



**Written by Tim Tschirner and Christoph Sundergeld**

The Wave Utilities are a Multimedia Tool Package for Microsoft Windows 3.1.

They consist of two applications, Looper and Player.

Looper plays digitized audio files in wave format (files with the .wav extension) continuously in the background. It can turn your computer into a sampler, a beatbox or a drum machine.

Player, which has special Pro AudioSpectrum 16 support, adds a lot of comfort to playing and organizing sounds. You are now able to play Wave files just by doubleclicking them.

This package was a finalist in the Media Vision 1993 Pro AudioSpectrum Shareware Contest.

Requirements

Installing The Wave Utilities On Your System

Registering The Wave Utilities

Technical Support And Comments

Special Note For Owners Of A Pro AudioSpectrum 16 Or Compatible Sound Card

Legal Disclaimer And Notes

Version History And Improvements

## Requirements

The following things are required to let The Wave Utilities run successfully on your system:

### **Hardware Requirements:**

- a 286 or better PC with at least 1 Megabyte of RAM
- VGA or better graphics hardware
- A sound card that is capable of playing back digitized audio files (The Wave Utilities do NOT work correctly with Microsoft's SPEAKER.DRV)

### **Software Requirements:**

- Microsoft Windows 3.1 or higher or Microsoft Windows with Multimedia Extensions
- BWCC.DLL in your WINDOWS\SYSTEM directory

---

### ***See also:***

Restrictions

## Installing The Wave Utilities On Your System

The installation process is simple.

Just copy LOOPER.EXE, PLAYER.EXE and WAVEUTIL.HLP to a directory of your choice. We suggest that you create a separate directory for them, e.g. C:\WINDOWS\WAVEUTIL.

After that, move the file BWCC.DLL to your WINDOWS\SYSTEM directory.

If you completed the above steps, install LOOPER.EXE and PLAYER.EXE in any of your existing Program Manager groups, for example in the Windows Applications group. You may want to put Looper into your Autostart group as well.

If you don't know how to install a program in a Program Manager group, consult your Windows documentation for additional information.

As part of the installation it is also necessary that you associate Wave files with Player.

You should also assign the directory where you store your Wave files as the working directory for both Looper and Player by using the **FILE...PROPERTIES** menu from the Program Manager.

---

### **See also:**

[Installing Wave Files In A Program Manager Group](#)

[Installing A Looped Wave File In A Program Manager Group](#)

[Associating Wave Files With Player](#)

## Registering The Wave Utilities

We're offering The Wave Utilities as Shareware. You are encouraged to use them for two weeks to see if they are of any use to you. Feel free to pass a copy to your friends and co-workers. Also, if they're not already there, upload them to your favourite BBS!

If you decide to continue using them after the two week trial period, you must register. If you don't want to continue using them you must delete the entire package after the two weeks.

If you decide to register The Wave Utilities, you definitely make the right decision! Immediately after completing and sending in the Registration Form and the registration fee, you will receive your unique Personal Registration Code (PRC) from us. With this PRC you can 'unlock' your Shareware versions of Looper and Player so that they become registered versions that do not contain the registration reminders.

But that's not all: With your unique PRC you can not only unlock this version of The Wave Utilities, you can unlock **ALL** future versions!

### **This means that all future updates are free for you!**

Due to the fact that we both don't like the update strategies the big software companies have, we decided to offer this more user-friendly update strategy. Once you become a registered customer, you are entitled to receive Technical Support via E-mail, surface mail or telephone.

The registration fee for The Wave Utilities is only \$15 (U.S. funds). We prefer if you send cash, but you can also send a cheque. If you prefer to do so, the registration fee is \$18 (U.S. funds) to cover the cheque cashing fee. Please note that this does already include the shipping and handling costs. If you send a cheque, please make it payable either to Tim Tschirner or to Christoph Sundergeld, but not to TASsoft.

If you're already a registered user of The Wave Utilities, you can update for a small fee.

If you have an E-Mail address that can be accessed from the Internet, we can also send you your PRC via E-mail, which will be much faster than normal mail.

Send the completed Registration form plus the registration fee to one of these addresses:

**TASsoft**  
**c/o**  
**Tim Tschirner**  
**Clarenstr. 19**  
**32052 Herford**  
**Germany**

**TASsoft**  
**c/o**  
**Christoph Sundergeld**  
**Beckhausstr. 175**  
**33611 Bielefeld**  
**Germany**

---

***See also:***

[The Registration Process](#)

[Updating From A Previous Version](#)

[Registration From](#)

[Technical Support And Comments](#)

## The Registration Process

The registration process is the final step to turn the Shareware versions of Looper and Player into registered version. Once you received your PRC from us you're ready to go.

