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1.1   Welcome to the MPAgui HELP guide.

                        What is MPAgui

                          Requirements

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                        MUI VERSION
                  NEW !!

                          Who made it ?

                           Copyright

                         What's NEW ?

                            CREDITS
                  This GUIDE is for both the MUI and the non-mui versions of MPAgui.

Use MPAgui at your own risk. It works perfectly on my system so
don't blaim me if something goes wrong when using it.

1.2   What is MPAgui ?

                        MPAgui is a GUI (Graphical User Interface) for
                         MPEGA
                            .
It'll give you access to the a number of functions of MPEGA
using a very easy to use GUI. There are two versions available.
An MUI and a NON MUI version.

How 2 use MPAgui

How 2 use MPAgui MUI

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1.3   WHAT YOU'll NEED !

– AREXX   <– supplied with Workbench.

–

MPEGA
 <– Best MPEGA player in the WORLD !

–MPEG FILES would be very handy too !

–The Mui version needs
                MUI
                and
                MUIREXX
                .

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1.4   How to use MPAgui

0. If you've got MUI you SHOULD use the MUI version, as it's got ↩
   MORE
options !
Click here
for more info on the MUI version.

1. You can use it straight from CD or you can install it to your harddrive,
   using the supplied installer.

2. When you first start MPAgui it will use my default preferences,
   change these to the values you want to use and save them using
   the save button.

3. Here's a discription of the functions of MPAgui.
   If you want to you can access all functions using the keyboard
   shortcuts mentioned before the function in the list below.

        – MAIN MENU –

0 Frequency   <– This allows you to change the maximum playback

                                             frequency. The higher the frequency the better
                                             the sound quality and the higher the CPU usage.

1 Mixing Frequency   <- This allows you to change the mixing frequency

2 Playback quality   <- This allows you to change the quality with
                          which the music is played. The higher the
                          playback quality, the higher the CPU usage.

3 Buffer size   <- Change the size of the playback buffer.

4 Wait till buffer is full <- music won't be played until the buffer
                                 (defined with option 03) is filled.
                Use this if playback isn't smooth

5 mono playback   <- Play music back in MOMO (only the left channel
                          will be decoded and played back through both)

6 counter   <- This will allow you to change the counter used
                          during playback.

7 MPEGA executable   <- This allows you to specify where MPEGA is
                          installed and it's name. This executable
                          will also be used for CONVERTING.

8 MPEGA files drawer <- Here you can select the drawer where your
                          .MP FILE OR your PLAYLIST is installed.
                          !! WHEN USING A DRAWER DON'T FORGET TO PUT A
                          / AT THE END (i.e. work:music/).

9 SELECTED MP FILE   <- The name of the MP OR the PLAY LIST you want to
                          use. (it must be in the directory specified at 8).

A AHI   <- Allows you to use AHI for output.

P PLAY   <- Play back MP file with selected options.

S SAVE PREFS   <- Saves the specified options to
                          S:BB_MPAgui.prefs.

C CONVERT   <- This will open up the Conversion menu

Q QUIT   <- Leave MPAgui.

         – CONVERSION MENU –

P S Path   <- The path where your MP files are installed. *

F S File   <- The file you want to convert. *

O Out format   <- Select the file type you want to convert
                          your MP file too (WAV or AIFF).

V Division   <- Downsample by 1,2 or 4 times.

D Destination   <- Enter the name of the destination file

                                (i.e. Workbench:Wav/Rains.WAV)

C CONVERT   <-   Start conversion
                               Sound playback will be disabled during
                               conversion.

M Main Menu   <-   Go back to the main menu.

S Save   <-   Save prefs. *

Q Quit   <-   Leave MPAgui

  * -> This option is available in both menus !

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1.5   MPAgui MUI Edition

You can run this program straight from CD or you can install it
to your harddrive.

To install MPAgui MUI simply double click on the install icon.
Select the directory where you want to install it and wait till
you get a message saying MPAgui MUI has been installed.

Here's a short discrition of the menus:

  Main

1. MP Source File   -> Enter the name and path of an MP file and press enter
                       to add it to the list. If you click on the small gadget
                       next to the string you'll get a requester where you can
                       select a MP file using the mouse.

2. Destination File -> If you want to convert your MP file to a wav, aiff or
                       raw file enter the name of the destination file here.

3. Load Playlist   -> Load a Playlist.

4. Save Playlist   -> Save all entries in the list to a Playlist file.

5. Clear List   -> Remove ALL entries from current list.

6. Remove Selected -> Remve Selected enty from list

7. Play selected   -> Play the file highlighted in the list above.
                       You can highlight a file by clicking on it.

8. Play List   -> Play ALL the files in the current list.
          The files in the list are dragable so you can
                       change the order in which the files are played.

9. Convert selected -> Start converting the Source file to the Destination
                      file.

*-

   Prefs

 1. Mpega Executable -> Enter the complete name and path of mpega or select
                         it by clicking on the requester gadget.

 2. T Buffer Size   -> Change the size of the time buffer.

 3. Priority   -> Change the priority of MPEGA.

 4. Maximum Frequency -> Select the maximum playback frequency.
                         A frequency of 44100 is not possible on
                         standard pal or ntsc screens.

