



## Version 4.4

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This software is provided as [shareware](#), and thus requires [registration](#) after a reasonable evaluation period.

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# Introduction

The Juker is a versatile jukebox. It can play MIDI (MID) songs, wave audio (WAV) files, movie clips (AVI), and other formats supported by the MCI driver (e.g. FLI, ..etc.). As a jukebox, though, its main purpose is playing songs, so all the above formats will be referred to here as songs.

Songs can be queued to play at a sequential or random order. Songs queued can be saved in an [album](#) and played in later sessions. The Juker saves its settings and window location on exit to use them for the next session. It even saves the currently playing song, so you can pick up exactly where you left off when you start it again.

Song progress is shown (and can be controlled) by a moving sound bar. Undesired songs can be removed from the queue and optionally deleted from disk. While a song is playing, it can be stopped or paused and then resumed.

The Juker is meant to be unobtrusive, it can run all the time as an icon. The [animated icon](#) provides a pleasant visual feedback on the play progress. Song play can be paused and resumed simply by clicking the right mouse button on the icon. The name of the current song is shown in the icon's caption, so it's always visible.

When another session of the Juker is invoked while the first is still running, it merely restores and raises the first one, no new session is started.

See also: [Albums](#), [Animated Icon](#)

# Installation

Unpack the distribution archive anywhere you like. The file mmsft.dll must be in the same directory the program file is in. Then *move* ctl3dv2.dll to Windows system directory (e.g. \windows\system) if it is not already there, or if it is newer than the copy you have there. Otherwise delete it from the program's directory.

**Note:** Ctl3dv2.dll must reside *only* in Windows system directory, hence it must be moved there or deleted from the program's directory if it is already in Windows system directory.

## Windows NT and OS/2 Compatibility

This program runs well under Windows NT 3.1 and OS/2 2.1 as a Win16 application. (Latest versions tested: 3.0)

# Albums

Albums provide a convenient way of grouping songs into various categories. For example, you might want to put all your classic music pieces in an album, jazz in another, ..etc. Or, if different people share the same machine, each might have his or her own album, which can be tailored according personal taste.

An album is simply a separate song queue. Earlier versions of the Juker allowed only for a single queue, which can be considered as supporting only a single album. An album can hold up to a thousand song. However, having that many songs may make loading such an album take a relatively lengthy amount of time on slow computers (especially if the [Allow Duplicates](#) option is disabled). It also defeats the propose of the albums (*i.e.* to organize related songs into logical groups).

When the program is invoked for the first time, it opens a default album. You can create a new album by making changes to this album (adding or removing songs from the queue) and then saving it under a name you like using [Save As](#). When the program is started the next time, it automatically opens the album of the last session (unless an album is specified on the command line, see [Command Line](#)).

Unless you want to create a new album, you normally need not worry about saving albums. They are saved automatically on program exit and when a new album is opened (thus closing the current one). Automatic saving can be disabled, however, via the [Auto Save Album](#) option.

Albums are loaded by simply dragging and dropping them into the Juker's window or icon. The program is smart enough to know whether the dropped file is an album or a song. You can also load an album by selecting it from the Most Recent Albums list in the [Album](#) menu.

If you do not want to take advantage of albums, you can forget about all the above and use the Juker with just a single song queue. Albums will be transparent to you in this case, and you need not bother with them.

## Animated Icon

Since the Juker is meant to be unobtrusive, it is designed to be run most of the time as an icon. When minimized, the essential functions of the program can be activated via the system menu or the right mouse button (see [Mouse Actions](#) actions), and the song play progress is visually conveyed via an animated icon.

The icon conveys the song progress by a monotonically increasing background color shade. The percentage of the song that has been played is proportional of the size of the icon's background that has been shaded.

## Command Line

The program accepts a single album file name at the command line. If such an album is specified at the command line, that album is loaded on startup instead of last session's or the default album. See [Invocation Tips](#) for more details.

## Invocation Tips

Besides the usual way to starting the Juker (i.e. from the File Manager or Program Manager and then dragging an album if one different than last session's is desired), here are some ideas you might want to use:

- Highlight any album (ALB) file in the File Manager. Select Associate from the File menu. Click Browse, and select the Juker's program file (juker.exe). Click OK. From now on you can start the Juker with your favorite album by simply double clicking on that album in the File Manager.
- After doing the above, drag your frequently-used albums to a group in Program Manager. As you drop each album in the Program Manager, a new entry with the Juker's icon will be created. You can then start you favorite album by simply double-clicking on its icon in the Program Manager.