To register your copy of Looper, just select the Register Looper menu option from Looper's system menu or click the Register button in Looper's Registration Reminder.

To register your copy of Player, click the Register button in Player's Registration Reminder.

After performing any of the above actions, you will see a Dialog Box with two input fields. Please enter your name **exactly** as it appears on the TASsoft registration document into the first field, then type the **exact** Personal Registration Code (PRC) into the second field.

Please note that these inputs are case sensitive.

After you correctly entered the necessary information, the program will exit. From this point on your copy is unlocked and registered to your name.

---

### **See also:**

[Registering The Wave Utilities](#)

[Registration Form](#)

[Updating From A Previous Version](#)

## Updating From A Previous Version

If you're already a registered user of The Wave Utilities, you can get your Personal Registration Code (PRC) for only \$5 (U.S. funds). If we can send you the PRC via E-Mail, the update fee is only \$3 (U.S. funds). With the PRC you can turn the Shareware versions into registered versions.

**Don't forget: This will work on all future versions of The Wave Utilities!**

To update, print the Registration form, complete it, put it together with the money or the check into an envelope and send it back to us. **Remember to check the Update Box!**

---

### **See also:**

[The Registration Process](#)

[Registering The Wave Utilities](#)

[Registration Form](#)

REGISTRATION FORM FOR THE WAVE UTILITIES 2.3

I,

Name: \_\_\_\_\_

Street: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

Zip-Code: \_\_\_\_\_

Country: \_\_\_\_\_

Phone no.: \_\_\_\_\_

FAX no.: \_\_\_\_\_

- want to register my copy of THE WAVE UTILITIES 2.3.
  - I have included \$15 (U.S. funds) in cash as the registration fee.
  - I have included a cheque over \$18 (U.S. funds) as the registration fee.
  
- want to update from Version \_\_\_\_\_ to THE WAVE UTILITIES 2.3.
  - Yes, send the PRC via E-mail. The update fee is \$3. (U.S. funds).  
(Please print your E-mail address below.)
  - No, do not send the PRC via E-mail. The update fee is \$5 (U.S. funds).

I promise that I will not distribute the registered versions of LOOPER and PLAYER.

Signature \_\_\_\_\_  
:

1. Do you want us to send you the PRC via E-mail?

- Yes, and this is my E-mail address (please print clearly):

\_\_\_\_\_



No, do not send the PRC via E-mail.

2. Which Sound Card do you have?

- |  |  |
|--|--|
| <input type="checkbox"/> Pro AudioSpectrum 16                  | <input type="checkbox"/> Pro AudioSpectrum Plus            |
| <input type="checkbox"/> Pro AudioSpectrum Original            | <input type="checkbox"/> Thunderboard                      |
| <input type="checkbox"/> Pro AudioStudio 16                    | <input type="checkbox"/> Sound Blaster 16 ASP              |
| <input type="checkbox"/> Sound Blaster Pro<br>(Version: _____) | <input type="checkbox"/> Sound Blaster<br>(Version: _____) |
| <input type="checkbox"/> Advanced Gravis UltraSound            | <input type="checkbox"/> Sound Commander                   |
| <input type="checkbox"/> Sound Galaxy NX                       | <input type="checkbox"/> Sound Galaxy NX 16                |
| <input type="checkbox"/> AdLib                                 | <input type="checkbox"/> AdLib Gold 1000                   |
| <input type="checkbox"/> Turtle Beach MultiSound               | <input type="checkbox"/> Microsoft Windows Sound System    |
| <input type="checkbox"/> Covox Speech Thing                    | <input type="checkbox"/> Disney Sound Source               |
| <input type="checkbox"/> ATI F/X                               | <input type="checkbox"/> ATI Stereo F/X                    |
| <input type="checkbox"/> Logitech SoundMan                     | <input type="checkbox"/> Logitech SoundMan 16              |

Other: \_\_\_\_\_

3. How did you find out about this product?

- |   |                                    |
|---|------------------------------------|
| <input type="checkbox"/> Friend             | <input type="checkbox"/> Co-worker |
| <input type="checkbox"/> CompuServe:        | _____                              |
| <input type="checkbox"/> Internet FTP Site: | _____                              |
| <input type="checkbox"/> BBS:               | _____                              |
| <input type="checkbox"/> America On-Line:   | _____                              |
| <input type="checkbox"/> Other:             | _____                              |

## Technical Support And Comments

We are offering Technical Support to all our registered customers. The best way to get in touch with us is via E-mail. If you don't have E-mail access, you can also contact us via surface mail or telephone.

