/no>
bal Balance control available <yes/no>
jmp Patternjump available <yes/no>
pos GetPositionsNr <yes/no>
spd Playspeed changeable <yes/no>
sub Subsong available <yes/no>
cfg Player can be configurated <yes/no>
pck Supports Packed Mods <yes/no>
upr Userprogram support <yes/no>
csa Config saveable <yes/no>
clo Config loadable <yes/no>
msa Module saveable <yes/no>
mii ModuleInfo possible <yes/no>
sai SampleInfo possible <yes/no>
msm Max. Samples Number
msy Max. SynthSamples Number
mle Max. Length Number
mpa Max. Pattern Number
mst Max. Steps Number

mso Max. SubSongs Number
 rst Player restartable <yes/no>
 sge Player supports Songend <yes/no>
 voi Voicescontrol available <yes/no>
 plf Player supports PlayFaster <yes/no>
 mch Module change <yes/no>
 mrs Module restore <yes/no>
 dat Creator-Date String
 tgl Taglist of Player Number
 the engine dependend settings

status <group> <dependent> ;<group> = u
 ;<dependent> = <UserNr> <cmd>
 <cmd> Meaning and Return value

nam Name of UserPrg String
 abo About Userprogram String
 cre Creator of Userprg String
 ver Version of Userprg Number
 rev Revision of Userprg Number
 eve min. EP-Version Number
 dat Creation-Date String
 kis Kickstart UserPrg needs Number
 prz Processname of Userprg String
 win Window opened <yes/no>
 con Config of User-Prg Number
 kox X-coordinate of Window Number
 koy Y-coordinate of Window Number

1.129 smallmodule

Warn on too short modules

If the option is activated and a too short module should be played next,
 Eagleplayer opens a requester, which informs about that. Some soundsystems
 (e.g. Deltamusic2) can produce heavy problems with too short modules.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Smallmodule state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g smo - returns actual state (yes/no)

Tooltype:

Smallmodule=state - state: see above

1.130 scrolltext

Scrolltext

This ARExx-command forces Eagleplayer to show a text in the statusline of the mainwindow (Bifat-or Eagleplayer1.x-GUI). However, the

Scrollinfos -option must activated for this.

Arexx:

Scrolltext String - String: any text

Example:

```
/* simple Example */
address 'rexx_EP'
scrollinfos yes
scrolltext 'I I*ve Eagleplayer'
```

1.131 Save Configuration

Save Configuration

This function opens the filerequester for specifying the configfile-name and saves all settings of the player into that file. The settings contain all positions, sizes and states of the mainwindow, engines, replayers, special settings of replayers/engines, the actual module-dir and which music is momentarily played..

Hint: If you don't want a module to be replayed automatically on startup but a specific module directory being available after startup, then change into that directory, **eject** the replayed module, set **Randomstart** to off, and save the configuration.

Keyboard:

-

Menu-Shortcut:

-

Arexx:

SaveConfig [path+name] - if a path/name is specified, the config will be immediately saved without filerequester under that name

1.132 togglefilter

Toggle Filter

Switches on/off Amiga's low-pass-filter. That means if the filter was off before, it will be activated and vice versa.

Keyboard:

-

Menu-Shortcut:

A-f

Arexx:

togglefilter

1.133 timemode

Timemode

This function overruns the settings for the maximal **Playtime** at soundsystems, which automatically detect the **end** of a musicfile. Result:

On the one hand some musicfiles won't run endlessly, on the other hand the remaining musicfiles won't be interrupted in the middle of the replay.

This function makes only sense in connection with **LoadDir** and with an activated **Songend**.

see also min. Playtime

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Timemode state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g tmo - returns actual state (yes/no)

Tooltpe:

Timemode=state - state: see above

1.134 timeout

max. Playtime

If you specify a maximum playtime, the replay will be stopped exactly after this timespan and the prog will continue depending on the settings for

Programmode. The value has to be given in seconds via a requester. A value

of "0" disables this function!.

see also **min. playtime** and **Timemode**

Keyboard:

-

Menu-Shortcut:

A-z

Arexx/Shellstart:

Timeout number - number: max. playtime in seconds (0=off)

Arexx:

status g tim - returns actual state (in seconds)

Tooltype:

Timeout=number - number: see above

1.135 Voice

Voices

This function allows a separate switching on/off of all voices of the musicfile. Standard-Amigamodules consist of 4 voices, multichannel-modules can have up to 32 (or more) voices, which however are not switchable (yet).

If the button looks "pressed" (so it differs in the borders from the others) the corresponding voice is off, otherwise on; a checkmark in the menus means an active voice.

Keyboard:

-

Menu-Shortcut:

A-1

A-2 Switch on/off voices 1 - 4

A-3

A-4

A-d normal setting, all voices are on with full volume

Arexx:

voice x y - x=voicenummer (1...4),y=number for volumevalue from 0(=off) to 255(=max.)

status g voi x - x=voicenummer (1...4), result is a value between 0 = off and 255=max for the volume

1.136 timingmode

Timing

The timingmode defines, how the replay of the musicfile will be timed. At the moment there are two main timing-possibilities: CIA and VBlank. The CIA-Timer of the Amiga works much more exactly and in all machines with the same speed. The VBlank however (=Vertical Blanking Interrupt) depends on the actual scanrate of the OCS/ECS/AGA-Amigas. Normally, CIA-Timing should be set. There are only a few (old) modules, which require VBlank (mod.FaceAnotherDay, mod.Techdust). At this point we mention the Noiseconverter (a commercial for us), which can fix such modules with the "correct tempo" - function.