## Other Tips

- Some defective MIDI files can cause the Windows sequencer to freeze while playing those files. You may have noticed that when using Media Player, that program sometimes gets *stuck* on such files. The Juker is smart enough to circulate to other songs when one is stuck. You can disable this behavior, however, if it causes you any undesirable side effect by adding the statement `CirculateIfStuck=0` to the `[Settings]` section of the program initialization file, `Juker.ini`.
- The Juker automatically saves its settings (and the current album if [Auto Save Album](#) is enabled) on exit. You can force the program to do that without exiting either by invoking the [Save Settings Now](#) menu command or by holding down the Shift key while invoking a menu command or a keyboard accelerator that normally closes the application (e.g. Exit or Close menu items, or the Alt+F4 accelerator). The latter, rather non-obvious, method is similar to that of the Program Manager.
- Holding down the Shift key while dropping a song starts playing that song immediately (starts playing the first dropped song if multiple songs are dropped). Holding down the Shift key while selecting the [Add to Album](#) menu command starts playing the added song immediately (starts playing the first added song if multiple songs are added).



# Album Menu

## New

Creates a new empty album. Use **Save As** to save it under the name you like to give it.

## Open

Opens and loads an album from disk. A dialog appears from which an album can be selected.

## Save

Saves the current album to disk. If an album by the same name already exists it will be backed up before being overwritten. The backup has the same name as that of the album, but ends with a tilde (~) in its extension.

## Save As

Saves the current album under a possibly different name. Use it to create new albums by saving the currently loaded one under a different name. The user is prompted for confirmation if the an album by the same already exists (that album will be backed up before being overwritten). Albums must have the extension ALB. If the name given has no extension, the appropriate extension will be appended to the name

## Close

Closes the current album and opens the default one. The default album is called DEFAULT.ALB and resides in the directory in which the program resides. **Note:** Since this function opens the default album, it has no effect when the loaded album *is* the default one.

## Delete

Closes and deletes the current album and its backup. The album and its backup are physically deleted from disk and are lost forever. Hence, use with caution. The user is prompted for confirmation before performing this function.

## Sort

Sorts the album by song names.

## Clear

Removes all songs from the album. Stops song play.

## Remove Duplicates

Removes all duplicate songs from the album. See [Allow Duplicates](#) for more details.

**Note:** Invoking this menu command always saves the album prior to removing duplicate songs from it, regardless of the state of [Auto Save Album](#).

## Properties

Displays the album properties.

## Recent Albums

A list of the ten most recently visited albums is shown. Any album in this list can be opened simply by selecting it from this list.

## Exit

Terminates the program.

# Song Menu

## Add to Album

Adds songs to the album. A dialog appears from which *multiple* song files can be selected. An alternate (and easier) method of adding songs to the album is by dragging and dropping them to the Juker's window or icon, see [Mouse Actions](#). Note that due to limitations imposed by Windows common dialog boxes, you may not be able to add a large number of songs (say more than 150) at once using the dialog box. If this happens, add the songs in smaller chunks. You can add as many songs you like in one chunk using drag and drop though.

Holding down the Shift key while selecting this command starts playing the added song immediately (starts playing the first added song if multiple songs are added).

## Play

Plays the selected song from the beginning.

## Stop

Stops song play. In contrast to **Pause**, a song that is stopped cannot be resumed, it starts playing from the beginning if **Play** is selected.

## Pause/Resume

Pauses the currently playing song, or resumes a paused song (toggle). The current state of this toggle is indicated by a check mark.

## Repeat

Continuously plays the currently playing song until toggled back. This button is useful if during playing, a particular song appeals to you and you want to listen just to it for a while. The current state of this toggle is indicated by a check mark.

## Circulate

Plays the next song, or the next randomly-selected song if [Random Order](#) is checked.

## Remove

Removes the selected song from the album, Plays the next song if the selected song is the one currently playing. If no songs are left in the album, playing is stopped.

## Delete

Deletes the selected song file from disk. Prompts the user for confirmation if [Confirm on Delete](#) is enabled.

## Move Up/Down

Moves the selected song one position up (or down) the list in the album. **Note:** Holding down the Shift key while selecting this command moves the song all the way up (or down) the list, *i.e.* makes that song the first (or last) song in the queue.

