SimplePlayer

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COLLABORATORS

	TITLE : SimplePlayer		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Allan Versaevel	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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SPlayer v1.9 - April 4, 1998

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I have put many hard hours and days into SPlayer 1.8. Please send me

your comments and suggestions via E-Mail or mail me a nice postcard. Since

this program is absolutely free and still has a future, I don't think I am

asking for much.

1.2   What's is SimplePlayer ?

SPlayer is now MAIL-WARE

I have spent many hours on SPlayer. Years to be exact. If you use this
program let me know. You can E-Mail me or send a Post card. The future
of SPlayer relies on this. Since SPlayer is free, I don't think it's much
to ask for a little feedback. Please no MUI vs GadTools Flame wars.
SimplePlayer is a GUI for Play16 1.7 and Mpega 3.3
SimplePlayer controls most of Play16's and Mpega's functions

1.3   How to install SimplePlayer

Just click on the install Icon..that's it.
You can put Simple Player where ever you want.
<<<< YOU MUST RUN THE INSTALLER >>>>
Failure to do this will cause certain doom....
ie: The program will not run as intended.
Manual installation is possible.
If you want to see where the Installer puts everything, click here

1.4   Requirements to run SimplePlayer.

- Any Amiga with Kickstart 3.0+ (020 or better for Mpega)
- Play16 1.7 (from Aminet)
- Mpega 3.3 (from Aminet)
- AHI v4.x (from Aminet). This optional but comes in handy.
For Play16 an '020 or higher is recommended for playing 16-Bit samples
at 14-Bit resolution.
Mpega needs a lot of CPU power. An 030/50 is usually the bare minimum
for Mp2 playback. 040 or 060 recommended
Read the Play16 and Mpega docs for more info.

1.5   SPlayer Controls and the Play16 and Mpega GUIs

Main Controls
Displays
Play16 GUI
Mpega GUI
Special modes:

Play Mode: (Sequential Play must be off)

When you press Play SPlayer goes into Play Mode. The Display will show
">" and when the sample is finished the Display will show ">|" By pressing
Skip forward or Skip back the sample will play automatically. You do have to
press Play again.

Pressing Stop at any time will exit Play Mode. The Display will change
to the Stopped Symbol. This comes in handy when you do not want the next
sample to play immediately.

Scan:

In Scan Mode (Mpega only) the scanning speed will slow down when there is 10
seconds left of the Mpeg. This wil give you time to go back into the sample
without having SPlayer skip to the next one.

Save Mode:

All the files you save out will be in their native format. Voc, wav, aiff,
etc. They will not be converted. Since Play16 can play these files, I see no
need to have SPlayer convert them.

NOTE: SPlayer will try to switch GUIs when an Mpeg is loaded on the Play16
side or vice-versa. Please make sure all you Mpegs are labeled with .mp1,
.mp2, or .mp3 at the end of the Mpeg file's name. SPlayer uses these
extensions to prevent the wrong GUI from Playing them if you accidently
loaded the wrong sample type.

1.6   Stuff to add

If you like, use, and recommend this program to your friends, let me know.
I like to hear good things about my work.

Stuff that I'll add soon (maybe):

- MUI - Yes. Due to great public demand :)

- Improve Play16 support

- Make as a true Web plugin

- Able to save multiple play lists

- Be able to edit sample lists

- Add Audio CD Player support ?

Any suggestions welcome..