But even if you don't decide to register The Wave Utilities, we would really like to hear from you. Feel free to let us know any questions, problems or bugs you might encounter. Also, tell us which features you would like to see in future versions. And please, let us know which features you like in the current version.

You can contact us at the following E-Mail addresses:

### 1. Tim Tschirner

**From the Internet:** `ittschir@techfak.uni-bielefeld.de`

**From CompuServe:** `>INTERNET:ittschir@techfak.uni-bielefeld.de`

**From America On-Line:** `ittschir@techfak.uni-bielefeld.de`

### 2. Christoph Sundergeld

**From the Internet:** `icsunder@techfak.uni-bielefeld.de`

**From CompuServe:** `>INTERNET:icsunder@techfak.uni-bielefeld.de`

**From America On-Line:** `icsunder@techfak.uni-bielefeld.de`

You can also reach us at these E-mail addresses from Fidonet, Bitnet, Genie, Delphi and a lot of other network systems. Please contact your System Administrator or consult your instructions for further information.

## Special Note For Owners Of A Pro AudioSpectrum 16 Or Compatible Sound Card

If you have a Pro AudioSpectrum 16 or compatible sound card installed in your system, you can use it's special feature to play back two Wave files at the same time together with The Wave Utilities. To do that, you must have a second wave device driver installed under Windows. If you do not know if this is the case, you can find it out by looking at your **SYSTEM.INI** file which is located in the Windows directory.

Start the Notepad, load SYSTEM.INI and look for the **[drivers]** entry. It should look somehow like this (the important parts are the **Wave** entries):

### **[drivers]**

**timer=timer.drv**

**midimapper=midimap.drv**

**MIDI=opl3.drv**

**MIDI1=mvproaud.drv**

**Wave=mvproaud.drv**

**Wave1=sbwave.drv**

**Aux=mvproaud.drv**

**Mixer=mvmixer.drv**

If your **[drivers]** entry does not contain the **Wave1=sbwave.drv** entry, close the notepad and exit Windows. Copy **sbwave.drv** from the Pro AudioSpectrum 16 Windows Driver Disk to your WINDOWS\SYSTEM directory.

Then add the **Wave1=sbwave.drv** line to your SYSTEM.INI manually. After that, save the SYSTEM.INI file and restart Windows. After that, go into the Control Panel and setup the SndBlaster Compatible Wave Audio driver in the Drivers Applet to match your correct Sound Blaster part IRQ and DMA selections.

(Please note: If you use Pro AudioSpectrum Windows Drivers earlier than V1.42 the name of the second wave device driver is **tbwave.drv**. We strongly recommend that you get the latest version of the Windows drivers.)

It is also necessary that you associate Wave files with Player.

If you've set up everything correctly, you can use the PAS-16's special feature with a lot of programs.

### **Here are some examples:**

#### **Example 1:**

Start Looper, drag a file on it's icon so that it will be played continuously. While it's being looped, you can doubleclick a Wave file in the File Manager or a Norton Desktop drive window and it will be played back simultaneously.

#### **Example 2:**

Drag a Wave file onto the Looper icon and let it play in the background. Then start the

Pocket Recorder, load a Wave file and play it back. If you have Pocket Recorder 2.1 or greater you can also use it's new feature to have even more fun with Looper!

To do so, start Looper and drag a Wave file on it's icon. Then start the Pocket Recorder, minimize it so that it appears as an icon on the desktop and drag a Wave file from the File Manager or a Norton Desktop drive window onto the Pocket Recorder icon. It will be played back while Looper doesn't stop it's playback. You can also drag multiple files onto the Pocket Recorder's icon, they will be played back one after another.

### **Example 3:**

Start the Pocket Recorder, load a Wave file and play it back. While it's being played back, you can doubleclick on a Wave file in the File Manager and it will be played back at the same time.