## Highlight Current

Moves the selection highlight to the active (playing or paused) song. If you have selected another song, this command is useful to quickly return you to the active song.

# Options Menu

The status of every options is saved on exit and used in the next session, so there is no need to adjust it on every program invocation. The current state of each option is indicated by a check mark.

## Continuous Loop

Continuous play. Loops to the first song when the last one in the queue finishes playing.

## Random Order

Plays songs in random rather than sequential order. This also effectively yields continuous play.

## Auto Play

Starts playing songs automatically when an album is loaded. Otherwise song play has to be started manually after loading an album. The same applies when songs are added to an empty album.

## MIDI Auto Reset

Some MIDI songs leave the synthesizer in an unbalanced state after they finish playing (e.g. the volume of some channels is left at something other than the default, ..etc.). With this option, the program resets the MIDI synthesizer before playing any MIDI file. This option does not affect other multimedia files such as WAV and AVI files in any way. This is a useful option to leave on, and is a unique feature of the Juker.

Two levels of reset are available. **Standard** reset turns off all notes, lifts the sustain pedal, and resets the controller for each channel. **Full** reset also sets the modulation to zero and the pitch wheel to center.

## Auto Save Album

Saves the current album on program exit or when another album is opened (e.g. by dragging it to the Juker's window or icon).

## Save as Relative Paths

Saves song names relative to the album path rather than as absolute paths. **Example:** if the album is *c:\fun\sounds\albums\classic.alb* and a song's absolute file name is *c:\fun\sounds\midi\schubert.mid*, the song will be saved in the album as *..\midi\schubert.mid* if this option is enabled.

This is useful when you want the album to be independent of the absolute path, like when you want to distribute and album with it songs. **Example:** in the above example, you can give the album and its songs to a friend and he/she can make the album reside as *d:\music\albums\classic.alb* and the song as *d:\music\midi\schubert.mid* and things will work without changing anything in the album.

**Note:** Queue display always shows absolute paths, regardless of how the song file name is saved in the album. Note also that a relative path is the same as an absolute path if the album and song reside in different drives, so this option is immaterial in such cases.

## Allow Duplicates

If unchecked, songs that are already in the album will not be added again upon dropping them into the application or opening the album. Otherwise, duplicate songs will be allowed in the album. Uncheck this option if you want to make sure no duplicates are allowed in the queue. Note though that this setting is not retroactive, *i.e.* If you already have duplicates in the album, they will not be removed when this box is unchecked until you reopen the album.

**Note:** For large albums and slow machines, disabling (unchecking) this option slows album loading considerably. It is recommended in such cases that you leave it enabled and use [Remove Duplicates](#) when you have reason to suspect there might be duplicate songs in the album, or to disable it only temporarily when you are adding songs you suspect are already in the album.

## **Confirm on Delete**

Prompts for confirmation for deleting disk file when [Delete](#) is invoked.

## **Mini-Help**

If enabled, a short message describing the highlighted menu item or the selected button is shown in the title bar while that menu item is highlighted or the button is pressed. Hence, all buttons and menu items are self-explanatory. This option may be turned off once the user masters the functions of the various menus and buttons.

## **Set Font**

Sets the font of the album queue list. A dialog appears from which a font can be selected.

## **Save Settings on Exit**

Saves program settings (as well as the current album if [Auto Save Album](#) is enabled) on exit. It is highly recommended that you leave this option enabled all the time.

## **Save Settings Now**

This is not option, it is a command. It saves program settings (as well as the current album if [Auto Save Album](#) is enabled) when invoked. You normally do not need to invoke this menu command if **Save Settings on Exit** is enabled.

Self-explanatory.

# System Menu

## **Pause/Resume**

Equivalent to [Pause/Resume](#) in the Song menu. The current state of this toggle is indicated by a check mark.

## **Repeat**

Equivalent to [Repeat](#) in the Song menu. The current state of this toggle is indicated by a check mark.

## **Circulate**

Equivalent to [Circulate](#) in the Song menu.

## **Remove**

Equivalent to [Remove](#) in the Song menu.

## **Delete**

Equivalent to [Delete](#) in the Song menu.

# Buttons

The program uses smart buttons. A short message describing the selected button is shown in the title bar while the button is pressed.

▷ **Play**

Equivalent to [Play](#) in the Song menu.

