PLAYER
A utility for playing ROL music files under Windows

(C) 1991 Monty Schmidt, David Giller

Player allows you to queue multiple songs for playing through your Adlib Music card or your Creative Labs Soundblaster card under Windows 3.0.

Player plays standard ROL music files in the background so that you may play music while continuing to use Windows 3.0 programs. ROL files are files in a format used by Adlib Inc. for storing song information. These files may be found on various online services such as GEnie and Compuserve and are available on many of the music support BBS's around the world. We have included a number of ROL files with this set of files so that you may get started playing music right from the start. The included file INSTALL.DOC has the number of a BBS where you may find ROL files.

PLAYER Instructions:

File Menu

Open Instrument Bank File

This option allows you to specify a new Adlib Instrument Bank file (.BNK). Each bank file holds the names of instruments and the corresponding parameters needed to create the timbre of that instrument. When playing a ROL file the ROL file contains the names of instruments needed and these must be found in a corresponding BNK file. This cuts down on the size of ROL files by removing the need for timbre data in the file. Timbre is what defines the way a certain instrument sounds. We have included a set of instruments in the file BNK974.BNK which holds most of the instruments needed for almost all the ROL files we have seen. Checking the check box marked "Save as Default" will copy the path of the file you open into the FM.INI file. Whenever Player is started it will use this file.

FM Sound Driver Version

This option will tell you what the version is of the current FM driver installed in your WINDOWS\SYSTEM directory.

Modification Menu

When loading a ROL file Player needs to calculate the amount of space needed to play the song. To cut this time to a minimum an option exists which allows Player to add this information at the end of a ROL file. This adds a minimal amount of size to the file <226 bytes to be exact> and will speed loading of a song by up to 50% Adding the trailer to the file should not affect other ROL playing programs. Setting an option in the Modify menu allows you to decide how you want Player to modify ROL

files. The options are as follows:

Modify Never
Never add the trailer to a ROL file.

Modify Always
If a trailer does not exist in the ROL file add it.

Prompt Before Modify
If a trailer does not exist prompt the user for verification before modifying the file.

Controls

Pause/Continue

Clicking on the Pause control will pause the current song playing until the Continue button is clicked. The Pause button changes to Continue when clicked.

Next Song

The Next Song button ends the song that is currently playing, and begins the next song in the play list.

Queueing Songs

To add a song to the play list you may either double click on a song in the file list box or select the song in the file list box and then click the **Add>>** button. You may also type the path and name of the ROL file you wish to play in the edit box named "Song To Add". The song will be added before the current song highlighted in the play list box. If you wish to add to the end of the list simply highlight the word "End" in the list box. If you wish to remove a song from the play list merely select it in the "Play list" list box and then click on **<< Remove**.

ASSOCIATING .ROL FILES WITH PLAYER IN THE FILE MANAGER

Player allows you to select a file from the File Manager and have it played. To do this you must first set up an association between .ROL files and the Player program.

To set up an association you must first start the File Manager running. Once you are in the File Manager you must open a directory that has a .ROL file in it. Select the .ROL file by clicking on it once to highlight it. Now go to the menu bar at the top of the File Manager and select the File menu. Inside the File menu you will find the option Associate. Select Associate and a dialog box will appear which says ".ROL files are associated with". Underneath this message is an edit box in which you will type the full path and executable name of Player. For example if you have installed PLAYER.EXE in the directory C:\MUSIC then type in C:\MUSIC\PLAYER.EXE. Click on OK and you have now set up an association between .ROL files and Player.

To use the association all you need do is double click on any file with a .ROL extension. If Player is not already running, the file name will be passed to Player and

Player will start itself up as an icon on the bottom of the screen. The song will be loaded and played and when it is finished the Player program will unload itself. Note you can only do this if Player is not already running. If Player is running either full screen or as an icon double clicking on a ROL will cause nothing to happen.

While Player is running as an icon a file name appears underneath the icon showing the current song playing. If you open up Player from its iconified state while running an associated song, Player will not remove itself when the song finishes.