

NEWGUIDE

COLLABORATORS

	<i>TITLE :</i> NEWGUIDE		
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REVISION HISTORY

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Contents

1	NEWGUIDE	1
1.1	Main	1
1.2	FAQ	2
1.3	Thanx	3
1.4	ModInfo	3
1.5	MiniPlay	4
1.6	Quickmenu	5
1.7	What is it? Features!	5
1.8	Requirements	13
1.9	Usage	14
1.10	SYSInfo	14
1.11	Play16	15
1.12	Config	16
1.13	Install	16
1.14	Playing Options	17
1.15	Sound Quality	18
1.16	Commentary	19
1.17	Skins	19
1.18	Launch	20
1.19	PlugIns	20
1.20	Tips & Tricks	21
1.21	Upload	22
1.22	Copyright etc...	23
1.23	GUI FOR CLI ?	24

Chapter 1

NEWGUIDE

1.1 Main

- WELCOME TO PLAYGUI V.3.2-

made by Richard KAPP using GUI4CLI

Nov 1999 - July 2001

- THE LINKS -

What is it/Features/What's new?

Requirements

Usage/Installation

I want to upload something for PlayGUI

PlayGUI FAQ

Copyright/Contact

What is GUI4CLI?

Thanx

ALSO CHECK OUT THE OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

FOR NEW UPDATES, ADDONS, SKINS ETC.

WE WANT YOUR SKINS AND THEMES!!!!

SEND YOUR SKINS, THEMES, ETC. TO

e-mail:playgui@gmx.net

OR UPLOAD THEM TO THE AMINET!

1.2 FAQ

Frequently asked questions

Q: If I press Play after selecting a mod, Hippoplayer doesn't play it and freezes. Why is that?:(

A: Well, there can be several reasons:

- Be sure to have the CORRECT Hippoplayer.prefs and all the stuff you need in the specific directories. It depends on the version of Hippo. That's why there are new soundprefs included. It's simple: If you use Version XYZ of Hippo you need the prefs of exactly that version XYZ correctly installed first!;)

- Maybe hippo crashed :(I use Hippoplayer V.2.44 and I never experienced problems with this version and PlayGUI...I am not sure about the new version of hippo - some people reported problems with it....

- You may have a faulty RUN command in C: Try another one!

- Of course it could be PlayGUI's fault also, but that never happened to me...if it happened to you and your hippo-config is correct, please tell me about the bug, you have found by sending an e-mail to me!;)

Q: If I select a new soundquality and press play afterwards, nothing changed! 8bit is still 8bit!:(

A: You have to press stop first - before pressing play!;)

Q: Sometimes I get weird symbols in the commentary:(

A: There's something left in the clipboard. Just press 'Clear'..)

Q: The skins look awful!:(((

A: Buy a graphics-card and set colors to 8bit 256 colors or higher;)) (or try AGA 256 - but that's damn slow!)

Q: DigiBoosterPro mods don't work or sound bad!

A: You need Dbplayer.library in LIBS:, which comes with Hippoplayer. For better quality you need to configure hippo to use 14bit. You may have to calibrate your system to 14bit sound using Cybercalibration first.

Q: I cannot rewind or forward MPGs!

A: It is currently not possible with the shell commands of MPEG4...:(

1.3 Thanx

Thanx go to:

D. Keletsekis - for his help, support and time....and of course for being the creator of GUI4CLI! Thanx a lot!!

Rolf Roth - for his great support, his cool playlist-addon, Plone, those funky skins and for creating the Official PlayGUI Website. Thx! ;)

K-P Koljonen - for inventing the smashing hippoplayer! Without it, PlayGUI wouldn't exist. Great job! Sad, he isn't developing hippo anymore...

Thomas Wenzel - for the essential Playl6 player! Without it, lot's of musical-tools wouldn't exist...like PlayGUI!

Christian Buchner & Alessandro de Luca - for the great GMPlay!

Stéphane TAVENARD - for his great MPEGAs!