⏸ **Pause/Resume**

Equivalent to [Pause/Resume](#) in the Song menu.

□ **Stop**

Equivalent to [Stop](#) in the Song menu.

🔄 **Circulate**

Equivalent to [Circulate](#) in the Song menu.

🔄 **Repeat**

Equivalent to [Repeat](#) in the Song menu.

➕ **Add**

Equivalent to [Add](#) in the Song menu.

⊗ **Remove**

Equivalent to [Remove](#) in the Song menu.

🗑 **Delete**

Equivalent to [Delete](#) in the Song menu.

↔ **Current**

Equivalent to [Highlight Current](#) in the Song menu.

△

▽ **Up/Down**

Equivalent to [Up/Down](#) in the Song menu.

# Mouse Actions

## Drag and Drop

Dragging a song (MIDI or WAV) file to the Juker's window or icon adds that song to the album queue. If the song is already in the album and [Allow Duplicates](#) is unchecked, the song will not be added. Dragging an album (ALB) file closes the currently opened album and opens the dropped album.

Note, however, that although it is perfectly fine to drop multiple songs into the queue simultaneously, you may not drop multiple albums, nor albums and songs together.

Holding down the Shift key while dropping a song starts playing that song immediately (starts playing the first dropped song if multiple songs are dropped).

## Left Button

Clicking the left mouse button on any song in the album selects it. While a song is selected, song commands (e.g. **Play**, **Remove**, and **Delete**) apply to it. A song may be selected even though another song is playing. Merely clicking the left button only *selects* the song, it does not play it. Double-clicking the left mouse button on a song selects the song and starts playing that song from its beginning.

## Right Button

Clicking the right mouse button on the Juker's icon or window surface (not on the buttons or the list box) is equivalent to selecting [Pause/Resume](#) from the Song menu. Holding down the Shift key while doing that is equivalent to selecting [Repeat](#). Clicking the right button on any song in the list box selects that song and pops up a menu that has a subset of the commands in the [Song Menu](#). You can return to the song currently playing by choosing [Highlight Current](#) from the menu or pressing **Control+H**.



# Keyboard Actions

## Tab

Switches between window groups and group members.

## Arrow Keys

Switches between group members. For example, when in the queue list box group, switches between songs; when in the Play button group, switches between the three member buttons (Play/Stop, Pause/Resume, Stick/Unstick, and Circulate).

## Accelerators

There are also keyboard accelerators for the more frequently-used menu commands (e.g. **F1** for Help Contents, ..etc.). These are shown on their corresponding menu items. Moreover, when the album list box has the focus (you change the focus to it either by clicking anywhere inside it, or by pressing **Tab** a few times to switch to it), the selection highlight can be moved quickly to any song by pressing the first character in its name. Pressing more than once moves the selection highlight to the next song that begins with that letter.

## Keyboard Modifiers

Some mouse actions, keyboard accelerators, and menu commands perform different functions depending on the state of the Control or Shift keys. These are mentioned in the appropriate section for each. Here is a sample:

Action	Modifier	New Effect
<a href="#">Drag and Drop</a>	Shift	Plays the dropped song immediately
<a href="#">Add to Album</a>	Shift	Plays the added song immediately
<a href="#">Up/Down</a>	Shift	Moves the song all the way up (or down) the queue, instead of just one position
<a href="#">Right Mouse Button</a>	Shift	Equivalent to selecting <a href="#">Repeat</a>
<a href="#">Exit, Close</a>	Shift	Equivalent to selecting <a href="#">Save Settings Now</a>
<a href="#">Alt+F4</a>	Shift	Equivalent to selecting <a href="#">Save Settings Now</a>

## Track Bar

The track bar shows the current position in the song being played. This position can be changed by dragging the slider of the track bar. While dragging the slider, the destination position is shown (in seconds) in the status bar. The song can also be advanced or receded 1% by the end arrows, or 10% by clicking in the area between them. The keyboard can also be used.

Moving the slider in any fashion automatically resumes playing a paused or stopped song.

# Digital Console

The digital console displays important information about the song play progress, album characteristics, and selected options.

The LCD digits display the following, respectively:

- Current time position in the song.
- Length of the song in minutes.
- Song number.
- Total number of songs in the album.

The bottom row indicates whether the following is true, respectively:

- Song is playing.
- Song is paused.
- [Repeat](#) is active.
- [Continuous Loop](#) is active.
- [Random Order](#) is active.

