

**NEWGUIDE**

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## Chapter 1

# NEWGUIDE

### 1.1 Main

- WELCOME TO V.1.1.5 of PLAYGUI -

made by Richard KAPP using GUI4CLI

November 1999

THE LINKS

What is it/Features/What's new?

Requirements

Usage/Installation

Copyright etc.

What is GUI4CLI?

### 1.2 What is it? Features!

WHAT IS IT ? FEATURES! WHAT'S NEW ?

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There are dozens of really cool players out there, with beautiful skins and that stuff, but they all are MP2/3 Players. I always wanted a module or sample-player like that. So i wrote my own with help of GUI4CLI and other great tools. PlayGUI is a kind of GUI-replacement for Play16 and HIPPO-Player.

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## THE FEATURES:

- + You can have those cool AmigaAMP-Skins ( or you make your own with a paint- ← program)
- + 2 special 'Electric-Skins' are included
- + PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M etc)
- + PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)
- + PlayGUI has an commentary-option  
(So that you can save comments about a song to the same dir)
- + PlayGUI has a built in launch option for simply starting your favourite music- ← apps.
- + It's easy to play around with
- + Opens system-friendly on your WB

## NEW since V.1.0

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- + 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

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

## 1.3 Requirements

## REQUIREMENTS

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You need:

- An AGA-Amiga with a modern OS & HD
  - GUI4CLI and GUI (included)
  - ASL.library (for the file-requesters)
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- XHelvetica.font and Topaz\_thin.font installed in your Fonts: directory (They are included in the 'fonts' dir)
- Play16 in your C: directory (You can find that great tool on AMINET, Freeware!)
- configured HippoPlayer in your C: directory (called Hip) (Also available on AMINET, but Shareware!)
- AREXX running

Recommended:

- A 800x600 resolution or higher
- CGX for better remaping of the skins

I think, that's all.

## 1.4 Usage

USAGE/INSTALL

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INSTALLATION

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For starting PlayGUI, just move the whole directory 'PlayGUI' anywhere on your HD, but don't rename the program or the drawer. They both must be called PlayGUI !

- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.
- Copy hippoplayer in your SYS:C dir. (Must be called 'Hip')
- Copy play16 to your SYS:C dir. (Must be called 'Play16')
- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

PLAYING - OPTIONS

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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 simply for you to find out the meaning of the buttons. The bigger buttons on the right with PLAY, STOP, and ^ on it belong to the SAMPLE-section.

Click on the small '^' button and a file-requester pops up - you can now select your module. Click on the bigger '^' button and the same happens, but this time you have to select a sample.

It's the same for the other buttons. LEFT section - MODULE RIGHT section - SAMPLES.

#### MODULE SECTION

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#### THE BUTTONS:

! SAMPLE/MODULE - INFO via HIPPOPLAYER

» PLAY

- STOP

< REWIND

> FORWARD

^ LOAD A MODULE

#### COMMENTARY

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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.

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## THE LAUNCH BUTTON

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Another nice feature is the LAUNCH button. Click on it and you can run your favourite music-applications.

## THE SKINS

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You have TWO drawers in the PlayGUI directory: SkinStorage and Skin Play. PlayGUI always takes the skin called 'skin' in the drawer SKIN. (skin/skin)

To try anotherone - just move the skin from the SKIN dir into the SKINSTORAGE -dir and move the skin of your choice back in the SKIN drawer. This skin must be called 'skin'!

For the skins you don't need a whole AmigaAMP-skin-directory! All you need is just the 'main.iff' file of an AmigaAmpSkin - You DON'T need the rest! Just copy the 'main.iff' file from an AmigaAMPSkin-dir to the drawer PlayGUI/Skin/ and rename 'main.iff' to 'skin'.

PS: To move the window of PlayGUI install the commodity WDrag (can be found on Aminet).

With help of this tool you can drag windows with AMIGA-key and the mousebutton!

Well, that's all. HAVE FUN!

## 1.5 Copyright etc...

### COPYRIGHTS, ETC.

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

This program is Copyright by Richard KAPP Nov, 1999 and FREeware!

If you like it, I would love to see some cool skins!  
Or if you have suggestions, problems....

Just mail me:

narr.cybersdorf@gmx.net

I live in Austria, Vienna

## 1.6 GUI FOR CLI ?

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WHAT IS GUI FOR CLI?  
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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!!

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