You can E-Mail me at: favers@oxford.net

1.7 Bugs and Installation

Firstly, make sure you read the entire docs and Play's docs on the proper
use of these programs before sending me any Bug reports. Also, the installer
is included for a good reason..use it!
If there is any bizarre misbehavior of SimplePlayer on your system
let me know. Make note of your Amiga model, OS version, and programs
you might have run at startup.
If SPlayer is called from the cli or a web browser but refuses to play the
sound sample, low chip-mem is usually to blame.
Also, remember that SPlayer controls two programs, Play16 and Mpega. Try
to determine that it is SPlayer, not these programs that is causing your
grief.
One known bug is that SPlayer's List View seems to dislike Visual Prefs.
The List View errors on exit and SPlayer quits. I can't seem to figure out
what is causing this. Not sure if it is SPlayer or Visual Prefs. SPlayer
works fine with MCP's New GadTools option. I will try to fix this problem
if possible.
The following files are used by Simple-Player:
C:
Copy
Status
Env-Archive:SPlayer/
*SPlayer.images
*SPlayer.prefs
Fonts:
*SPlayer8/8
*SPlayer8.font
*SPlayer/10
*SPlayer.font
*SPlayerBig/16
*SPlayerBig.font
* - These files are installed by the Installer program

1.8 The Author...... That's me!

SimplePlayer was written Allan Versaevel.
Now the Disclaimer Part (legal stuff):
Any unauthorized distribution outside this archive of SimplePlayer is

prohibited.

SimplePlayer and SPlayer are © 1996-1998 of Allan Versaevel.

I am 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...

I hope you enjoy this program.

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1.9   Excellent Jobs Everyone!

Many Thanks To The Following People:

Beta Testers:

****

Eric Giroux - Fellow Canadian and X-Files fan

Christian Birchinger - The guy with Mpeg audio to spare

D.F.Duck - Master Arexx programmer and great critic

Thomas Wenzel - Play16's Author. Maker of The best multi-sound format

player the Amiga has ever seen.

Stephane Tavenard - Author of the fastest Real-Time Amiga Mpeg Audio

decoder on the planet.

Martin Blom - Author of the AHI drivers and Gaip16. Soundcards on The Amiga

can actually be of use now.

Robert C. Reiswig - For his talents in making the much improved Installer

for SPlayer

This Installer is © 1998 of Robert Reiswig. Any copying in whole or in

part without the author's permision is strictly prohibited.

Many thanks to those who replied with their suggestions and

bug reports.

1.10   A Simple History Of Simple Player

v1.9 - Iconify and full Commodity support added

- WaitBuffer option added via the menu.

- Using the cycle gadgets while playing mpegs will not re-start

the mpeg anymore. Instead, it will start playing from where it

left off.

- C:Break no longer used. Exec commands are now used to stop

samples from playing.

- Menu fonts are properly rendered to the current screen font

- Proper use of Pubscreens .

- Improved error handling for non-existant player files (Mpega or

Play16).

- various bug fixes and improvements.

v1.8 - GUI uses less CPU power and is a bit faster

- Mpega scan and pause. Greater control over Mpeg playing

- Slightly improved Gfx for the control pannel

- Touched up the SPlayer.font. Cleaner look

- Cycle gadgets work properly when pressing shift

- Easier selection of loaded files through the listview gadget

- Saving of sample lists (one per GUI at present)

- Autoloading of saved sample lists

- Reload saved lists on the fly

- Play16 or Mpega on startup is now selectable

- Menu added (including new about window!)

- Tooltypes are now saved via the Menu. No more manual editing!

- Various new features added

- Fixed audio filter bug that crashed some systems

- Slight change to the documentation

- other bug fixes...

v1.7 - Mpega 2.5+ support added

- Tooltypes added

- Directory Opus 5.x support added

- AHI v4 support added

- Led command replaced with assembly routine.

Thanks to Christian Birchinger for this 3

line source code.

- Play16 removed from archive

v1.6b - Internal Prefs Bug fix

v1.6a - Fixed (I hope) a Bug in the Prefs. Some other bugs killed

- Added More Control Over Raw samples (8/16 Bit or Mono/Stereo)

v1.6 - Prefs window added

- AHI support via Play16 1.7 added

- Improved installer

v1.5 - Fixed Random routine bug.

- Added a Custom Font for the Elapsed timer. Easier to read

- Cleaned up SPlayer's GUI. 20 lines smaller

- Added CD-like Display Graphics

- Killed some redundant code.

v1.4 - Can now be used with IBrowse and AWeb.

- Supports saving of sound files. If you liked what you listened

to, you can now save it out. Great for Web Browsing.