Barbara Giller - for beta testing

Krister S. Skrtic - for his help, suggestions and for being a very friendly tester and a nice chap ;)

HITMAN - for his lovely skins :)

Kevin Hansen - for his skins and for being the winner of the skin competition! ;)

Roy Krister - for his skins

Michael Van Allen - for his great moral support, intro speech and his funky skins!

AND...

Jose Andias, Roald Strauss, Raynald Le Moing, Ivan Kosak, Rock, Jan Heineman, Sotiris Kroustallis (Sequential X) for testing and motivating me :) Thanx guys!

1.4 ModInfo

The Mod Info Window

In v.2.6 of PlayGUI, you get a new menu, called 'MODINFO', which consists of different menu-items...

THE INFO Window

This opens a new window, that shows you informations about a mod. All you have to do is to select a mod and play it. The InfoWindow will recognize you're playing a mod and will show you the information automatically.

'Refresh current song position' will refresh what it says. :) I found no way to update it automatically.

OUTPUT

The InfoWindow will show you:

- Name
- Mod type
- Length of a mod (The maximal position of the song)
- Playtime (in seconds)
- Size of the mod (in bytes)

(Of course, there's also a shortcut provided. AMIGA +)

OTHER MENUS

There are also other menu-items available.

Playtime - Shows you the playtime in the display

Modsize - Shows the size in the display

Modtype - Shows you the mod type in the display

Current Songposition - This shows you the current position of the mod (in the display)

- Not available in the InfoWindow

Max Songposition - Shows you the length of the mod

PROBLEMS?

There's a problem with DBM's, when trying to show the max songposition or the playtime. This is down to the fact, that the playing routines for DBMs seem to be not quite compatible with the ARexx functions of hippo. In this case, the InfoWindow shows you: Not available!

But there's no problem with MODs! :)

1.5 MiniPlay

MINI PLAY

In the menu 'PLAYGUI', you'll find an item, called 'MiniPlay'. If you select it, PlayGUI will turn into a short window, in which you only can see the buttons for playing mods.

If you click the close gadget, it will turn back to PlayGUI.

This is very useful, if you don't have much space on your WB...

Thanx to Krister for this great idea!! ;)

By the way, you can also activate MINIPLAY by clicking on a hidden button on the PlayGUI amp. This button is on the right corner of the amp! Try it out!

And there's a shortcut too!

1.6 Quickmenu

QUICKMENU

There is a hidden button on the left corner of the AMP/SKIN. Click on this hidden button and a menu pops up under the mouse pointer.

Now you can directly select PAUSE/CONTINUE, PERSONAL VOLUME, you can directly jump to the CONFIG, choose a new SKIN, LAUNCH PLONE etc....

This is a feature for lazy people.....:))

1.7 What is it? Features!

WHAT IS IT ? FEATURES! WHAT'S NEW ?

PLAYGUI is a gui for hippoplayer, Play16, GMPlay and MPEGA. So using those great programs, you can play lots of sound formats with PlayGUI. But PlayGUI is more than a simple gui. You can use skins, themes and you can easily create your own. Also, PlayGUI got some very unique features and a very nice gui. (so a gfx card is strongly recommended!)

THE FEATURES:

+ You can have those cool skins (like AmigaAMP) or you make your own with a paint- ←
program

- + You can have THEMES! (2 themes are included!)
- + 4 skins are included
- + Easily select skins & themes via menu
- + PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M, etc)
(through hippo)
- + PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)
(through Play16)
- + PlayGUI can play MP2/3s
(through MPEGa)
- + PlayGUI can play MIDI files
(through GMPlay)
- + PlayGUI has an commentary-option
(So that you can save comments about a song to a chosen dir))
- + PlayGUI has a built in launch option for simply starting your favourite music- ↔
apps.
- + Drag and drop module-icons on PlayGUI
- + PlayGUI shows volume, type of mod and sound quality
- + Choose sound quality via menu (8bit, 14bit, 16bit and a user config)
- + Shortcuts for all important functions
- + 'Mute' option
- + nice 'QuickMenu'
- + 'Personal volume' option
- + Opens system-friendly on your WB
- + and lots of other stuff!

