NEWGUIDE

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

NEWGUIDE

1.1 Main

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            - WELCOME TO V.2.3 of PLAYGUI -
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made by Richard KAPP using GUI4CLI

February 2000

THE LINKS


```
            What is it/Features/What's new?

            Requirements

            Usage/Installation

            I want to upload something for PlayGUI

            Copyright etc.

            What is GUI4CLI?
             THERE IS A NEW VERSION OF HIPPOPLAYER ON THE AMINET. GET IT! V ←
                .2.45!
```


1.2 What is it? Features!

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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
- but it has some very unique features, like....

THE FEATURES:

+ You can have those cool skins (like AmigaAMP) or you make your own with a paint- ↩
    program

+ 4 skins are included

+ Select skins via menu

+ PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M, Mpg, etc)

+ PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)

+ PlayGUI has an commentary-option
    (So that you can save comments about a song to a chosen dir))

+ PlayGUI has a built in launch option for simply starting your favourite music- ↩
    apps.

+ Drag and drop module-icons on PlayGUI

+ PlayGUI shows volume, type of mod and sound quality

+ Choose sound quality via menu (8bit, 14bit, 16bit and a user config)

+ Shortcuts for all functions

+ 'Mute' option

+ It's easy to play around with

+ Opens system-friendly on your WB

NEW since V.1.0

+ 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 quiting PlayGUI.

+ some bug fixes. (HippoPlayer does not start anymore
    when clicking on the stop button twice)

NEW since V.1.3

+ FORWARD and REWIND button

+ VOLUME Slider

+ SAMPLEINFO via HippoPlayer

+ Some bug fixes

NEW since V.1.5

+ Modules are listed in a shell-window (+path)

+ ToolType to define your MOD-path

+ Menu for selecting SOUND-Quality (8Bit, 14Bit, 16Bit and a USER-Def)

+ PlayGUI is an application-window now! Just drop modules on it!

+ OS3.5 Icons

+ Click on the display of the AMP and get ModInfo (Like Hippo)

+ New special PlayGui skin : Silver

NEW since V.1.6

+ Important bugfix of PlayGUI
(When starting another GUI4CLI-program, PlayGui could not find it's skin,
now that bug is fixed. So, no problem. Thanks to Dimitris Keletsekis for his
help on that!)

+ Optimized the code, so PlayGUI should be a bit faster....hopefully

NEW since V.1.7

+ Some options are now also available in the menu

+ Commentary-window is bigger, looks better now and counts the pages

+ Optimized the code of the commentary-window

+ Tooltype for Samplepath

NEW since V.1.8

+ Tooltype for Hippo-path, Play16-path and skin-path

+ Now you can also change the gfx of all the buttons

+ Much easier now to change a skin

NEW since V1.9

+ Now you can change a bit of the volume-slider gfx.

+ PlayGUI displays the mod-name in the display of the AMP.
  (no more shell-window!)
+ PlayGUI now also displays the chosen sound-quality

+ PlayGUI now got a dragbar. So you can move the AMP like a window.

+ PlayGUI now opens under the mouse-pointer-position.

+ New prefs for the new hippoplayer

+ Changed the skins slightly

NEW since V.2.0

+ Now you can simply change a skin via the menu

+ New tooltype for launching your favourite tools

+ SYS-drawer for changing the start-, quitsounds, template and
  skin for commentary

NEW since V.2.1

+ If PlayGUI cannot find a skin it's using a default skin (which lives in Skins: ←
  Standard)

+ Now displays volume and type of the mod (protracker, digibooster, s3m etc.)

Thanx to Rolf Roth for helping me with this new features and also for drawing
that COOL 'standard' skin!

+ Sortcuts for menu-options

+ Changed 'About'-window. (got some nice gfx)

NEW since V.2.2

+ PlayGUI shows mods name in the display after loading a mod

+ PlayGUI shows mod name + more after changing a skin

+ PlayGUI shows when you stopped the mod

+ PlayGUI shows skin name, if no mod name is present

+ Important bugfix (if a mods name was too long, it was
overwriting the display – fixed!)

