

<;= WELCOME TO PLAYERPRO <;= PLAYERPRO CD-ROM IS NOW
READY FOR MORE INFORMATION ABOUT PLAYER PRO, CALL > PRO
ONLINE BBS > : (+41 22) 738 26 26 > FIRST OF ALL, I WOULD LIKE TO
THANK EVERYBODY THAT IS SUPPORTING ME IN THIS ENTERPRISE (SELLERS,
RESELLERS, FRIENDS, PROGRAMMERS AND MAC-USERS) ! SWISS, FRENCH,
AMERICANS AND JAPANESE! I JUST REACHED THE 2000TH
COPY IN ONE YEAR !! SO A BIG THANK YOU TO YOU ALL !!!! SO
HERE IS FINALLY THE 4.5 VERSION WHICH IS SUPPOSED TO CORRECT
CERTAIN BUGS (YES, I KNOW... I ALWAYS SAY IT) : IF YOU HAVE SOME
PROBLEMS: GO TO YOUR PREFERENCES FOLDER IN SYSTEM FOLDER AND
DELETE PLAYERPRO PREFS FILE. THIS VERSION, (THE 680X0) HAS BEEN
COMPILED WITH THINK C 7.04. THE RISC VERSION POWER MAC HAS BEEN
COMPLETELY RECOMPILED WITH CODE WARRIOR GOLD, IT'S AT 100% RISC
601, EVEN FOR THE LOWEST INTERRUPTIONS... THE PLAYER PRO APPLICATION
IS UNDER FAT FORM : IT CONTAINS AT THE SAME TIME THE CODE FOR 680X0
(RESOURCES 'CODE') AND THE CODE FOR RISC IN DATA FORK. SO... IF YOU
LAUNCH PLAYER PRO AND THE CODE FOR RISC, THE FINDER WILL TAKE CARE
TO ONLY LOAD THE RISC CODE AND NOT A SINGLE LINE 680X0 WILL BE READ
AND INVERTLY ON A MACHINE NON-POWER MAC. FOR NOW THE
VERSION 680X0 AND 601 (COMPILED WITH CODE WARRIOR GOLD DR5.5)
VERSION ARE TOTALLY IDENTICAL... : THE SOURCE CODE C AND ASM IS SPLIT
BETWEEN CODE WARRIOR AND THINK C BY USING : DEFINE... IFDEF... ETC...
IT WORKS REALLY WELL, AND SINCE THE GUYS WHO WROTE CODE WARRIOR
ARE EX-THINK, THE DIFFERENCES ARE VERY SMALL BETWEEN THESE TWO
COMPILATORS (BY THE WAY... WHEN WILL WE GET RID DEFINITELY OF
MPW?).....I HOPE NEXT VERSION OF CODEWARRIOR WILL HAVE AN
INTERNAL ASM TO USE SOME SPECIAL ASM 601 OPCODES (LIKE LMW) TO
INCREASE THE SPEED..... DO YOU FOLLOW ME? THE POWERMAC USERS WILL
HAVE PROBABLY NOTICED THE SCROLLING 'JERKS' IN THE TEXT THAT IS
SCROLLING NOW THIS IS DUE TO THE DRIVER THAT USES AWAC (THE NEW
POWERMAC SOUND-CHIP PILOTTED BY THE DMA) RUNS IN EMULATION MODE
(ARGH!!!) WITH THE 7.5 SYSTEM AND GETS THE PROCESSOR IN PRIORITY 3
AND 4 DURING THE INTERRUPTIONS. I HAVE HOPE OF A 601 VERSION FOR
THE 8 (??) SYSTEM, NONE THE LESS YOU CAN USE THE DRIVER WITH DIRECT
ACCESS ON THE AWAC (LIKE THOSE OF THE ASC). THIS DIRECT AWAC DRIVER
IS ABOUT 5 TIMES FASTER THAN SOUNDMANAGER 3.0... DO YOU IMAGINE IF A
GAME LIKE MARATHON WOULD USE IT?? (NOT THE EXTREMELY SLOOOOW
QUICKTIME MIDI DRIVER....) SORRY FOR MY EXTREMELY BAD ENGLISH (IT
WAS SO ANNOYING TO LEARN IT AT SCHOOL...) BYE BYE... AND HAVE A
GOOD TIME....