NEW IN THIS VERSION:

- - new, cool and stylish Glowicon images and patterns by Martin Merz (MIcons)!
 - new skins are included (Linux-Freeamp, BeOS and Windows skins and others)
 - removed shaded fonts in GUI - looks better without in my opinion
 - bugfix: 8it and 14bit sound-configs are now immediately active when pressing ↔
Play
 - bugfix: fixed a problem with drag'n'drop (hopefully)
-

History

NEW since V.1.0

- + Commentary option now has it's own interface.
You can edit, save and load your commentaries.
There is also a template for use with GoldED.
- + Soundeffects when starting and quitting PlayGUI.
- + some bug fixes. (HippoPlayer does not start anymore
when clicking on the stop button twice)

NEW since V.1.3

- + FORWARD and REWIND button
- + VOLUME Slider
- + SAMPLEINFO via HippoPlayer
- + Some bug fixes

NEW since V.1.5

- + Modules are listed in a shell-window (+path)
- + ToolType to define your MOD-path
- + Menu for selecting SOUND-Quality (8Bit, 14Bit, 16Bit and a USER-Def)
- + PlayGUI is an application-window now! Just drop modules on it!
- + OS3.5 Icons
- + Click on the display of the AMP and get ModInfo (Like Hippo)
- + New special PlayGui skin : Silver

NEW since V.1.6

- + Important bugfix of PlayGUI
(When starting another GUI4CLI-program, PlayGui could not find it's skin,
now that bug is fixed. So, no problem. Thanks to Dimitris Keletsekis for his
help on that!)
- + Optimized the code, so PlayGUI should be a bit faster....hopefully

NEW since V.1.7

- + Some options are now also available in the menu
- + Commentary-window is bigger, looks better now and counts the pages
- + Optimized the code of the commentary-window

+ Tooltype for Samplepath

NEW since V.1.8

+ Tooltype for Hippo-path, Play16-path and skin-path

+ Now you can also change the gfx of all the buttons

+ Much easier now to change a skin

NEW since V1.9

+ Now you can change a bit of the volume-slider gfx.

+ PlayGUI displays the mod-name in the display of the AMP.
(no more shell-window!)

+ PlayGUI now also displays the chosen sound-quality

+ PlayGUI now got a dragbar. So you can move the AMP like a window.

+ PlayGUI now opens under the mouse-pointer-position.

+ New prefs for the new hippoplayer

+ Changed the skins slightly

NEW since V.2.0

+ Now you can simply change a skin via the menu

+ New tooltype for launching your favourite tools

+ SYS-drawer for changing the start-, quitsounds, template and
skin for commentary

NEW since V.2.1

+ If PlayGUI cannot find a skin it's using a default skin (which lives in Skins: ↵
Standard)

+ Now displays volume and type of the mod (protracker, digibooster, s3m etc.)

Thanx to Rolf Roth for helping me with this new features and also for drawing
that COOL 'standard' skin!

+ Sortcuts for menu-options

+ Changed 'About'-window. (got some nice gfx)

NEW since V.2.2

+ PlayGUI shows mods name in the display after loading a mod

+ PlayGUI shows mod name + more after changing a skin

+ PlayGUI shows when you stopped the mod

- + PlayGUI shows skin name, if no mod name is present
- + Important bugfix (if a mods name was too long, it was overwriting the display - fixed!)
- + PlayGUI got all playing options also in the menu now (with shortcuts of course)
- + PlayGUI also got a 'mute' function

NEW since V.2.3

- + 3D box around the skin
- + new display (black&white)
- + Now you can iconify PlayGUI

Thanx to D. Keletsekis for his help
on those new features:

- + some graphical changes (volume slider)
- + some bug fixes
(You get req, if PlayGUI cannot find skin)
- + Commentary window now has got some menus
- + centered text on display
- + PlugIn menu for PlayGUI PlugIns
- + Better 'Mute' function (switch off/on)
- + German docs

NEW since V2.4 (not much this time, but essential!)

