

TinyPlayer

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Chapter 1

TinyPlayer

1.1 TinyPlayer 2.2

TinyPlayer 2.2

A tiny module player

By Hjalmar Wikholm

About TinyPlayer
About copyright and responsibility for damage
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1.2 About TinyPlayer

Wow, you think, another module player. Isn't there enough of those?

Yes, but this one is smaller and uses less system resources than the others.

Despite it's small size TinyPlayer has some nice features:

- * Plays ProTracker, PlaySID, MED, OctaMED and the new OctaMED Soundstudio channel mixing modules.
- * Handles MED (all types) and PlaySID multi-modules.
- * Handles modules packed with XPK. (requires xpkmaster.library)
- * Handles modules packed with PowerPacker. (requires powerpacker.library)
- * Full WB support.
- * A tiny ARexx interface.
- * A fully font sensitive GUI! ;-)

The program itself is under 13 KB, and it uses the excellent `ptreplay.library` by Andreas Pålsson (© 1996) and `playsid.library` by Per Håkan Sundell and Ron Birk (© 1994). It also uses `medplayer.library`, `octaplayer.library` and `octamixplayer.library` by RBF Software (© Teijo Kinnunen and Ray Burt-Frost).

TinyPlayer was developed (well, sort of...) using Amiga E 3.2e by Wouter van Oortmerssen, Bumpee 1.44 by Leon Woestenberg and FrexxEd 2.0 by FrexxWare. All these are terrific programs which you really should try using.

The latest version of TinyPlayer can always be found on the WWW at URL <http://www.canit.se/~hjalle/tinyplayer.html>

1.3 About copyright and responsibility for damage

TinyPlayer is Copyright © 1995–1996 Hjalmar Wikholm

This software is subject to the "Standard Amiga FD-Software Copyright Note" It is MAILWARE as defined in paragraph 4b.

If you like it and use it regularly please send a message to me by e-mail or snailmail.

For more information please read "AFD-COPYRIGHT" (Version 1 or higher). You must specifically read paragraph 3 about responsibility for damage.

The original archive consists of the following files:

TinyPlayer - The program itself. 12764 bytes.

TinyPlayer.info

TinyPlayer.guide - This file. 12746 bytes.

TinyPlayer.guide.info

QuitTP.rexx - 82 bytes

NextSongTP.rexx - 183 bytes

PrevSongTP.rexx - 187 bytes

AFD-COPYRIGHT - 7551 bytes

AFD-COPYRIGHT.info

ptreplay.library - Version 6.6

PTReplay.readme - 4204 bytes

PTReplay.readme.info

medplayer.library - Version 7.0

octaplayer.library - Version 7.0

octamixplayer.library - Version 7.0

1.4 System requirements

TinyPlayer needs version 36 or newer of the Kickstart. It also needs ptreplay.library V4 to play ProTracker modules. medplayer.library V7, octaplayer.library V7 and octamixplayer.library V7 are required to play the different types of MED modules. These four libraries are included in this archive. TinyPlayer needs playsid.library to be able to play PlaySID modules. However, I am not allowed to include it in this archive. You should be able to find it along with the rest of the PlaySID package on AmiNet or your local BBS.

xpkmaster.library must be available to load files packed with XPK.
powerpacker.library is required to load powerpacked files.
asl.library V36 is used for filerequesters.

1.5 Installation

There is no Installer script for TinyPlayer. You have to install it manually.

First copy the libraries to your LIBS: directory. Then I suggest that you rename the executable file as TP and copy it, together with it's icon, to a directory in your path. The ARexx file should be copied to REXX:. Put this file wherever you want...

1.6 Usage

TinyPlayer can used both from CLI and from Workbench. It also has an ARexx interface.

TinyPlayer will open a small window on a public screen of your choice. To stop playing the module and quit the program, just click on the close gadget of the window. Other ways to quit TinyPlayer is through the ARexx interface or by sending CTRL-C to the process.

TinyPlayer is pure and can be made resident.

TinyPlayer can not be run more than once at the same time. When a new TinyPlayer process is started it checks if it already exists a messageport called "TINYPLAYER". If it does the new process will quit immediately. This is to prevent strange behaviour when the player libraries tries to play several modules at the same time.

CLI

Workbench

ARexx

1.7 Known bugs

If you first play a PT module and then some sort of MED module TinyPlayer may report "Could not allocate resources needed to play module". This is actually not a bug. It happens because ptreplay.library V5 does not release the audio channels unless it is flushed out of memory. This means that a simple AVAIL FLUSH will solve the problem in most cases.

This problem should not occur if you use ptreplay.library V6.6.

1.8 The author

If you for some reason want to contact me, use one of these addresses:

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Fidonet: 2:201/411.98
Amiganet: 39:164/100.98

Please use E-mail if possible.

This is my public pgp key. Spread it in all possible ways as long as it is not modified in any way.

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6ui (Amiga)

mQBNAi72HKUAAAECAJdhqldAk6evbZSueV3Y5382hledrJz77Cxcg+JgNTXFRmt+t
bsV5tcHXNco6B2K7v4ziscGy77maIo2pnWtuSRkABRG0IUhqYWxtYXIgV2lraG9s
bSA8aGphbGxlQGNhbml0LnNlPrQsSGphbG1hciBXaWtob2xtIDxoamFsbGVAcDk4
LmFuZXQuYmJzLmJhZC5zZT4=
=9E8e

-----END PGP PUBLIC KEY BLOCK-----

1.9 Todo

So, what features may come in later releases of TinyPlayer? Probably some of these:

- * Localization.
- * A better ARexx interface.
- * Support for Jamcracker modules. (Do you want that? I have never seen a

Jamcracker module.)