If you have Pocket Recorder 2.1 or greater you can also use it's new feature. To do so, start the Pocket Recorder, minimize it so that it appears as an icon on the desktop and drag a Wave file from the File Manager onto the Pocket Recorder icon. It will be played back. While it's being played back, you can doubleclick a Wave file in the File Manager and it will be played at the same time. You can also drag multiple files onto the Pocket Recorder's icon, they will be played back one after another.

### **Example 4:**

Doubleclick a Wave file in the File Manager. While it's being played back, doubleclick another Wave file and it will be played back together with the first one.

This feature does also work with WinMOD, WinMod PRO and a lot of other programs!

If you have a fast computer, you can also play a MIDI file in the background using the Media Player or any other MIDI playback application while Looper and Player are both playing Wave files.

## Restrictions

As with all programs, some limitations apply. We working on them so that they will most likely disappear in future releases. The current restrictions are:

1. The size of the Wave file you want to loop must not be greater than half of your installed physical memory. This is not the virtual memory Windows provides in 386 Enhanced mode and which is configurable via the Control Panel's 386 icon.
2. The Wave Utilities can only handle the Wave files that your sound card is capable playing of. This means that you can't play back a 44.1 kHz Wave file on a standard Sound Blaster card.
3. Currently Looper can't process any type of compressed Wave files. Player can only play them if your sound card driver can handle them.

---

**See also:**

[Requirements](#)

[Version History And Improvements](#)

## Legal Disclaimer And Notices

This package (consisting of the LOOPER and PLAYER programs and associated documentation) is Copyright © 1993 by TASsoft. The software and the documentation were written by Tim Tschirner and Christoph Sundergeld (further referred to as 'The Authors'). All rights reserved. It is provided 'as is' without representation or warranty of any kind, either express or implied, including without limitation, any representations or endorsements regarding the use of, the results of, or performance of; its appropriateness, accuracy, reliability, or currentness. The entire risk as to the use of this package is assumed by the user. In no event will the authors or TASsoft be liable for any damages, direct, indirect, incidental or consequential, resulting from any defect in the package, even if the authors or TASsoft have been advised of the possibility of such damages. Any and all use of this package, for any purpose, with no regard to the legality of such use or purpose, is the complete and sole responsibility of the user. All terms are subject to change without notice. This disclaimer shall supersede any verbal or written statement to the contrary. Should any part or parts of this disclaimer be deemed unlawful or unapplicable, the remainder shall continue to apply. If you do not accept these terms, you must cease using this package immediately.

Windows and Windows With Multimedia Extensions are registered trademarks of Microsoft Corporation.

Norton Desktop For Windows is a registered trademark of Symantec Corporation.

Sound Blaster is a registered trademark of Creative Labs.

Pro AudioSpectrum, Pro AudioSpectrum 16, PAS-16, Pro AudioBasic 16, Pro AudioStudio 16, Pro AudioStudio 16 XL and Pocket Recorder are registered trademarks of Media Vision, Inc.

Logitech SoundMan 16 is a registered trademark of Logitech, Inc.

All other mentioned programs and brand names are trademarks of their respective owners and hereby acknowledged.

## Version History And Improvements

### [Version 2.3](#)

Released December 08, 1993

- new registration process, you can now register on-line
- added new Wave file detection routine to Looper which also detects compressed Wave files
- changed some dialog boxes
- Player's registration reminder does now only pop up from time to time, not every time a Wave file is launched
- merged the two separate Help files into one and improved it

### [Version 2.2](#)

Released July 07, 1993

- fixed a bug that occurred when an non-existing file was dropped on Looper while it was playing
- updated the Help files and documentation
- smaller executables through code optimization

### [Version 2.1](#)

Released March 23, 1993

- the bug that occurred when an invalid file name was passed as the command line parameter to Looper has been fixed
- the registration reminders now have a help button with which you can get more information on how to register
- improved the Help files and documentation
- new layout for the File Open Dialog
- Looper has a new default icon
- Player now accepts multiple Wave files as the command line parameter which is very useful for Norton Desktop For Windows users
- added a Help file for Player
- when Player is started without a command line parameter it comes up with a new dialog window from which the user can access the new Help file or invoke a File Open Dialog

### [Version 2.0](#)

Released March 03, 1993

- new look by using Borland's Windows Custom Controls
- added the 'Load A Wave File' option to Looper which brings up a File Open Dialog
- this new option can also be accessed by doubleclicking the Looper icon after it has been started for the first time without a Wave file
- added the 'Help On Looper' option and a Help file
- fixed a small bug in Player