- + Bug fixes
- + New requesters guide you safely
(Try it out: Press play at start although you have no mod loaded!)
- + Help uses Multiview in C: now
(no more AmigaGuide)
- + FAQ Sektion in the guide

NEW since V.2.5

- + Optimized code
- + New menu, called MODINFO
(ModInfo shows you information,

like length, playtime, size, position, type etc.
of your mod.)

- + Shortcut and backgroundpattern for ModInfo
- + You can have these infos also seperately via menu and they will be shown in the display
- new Play16 Prefs:
 - + Filter on/off
 - + Loop on/off
 - + Volumeslider changes volume of sample now
 - + You can save and delete the prefs
 - + The name and infos of a sample are shown in the display
 - + All the sample functions are available via menu
 - + Now you can pause/continue a mod via menu or shortcut

New since V.2.6

-
- + You can have a 'Mini Play' mode, in which you only get the buttons for playing a mod
 - + You can hide the buttons from the skin (for looking at secret messages)
 - + New tooltype for defining a mod directory, in which you can copy the mod (you have loaded into PlayGUI) with just one click from the menu. (See tooltypes)
 - + A small bug fixed

NEW since V.2.7

-
- + PlayGUI now supports THEMES!! (2 are included!)
(you can set Backgroundpattern, Skin, Start- and Quit sounds as a Theme)
 - + PREVIEW for THEMES (You can have a look at the theme, before saving/using it)
 - + QUICKMENU (See Quickmenu!)
(You can pop up a small menu by clicking on a hidden button on the AMP/SKIN)
 - + SYSINFO - showing prefs and paths.
 - + BIG CONFIG window for PlayGUI preferences
 - + Now got CONFIG FILE - NO MORE TOOLTYPES!
 - + AUTOPLAY Mode
-

(can be switched on/off)

- + You can copy samples to your 'New samples' dir.
- + You can define all paths comfortably via config window
- + You can define start- and quit sounds
- + PLAY16 Options are now also available via config
- + You can now save the SKIN as default
- + You can load and save THEMES via menu
- + You can choose backgroundpattern
- + PERSONAL VOLUME (You can set a 'Master' volume)
- + Bugfix for QuickQuit
- + Bugfix for copy mod (problem if there was no mod in mem)
- + Bugfix (free images at exit)
- + Optimized the code - So PlayGUI should be faster now!
- + Now MULTIVIEW reads the HELP guide and multitasks with PLAYGUI
- + Normal Quit function in menu
- + You can launch Plone at PlayGUIs Startup
(Can be switched ON/OFF via config!)
- + PlayGUI can open the ModInfo window at startup. (You can switch this ON/OFF)
- + Changes in 'About' - window! (Read Tips&Tricks)
 - You can directly connect to the PlayGUI website
 - You can open YAM to send a mail
- (+ SNAPSHOT function explained in Tips & Tricks, since some people ask me about it)

New since v.2.8a

- New Play16 Functions:
 - You can define the amount of loops
 - You can configure the sample buffers
 - You can choose the sound-quality
 - autoplayfunction for samples
 - You can copy samples to a different location
 - You can convert your samples to the 8SVX Format
 - The current samples stops when you play a new one

- Better Infowindow
 - shows 'Current song position'
 - gets updated (no need to refresh)
 - 'Refresh' for 'Current song position'
- animated volume bar in the display
- better looking display with graphical PLAY and STOP images
- own FONT (PlayGUI.font)
- progress bar when using theme-creator
- better menus
- better looking GUI
- better quickmenu
- Plugin config
- Help for Miniplay und Quickinfo in the titlebar
- Bugfix (if there were empty fields, PlayGUI had problems when loading the config on startup)
- Bugfix (Buttons were still hidden if you choose a new skin/mod)