* A bit of user interface. (But then it will be NotSoTinyPlayer...)

* Your ideas!

1.10 Wanted!!!

* Bugreports. TinyPlayer has been tested with Enforcer and should not have any major bugs. If you find a bug, report it! Please! Also report spelling mistakes in this text. :-)

* Player libraries for other module formats. I will only add formats if I have libraries for them.

* MagicWB and NewIcons type icons.

1.11 History of releases

2.2 Released 96.8.7 Version 12.22

Support for OctaMED Soundstudio channel mixing modules.

2.1 Released 96.6.10 Version 12.20

TinyPlayer now plays PlaySID modules. Support for MED and OctaMED multi modules has also been added.

The NOWIN tooltype has been changed to WIN=yes|no. This means that settings in the module icon override settings in the program icon.

2.0 Released 95.11.25 Version 12.17

Several new features (and probably bugs) added.

Support for powerpacked and XPK-packed modules. ARexx interface. Workbench and tooltypes support. Looping optional. File requesters.

1.1 Released 95.3.31 Version 11.16

MED and OctaMED support added.

1.0a Released 95.3.10 Version 11.10

Release 1.0 gurved on OS versions older than V36. I used PutStr(), which is V36 function, to print that TinyPlayer needs V36 of the dos.library. Stupid mistake. Sorry about that! TinyPlayer was never supposed to work on old versions but it wasn't supposed to crash either. FIXED

1.0 Released 95.3.4 Version 11.8

First release.

1.12 WB support

There are three different ways of using TinyPlayer via the workbench: you can set the default tool of the module to 'TinyPlayer', you can single click the TinyPlayer icon and then double click the module icon or you can double-click the TinyPlayer icon and pick a file using the file requester.

TinyPlayer recognizes the following tooltypes:

WIN=no TinyPlayer will not open a window. The default is WIN=yes.

NOWIN Equivalent to WIN=no. However, if the WIN tooltype is found then NOWIN will be ignored.

LOOP=no The module will not loop. TinyPlayer will play it once and then quit. This feature is only available with Protracker modules. The default is LOOP=yes.

XPOS=<n> Specifies where TinyPlayer's window will be opened. Number of pixels from the left edge of the screen. (Default=100)

YPOS=<n> Number of pixels from the top edge of the screen. (Default=0)

SONG=<n> Which song in a multi module TinyPlayer is to play. In a MED module the first song has number 0. In a PlaySID module the first song has number 1.

PUBSCREEN=<name> Specifies which public screen the window will be opened on. If the screen does not exist TinyPlayer will fail.

The tooltypes can be set both in TinyPlayer's icon and in the module's icon. Settings in the module's icon override settings in TinyPlayer's icon.

1.13 ARexx interface

TinyPlayer has an ARexx interface with three commands! The ARexx port is called "TINYPLAYER". See the files QuitTP.rexx, NextSongTP.rexx and PrevSongTP.rexx for fully working examples of all commands!

Command Reference:

All these commands will return 20 if the command failed, 10 if there is a less critical error and 0 if all went OK.

QUIT Quits TinyPlayer.

NEXTSONG Play the next song in a multi module.

PREVSONG Play the previous in a multi module.

NEXTSONG and PREVSONG returns the number of the new song in the RESULT variable.

1.14 CLI

FORMAT: TINYPLAYER [<module>] [NOWIN] [NOLOOP] [INFO] [<xpos>] [<ypos>]
[PUBSCREEN <name>] [SONG <num>]

TEMPLATE: MODULE, NOWIN/S, NOLOOP/S, INFO/S, XPOS/N, YPOS/N, PUBSCREEN/K,
SONG/K/N

PURPOSE: To play ProTracker, MED, OctaMED and PlaySID modules.

Options:

MODULE	Name of file/directory. If no name is given a file requester will be opened.
NOWIN	If this switch is set TP does not open a window.
NOLOOP	The module will not loop. TinyPlayer will play it once and then quit. This feature is only available with Protracker modules.
INFO	Displays a bit of info about the program.
XPOS	Specifies where TinyPlayer's window will be opened. Number of pixels from the left edge of the screen. (Default=100)
YPOS	Number of pixels from the top edge of the screen. (Default=0)
PUBSCREEN	Specifies which public screen the window will be opened on. If the screen does not exist TinyPlayer will fail.
SONG	Which song in a multi module TinyPlayer is to play. In a MED module the first song has number 0. In a PlaySID module the first song has number 1.

Examples:

* TinyPlayer hdl:Modules/mod.Aurora 200 100 PUBSCREEN SPOT

Load and play "hdl:Modules/mod.Aurora". The window will open on the public screen called "SPOT" and it will be positioned 200 pixels from the left edge and 100 pixels from the top edge of the screen.

* TinyPlayer NOWIN NOLOOP

You will be presented with a file requester. TinyPlayer will not open a window. The module will be played only once.

* TinyPlayer ram:

You will be presented with a file requester with ram: as current directory.