### [Version 1.1](#)

Released January 27, 1993

- added the 'Restart Looping' option to Looper which restarts looping the last loaded Wave file
- the 'Stop' and 'Restart' options can also be accessed by doubleclicking the Looper icon
- changed Looper's 'Break Actual Loop' System Menu entry to 'Stop Looping'
- added Wave output device detection
- Looper has new icon on startup
- Player has a completely new playing algorithm
- Player can now process Wave files of any length (even Gigabyte files)
- added support for sound cards that are capable of playing back two Wave files at the same time (e.g. the Pro AudioSpectrum 16) to Player

### [Version 1.0](#)

Released January 19, 1993

- initial release

---

#### ***See also:***

[Restrictions](#)



### Information On BWCC.DLL

The file BWCC.DLL is a freely distributable Dynamic Link Library which is Copyright (c) 1991-1993 by Borland International.

It contains the customs controls for The Wave Utilities and it is absolutely necessary that you copy it to your WINDOWS\SYSTEM directory as **Looper and Player will not run without it!**

If you already have a copy of it in the WINDOWS\SYSTEM directory you should only keep the one with the latest date. The version shipped with The Wave Utilities 2.3 is 1.03.

## **The Pro AudioSpectrum Windows Drivers**

The current version number of the Pro AudioSpectrum Windows Drivers is 1.45. You can get the latest drivers directly from Media Vision, from their forum on CompuServe or from their BBS. The file to download is WIN145.EXE.

If you have Internet access, you can download them via anonymous ftp from the PAS ftp site, FTP.UWP.EDU. The file is called PASW145.ARJ and is located in the pub\msdos\proaudio directory.

## **Playing Back Two Wave Files**

When playing back two Wave files at the same time on a Pro AudioSpectrum 16 or compatible, one of the two files must be a Wave file that can be played back by a standard Sound Blaster sound card.

This means it must not exceed 22.050 kHz, 8 Bits, but it can be either Mono or Stereo.

## **Information On Pocket Recorder**

The current version number of Pocket Recorder is 2.5. The latest version is always available with the [Pro AudioSpectrum Windows Drivers](#).

### **Getting In Touch With Us Via E-mail**

If you have an account on any of these network systems, we can send you the PRC or give Technical Support via E-mail. You can also send us your comments via E-mail then.

- Internet
- America On-Line
- Genie
- Fidonet
- CompuServe
- Bitnet
- Delphi

## Printing The Registration Form

Printing this two-page Registration form is quite easy.

If you want to print it right now, click the **Print** button or select **FILE...PRINT TOPIC** from the menu bar. Please make sure that your printer is connected and on-line.

If you want to print it later, just click the **Copy** button. This will copy the Registration form to the clipboard, from where you can paste it to the Notepad or any other editor.

## **PAS-16 Compatible Sound Cards**

Sound cards that are compatible to the Pro AudioSpectrum 16 include:

- Logitech SoundMan 16
- Pro AudioBasic 16
- Pro AudioStudio 16
- Pro AudioStudio 16 XL

## **What Is Shareware?**

Shareware is defined as a software package that is copyrighted, and which you may not reverse-engineer or otherwise modify, but which you may distribute freely.

You are encouraged to evaluate a shareware package for a certain period of time, the so-called Evaluation Period. After that period you must either register or stop using the package.

Shareware has brought the concept of Try Before You Buy to life. This means that you can first Try the Software on your system. If it fits your needs, you Buy (=Register) it. If not, you simply delete it from your Hard disk and diskettes.





# Looper



Version 2.3

**Copyright © 1993 By TASsoft, All Rights Reserved.**

Looper is a Windows application that plays digitized audio files in wave format (files with the .wav extension) continuously in the background. It can handle all the types and formats of Wave files that your sound card is capable playing of. Looper can turn your computer into a sampler, a beatbox or a drum machine. You can sing or rap along to your favourite tunes or try out how one sample or instrument sounds when played together with a backing track. Used in conjunction with [Player](#) it offers even more possibilities and fun.

[Installing A Looped Wave File In A Program Manager Group](#)

[Starting Looper](#)

[Looper Operating Techniques](#)

---

**See also:**

[Player Help Index](#)

[The Wave Utilities Help Index](#)

## Installing A Looped Wave File In A Program Manager Group

If you like, you can install a Wave file in a Program Manager group so that it will be looped by simply doubleclicking it.