New since v.3.0/3.1

- MPEGA support!! (now you can also play MP2/3s with PlayGUI!)
 - Big MPEGA config covering most options like frequency, quality, buffers, AHI, etc.)
 - MIDI support!! (now you can also play MIDI files with PlayGUI!)
 - Big MIDI config covering all options of GMPlay
 - Autoplay option for MP2/3s and MIDI
 - New and improved GUI! (gfx card recommended!)
 - You can now LHA add a mod/mp3/midi
 - 'Reset GUI to defaults' option
 - Better YAM support
 - HELP for nearly all sections (easy to translate into other languages)
 - Intro with music & speech (you can disable this of course;)
-

- AHI support for Play16
- PlayGUI can now play a mod on startup
- Bugfix: PlayGUI uses Multiview in SYS:Utilities/Multiview now
- Bugfix: PlayGUI now remembers the volume degree when playing a new mod! This was essential! :)
- Bugfix: now PlayGUI removes the Skins: assign on exit
- Bugfix: If you play a mod and want to play a sample the mod will be stopped first
- Bugfix: PlayGUI now checks if you have configured your paths
- some other stuff which I can't remember now :)

1.8 Requirements

----- REQUIREMENTS -----

You need:

- An AGA or CGX Amiga with a modern OS & HD
- latest Version of GUI4CLI (and GUI) (included)
- ASL.library (for the file-requesters)
- PlayGUI.font, XHelvetica.font and Topaz_thin.font installed in your Fonts: ↵
directory
(They are included in the 'fonts' dir)
- AREXX running
- Copy, delete, run, lha in the C: directory.
- well configured Hippoplayer
- Play16 (v.1.8) for playing samples
- MPEGA (v.3.5) for playing mp2/mp3
- GMPlay for playing MIDI files

Recommended:

- A 800x600 resolution or higher
 - CGX for better REMAPPING of the skins and the GUI.
- (on a WB with just 32 colors the GUI might look very
-

bad or even trashed. It's not! It's just optimized for CGX card.)

I think, that's all. :)

1.9 Usage

PLEASE READ EVERYTHING!!

USAGE/INSTALLATION

HOW TO INSTALL

PLAYING OPTIONS

SOUND OPTIONS

COMMENTARY

SKINS

LAUNCHING

PLUGINS

MOD INFO WINDOW

SYSInfo

MINPLAY

QUICKMENU

TIPS & TRICKS

New feature is explained here!
(How to snapshot windows etc.!)

1.10 SYSInfo

SYSInfo

In the menu 'PLAYGUI' you will find (since v2.8) an item, called 'SYSInfo'. If you select it, you will be presented by a big window with 3 buttons.

If you press 'Show paths', PlayGUI shows a list of all the paths, you have defined in the tooltypes.

If you press 'Show config', PlayGUI shows a list of all those prefs like Play16Prefs, if you want Plone to start together with PlayGUI, what is switched ON or OFF etc.

If you select 'Exit', the SYSInfo will close.

SYSInfo is just made for a good overview...

1.11 Play16

Play16 OPTIONS/PREFS

Play16 preferences

In the menu, you'll see an item, called P16PREFS.

There you can configure (nearly) every aspect of Play16. You can set filters, sound-quality, sample buffers, loops and even the amount of loops.

You can also convert samples (via Play16 menu) into 8svx samples. The way to do it is a little bit weird: You have to select a sample, choose 'Convert to 8svx' from the menu and then press PLAY. It will be then converted to 8svx format. I know, it's not very intuitiv, but that will change in v.3.0 of PlayGUI ;)

Display

If you load a sample via the AMP, the name of the sample will be shown in the display and also some infos about your filter/loop-settings.

Volume

To change the volume of a sample, use the volume-slider. But to take effect, you have to play the sample again. It DOESN'T happen in realtime.

Menu

You can also select, play and stop samples via menu or with the shortcut.