- SPlayer can now handle one command line argument.

ie: "SPlayer Sys:Sound/sample.iff". Can be used with any program

or via the shell.

- "Smart"" Random Play added.

- Replaced the Eject Graphic with a more standardized one.

- c:version command computable.

- various bug fixes.

v1.3a - Added IBrowse Support. Now SPlayer can be called up by IBrowse

to play sound files off the net.

v1.3 - Now you can save SPlayer's Window position.

- Random Play feature has been added.

- Reverse Play feature added

- GUI has been moderately changed. Looks better.

- Fixed Font Bug. SPlayer will adapt it's window to the Window

Title's Font.

- If a sample list is already loaded and you select load/eject

but do not select any files (press cancel or close gadget),

the original list will not be erased.

- Some Optimizing has been done. Dead, repetitive code has

been removed.

- Various Bug fixes.

v1.2 - Seq Play can be turned on or off

- File Requester "remembers" last Directory you were in.

- Fast search added.

- Elapsed "Real Time" Timer added.

- Fixed it so that only one Simple Player can be run at a time.

- Another slight GUI change.

- Killed "50-feet software" (I was tired when I thought of that one)

Now My Name appears.

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.

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-Usable version of SimplePlayer.

V.0 - Didn't exist yet.

1.11   IBrowse Set-Up

SPlayer can now be called up by IBrowse to play sound files off of

the net. The only exception is if you use IBrowse on FTP sites. IBrowse

uses a different protocol for those pages.

How to Set up the IBrowse Preferences to use SPlayer:

1) Go into "Preferences" in IBrowse

2) Select "General"

3) In the window that pops up click on "Ext.viewer"

4) Select "Add"

5) In "Mime Type" enter "Audio". Press return

6) Enter "*" in the adjacent box. (to the right). Press enter

7) In "Extension" type "wav,voc,aiff,au,maud,iff" pres enter

8) Beside "Action" select the "Ext.viewer" button

9) In the "Viewer" box, type or use the file gadget, enter the path and

name os SPlayer.

10) In "Arguments" enter %f and press return.

11) Click on "OK"

12) In the "Preferences" menu again, select "Save Settings"

That's it. Now whenever you click on a wav, aiff,au,etc. file, SPlayer will

pop up and play the sample.

1.12   AWeb 1.x to 2.0 Set-Up

SPlayer can now be called up by AWeb to play sound files off of the net.

How to Set up the AWeb Preferences to use SPlayer:

1) Select "Change Settings" from the "Settings" menu

2) Use the page cycle gadget and keep clicking on it till you reach the

Mime Type and External Viewer Page

3) Click on ADD

4) Type "AUDIO" in the Type box (left side) and "*" in the box beside it.

5) In "Extensions" enter "wav aiff voc iff maud". Press return

6) In "Command" enter the path of SPlayer including it's name.

7) In "Arguments" enter %s and press return.

8) Click on "Save"

That's it. Now whenever you click on a wav, aiff,au,etc. file, SPlayer will

pop up and play the sample.

1.13   AWeb 2.1 Set-Up

SPlayer can now be called up by AWeb to play sound files off of the net.

How to set up the AWeb Preferences to use SPlayer:

1) Select "Browser Settings" from the "Settings" menu

2) Select Viewers (5) from that window

3) Click on ADD

4) Type "AUDIO" in the Type box (left side) and "*" in the box beside it.

5) In "Extensions" enter "wav aiff voc iff maud". Press return

6) In "Command" enter the path of SPlayer including it's name.

7) In "Arguments" enter %s and press return.

8) Click on "Save"

That's it. Now whenever you click on a wav, aiff,au,etc. file, SPlayer will

pop up and play the sample.

1.14   Menus and Tooltypes

SPlayer 1.9 has a menu that sets and saves all tooltypes. The listing

of the tooltypes types below can now be used for reference only. Cool, eh ?