To do so, select a group in which you want to place the Wave file. After opening that group, select **FILE...NEW** in the Program Manager. Choose **PROGRAM** and enter the full path to LOOPER.EXE (e.g. C:\WINDOWS\WAVEUTIL\LOOPER.EXE).

Do NOT select the **OK** button or press Return yet!

Now enter the full path to the Wave file that you want to be looped. Let's assume that it is D:\WAVES\LOOPME.WAV. The full name of the new program to appear in the selected Program Manager group should now read like this:

C:\WINDOWS\WAVEUTIL\LOOPER.EXE D:\WAVES\LOOPME.WAV

Now you can select the **OK** button or press Return and the Wave file will be looped when you doubleclick the Looper icon that you just created. If you like, you can give the sounds better descriptions or different icons by using the **FILE...PROPERTIES** menu from the Program Manager.

---

**See also:**

[Installing The Wave Utilities On Your System](#)

## Starting Looper

To start Looper, doubleclick on the Looper icon in the group where you installed it. Looper now appears on your desktop as an icon, but is still inactive.

There are two ways of getting Looper to work when it is started the first time:

1. Doubleclick the Looper icon on the desktop. A File Open Dialog will appear from which you can select the Wave file Looper shall process.
2. Drag a Wave file from the File Manager or a Norton Desktop for Windows drive window and drop it onto Looper's icon. It will be looped in the background.

**(Note: The registration reminder will disappear if you register Looper.)**

After loading or dropping a Wave file you will see that Looper's icon changes, a note is added and it looks like it is lit up.

---

**See also:**

[Installing The Wave Utilities On Your System](#)

## Looper Operating Techniques

After starting Looper for the first time you have several options.

The easiest way to operate is to drag a Wave file from the File Manager or a Norton Desktop for Windows drive window and drop it onto Looper's icon. Then it will be looped in the background. To let Looper process another Wave file just drag it onto the Looper icon.

You can stop the playing by doubleclicking the Looper icon. Doubleclicking the icon again will restart looping the last loaded Wave file.

Additional features can be accessed from Looper's System menu, which looks like this. Click on the entries to see what they do.

Looper's icon changes while you do the different operations. When you load or drop a Wave file for the first time, a note is added and it looks like the icon is lit up. When you stop the looping, it looks like the light has been switched off.

To exit Looper, select **Close** from the System Menu or press **ALT+F4** while Looper is active (when the icon undertitle is highlighted).

## Accessing The System Menu

To access the System Menu, click **once** onto Looper's icon while it's on the desktop.

### **Choosing The Restart/Stop Looping Command**

By selecting this option you can stop the playback of the currently looped Wave file. After doing so, this menu entry will change to **Restart Looping**. If you then select this command you can Restart the looping of the loaded Wave file.

If you didn't already load a Wave file this option is unavailable.

**Note:** These actions can also be achieved by doubleclicking the Looper icon on the desktop.

## The Load A Wave File Dialog

If you select the Load A Wave File option from Looper's System menu or Player's Information Window, you will be presented with the following dialog box. It provides an easy way for you to load a Wave file.

Click on all parts of the dialog box to see what you can do there.



### **Choosing The About Looper... Command**

When you select the menu item About Looper... you can see the Copyright notice, the version number and to whom this copy is registered to.

## [Choosing The Help On Looper Command](#)

If you need help, just select the **Help On Looper** command and you can access this Help File.

## **Choosing The Register Looper Command**

If you select the **Register Looper** command you can register your copy of Looper. This command is not available if you have already registered your copy.

For additional information see [The Registration Process](#).

### **Typing The Name Of The Wave File**

Here you can type in the name of the Wave file you want to load.

## **Selecting A Wave File**

Here you can click on the Wave file you want to load. By doubleclicking it you can load it immediately.

## **Selecting A New Directory**

Select a new directory where to look for Wave files here.

## **Selecting A New Drive**

Here you can select a new drive.

### **Pressing The OK Button**

Select this button if you highlighted the file you want to load. You can also achieve the same by doubleclicking the name of the file in the List Box.



### **Pressing The Cancel Button**

Select this button to close the Load A Wave File Dialog without loading a file.



