

Looper

Version 1.1

- Part Of The Wave Utilities 1.1 -

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WHAT LOOPER IS

Looper is a Windows application that plays digitized audio files in wave format (files with the .wav extension) continuously in the background. It can handle all the types and formats of Wave files that your sound card is capable playing of. The size of the Wave file to be looped must not be greater than half of your installed physical memory (not the virtual memory Windows provides).
Looper can turn your computer into a sampler, a beatbox or a drum machine. You can sing or rap along to your favourite tunes or try out how one sample or instrument sounds when played together with a backing track. Used in conjunction with Player it offers even more fun.

REQUIREMENTS

The following things are required to let Looper 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 LOOPER directory to any directory of your choice, for example C:\WINDOWS\LOOPER. Then install LOOPER.EXE in any of your existing Program Manager Groups, e.g. in the Windows Applications group (you may want to put it into your Autostart group as well).

STARTING AND OPERATING

To start Looper, double click on the Looper icon in the group where you installed it. Looper now appears on your desktop as an icon, but is still inactive. Now you can drag a Wave file from a File Manager window and drop it onto Looper's icon and it will be looped in the background. (Note: The registration reminder will disappear if you register Looper.) To let Looper process another Wave file just drag it onto the Looper icon while Looper is still playing. If you want Looper to stop the playing click once onto the Looper icon and select the 'Stop Looping' option from the System menu. If you want to restart looping the last loaded Wave file, click again once on the Looper icon and select the 'Restart Looping' option. You can also stop the playing by double-clicking the Looper icon while Looper is playing. Double-clicking the icon again will then restart looping the last loaded Wave file. The menu item 'About Looper...' shows the Copyright notice and gives the version number. To exit Looper, select 'Close' from the system menu or press ALT+F4 while Looper is active (when the icon undertitle is highlighted).

INSTALLING A LOOPED WAVE FILE IN A PROGRAM MANAGER GROUP

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If you like, you can install a Wave file in a Program Manager group so that it will be looped by simply double clicking on it. To do that, select a group in which you want to place the Wave file. After opening that group, select 'FILE...NEW' in the Program Manager. Choose 'PROGRAM' and enter the full path to LOOPER.EXE (e.g.C:\WINDOWS\LOOPER\LOOPER.EXE). Do NOT select the OK button or press Enter yet! Now enter the full path to the Wave file that you want to be looped. Let's assume that it is D:\WAVES\LOOPME.WAV. The full name of the new program to appear in the selected Program Manager group should now read like this:
C:\WINDOWS\LOOPER\LOOPER.EXE D:\WAVES\LOOPME.WAV
Now you can select the OK button or press Enter, and the Wave file will be looped by double clicking the Looper icon that you just created. 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 for 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
ittschir@techfak.uni-bielefeld.de

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 Looper. 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, close the notepad and exit Windows. Copy *sbwave.drv* from the Pro AudioSpectrum 16 Windows Driver Disk to your WINDOWS/SYSTEM directory. Then add the *Wave1=sbwave.drv* line to your SYSTEM.INI manually. After that save the SYSTEM.INI file and restart Windows.

(Please note: If you use Pro AudioSpectrum Windows Drivers earlier than V1.4 the name of the second wave device driver is **tbwave.drv**.

We strongly recommend that you get the latest version of the Windows drivers. The current version number is 1.44. You can get the latest drivers directly from Media Vision or their BBS.

If you have Internet access, you can download them from the PAS ftp site, FTP.UWP.EDU via

anonymous ftp. Download the file PASW144.ARJ from the pub/msdos/proaudio directory.)

It is also necessary that you have associated .WAV files with Player. If you set up everything correctly, you can use the PAS-16's special feature to play back two Wave files at the same time.

You can use this feature with a lot of programs. Here are some examples:

(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)).

- 1) Start Looper, drag a file on it's icon so that it will be played continuously. While it's being looped, you can double-click on a Wave file in the File Manager and it will be played back simultaneously.

- 2) Drag a Wave file onto the Looper icon and let it play in the background. Then start the Pocket Recorder, load a Wave file and play it back.
 If you have Pocket Recorder 2.1 or later you can also use it's new feature to have even more fun with Looper! Start Looper and drag a Wave file on it's icon. Then 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 Looper doesn't stop it's playback. You can also drag multiple files onto the Pocket Recorder's icon, they will be played back one after another.

- 3) 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 at the same time.
 If you have Pocket Recorder 2.1 or later you can also use it's new feature. To do so, 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.

- 4) Double-click on a Wave file in the File Manager. While it's being played back, double-click another Wave file and it will be played back together with the first one.

This feature does also work with WinMOD, WinMod PRO and a lot of other programs!
 If you own a fast computer, you can even play a MIDI file in the background while Looper and Player are both playing Wave files.

LEGAL DISCLAIMERS AND NOTICES

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you must either register or stop using them. With the registration 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.

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