

# The **Juker**

Version 1.2

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Another Fine Product of The Free Windows Software Foundation

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## **Installation**

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Unpack the distribution archive anywhere you like, then copy or move `ctl3.dll` to Windows system directory (e.g. `\windows\system`) if it is not already there.

## Introduction

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The Juker is a versatile MIDI jukebox. Songs can be queued to play at a sequential or random order. Songs queued in one session can be saved to play automatically at the next session. The Juker saves its settings and window location on exit to use them for the next session. It even saves the currently playing song, so can pick up exactly where you left off when you start again.

Song progress is shown by a moving sound bar. Undesired songs can be removed from the queue and optionally deleted from disk. While a song is playing, it can be stopped or paused and then resumed.

The Juker is meant to be unobtrusive, it can run all the time as an icon. Song play can be paused and resumed simply by clicking the right mouse button on the icon. The name of the current song is shown in the icon's caption, so it's always visible.

When another session of the Juker is invoked while the first is still running, it merely restores and raises the first one, no new session is started.

## **Mouse**

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### **Dragging**

Dragging a song (MIDI) file to the Juker's window or icon adds that song to the queue.

### **Left Button**

Clicking the left mouse button on any song in the queue starts playing that song from its beginning.

### **Right Button**

Clicking the right mouse button on the Juker's icon pauses the song currently playing or resumes playing it if already paused. The system menu is updated accordingly.

## **Keyboard**

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### **Tab**

Switches between window groups.

### **Arrow Keys**

Switches between group members. For example, when in the queue list box group, switches between songs; when in the Play button group, switches between the three member buttons (Play/Pause, Stop, and Stick/Unstick).

## Buttons

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### **Play/Pause**

Plays the current song from the beginning if stopped, resumes playing the current song if paused, or pauses the song if playing (as appropriate). This buttons changes its title according to its current function.

### **Stop**

Stops the song play. In contrast to Pause, a song that is stopped cannot be resumed, it starts playing from the beginning if Play is depressed.

### **Stick/Unstick**

Sticks to the current song: continuously plays the currently playing song until Unstick is depressed. This button is useful if during playing, a particular song appeals to and you want to listen just to it for a while. This buttons changes its title according to its current function.

### **Remove**

Removes the current song from the queue, Plays the next song. If no songs are left in the queue, playing is stopped.

### **Clear**

Removes all songs from the queue. Stops song play.

### **Delete**

Deletes the song file from disk. Prompts the user for confirmation if Confirm Delete is enabled.

### **Help**

Displays the help index.

### **About**

Pops up some information about the program.

### **Exit**

Terminates the program.

## **System Menu**

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### **Pause**

Pauses or resumes playing the current song. A check mark indicates the current status. Equivalent to the Play/Pause button.

### **Stick**

Sticks or unsticks to the current song. A check mark indicates the current status. Equivalent to the Stick/Unstick button.

### **Remove**

Removes the current song from the queue. Equivalent to clicking the Remove button.

### **Delete**

Deletes the song file from disk. Equivalent to clicking the Delete button.

## **Check Boxes**

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The status of every check box is saved on exit and used in the next session, so there is no need to adjust it on every program invocation.

### **Continuous Loop**

Continuous play. Loops to the first song when the last one in the queue finishes playing.

### **Random Order**

Plays songs in random rather than sequential order. This also effectively yields continuous play.

### **Save Queue on Exit**

Saves the current song queue on exit to play the same songs in the next session.

### **Confirm Delete**

Prompts for confirmation for deleting disk file when Delete is invoked.



## **Registration**

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This software is free. It needs no registration. Letting me know that you use it and appreciate it would be a nice touch though. Suggestions to improve the program are also welcome. I can be contacted as follows:

### **Internet:**

alsaggaf@athena.mit.edu

### **BBS:**

Channel-1 and Windows conferences (brief skimming). If you download this program from Channel-1 and like it, I'd appreciate it if you leave me a note there.

### **Snail mail:**

Muhammad M. Saggaf, 262 Sidney ST. #3, Cambridge, MA 02139

*or:*

PO. Box 9863, Dhahran 31311, Saudi Arabia.

## **Free Windows Software Foundation**

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I recently switched from using Unix at home to using Windows and was appalled that everybody wants to make money of his/her programs -- however trivial it is. This is not good. If one pays for even the littlest of utilities, he would be tempted to charge money for the programs he writes, to recoup his losses, whilst the spread of free software encourages everybody to donate their own.

The **FWSF** is intended to promote free software. Any author of a free Windows program is entitled to join.

## **Other Free Software**

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If you use Unix as well, you may want to try the following programs I wrote:

### **Babaya**

X Windows session manager

### **Mumail**

MIME-compliant mail reader for X Windows.

### **Seyon**

Full-featured communications program for X Windows.

### **Xrz3D**

X Windows interface for Zmodem.

## **Other Free Software for MS-Windows**

### **All3D**

By Andreas Furrer: Adds 3D look to most applications.

### **Bang**

By Rembrandt *et .al*: Have fun as you fire a machine gun at your desktop.

### **Dropper**

By Paul Butcher: A NeXT-like docking program launcher.

### **Drtrash**

By David Elliott: Trash can utility for Dropper.

### **Fast File Find**

By D. Munro: Searches for files.

### **PFE**

By Alan Philips: A programmer's' editor. Good Notepad replacement.

### **Ftaskmanager**

By Andreas Furrer: A replacement for Windows Task Manager.

## **WinEKG**

by Gary Williamson: CPU usage monitor, *ala* xload for Unix.

## Revision History

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### Version 1.2

Window and icon captions are now in capitals. Easier to read when iconified.

The program now starts at the song it was playing on exit in the last session.

Clearing the queue or removing the last item now stops song play.

Added stick/unstick as a button and in the system menu.

Unified the play and pause buttons.

Full song name are now aligned as a table to make it easier to read the song name.

Cleaned up the keyboard interface (tabs and arrow keys) to make it easier to use the program with just the keyboard.

Now consumes virtually no CPU time.

### Version 1.1

Second invocation of the program restores (if iconic) and raises first one. Does not start a new instance.

More object-like (check boxes, ..etc. are now implemented as objects).

Added help and activated the help button.

If Random Order is checked, the program plays a random first item when starting (if some songs are present in the queue).

Closing the program from the system menu now saves the profile.

Added Delete button (remove disk file) and Confirm Delete check box.

Added Remove and Delete to system menu.

New 3D look using ctl3d.dll.

Clicking the right mouse button on the icon now toggles pause/play.

Song names are shown differently in the queue so that the base name of the file is always visible, even if the full song path name is too long.

The program now remembers its position even if it closed while iconified.

Smaller window and fonts

Rearranged the placement of the buttons.

Now uses time as the sequence format.

Songs names are now displayed in lower case.

The sound thumbnail is now unresponsive to mouse events.

### Version 1.0b

Initial release.