# Player



Version 2.3

**Copyright © 1993 By TASsoft, All Rights Reserved.**

Player is a sound player for Microsoft Windows 3.1 or higher. There are no limitations to the length of the Wave file to be played. You are now able to play Wave files by simply doubleclicking them in the File Manager. This allows greater flexibility for organizing and playing sounds. For example, you can now install all your sounds in a Program Manager group and play sounds of unlimited length when Windows starts up.

Player has special Pro AudioSpectrum 16 support. It now becomes possible to play back two Wave files at the same time! This feature works together with Looper and a lot of other programs.

Associating Wave Files With Player

Installing Wave Files In A Program Manager Group

Player Operation Techniques

---

**See also:**

Looper Help Index

The Wave Utilities Help Index

## Associating Wave Files With Player

After successfully installing Player in a Program Manager group, it's absolutely necessary that you associate Wave files with Player. Achieving this is easy, just follow these steps:

1. Select a Wave file in the File Manager or a Norton Desktop for Windows drive window.
2. Choose **FILE...ASSOCIATE** from the File Manager or Norton Desktop menu. The **ASSOCIATE** Dialog Box now appears. Click in the **ASSOCIATE WITH...** Text Box and enter the full path to PLAYER.EXE (e.g. C:\WINDOWS\WAVEUTIL\PLAYER.EXE).
3. Then click the **OK** button. That's All!

Now doubleclicking a Wave file in the File Manager or a Norton Desktop drive window plays it immediately.

**(Note: The registration reminder will disappear if you register Player.)**

---

### **See also:**

[Installing Wave Files In A Program Manager Group](#)

[Installing The Wave Utilities On Your System](#)

## Installing Wave Files In A Program Manager Group

If you would like to have all or a selection of your Wave files installed in a Program Manager group to play them just by clicking their icons, then Player is the right one for this job, too!

Just follow these steps:

1. Size the Program Manager and the File Manager so that they are both visible and side-by-side.
2. Create a new group in the Program Manager and name it **Wave Files** (you can of course use any other name you wish). To do so, click On **FILE...NEW** in the Program Manager's menu. The **NEW PROGRAM OBJECT** Dialog Box now appears. Click on the **PROGRAM GROUP** radio button in this Dialog Box, and then click on the **OK** button. The **PROGRAM GROUP PROPERTIES** Dialog Box now appears. Type **Wave Files** into the **DESCRIPTION:** Text Box. Then click the **OK** button.
3. In the File Manager, select all of your Wave files. The easiest way to do this may be to use the **FILE...SEARCH** menu from the File Manager menu. After doing so, choose the **SELECT...** command.
4. When the Wave files are selected, drag them from the File Manager into the new Program Manager group. That's it!

If you successfully completed the above steps, doubleclicking the Player icons in the **Wave Files** group will play the associated sounds. If you like, you can give the sounds better descriptions or different icons by using the **FILE...PROPERTIES** menu from the Program Manager.

---

### **See also:**

[Installing The Wave Utilities On Your System](#)

[Associating Wave Files With Player](#)

## Player Operation Techniques

Player has several different operation possibilities.

The first one is to doubleclick a Wave file in the File Manager or Norton Desktop for Windows drive window after successfully installing Player. But that's not all!

If you start Player without a Wave file, it will come up with a Dialog Box in which you can see the Version Number, the Copyright Notice and to whom this copy is registered to. You will also notice these three buttons on the Dialog Box. Click on any of them to get help on what it does.

You can also install Wave files in a Program Manager Group.

By installing a Wave file in the Autostart Group it becomes possible to play a sound of unlimited length when Windows starts up! Normally this isn't possible because of the way Windows plays the system sounds.

If you want to install a Wave file in your Autostart Group, set the Windows Startup Sound to **<NONE>** in the Control Panel. Then simply drag a Wave file from the File Manager to the Autostart group.

The only way to access the Registering Dialog Box is by pressing the Register button in the Registration Reminder. For additional information see The Registration Process.

## Pressing The OK Button In The Player Window

By selecting this **OK** Button you can close the Player Information Window.

## [Pressing The Help Button In The Player Window](#)

By clicking the **HELP** Button you can access this Help file.



### **Additional Information For Norton Desktop For Windows Users**

If you use Norton Desktop For Windows as your Windows Shell, you can make use of Player's unique feature to play back several Wave files after another. Just drag PLAYER.EXE to your desktop so that it appears as an desktop icon. Then select several Wave files in a drive window or the File Manager and drag them onto Player's icon on the desktop and they will be played after another.



