

QuadraPlayer

Bo Lincoln

COLLABORATORS

	<i>TITLE :</i> QuadraPlayer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Bo Lincoln	March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	QuadraPlayer	1
1.1	Main	1
1.2	Distribution	1
1.3	Requirements	2
1.4	Windows	2
1.5	Pick...	3
1.6	Module List...	3
1.7	Module Name	3
1.8	Next (Previous) Module	4
1.9	Iconify	4
1.10	Play Module	4
1.11	Loop Position	4
1.12	Stop Module	4
1.13	Options	5
1.14	Fade Time	5
1.15	MonoScope Accuracy	5
1.16	New Module	6
1.17	At Module End	6
1.18	At Startup	6
1.19	Chooosen Module(s)	6
1.20	Shortkeys	6
1.21	Screen	7
1.22	Colours	7
1.23	About	7
1.24	Save	7
1.25	Use	7
1.26	Cancel	7
1.27	Position Slider	7
1.28	VU-Meters	8
1.29	SpectraScope	8
1.30	MonoScope	8

Chapter 1

QuadraPlayer

1.1 Main

QuadraPlayer v 1.1

By Bo Lincoln

Copyright © 1994 Bo Lincoln.

All rights reserved.

U S E R M A N U A L

Distribution Who can spread and use QuadraPlayer?

Requirements What do you need to run QuadraPlayer?

Windows The user interface explained... :-)

1.2 Distribution

DISTRIBUTION:

You are hereby given permission to distribute the

QuadraPlayer v1.1 and this manual, as long as you DON'T take any fee for the program itself, only the costs for the media itself.

FREEWARE:

QuadraPlayer is freeware, so you may use it and copy it as long as you follow the rules above. (You could always send me something if you like it... ;-))

COPYRIGHTS:

QuadraPlayer is Copyright © 1994 Bo Lincoln.

QuadraPlayer makes use of reqtools.library for the requesters.

ReqTools is Copyright © Nico François.

Amiga is a registered trademark of Commodore-Amiga Inc.

DISCLAIMER

(Don't blame me...)

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE AUTHOR:

SnailMail: Bo Lincoln
Rydsvägen 246 A:23
S-582 51 LINKÖPING
SWEDEN
Email: d94bosli@isy.liu.se

1.3 Requirements

REQUIREMENTS:

What you need to run QuadraPlayer v1.1:

- * An Amiga 500(+), 600, 1000, 1200, 2000, 2500, 3000 or 4000 with at least kickstart 2.0 installed.
- * "diskfont.library", "reqtools.library" and "gadtools.library".
- * Some nice modules.
- * Luck. (No no no, just kidding).

1.4 Windows

WINDOWS:

(What does that button mean?)

QuadraPlayer v1.1

```

+-----+
|Pick... Modlist... PopCorny.EMOD <> Iconify|
|Play module Loop Position|
|Stop Options|
|Position | <>|
|Position: 7 / 55 Time 1:16 / 6:43 |
|+-----+
|| VU-Meters...|| ||||| ||
||Display: Spectrascope...||ChanVol:||||| ||
|| Monoscope...|| ||||| ||
|+-----+
+-----+

```

1.5 Pick...

PICK Main Window

Displays a file requester, in which you can choose one or more modules to play. One of the choosen modules will be loaded.

The modules will be added to / replace the **module list**.

(This depending on the settings of **Choosen Module**).

1.6 Module List...

MODULE LIST Main Window

This is a window displaying the names of the modules in the current module list. The module list is saved in the prefs file, see

Save Prefs. Some modules will have the name of the song attached to the file name, this if you have choosen **Load Name** in the options window.

To choose a module in the list, double click on it.

If you want to rearrange the module list, use the buttons in the bottom of the window.

The module list contains info about filename, path and (optionally) module name.

1.7 Module Name

MODULE NAME Main Window

This displays the name of the current module.

If you type a module file name here it will be treated as if you chose it in the **Pick** requester.

1.8 Next (Previous) Module

NEXT (PREVIOUS) MODULE Main Window

This will pick the next (previos) module in the **Module List**.

If you have chosen **Random** in the **Options** window, it doesn't matter which button you press.

Shortcut: If a QuadraPlayer window is active, press right, enter or down for next module and up or left for previous module.