1.12 Config

PLAYGUI CONFIG

IMPORTANT:

- PlayGUI saves a CONFIG file, called PlayGUIconfig to the directory 'PLAYGUI:SYS/'
- The START- and QUIT sounds are now located in the dir 'PlayGUI:SYS/Sounds'
- The patterns now exist in the directory 'PlayGUI:SYS/Patterns/'
- the docs for HELP exist in the directory 'PlayGUI:Docs/HELP/'

On startup, PlayGUI searches for the CONFIG file and reads it, if available, into memory. If PlayGUI can't find your config, a requester pops up, telling you, you should configure PlayGUI!

I DON'T EXPLAIN THE CONFIG (MPEGA, PLAY16, GMPLAY, THEMES, ETC) HERE, SINCE V.3.0 YOU GET A -HELP- BUTTON LOCATED IN EVERY SECTION. PLAYGUI LOADS A TEXT EXPLAINING HOW IT WORKS. YOU CAN TRANSLATE THE HELP FILES INTO YOUR OWN LANGUAGE AND UPLOAD IT TO AMINET IF YOU LIKE. (THE HELP FILES ARE STORED IN PLAYGUI:DOCS/HELP)

1.13 Install

INSTALLATION

Just click on the INSTALL icon and choose INTERMEDIATE USER!
(if you have an old version of PlayGUI your old settings will not get overwritten!)
or, if you want to install by hand:

- Delete the drawer with an old version of PlayGUI.
- Move the whole directory 'PlayGUI' anywhere on your HD, but don't rename the program or the drawers.

- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.
- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

But I suggest, you have a look at the CONFIG first.

1.14 Playing Options

----- PLAYING - OPTIONS -----

You are now presented by a nice skin (if you have a graphics-card or lot of colors ↵
) and
some buttons.

PlayGUI is divided into TWO sections. The first (the smaller buttons with the ↵
symbols) is
for playing modules, the second for playing samples. If you move the mouse over a
button, a help-advice appears at the WB-menu-bar. So it should be simple for you
to find out the meaning of the buttons. The bigger buttons on the right with PLAY, ↵
STOP,
and EJECT belong to the SAMPLE-section.

----- DRAG and DROP mods -----

Since V.1.6, you can simply drag and drop module-icons on PlayGUI and they will be
auto-played. Just drag and drop your modules on the skin of PlayGUI.

----- SHORTCUTS and MENUS -----

You can also activate all the playing options via menu or shortcut
now. There's also an item to pause/continue a mod.

----- MUTE -----

You have a 'mute' function, which you can switch on or off by
pressing AMIGA+M. (Or via menu) This will be shown in the
display. If you press mute again, the volume will
be reset to it's last state of volume degree.

----- THE DISPLAY -----

When you play a mod, PlayGUI will show the mod's name in the display of the skin.
If you play, stop a mod, it will be shown in the display and of course you can

select all the play-functions via menu or shortcut.

Back to USAGE/INSTALLATION

1.15 Sound Quality

----- SOUND QUALITY -----

If you press the right mouse-button, you will find a menu 'SOUND'.
Here you can select, which sound quality you'd like:

8bit, 14bit, AHI or a USER definition

BE WARNED! If you select one of them, your HippoPlayer.prefs in your S: directory will be DELETED! Instead of this configuration, PlayGUI copies back the chosen prefs to the S: directory of your HD.

For example: If you select 8bit, the Hippoplayer.prefs of the dir

PlayGUI:SoundPrefs/8bit/HippoPlayer.prefs

will be copied to your S: directory and will delete your old HippoPlayer.prefs there.

So make a back-up of your HippoPlayer.prefs first and copy it in the drawer

PlayGUI:SoundPrefs/User/

Now, if you select USER from the menu, your old configuration will be used.

You can choose your sound quality, but to take effect, you must first hit the STOP button and again PLAY before playing your module with the selected sound quality.

For example: You have a module, which is made in 14bit quality.

What you have to do:

- Choose 14bit from the SOUND-menu
- press stop
- select your module and/or click on Play
(if you have already a module loaded in, just click on play, that means)

NEW!!