+ PlayGUI got all playing options also in the menu now
(with shortcuts of course)

+ PlayGUI also got a 'mute' function

1.3 Requirements

REQUIREMENTS

You need:

- An AGA or CGX Amiga with a modern OS & HD

- GUI4CLI and GUI (included)

– ASL.library (for the file-requesters)

– XHelvetica.font and Topaz_thin.font installed in your Fonts: directory
  (They are included in the 'fonts' dir)

– AREXX running

– Copy, delete, run in the C: directory.

– well configured Hippoplayer

– Play16

Recommended:

– A 800x600 resolution or higher

– CGX for much better REMAPING of the skins

I think, that's all.

1.4 Usage

PLEASE READ EVERYTHING!!

USAGE/INSTALLATION

HOW TO INSTALL

TOOLTYPES

PLAYING OPTIONS
 NEW!

SOUND OPTIONS

COMMENTARY

SKINS
 NEW!

LAUNCHING

TIPS & TRICKS

1.5 Install

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                    INSTALLATION
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- Delete the dawer with an old version of PlayGUI.

- Move the whole directory 'PlayGUI' anywhere on your HD, but don't rename
the program or the drawers.

- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.

- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

But I suggest, you have a look at the
                tooltypes
                    first.
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1.6 ToolTypes

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                    TOOLTYPES/PREFS
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You get  6 tooltypes-options to define the paths of Hippo, Play16, skins, modules, ←
    samples and
the directory for launching your favourite apps.

This is the RIGHT order:

MODPATH=Enter here the dir, where your mods are located. (i.e. MODPATH=DH1:music/ ←
    mods/ )

SAMPLEPATH=The same as mods, but this time for your sample dir.

HIPPOPATH=The path, where you have Hippoplayer (i.e. HIPPOPATH=DH0:Music/Player/ ←
    Hip)

PLAY16PATH=The path for Play16

SKINSELECT=Just enter here the name of the skin in the SKINS directory (i.e. ←
    SKINSELECT=BlueAMP)

LAUNCHPATH=Enter the path for launching your favourite tools

See also:

                Skins
                But remember not to change the option-names. MODPATH must be  ←
                    MODPATH etc.
```

Don't change MODPATH to MPATH or else.

ONLY CHANGE THE PATHS!

(Some skins might only work on graphics card.)

1.7 Playing Options

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             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-advise appears at the WB-menu-bar. So it should be simple for you
to find out the meaning of the buttons. The bigger buttons on the right with PLAY, ←
    STOP,
and EJECT belong to the SAMPLE-section.

Since V.1.6, you can simply drag and drop module-icons on PlayGUI and they will be
played. Just drag and drop your modules on the skin of PlayGUI.

NEW!

When you play a mod, PlayGUI will show the mod's name in the display of the skin.
(No more shell-window)

NEW!

You can also activate all the playing options via menu or shortcut
now. You also get a 'mute' function!

NEW!

If you play, stop a mod, it will be shown in the display.

             Back to USAGE/INSTALLATION

1.8 Sound Quality

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SOUND QUALITY
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If you press the right mouse-button, you will find a menu 'SOUND'.
Here you can select, which sound quality you'd like:

8bit, 14bit, AHI or a USER definition

BE WARNED! If you select one of them, your HippoPlayer.prefs in your S: directory
will be DELETED! Instead of this configuration, PlayGUI copies back the chosen ←
   prefs
to the S: directory of your HD.

For example: If you select 8bit, the Hippoplayer.prefs of the dir

PlayGUI:SoundPrefs/8bit/HippoPlayer.prefs

will be copied to your S: directory and will delete your old HippoPlayer.prefs ←
    there.

So make a back-up of your HippoPlayer.prefs first and copy it in the drawer

PlayGUI:SoundPrefs/User/

Now, if you select USER from the menu, your old configuration will be used.

You can choose your sound quality, but to take effect, you must first hit the
STOP button and again PLAY before playing your module with the selected
sound quality.

For example: You have a module, which is made in 14bit quality.

What you have to do:

- Choose 14bit from the SOUND-menu
- press stop (-)
- select your module and/or click on Play
  (if you have already a module loaded in, just click on play, that means)

NEW!!

Now there are new sound-prefs and the old ones are stored in the same dir.
The new ones are for the new hippoplayer v.2.45 (10.1.2000). Get it from Aminet!

1.9 Playing Modules

                    MODULE SECTION

THE BUTTONS:

1) SAMPLE/MODULE - INFO via HIPPOPLAYER

2) PLAY

3) STOP

4) REWIND

5) FORWARD

6)LOAD A MODULE

                    Back to Playing Options

1.10 Commentary

COMMENTARY

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.

(If you see weird stuff in the commentary-window, don't panic! It could happen,
if you have pasted something into the clipboard-unit. (For example with an editor
and its paste-option)If it happens, just click on CLEAR and it's vanished.

1.11 Skins

THE SKINS

On startup PlayGUI will look for main.iff, option_bar, mod_bar, sample_bar and ←
    volume_bar..
So that means, a PlayGUI a skin requires 5 files.
These files MUST be located in the same dir as the skin, which you have selected ←
    in the
TOOLTYPES.

Just take a look at the dir PlayGUI:Skins/ . You will find all the skins there. ←
    For example, BlueAMP.
If you select 'show all files' from WB-menu, you will see all the other necessary ←
    files, like
main.iff, option_bar, etc.

You will also find 4 skins in the skins dir. Just try them. But remember, some ←
    skins might
ONLY work on graphics card.

If you want to change a skin, press the right mousebutton. In the menu 'OPTIONS' ←
    you
find 'Select new skin'. A filerequester appears, where you have to choose the skin
dir of the skin you wish to change. For example, if you want to change your skin ←
    to
'BlueAMP', just click into the dir 'BlueAMP' (you will see all the 5 skin-parts ←
    there) and
press okay. (Don't select something, just click into the dir!)

NEW:If PlayGUI cannot find a skin, it will complain and load a default skin.
(Thanx to Rolf Roth for this feature))

If you want to draw your own skins, take a look at the SkinTemplate dir. Here you' ←
    ll find
different templates (brushes). Just load it into your favourite paint-program and ←
    get drawing.
And don't forget to upload your skin-masterpieces to the Aminet. (mus/play) :)

PS: You can find some PlayGUI skins in the Aminet. Thanx to the guys, who made
them, like Rolf Roth and Krister S. Skrtic.. ;)

1.12 Launch

THE LAUNCH BUTTON

Another nice feature is the LAUNCH button. Click on it and you can run your ←
    favourite
music-applications. (or any other program)

1.13 Tips & Tricks

TIPS & TRICKS

PlayGUI now opens under your mouse pointer position. To be more accurate,
your mouse pointer will be exactly under the 'load mod' button. So just double-
click on PlayGUI, go anywhere with your mouse pointer and click one again,
when PlayGUI opens - and choose your mod. As I am very lazy, I love this
new feature.:)

And PlayGUI now has got a drag-bar. You can move it like a window. So

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no more need for WBDrag. :)
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1.14   Upload

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UPLOADING
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If you want to upload something for PlayGUI to the Aminet/Internet, you are
allowed to change all the stuff in the drawer 'SYS' except the 'start.iff'.
Here you find the start-and the quitsound, the template and the skin of
the 'Commentary'-window.
Feel free to change the sounds or the skin of the commentary. If you think,
you made a really cool skin for the commentary/ cool sounds, please
upload them to the Aminet (mus/play) and call the archive something
like 'PGAddOn' or else. Don't forget to mention the main archive of my
'PlayGUI' and to explain how to install your archive correctly.

If you want to do a version of PlayGUI, a new script, which
replaces PlayGUI, (maybe because you want to translate it into another
language or you gave it new features) please DO NOT upload it! Because I
am the inventor of PlayGUI and therefore have the copyright, I wish to
be the developer in the first place as long as I am still developing PlayGUI
and still am interested in the project.

If you want new features, want a german translation of PlayGUI etc, feel
free to contact me: narr.cybersdorf@gmx.net

Richard
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1.15   Copyright etc...

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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 -February 2000 and SKINWARE!

What is SKINWARE? -  you ask. Well, I want you to draw some cool skins for PlayGUI ←
    and
upload it to AMINET!!!

If you have suggestions, problems....

Just mail me:

narr.cybersdorf@gmx.net

I live in Austria, Vienna
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1.16   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!!