## Title Bar

A short message describing the highlighted menu item or the selected button is shown in the title bar while that menu item is highlighted or the button is pressed. Hence, all buttons and menu items are self-explanatory. This behavior can be turned off using [Mini-Help](#) from the **Options** menu.

Moreover, during time-consuming operations (e.g. loading or saving an album, loading a song, ..etc.), a brief message describing the current task being performed is displayed in the title bar.

Please refer to the [Installation](#) section in this help file.

# Registration

This software is provided as [shareware](#). If you use this program on a regular basis (say for more than two weeks), you are requested to register it. The registration fee is not much, **about what you would pay for a decent meal in a respectable restaurant** (no, McDonald's does not qualify :-). Basically, the registration fee is:

- \$10 for this program alone, or
- \$15 for both this program and [A-B-CD](#)

You can use whatever method of payment you like. Inside the US, probably the easiest way for you is via a personal check or money order. Outside the US, you can just send cash. Wrap the cash in a piece of paper or use a thick envelope, so that it won't be stolen. You don't have to use US dollars, use whatever its equivalent of your currency -- I might just keep it as a collectable.

Make the registration fee payable to M. Saggaf, and send it to this address:

M. Saggaf  
262 Sidney St. Apt. #3  
Cambridge, MA 02139  
U.S.A.

email: [alsaggaf@mit.edu](mailto:alsaggaf@mit.edu)

If you access to `ftp`, The latest version of the program should be available by `ftp` at `ftp.cica.indiana.edu`.

Super multimedia audio CD-ROM player and database for Windows. Uses an interface similar to this program. Should be available at the same site you got this program from.

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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# License Agreement

This software is provided as [shareware](#). You are encouraged to use this program on an evaluation basis and pass it along to friends and upload it to bulletin board systems. This program may not, however, be disassembled, decomposed, reverse engineered, or altered in any way, nor any of the other files in the package. This includes, but is not limited to, modifying any icons, menus, or displays associated with the software.

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# Revision History

## Version 4.4

- Added new menu item: Close Album
- Fixed memory management of user interface objects. They are no longer deleted twice.
- Reorganized the song information display procedures.
- The timer message handler now handles re-entrance properly.
- Now uses ctl3dv2.dll instead of ctl3d.dll. Much better and setup hassles.
- Main window is now inactive (disabled) during lengthy operations like saving and loading an album.
- Now uses owner-draw list boxes to place song display fields correctly, regardless of the font used.
- Added small bitmap in the queue list.
- Now uses Shift as well as Control as keyboard modifiers. Eventually, use of Control will be phased out.
- Added new menu item: Delete Album. Deletes an album and its backup. Use with caution.
- Added new option: Save as Relative Paths. Save song names relative to the album path instead of using absolute path names.
- Fixed a bug that would cause an album to be saved in a different (wrong) directory if its path is unknown.
- Fixed the meaning of the default album. The default album is now unique.
- Auto-Play now affects also dropped songs and the Add to Album menu option.
- Added Album Properties to the Album menu, to display album information.
- Improved the application icon.

## Version 4.2

- New Auto-Play option, to control whether song play should start automatically on program start.
- Frames are now painted in a different, more robust way.
- New Digital Console to show album information and song progress, replaces the status bar.
- New bitmap buttons. No more text buttons.
- Play and option-states (play/pause/etc.) are now shown on the digital display.
- Buttons, like menu options, now show mini-help message.
- Auto Save Album is now honored even if Save Settings on Exit is disabled.
- Mini Help option toggle (to disable or enable Mini-Help) is now shown on the Options menu.
- Renamed Stick to Repeat.
- Now the queue list does not update while loading an album.
- Added a new item in the Options menu: MIDI Auto Reset -- to reset the MIDI synthesizer before playing each song.
- Fixed a bug that would cause the slider in the track bar to move erroneously when it is repositioned.
- Fixed a bug that would cause the program to circulate to the first song if it fails to play any song in the queue.
- Holding down Shift while choosing Move Up/Down now moves the song all the way up (or down) the queue.

## Version 4.0

- First ImposterWare release.
- New animated icon (has 3D frame, and song progress is now indicated by a growing color shade background).
- Corrected Remove Duplicates when Auto-Save Album is disabled. Was not working properly in that case.
- Control and Shift modifiers now work properly under Windows NT.
- New 3D look with a chiseled frame.
- Cleaned up the code quite a bit and now uses objects more extensively.
- The About box is now displayed inside the screen even if the main window lies outside it.

