Aload

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COLLABORATORS

	TITLE : Aload		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Aload

1.1 Aload Help and Info

Aload v1.0 Amigaguide help file thing

STUCK??? This may help (NOT!)

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1.2 intro

Aload v1.0

By; John Julien and Mike deAlmeida

Docs By; Mike deAlmeida Translated by; Ismack Sushlak

Thanks for copying Aload off of this BBS. We put a lot of work into this

program and we were debating weather or not to sell it. Lucky for you we

decided to get our names out first by making a freely distributeable

version, hence v1.0. This is my first time writing a doc so bear with me.

I'll talk a little about the history of Aload then I'll jump

into the use of it(probably the only part that will be read).

1.3 history

History of Aload v1.0 101

Aload was first conceved as a "will that actually work" project using

Amos the Creator(Copyright 1992 Manderan Software Inc.). It started off as

a monophonic typing interface(ewww!) program. John got the very first
harddrive sound player off to a great start(It actually worked). he then
showed it to me and I said "John, this program needs a mouse_driven
interface, because I hate typing.". So, not only did he stick me with
writing the doc, he also said I could work on the interface. Month after
Month we worked, stayed up late, quit our jobs(well, not exactly) and we
worked out the errors enough to put out the first harddrive sound player
with a mouse-driven interface and here it is!

1.4 about

About Aload v1.0
Aload v1.0 and all versions of Aload are copyrighted 1994 by John
Julien and Mike deAlmeida. Aload is a harddrive sound player set up to
play sounds longer then the amount of memory you have in your computer. If
you have more memory then harddrive space, this won't be as efficient
because ram is faster. We have tryed running this on almost every Amiga we
have come in contact with(except an A1000) and it ran fine. One pointer
though, slower machines may cause skipping due to multitasking problems but
I run it on an A1200 stock with ADPro with no problems. If you do have any
problems with it, you can E-Mail me at 'DEALMEIDA@ACAD.WIT.EDU'. If you
are not familiar with E-Mail, or don't have access, I really can't help
you much because I'm in school and my address changes every semester.
For the record, we are not responsible for messed up harddrives, blown chips,
bad power supplys or earthquake damage due to this program. Don't worry, the
worst problem we've had was a guru here and there and now..(lucky I saved it!)

1.5 install

O.K. The part you've been waiting for, INSTALLATION!!!
First you UnLHA the fil... oh, if you're reading this you
probably already UnLha'd it, ok, now this program is self-contained
so you can drag it where you want it. Then just double-click the Aload
Icon on the Workbench it should show you the Aload screen(or guru depending
on your setup).

1.6 controls

Controls:

POWER: Quits the program

LOAD : Loads a file from your harddrive, if you have two files to load, make

sure the mono button is not lit(click on it to shut it off). in

stereo mode it loads the left and right seperatly so make sure if you

save a stereo song you save the left and right seperatly. If you

are in stereo and decide to do mono, just click cancel on the second

file requester and it will automaticly switch to mono.

MONO : Toggles stereo and monophonic modes(mono when lit).

PLAY : Playes the song.

STOP : Stops playing and resets to the begining of the song.

LED : Toggles the internal filter(off when lit) it's a little touchy so

just tap it.

1.7 sliders

Sliders:

SS : Sample Speed; adjusts the speed to playback the sample at. The

speed and period are shown at the top of the display.

VOL : Volume slider adjusts the volume(higher volume being to the right)

to mute,click on the left of the slider.(on the slider,not on the

space next to the slider)

1.8 display

Display:

Speed : Sample Speed(Adj with SS slider).

Period: The period of the waveform playing

Chip Ram: Amount of Chip Ram you have left\

When the music is playing

Fast Ram: Amount of Fast Ram you have left/

L: : The file playing on the left channel

R: : The file playing on the right channel

Buffer: The amount of memory taken by the song buffer(2 seconds of audio)

length: The time(Approx) it will take to play the sample.

Bytes played: Amount of Data that was passed on to the audio hardware

bytes left : Amount of Data left waiting to be played

1.9 also

ALSO:::

Pointers: ->

When recording a song, it is advisable to leave 2 seconds free at the

beginning and end to account for buffer timing, this will let you listen to

your entire song. Also songs less then 4 seconds will mess it all up, so make sure they

are longer then that(remember this was created for whole songs, not for

small samples).

This will also work on Syquest drives, ram drives, Parnet etc...(Not

floppys though).

Have fun!!! If you have questions, comments, or just want to talk to

someone please send me a message at DEALMEIDA@ACAD.WIT.EDU and I'll reply

with an answer. I can also give messages to John if you want to talk to

him.

ON THE WAY ***** ALOAD v2.0!!!! The fully interactive GUI player/recorder!!

1.10 cinfo

Ok, here we go!

Aloadv1.0 is Copyrighted 1994 By John Julien and Mike deAlmeida

Aloadv1.0 is Shareware so it can be Freely Distributed

as long as it is not modified, mangled, mauled or

mutated from it's original form.

Aloadv1.0 can be used WITHOUT sending me or John any money,

unless you want to, of course. If you would like

to send money, E-Mail me and I'll give you my

current address.(Don't try E-Mailing Money, it

won't work)

Aloadv1.0 was written using Amos The Creator Basic Langage

which is Copyright 1992 Manderan Software Inc.

Aloadv1_0.lha contains:

Aload (Executable)

Aload.info (Cool Icon)

Aload.Doc (Awesome Documentation)

Aload.Doc.info (Boring Doc icon)

Aload.Guide (Easy-to-use AmigaGuide)

Aload.Guide.info (Stock Icon for above mentioned AmigaGuide)

readme (Some personal whatsit that I threw in)

readme.tech (For all you who wish to be techies)

If anyone of these files are missing, this program will self-

destruct creating mass havoc and ruining the lives of generations

to come by creating disease, famine and pink ribbons.