Now there are new sound-prefs and the old ones are stored in the same dir.
The new ones are for the new hippoplayer v.2.45 (10.1.2000). Get it from Aminet!

1.16 Commentary

COMMENTARY

Then there is a button, called commentary. My idea was, that it would be nice to write a comment about the module you are just listening to. Well, no problem. Just click on the button and a interface, that looks like a book will open.

On the left page of the 'book' is the area, where you can read the infos. On the right page you find some buttons.

Load - Load a commentary about a module

Save - Save the current (which is displayed on the left page) commentary to another location on your hd.

Clear - Clear the current commentary (It will not be deleted on your hd, of course)

Edit - Edit your own commentary with ed. (Or GoldEd, or any text-editor, that you have called 'ed' and is stored in your c-directory) For easy use, the editor will load a template, which is copied by PlayGUI to ram:t/ and is called template.txt. You just fill in the informations about the module and save it to the location you want.

Help - Just a short help-requester opening.

(If you see weird stuff in the commentary-window, don't panic! It could happen, if you have pasted something into the clipboard-unit. (For example with an editor and its paste-option) If it happens, just click on CLEAR and it's vanished.

1.17 Skins

THE SKINS

On startup PlayGUI will look for main.iff, option_bar, mod_bar, sample_bar and volume_bar..

So that means, a PlayGUI a skin requires 5 files.

These files MUST be located in the same dir.

Just take a look at the dir PlayGUI:Skins/ . You will find all the skins there. For example, BlueAMP.

If you select 'show all files' from WB-menu, you will see all the other necessary files, like main.iff, option_bar, etc.

If you want to change a skin, press the right mousebutton. In the menu 'OPTIONS' you find 'Select new skin'. A filerequester appears, where you have to choose the skin dir of the skin you wish to change. For example, if you want to change your skin to 'BlueAMP', just click into the dir 'BlueAMP' and press okay. (just click into the dir!)

NEW: If PlayGUI cannot find a skin at startup, it will complain and load a default skin. (Thanx to Rolf Roth for this feature))

NEW: You can hide and show the buttons (and the display) of the AMP... This a funny thing, if there is a secret message hidden behind the display or the buttons.....thanx to Krister for this idea! (Try it out with the 'Shades of Sadness' skin!)

If you want to draw your own skins, take a look at the SkinTemplate dir. Here you'll find different templates (brushes). Just load it into your favourite paint-program and get drawing. And don't forget to upload your skin-masterpieces to the Aminet. (mus/play) :)

PS: You can find some PlayGUI skins in the Aminet. Thanx to the guys, who made them, like Rolf Roth and Krister S. Skrtic.. ;)

ALSO CHECK OUT THE OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

which is made by Rolf Roth! (Thanx, Rolf!;)

There you can find all the latest versions of PlayGUI and Plone and of course LOTS OF SKINS! Some of those skins are NOT available on Aminet!

IF YOU HAVE DRAWN A NICE SKIN, PLEASE SEND IT TO playgui@gmx.net!!!!

1.18 Launch

THE LAUNCH BUTTON

Another nice feature is the LAUNCH button. Click on it and you can run your favourite music-applications. (or any other program)

1.19 PlugIns

PlugIns

In the menu, you'll find an option, called 'PlugIn'.
Here you will find PlugIns for PlayGUI.

USAGE

To run a PlugIn for PlayGUI, click the right mouse-button and select from the menu 'PlugIn' the one you like to use and PlayGUI will start it, if you have defined the right path.

PLONE

Thanx to Rolf Roth, there are already PlugIns available on the PlayGui website (<http://playgui.cxa.de>)

One is called 'Plone' and it is a PlayList in which you can load in all your favourite mods and edit them by giving the name of the author and comments, like the length or something else. You can also sort the playlist by different categories. Of course, you can also play a mod from within the playlist without the need of PlayGUI running. But there's much more to this - so check it out!

There is also 'Skinner', which is a very nice skin browser. You can select skins while having a look at them...very nice!

If you also want to do a PlugIn for PlayGUI, please contact me first, so that I can implement it in the PlugIn Menu.