- Fixed a bug related to freeing character aggregates that would have caused heap corruption.
- The newest version (2.04) of ctl3d.dll is now included with the program.
- The program now recognizes if an older incompatible ctl3d DLL is installed and loaded, and warns the user accordingly.
- When adding songs to the album via the Add to Album menu command, the number of songs that can be added at the same time is now much larger.
- Fixed a bug that caused a confirmation box to be displayed even if Confirm On Delete is disabled.
- Changed the logic of Pay/Sop. Now they are decoupled.
- Changed the logic of mouse clicks in the list box. Now selecting a song does not automatically play it.
- Mini-help now shown in the window title instead of the status bar.
- Some minor appearance changes (e.g. the Stick button is now flush left).
- Remove Duplicates moved to album menu.
- Confirm Deletions was renamed to Confirm On Delete.
- Fixed a bug that might cause the wrong song to be deleted when Delete is selected.
- The title bar now displays a brief message describing the current task being performed (e.g. loading or saving an album, ..etc.).
- The program's window is now displayed as soon as the program is invoked, not after the album is loaded (better feedback).
- Menus and buttons are now inactive during album loading.
- Fixed numerous memory leaks.
- Added a new button 'Current', equivalent to the Highlight Current menu item.
- The Juker now plays AVI movie clips.
- Number of saved albums changed to 9.
- Album Queue has been enlarged to make more songs visible.
- Moving the track bar when a song is stopped now starts playing the selected song.
- Cleaned up the program's interaction with the MCI driver.
- Implemented New in the Album menu, to create a new album.
- Added Change Font to the Options menu -- the album queue font can now be changed.
- Confirm on Delete message is now more readable.
- New look with a vertical geometry. Looks and functions better.
- Changed the way the program interacts with the timer (continuous use instead of frequent start/stop).
- Many other small changes, enhancements, and bug fixes.

### **Version 3.0**

- Mini-help is implemented. A short message describing the highlighted menu item is shown on the status bar while the item is highlighted.
- The program's window now looks more 'composed' while loading an album or adding songs to it.
- New icon for the help file when minimized.
- Added ShowMiniHelp in the Settings section of the profile (but not shown on the menus).
- The program now waits a bit longer (10 seconds versus 5) before circulating on songs that are stuck.
- Added Save Settings on Exit option.
- Added Save Settings Now menu command.
- Pressing Shift while selecting Exit or Close, or while pressing Alt+F4 is now equivalent to Save Settings Now (like the Program Manager).
- Holding down Control while dropping a song now starts playing that song immediately. Also true if Shift is held down while selecting the Add Song menu item.
- Added Remove Duplicates Now menu command.
- Control + Right Mouse Button now toggles Stick.
- Fixed a bug that prevented the program from saving its settings at the end of the Windows session
- Fixed a bug that hindered circulating on stuck songs.
- Albums are now backed up when saved.
- Fixed a small bug that caused the cursor (pointer) not to be restored properly after being changed to the hourglass cursor.
- Recent Albums menu is now handled differently (as a separate popup menu).

- Added Sort album menu command.
- Increased the recent album list to 10 albums instead of 5.
- Fixed a bug that caused current song position display to increment by 2 seconds instead of each second
- The user is now told if a non-existent album is selected from the Recent Albums list, instead of just silently ignoring the request.

### **Version 2.6**

- Fixed a bug that caused the song playing to restart from beginning if another is added to queue.
- Fixed a bug that caused the song name to disappear from the window caption and status bar when the album is saved.
- Added keyword search to the help menu.
- Added keyboard accelerators for frequently-used commands.
- You can now save the program's profile (settings) by pressing Shift+Alt+F4, just like the Program Manager.
- Added CirculatelfStuck in the Settings section of the profile (but not shown on the menus).
- Renamed Continue to Resume.
- The icon box now looks more 3D-like.

### **Version 2.5**

- The program now uses menus. Most of the less-used functions as well as all the setup options have been moved to the menus.
- Clicking the right mouse button on the window surface (not the buttons or the list box) now functions like it does on the icon (i.e. invokes Pause/Continue).
- New functions: Open Album. For those who don't like opening albums by dragging and dropping them into the Juker's window or icon.
- New functions: Add Song to Album. For those who don't like adding songs by dragging and dropping them into the Juker's window or icon.
- Moved less frequently-used buttons to the menus.
- Moved the setup area to the menus.
- Removed the Most-Recent-Albums combo box and added an equivalent (and more standard) replacement to the Album menu.