No more mucking around with SPlayers .info file :)

The only tooltpes you have to edit is CX_HIDE and CX_SHOW. These set

what key combo shows or hides SPlayer's GUI.

Defaults are : CX_SHOW=ctrl lalt s

CX_HIDE=ctrl lalt h

Chnage these to whatever you like.

What's in the Menu

Project

About - Brings up a window that shows some really neat Stuff

Iconify - Gets SPlayer's GUI out of your face. Double click on the Appicon

or use the CX_SHOW keys to un-iconify it.

Quit - Hmmm....wonder what this does ?

Settings

AutoPlay : This will automatically play samples after they are loaded via

requester or Reload Gadget.

AutoLoad : If you have saved a sample list that list will be loaded

automatically on startup.

MpegaGUI : Load the Mpega GUI on startup

WaitBuffer : Delays playing of Mpegs untill the Audio Buffer is full.

This is usefull for slow systems or hard drives.

NTSC : Set timing for the Elapsed Timer to 60 Hz for NTSC Amigas

Boost : Brings up a window that lets you adjust Mpega's Audio Boost

feature. 0 is no volume, 63 is normal, and 255 is max. Click

on Accept to keep the shown value. Close the window with the

Close Gadget to ignore it.

Scan : Sets the Mpega Scan speed. Self explanitory here.

Priority : Sets the priority for Play16/Mpega to run at. -1, 0, or +1

The prority is can be unique to each GUI. In other words,

Play16 and Mpega can have different priorities.

Save

Settings : Saves the current menu options as tooltypes. All menu prefs

are saved in SPlayers Icon. Current loaded sample paths are

saved aswell. No need to edit them manually anymore.

Tooltypes (for the Curious)

PLAY16DIR : This is the Default Path were you keep your samples for

Play16.

MPEGADIR : This is the Default Path were you keep your samples for

Mpega.

SAVEPATH : The path where you want any of these samples to be saved

AUTOPLAY : If you want the sample(s) to play after loading, set this

to on by un-bracketing it.

AUTOLOAD : This will cause the saved sample lists for the perspective

GUI to be loaded automatically. Set this by un-bracketing it.

MPEGAGUI : Causes the MpegaGUI to load at start up instead of Play16.

Un-bracket this if you want this to happen.

NTSC : Unbracket this for NTSC Amigas. The Elapsed Timer uses this

for the correct timing.

PLAY16PRI : Sets the priority that Play16 will run at.

-5 to +5 are reasonable numbers. 1 works well

MPEGAPRI : Sets the priority that Mpega will run at.

-5 to +5 are reasonable numbers. 1 works well

BOOST : This is used for Mpega. 0 is lowest, 64 is normal, 255

is highest.

SCANSPEED : This setting is for how fast you want to scan through

Mpeg files in Mpega. 0 is fastest, 2 is slowest.

WAITBUFFER : 0=OFF,1=ON. Tells Mpega to wait till the buffer is full

before playing the Mpeg.

NOTE: As long as the .info file (icon) is with SPlayer. These settings

are loaded from the Cli as well

1.15   CLI and Opus Use

CLI Usage

I only recommend SPlayer to be used with 1 to 10 parameters from CLI

ie: SPlayer sample.wav test.wav pig.wav ......help.wav

There is a bug in one of the Blitz Basic commands that causes a GURU

if the paramerers exceed 256 chracters.

Directory Opus

Make a button in Opus and enter the following command and settings:

Select Workbench mode, not AmigaDos

Enter "SPlayer {F}

Select Run Asyncronously

Save these settings

Refer to you Opus Manual for more info

Select the samples and press the SPlayer button.

You may notice only 9 or 10 samples will load. This is normal. Quitting

SPlayer will load the next set of Samples (if there are any).

1.16 rchange

I strongly recommend ReqChange 3.x by Magnus Holmgren. It gives SPlayer

and your system requesters more power.

ReqChange will centre requesters, as well as give you the indispensible

"All" button. SPlayer loves this feature. One click and all your samples

are loaded. Many more features too. Get it!

ReqChange can be found on Aminet.