If the CIA-Timer should be used by another program yet and is therefore not available, an error message pops up.

From V2.0 of Eagleplayer on we added the option of using timer.device. (default setting) Due to the fact that the program no longer uses the hardware interrupts directly some problems in conjunction with other programs and hardware extensions should be solved. On the other hand this mode needs a little bit more CPU time caused by the timer.device overhead.

If you even now don't understand the thing behind these options, please do not touch them. With the preset options no problems raised until now since Eagleplayer 1.53 . (A500-A4000/60)

see also [Waitingmode](#)

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Timingmode number - number: the mode to be used

0 = CIA

1 = VBlank

Arexx:

status g tmd - returns actual state as number,

0 = CIA

1 = VBlank

Tooltype:

Timingmode=number - number: see above

1.137 volume

Volume

Controlling the volume of the replayed file. If the actual replayer should not support volume-control then this slider and the corresponding menu-items will be disabled.

The BifatGUI has 2 extra buttons for the volume. After the first click the left one sets the volume to 0 (mute-function) and when selected again, to the last value. The right one does this analogue, but after the first click the volume will be set to the maximum value.

Via the menu you can decrease/increase the volume by one step and the resetting to the maximum volume.

Keyboard:

-

Menu-Shortcut:

A-6 = decrease volume by 1

A-7 = increase volume by 1

A-5 = set volume to the preset value (=Maximum)

Arexx/Shellstart:

Volume Number - Number: 0...255 (0=off, 255=maximum)

Remark: Eagleplayer calculates internally with

256 volume steps, but offers the user

actually a range from 0..64 as value,

to go conform with the Amiga-hardware-restrictions)

Arexx:

status g vol - returns actual value (0...255)

Tooltpe:

Volume=number - number: see above

1.138 waitingmode

Waitingmode

Due to the work of the Amiga-hardware it is necessary to wait a specified timespan, when starting a new playback of datas by the soundchip paula.

Eagleplayer offers therefore some possibilities. Normally, the option "automatic wait" is suggested, which uses the best method when needed. When using some of the Amplifiers (8 Bit, 14 Bit Amplifier), these settings are relevant for the replay and will be ignored. The waiting for the

audiohardware is not needed in that case.

Here are the options

() Automatic wait - uses CIA-timer, when possible, if not, a specified amount of **rasterlines** will be waited

() wait for rasterlines - dependend on settings, several **rasterlines** will count, before the replay continues

() wait with **DBF-loops** - this function was only implemented for 68000er-CPU-Amigas. By this setting simply a processor-waitingloop will be run, which we cannot recommend anymore for CPUs with cache.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

Waitingmode number - number: Mode to be used

0 = automatic

1 = Rasterlines

2 = DBF-Loops

Arexx:

status g wam - returns actual state as number,

0 = automatic

1 = Rasterlines

2 = DBF-Loops

Tooltpe:

Waitingmode=number - number: see above

1.139 xfddecrunch

Depack files with XFD

XFD is a program library from Georg Hoermann, which is able to detect most of the existing amiga-crunchers and its data in order to depack it.

Although Eagleplayer is able to detect and operate the most used packers, the option was built in to use XFD for further crunchmodes.

(very practicable when using the engine Eagleexotic.)

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

XFDDecrunch state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g xfd - returns actual state (yes/no)

Tooltype:

XFDDecrunch=state - state: see above

1.140 xfdloadseg

Depack executables with XFD

If activated, Eagleplayer also tries to depack executables via XFD and to use them. So you can pack all players and engines onto the harddisk (e.g. with Powerpacker), if there shouldn't be enough space left. This ofcourse, will increase Eagleplayers loadingtime.

Attention! If you want to activate this function, then make sure that the XFD-slaves `XFD_FIMP_LHLib_XPK.Slave` and `XFD_ATN!_LHLib_XPK.Slave` are NOT! placed in your Libs:xfd/ - directory. These XFD- slaves were testversions from us, which were spread because of a misunderstanding. They caused big problems when using this XFD-option for executables. (Massive enforcer-hits -> loading Eagleplayer1.54 on some machines took several minutes). The reason, because this problem occurred only when using Eagleplayer, is, that Eagleplayer is obviously the only program which uses this XFD-feature.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

XFDDecrunch state - state: [yes,on or 1]=on, [no,off or 0]=off

Arexx:

status g xfl - returns actual state (yes/no)

Tooltype:

XFDDecrunch=state - state: see above

1.141 xpkpackmethod

Change XPK Packer

When calling this function, a requester pops up asking you for a 4-letter-index, which stands for the xpk-library, which should be used for

saving the actual musicmoule.

Examples: SQSH, CRMS, SMPL, GZIP, MASH, NUKE

For packing musicfiles with samples (e.g. Protracker, OctaMED) we suggest you to use SQSH or CRMS, which offer brilliant packrates. For us, SQSH is faster and works better.

Keyboard:

-

Menu-Shortcut:

-

Arexx/Shellstart:

XPKPackmethod Name - Name: 4-lettered-name of the XPK-packer

Arexx:

status g xpk - returns actual packername, a String with 4 letters

Tooltpe:

XPKPackmethod=Name - Name: see above