### **Version 2.3**

- Added Up/Down buttons to move songs in the album.
- Most Recent Albums now appear in an easily-accessible combo box so that they can be opened easily.
- Changed the logic of the Play/Stop/Pause buttons to be easier.
- Animated icon now behaves more correctly (smoother motion).
- Album name is now displayed in the window and icon captions.
- Now shows free memory and resources in the About dialog box.
- Setup area now opens and closes to reduce clutter.
- New setup check box: Allow Duplicates. Uncheck to prevent duplicate songs in albums.
- New button layout
- No longer gets stuck if a bad MIDI file is loaded (beats all other players, even Microsoft's!)
- Now adds an extension to the file name in SaveAs if none is given.
- Now prompts in SaveAs if the album already exists.
- Now shows an hourglass cursor when busy.
- Popup error messages are now accompanied with a beep.
- Tidied up the help file a bit.
- The help file audio welcome message is now played correctly even if the current directory of the program is on another drive.

- The slider of the Track Bar is now fully functional, and can be used to move back and forth in the song being played.

### **Version 2.1**

- Fixed a bug in Album\*Save function.

### **Version 2.0**

- Removed Size and Maximize from the system menu since they're not needed here.
- Now the program itself paints the icon, instead of letting Windows do it. More flexible this way.
- Added an animated icon that provides a good visual feedback of song progress.
- Introduced albums. Now different song queues can be saved and retrieved at will.
- Maximum number of songs saved in a queue (album) is now 1000 instead of 100.
- Replaced Save Queue on Exit by Auto Save Album.
- Added a survey to the archive. To be filled by interested users for feedback on the program and suggestions for improvement.
- The program now accepts an album file name on the command line and will load it on startup if specified.
- Beefed up the help file quite a bit. Even added a sound clip.
- The program can now play WAV files as well.

### **Version 1.4**

- The program now uses a private initialization file (Juker.ini). Program information left in win.ini by a previous version will automatically be cleaned by the new version. Win.ini is no longer used by the Juker. Using a private initialization file is faster, reduces the clutter in win.ini, and is in accordance with Windows guidelines.
- Fixed the keyboard interface, which was broken in the previous version. Also, all buttons are now accessible by the tab key. Much more intuitive this way.
- Some appearance changes (frames around the windows).
- Now saves and restores the stick state.
- Added upgrade information dialog box, to alert the user to important release notes.
- Fixed a bug in pause/resume that would cause the next song not to play if the current one has been paused then resumed.
- The Juker's window no longer sizes, since it's not supposed to.
- Added an informative status bar at the bottom of the window.
- Added Circulate, both as a button and in the system menu.

### **Version 1.2**

- Window and icon captions are now in capitals. Easier to read when iconified.
- The program now starts at the song it was playing on exit in the last session.
- Clearing the queue or removing the last item now stops song play.
- Added stick/unstick as a button and in the system menu.
- Unified the play and pause buttons.
- Full song name are now aligned as a table to make it easier to read the song name.
- Cleaned up the keyboard interface (tabs and arrow keys) to make it easier to use the program with just the keyboard.
- Now consumes virtually no CPU time.

### **Version 1.1**

- Second invocation of the program restores (if iconic) and raises first one. Does not start a new instance.

- More object-like (check boxes, ..etc. are now implemented as objects).
- Added help and activated the help button.
- If Random Order is checked, the program plays a random first item when starting (if some songs are present in the queue).
- Closing the program from the system menu now saves the profile.
- Added Delete button (remove disk file) and Confirm Delete check box.
- Added Remove and Delete to system menu.
- New 3D look using ctl3d.dll.
- Clicking the right mouse button on the icon now toggles pause/play.
- Song names are shown differently in the queue so that the base name of the file is always visible, even if the full song path name is too long.
- The program now remembers its position even if it closed while iconified.
- Smaller window and fonts
- Rearranged the placement of the buttons.
- Now uses time as the sequence format.
- Songs names are now displayed in lower case.
- The sound thumbnail is now unresponsive to mouse events.

### **Version 1.0b**

- Initial release.

