

Player

Version 1.0

- Part Of The Wave Utilities 1.0 -

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WHAT PLAYER IS

Player is a simple sound player for Microsoft Windows 3.1 or higher. It can handle all the types and formats of Wave files that your sound card is capable playing of. You are now able to play Wave files by simply double clicking on them in the File Manager. Normally, this isn't the case - launching a Wave file calls up the Sound Recorder with the Wave file loaded in memory. Once you installed Player, launching a .WAV document from the File Manager will simply play the sound. This allows greater flexibility for organizing and playing sounds. For example, you can now install all of your sounds in a Program Manager group. Double-clicking their icons will then play them.

REQUIREMENTS

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

Hardware Requirements: 286 or better PC with at least 1 megabyte of RAM.
VGA or better graphics hardware.
A sound card that is capable of playing digitized audio files (such as a Sound Blaster card).

Software Requirements: Microsoft Windows 3.1 or higher running in either Standard or Enhanced mode or Microsoft Windows with Multimedia Extensions.

INSTALLATION

Copy all the files from the PLAYER directory to any directory of your choice, for example C:\WINDOWS\PLAYER. Then load File Manager and select a .WAV file. Choose 'FILE...ASSOCIATE' from the File Manager 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\PLAYER\PLAYER.EXE). Then click the 'OK' button. That's All! Now double-clicking a .WAV document in the File Manager plays it immediately. (Note: The registration reminder will disappear if you register Player.)

INSTALLING WAVE FILES IN A PROGRAM MANAGER GROUP

If you would like to have all your Wave files installed in a Program Manager group, just size the Program Manager and File Manager so that they are both visible and side-by-side. Create a new group in the Program Manager. For example, name the new group 'Wave Files'. 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' (without the quotes) into the 'DESCRIPTION:' text box. Then click the 'OK' button.

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. Now that the .WAV files are selected, drag the files from the File Manager into the new Program Manager group. That's it! Now double-clicking 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.

REGISTERING

The Wave Utilities are Shareware. You are encouraged to use them for 2 weeks, but after that period you must either register or delete them. When you register, you will receive the latest versions of the software that do not contain the registration reminders plus you will get a lot of Waveformat audio files to use with LOOPER and PLAYER free.

The registration fee is \$10 (U.S funds). Sorry, but we do not accept cheques. To register, print out the file REGISTER.FRM, fill it out, put it together with the \$10 into an envelope and send it back to us. You can send it to one of these addresses:

1) TASsoft
c/o
Tim Tschirner
Clarenstr. 19
W-4900 Herford
Germany

2) TASsoft
c/o
Christoph Sundergeld
Beckhausstr. 175
W-4800 Bielefeld 1
Germany

As soon as your order reaches us, we will mail you your individual registered versions of Looper and Player. We will fill up the remaining space on the diskette with Wave files. Make sure that you specify the diskette type on which you want to receive the files and the specifications the Wave files shall have.

If you have an E-Mail address, we can also send you your registered version to that address via uuencoded E-Mail.

COMMENTS

We would really like to hear your comments about Looper and Player!
Feel free to let us know your comments, questions, problems or bugs to report!
You can contact us at the following Internet E-Mail addresses:

1) Tim Tschirner
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2) Christoph Sundergeld
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SPECIAL NOTE FOR PRO AUDIOSPECTRUM 16 OWNERS

If you have a Pro AudioSpectrum 16 sound card installed in your system, you can use it's special feature together with Player. 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 like this:

```
[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 in the SYSTEM.INI does not contain the **Wave1=sbwave.drv** entry, add it manually. After that, save SYSTEM.INI and restart Windows so that the changes can take effect. Now you can use the PAS-16's special feature to play back two Wave files at the same time. Start the Pocket Recorder, load a Wave file and play it back. While it's being played back, you can double click on a Wave file in the File Manager and it will be played back simultaneously. If you have Pocket Recorder 2.1 or later you can also use it's new feature to have even more fun with Player! Start the Pocket Recorder, minimize it so that it appears as an icon on the desktop. Now drag a Wave file from the File Manager onto the Pocket Recorder icon and it will be played back. While it's being played back, you can double click on 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.

Please note that when playing back two Wave files at the same time one of these two files must be a Wave file that can be played back by a standard Sound Blaster sound card (i.e. must not exceed 22050 KHz, 8 Bits, Mono).

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versions of the software that do not contain the registration reminders plus you will get a lot of Waveformat audio files to use with LOOPER and PLAYER free.

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