

# **SimplePlayer**

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**COLLABORATORS**

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**REVISION HISTORY**

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# Chapter 1

## SimplePlayer

### 1.1 SimplePlayer, AmigaGuide documentation.

Simple-Player V1.1

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**Intro** - What Is SimplePlayer

**Requirements** - What you need to run SimplePlayer.

**Install** - You'll be up in running in no time.

**Usage** - How to use SimplePlayer

**To Do** - What you can see in the future.

**Bugs** - Report them to me.

**Authors** - The poeple that made this possible.

**Credits** - Many thanks...

**History** - A brief report of SimplePlayer's progress.

### 1.2 What's is SimplePlayer ?

SimplePlayer is a GUI for Play16. Play16 is a sound utility that lets you play samples of any size off your Hard Drive.

Play16 version 1.6 is included in this archive by permission of it's

Author: Thomas Wenzel. (Thanks Tom!)

SimplePlayer controls most of Play16's **functions**

\* SimplePlayer does not use MUI.

So if you don't have MUI, You don't need it.

### 1.3 How to install SimplePlayer

Just click on the install Icon..that's it.

You can put Simple Player and Play16 wherever you want.

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<<<< YOU MUST RUN THE INSTALLER >>>>

Failure to do this will cause certain doom....

ie: The program will not run as intended.

## 1.4 Requirements to run SimplePlayer.

SimplePlayer will run on any Amiga with 2.0+

An '020 or higher is recommended for playing 16-Bit samples at 14-Bit resolution.

Read Play16's docs for more info.

## 1.5 How to use SimplePlayer

SimplePlayer is pretty easy to figure out.

I'm not going to go into long detail of the what's and why's of these buttons. Read the Play16 docs if you are interested in more info. I'm trying to keep this simple....

(1) Sample Number: (6) 8-bit - Output

(2) Total Samples:

(7) NTSC - Screen

(3) Current Sample:

(8) ON - Loop

(4) Test

(9) ON - Raw

(5) Status: Ready

(15) [] - Repeat

<< >> \* ^

(16) [] - Filter

(10) (11) (12) (13) (14)

1) The Number of the selected sample that will be played.

2) The Total Number of samples that were selected.

3) Need I say more ?

4) The name of the current selected sample that will be played.

5) Tells you what SimplePlayer is doing with Play16 and itself

6) Current Sound Output. 8-Bit : Standard Amiga Audio

14-Bit : If you have any 16-Bit samples

Turn this on. (68000 users beware!)

14c-Bit : Sames as 14-Bit but use calibration

See Play16 archive and docs.

- 7) Screen Mode. NTSC: Select it if run your system in NTSC/PAL  
VGA : Select this if you run you system in  
Multiscan, DoubleNTSC, DoublePAL, etc.
- 8) Loop mode. OFF: Play the Sample once  
ON : Repeat Sample forever! (or you can press stop)
- 9) Raw Mode. ON : Will play Raw Samples and anything else  
OFF: Will not play Raw Samples.
- 10) Skip back one Sample
- 11) Play the Sample.
- 12) Skip forward one Sample.
- 13) Stop Stops playing The sample. If you click on it twice,  
the Sample List will be reset to the beginning. This is handy  
for long Sample lists.
- 14) Loads/Ejects the file list of samples. Brings up a file  
requester. Supports Multi-Select
- 15) Repeat. Loops a single file or the entire Sample list.
- 16) Filter. Turns the Amiga's Low-Pass Filter (reduces the trebble) on  
or off. Normally you'll want the filter off (that is the default).  
But some samples might sound Dirty, or have a lot of noise, turning  
the filter on might help.

## 1.6 Lots of neat stuff to add

This is the Second Public release of SimplePlayer> Comments are more than  
Welcome. I need inspiration. Splayer's future depends on you.

To do list:

- Elapsed Timer
- File Requester will "remember" last directory you were in.

Near future and long range stuff that I'll add...

- Control over more Play16 commands
- Easier control over Sample Lists...
- Here's the Biggy... A new CD look-alike interface.

Any suggestions welcome..

You can E-MAil me at: [favers@venus.execulink.com](mailto:favers@venus.execulink.com)

## 1.7 Any Bugs ?

If there is any bizarre misbehaviour of SimplePlayer on your system  
let me know. Make note of your Amiga model, OS version, and Programs  
you might have run at startup.

E-MAIL me at : [favers@venus.execulink.com](mailto:favers@venus.execulink.com)

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## 1.8 The ones responsible...

SimplePlayer was written Allan Versaevel.

Play16 was written by Thomas Wenzel.

Now the Disclaimer Part (legal stuff):

Any Unauthorized distribution outside this archive of either SimplePlayer or Play16 is strictly prohibited.

SimplePlayer Is the copyright of Allan Versaevel.

Play16 is the copyright of Thomas Wenzel

Thomas Wenzel and myself are not responsible for any damage to you, your family, or your computer system, caused directly or indirectly, by the use of this software package.

Use at your own risk...

Boy, glad that's over with...

Hope you enjoy this program.

## 1.9 credits

Many Thanks to the following People:

Kurt "BridgeWater" Reber - ArcNet Junkie

Jason "Morden" Murray - Long distance Beta-tester

Dana "Clyde" Ritter - ArcNet Junkie #2

Thomas Wenzel - For Play16... The best sound utility on the Planet.

Simon Dick - Author of Requestfile V37.4

My Wife Susan - For her understanding and patience.

Many thanks to those who replied with thier suggestions and bug reports.

And the higher powers...For denning 20 mile wide meteors from crashing into our planet, thus disrupting Simple Player's completion.

## 1.10 SimplePlayer's humble beginings

v1.1 - Repeat option added. Will loop lists of samples.

- Filter option added. Turns the Amiga's Low-Pass filter on and off. Useful for "Dirty" sounding samples.

- Slight GUI change to make room for the above mentioned options.

- Included RequestFile 34.7 by Simon Dick. Now SimplePlayer will run on 2.x machines.

v1.0 - First Public Release of SimplePlayer.

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v.9 - Fixed bug #2008. Raid finally did the trick..Got ya !

v.8 - Stop actually works now...

v.5 - Too strange to mention. Fixed it though.

v.1 - First Semi-Useable version of SimplePlayer.

V.0 - Didn't exist yet.

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