You can always use the **Shortkeys** defined in the **Options** window.

1.9 Iconify

ICONIFY Main Window

This button will remove the main window and put a little icon on the workbench. To open the window again, double click on the icon or use the **Shortkeys** defined in the **Options** window.

1.10 Play Module

PLAY MODULE Main Window

Starts playing the current module at the current position.

Shortcut: If a QuadraPlayer window is active, press right alt.

1.11 Loop Position

LOOP POSITION Main Window

Loops the current position.

Shortcut: If a QuadraPlayer window is active, press right amiga.

1.12 Stop Module

STOP MODULE Main Window

Stops the module.

Shortcut: If a QuadraPlayer window is active, press space.

1.13 Options

OPTIONS Main Window

QuadraPlayer Options

```
+-----+
|+-----++-----+|
|| Fade Out Time ||Screen|| | | | |
|| Fade In Time ||+-----+||
||Monoscope Accuracy |||Workbench |||
|+-----+|| |||
|+-----+|+-----+||
|| New Module At Module End |+-----+|
|| (O) | | |+-----+|
|| (O) || ||
|| || ||
|| At startup Chosen Module(s) || ||
|| | | (O) | | || Colours ||
|| | | (O) || ||
|| (O) || ||
|+-----+| ||
|+-----++-----+|
|| Next Mod Prev Mod Window Mod List | |
|| | | | | About... |
|+-----+ |
|Save Use Cancel|
+-----+
```

Shortcut: If a QuadraPlayer window is active, press "o".

1.14 Fade Time

FADE TIME Options Window

This is where you set the time of the fade in / fade out when
a new module is loaded. :*)

1.15 MonoScope Accuracy

MONOSCOPE ACCURACY Options Window

This number is sets how many dots will be plotted per voice per frame
in the monoscope.

1.16 New Module

NEW MODULE Options Window

(O) Next in list <- When a new module is picked it will be in module list order...

(O) Random <- ...or in random order.

1.17 At Module End

AT MODULE END Options Window

|| Load New <- When the last position is reached, a new module will be loaded.

1.18 At Startup

AT STARTUP Options Window

|| Load Module <- Loads a module from the list when QuadraPlayer is started.

|| Start Iconified <- Startup with the main window iconified.

1.19 Chosen Module(s)

CHOOSEN MODULES Options Window

(O) Add To List <- Adds the picked module(s) to the current module list.

(O) Replace List <- Replace the current list with the picked module(s).

(O) Play Separately <- If only one module is picked, it will not affect the module list, but it will be played.

|| Load Name <- When modules are picked, the names of the modules (not only the filenames) will be read. Note: This function may be very slow...

1.20 Shortkeys

SHORTKEYS Options Window

These shortkeys works globally on your Amiga:

Next Mod <- The shortkey for load next module.

Prev Mod <- The shortkey for load prev module.

Window <- The shortkey to open the main window.

Mod List <- The shortkey to open the module list window.

1.21 Screen

SCREEN Options Window

This is a list of all the available public screens on your Amiga.

If you pick one, the QuadraPlayer windows will be moved to that one when "Use" or "Save" is pressed.

1.22 Colours

COLOURS Options Window

Here you can set the colour settings for the sample display windows.

(FG = Foreground, BG = Background).

1.23 About

ABOUT Options Window

Displays an about requester.

1.24 Save

SAVE Options Window

Saves the current settings to the file "ENVARC:QuadraPlayer.prefs".

If you have a module list it will be saved, too.

1.25 Use

USE Options Window

Keeps the option changes.

1.26 Cancel

CANCEL Options Window

Cancels all actions in the options window.

1.27 Position Slider

POSITION SLIDER Main Window

This slider shows the current module position. You move around the slider to set a new module position.

Below this slider there is a text field which displays the current position number, and the time in the beginning of the position.

1.28 VU-Meters

VU-METERS Main Window

Displays a window containing two (left, right) vu-meters.

1.29 SpectraScope

SPECTRASCOPE Main Window

Displays a window containing a spectrum analyzer. It is not a FFT analyzer, but it works allright anyway.

1.30 MonoScope

MONOSCOPE Main Window

Displays a window containing a "MonoScope".

A lot of people keep asking how this effect is created, and I can tell you that it is very simple. But, if you can't figure it out anyway, you'll have to ask me... %-)