 5. Mixing Frequency -> Select the mixing frequency

 6. Playback Quality -> Change the playback quality.

 7. Counter   -> Select the kind of counter to be used during
                         playback

 8. Output Format   -> Select the fileformat to convert your MP file
                         to when you press the convert button in the main
                         menu.

 9. Mono   -> Allows you to playback your MP file in mono.

10. Ahi   -> Allows you to use AHI for playback.

11. Wait   -> If wait is selected, the buffer defined with
                         the buffer slider will be filled before playback.
                         Use this if playback isn't smooth.

12. Async   -> Turn Async on or off

13. Filter   -> Turn the filter off or set it on auto.

14. Play Ram   -> This will copy the entire MP file to RAM: before
                         playing it. Use this options if your (hard)drive
                         takes up a lot of cpu time.
                         !! WON'T WORK WITH LISTS !!

15. Save Prefs   -> This will save the prefs to ENVARC:MPAgui.prefs
                         These prefs will be loaded every time you load
                         MPAgui.

      HELP

   A Help balloon will appear if you leave the pointer over a button,
   cycle,string or list for a couple of seconds.

1.6   About ME !

```
          MY AMIGA:

A1200 Tower (infinitiv)
blizzard 1230-IV
16 MB fast ram
kickstart 3.1
4 x CDRom
250 MB harddrive


ME:

Barry Beukhof
Spaaksingel 12
6716 KG Ede
The Netherlands


      ONLY



                              I

          A         MM         MM  I   GGGGGG              A
           A A       M M      M M  I  GG   GG            A A
          A   A      M M  M M  M  I  G      GG          A   A
         A     A     M  M MM  M  I  G                  A     A
        AAAAAAAAA    M    M    M  I  G                 AAAAAAAAA
       A         A   M         M  I  G  GGGGG   A           A
      A           A  M         M  I  G      G  A             A
     A             A M         M  I  GGGGGGGGG A             A


    MAKES IT POSSIBLE !



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1.7   NEW FEATURES

```
              New:
```

- Made an MUI version.
- The ability to save your setup !!
- The ability to use the time counter.
- The ability to use MP to RAW, AIFF or WAV decoding with frequency division.
- The ability to use the AHI output option.
- The ability to load and playback a playlist.
- Some SMALL changes in the interface.

- Changed the name to MPAgui (used to be MPEGAgui).

The following options are only available in the MUI version:

- The ability to change the priority.
- The ability to disable async.
- The ability to make a playlist and save it.
- Interface can be iconified.
- The filter can be set to off or auto.
- The option to have the MP file copied to ram before playback .
- A help balloon will appear if you leave the pointer over a gadget/list.

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1.8 Copyright

Come on, copyright on a stupid script like this !
You've gotta be kidding !

Everyone whos thoughts resemble the ones above is absolutely right.

there is NO copyright on these scripts, so feel free to use and
abuse them, any way you want.

1.9 About MPEGA

MPEGA is written by by Stephane TAVENARD.
It is available as giftware on various magazine CDroms, aminet and
several buletin boards.

It is an highly optimized MPEG audio decoder. It can decode MPEG audio
standard streams, layer I, II & III. The output can be either a raw PCM
file, a WAV file, a AIFF file or AMIGA-builtin audio device (14-bit/
cybersound/AHI).

Stéphane Tavenard
La Bezanière
49070 Saint Jean de Linières
FRANCE

1.10 MagicUserInterface

                    This application uses

                MUI – MagicUserInterface

            (C) Copyright 1993-97 by Stefan Stuntz

   MUI is a system to generate and maintain graphical user interfaces.
With the aid of a preferences program, the user of an application
has the ability to customize the outfit according to his personal taste.

   MUI is distributed as shareware. To obtain a complete package
containing lots of examples and more information about registration
please look for a file called "muiXXusr.lha" (XX means the latest
version number) on your local bulletin boards or on public domain disks.

            Support and online registration is available at

                        http://www.sasg.com/

1.11   MUIrexx

                  MUIrexx by Russ Leighton

   'MUIRexx' is a program which serves as an interface between 'ARexx'
(Copyright (C) 1987, William S. Hawes) and
                  MagicUserInterface
                  (Copyright (C) 1993-97, Stefan Stuntz). 'MUIRexx' does not provide
complete access to all of the capabilities of MagicUserInterface (MUI),
however, quite a lot of capability is implemented in 'MUIRexx' such as
notification, icon buttons, application objects (objects that react to
icons dropped on them), and drag/drop objects, as well as many standard
MUI objects. Complete graphical user interfaces as well as full
applications can be developed using 'MUIRexx' and 'ARexx' macros.
Additionally, it is also possible to dynamically change or add objects
after the application has been created.

   Since MUI is an object oriented extension it was felt that the
general flavor of object oriented programming (OOP) should be retained
in the 'ARexx' implementation. Therefore, the command structure has a
familiar OOP look to it which is somewhat of a departure from normal
'ARexx' programming construction.

   EMAIL: <rleighto@violin.calpoly.edu>

1.12   CREDITS

                  Stephane Tavenard ->
                   mpega
                  William S. Hawes   -> AREXX made way back in 1987 but still VERY ←
                     good !

```
Stefan Stuntz        ->
                 MUI
               Russ Leighton      ->
                MUIrexx
```