

BSound_ENG

Doguet Emmanuel

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COLLABORATORS

	<i>TITLE :</i> BSound_ENG		
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REVISION HISTORY

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Chapter 1

BSound_ENG

1.1 BSound

```
B S o u n d   v 1 . 0
©1996 Doguet Emmanuel
```

```
This program uses the   bgui.library
```

```
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1.2 Overview

Overview

BSound is a player for IFF-8SVX file sound (not compressed).

It have many features:

- OS 2.04 and more.
 - Play sound direct to disk (size of sample is unlimited).
 - Normal window or BGUI window.
 - On Workbench, use the ScreenNotify.library if present.
 - Use the iffparse.library for scanning file.
-

- Arexx port for change Volume (Left, Right or Both), Filter... on the fly!
- Small size !
- Localised.
- ToolTypes (WB), ReadArgs (CLI).
- Restore filter after closing audio (another bug on system :'- ().

1.3 Installation

Installation

Just copy the BSound executable where you want. And check if you are the bgui.library.

1.4 Parameters

Parameters

The parameters of BSound can be modified with the tooltypes of its icon or in the icon of the sound.

ToolType CLI

READALL=YES NO	READALL
------------------	---------

Load the entire sample in memory.

SPEAKER=LEFT | RIGHT | BOTH | DONTCARE LEFT or RIGHT or BOTH

Whick speaker we will use ??
BOTH is great for play mono-sample on the 2 speaker.

FILTER=YES | NO

Set the filter, or no.

LOOP=YES NO	LOOP
YES	YES
NO	NO

Enable playing sample in loop mode.

SPEED=<NUMBER> SPEED=<NUMBER>

Force a speed for the sample.

VOLUME=<NUMBER>

Set a volume. (0 to 64).

VOLUME=<NUMBER>

BUFSIZE=<NUMBER>

Set the size of the buffer.

BUFSIZE=<NUMBER>

SMALLWINDOW=YES|NO

Window will be a small window.

SMALLWINDOW

QUIET=YES|NO

No GUI. :'-(.

QUIET

PUBSCREEN=<NAME>

Open BSound window on which public screen ?

PUBSCREEN=<NAME>

1.5 GUI

GUI

o BGUI Window

A nice window, with the name of file and the level.
A STOP button for quit.

o Small window

A very small window, close it for quit.

1.6 License

License

BSound is freely distributable as long as NO MODIFICATION is made to the program or the package. It may NOT be distributed without its package.

It may be distributed in PD collections, on servers, networks or on CD-ROM.

BSound is GIFTWARE, this means that if you like it you should send me something like:

- Net-mail, financial-contribution, post card, programs, felicitations, A4000T..

It's a complete version, no limitations :-)

Commercial usage is prohibited without the agreement of the author.

1.7 Disclaimer

Disclaimer

In spite of numerous tests, I can't guarantee that BSound contains no errors. You use this program at your own risk. I won't be responsible if the use of BSound causes any direct or indirect damage.

1.8 Copyrights

Copyrights

- ~ bgui.library (C) 1993-1996 Jaba Development
- Dice C V3.01 (C) 1990-1996 Obvious Implementations Corporation
All Rights Reserved
- GoldED (C) 1995 Dietmar Eilert
- screennotify.library (C) 1995-1996 Stephan Becker.

Amiga, AmigaDOS and Workbench (C) Copyright ESCOM AG. All rights reserved.

1.9 Thanks to...

Thanks to...

- o Jan van den Baard for the bgui.library.
- o Stefan Becker for the screennotify.library.

Beta-tester:

- o Thomas Herold
- o Georges Goncalves

1.10 History

History

Version	Date	Description~~~~~
1.0	(3.3.96)	First version

1.11 TODO

TODO

- o What?

1.12 Author

Contacting author

BSound was written with DICE Pro v3.0 by Doguet Emmanuel on a A4000/040 with 14MB of RAM...

For contacting me:

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1.13 bgui.library

bgui.library

BGUI allows you to easily create and manage font sensitive and size adjustable GUI's.

For the user, it allows you to have smaller programs with nice GUI's.

Features:

- Relatively small size
- Font sensitive
- Supports sizeable windows.
- Free of charge (giftware), non-crippled
- Normal or XEN look
- Many type of frames
- Thin, Thick or Automatic gadget border

See also Copyrights

1.14 ScreenNotify.library

ScreenNotify.library

The ScreenNotify.library is (C) 1995-1996 Stefan Becker.

The complete archive is available on Aminet:util/libs/ScreenNotify10.lha, or on the Amiga CD 6.

1.15 Index

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Thanks to...

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Buttons

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