1.20 Tips & Tricks

TIPS & TRICKS

SNAPSHOT WINDOWS

You can snapshot all of the PlayGUI windows by clicking on the window, you want to snapshot, by pressing CTRL + left mouseclick. After this, press CTRL + G. Now a requester appears, asking if you want to save the new position.

MOVING WINDOWS

And PlayGUI got a drag-bar. You can move it like a window.

ABOUT WINDOW

Since V.2.8 the ABOUT window changed. It is integrated into the PlayGUI-code (So you can delete your old 'PGAbout' File!!)
And the About window can now do some nice stuff, also: You can now simply press on my e-mail or on the URL of the PlayGUI website and PlayGUI opens your browser and is connecting to the PlayGUI site. If you press on the e-mail, YAM opens. This way, you can easily look for new updates, skins etc or write a short mail with suggestions, skins as attachment :) etc.
For this to work, you have to set the correct paths for YAM and your browser first!

1.21 Upload

UPLOADING

If you want to upload something for PlayGUI to the Aminet/Internet, you are allowed to change all the stuff in the drawer 'SYS' except the 'start.iff' and the images in the 'images' dir.
You'll find the start-and the quitsound, the template, the skin of the 'Commentary'-window and the pattern for the ModInfo-window.
Feel free to change the sounds or the skin of the commentary. If you think, you made a really cool skin for the commentary/ cool sounds, made a nice theme, a pretty skin, please upload them to the Aminet (mus/play) and call the archive something like 'PGAddOn' or else. Don't forget to mention the main archive of my 'PlayGUI' and to explain how to install your archive correctly.
You can also send PlayGUI skins, themes etc. to playgui@gmx.net!

If you want to do a version of PlayGUI, a new script, which replaces PlayGUI, (maybe because you want to translate it into another language or you gave it new features) DO NOT upload it! Because I am the inventor of PlayGUI and therefore have the copyright, I wish to be the developer in the first place as long as I am still developing PlayGUI and still am interested in the project. PlayGUI is NOT OPEN SOURCE!!!

If you want a new features, want a german translation of PlayGUI etc, feel free to contact me: narr.cybersdorf@gmx.net!

Richard

1.22 Copyright etc...

COPYRIGHTS, ETC.

I am not responsible for anything, use it at your own risk!

THIS PROGRAM IS COPYRIGHT BY RICHARD KAPP NOV 1999 -AUGUST 2000 AND
IS SKINWARE! PLAYGUI IS NOT OPEN SOURCE! I AM NOT RESPONSIBLE FOR
ANYTHING - USE IT AT YOUR OWN RISK!

PLAYGUI HAS BEEN HARD WORK.I AM DEVELOPING PLAYGUI FOR 10 MONTHS NOW
(AND I GOT A JOB AND LOTS OF THINGS TO DO) - SO PLEASE, IF YOU USE AND LIKE
PLAYGUI, DRAW A SKIN OR MAKE A THEME AS A LITTLE THANK YOU....
I THINK THAT'S NOT MUCH....

IF YOU HAVE DRAWN A NICE SKIN, PLEASE SEND IT TO:

playgui@gmx.net

OR UPLOAD IT TO AMINET! (mus/play)

If you have suggestions, problems....

Just mail me: (But if you got problems, please read the
guide first, before writing me! I don't like writing this for hours
- and then nobody reads it!)

narr.cybersdorf@gmx.net

or send skins, themes, suggestions to

playgui@gmx.net

Also check out the

OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

which is made by Rolf Roth!
(thanx Rolf! ;)

If you like jazz, funk, groove, experimental, rock mods,
also check out my mods:
Search the Aminet for R.Kapp.

Want Music? - GO KAPP!

1.23 GUI FOR CLI ?

WHAT IS GUI FOR CLI?

This is one of the best FREEWARE-script-languages, I have seen!
You can get from Aminet! Get it and do something! USE IT!

Thanx to D. Keletsekis for his huge effort!!
