

NEWGUIDE

COLLABORATORS

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Chapter 1

NEWGUIDE

1.1 Main

- WELCOME TO PLAYGUI V.2.8-

made by Richard KAPP using GUI4CLI

April 2000

- THE LINKS -

What is it/Features/What's new?

Requirements

Usage/Installation

I want to upload something for PlayGUI

PlayGUI FAQ

Copyright/Contact

What is GUI4CLI?

Thanx

ALSO CHECK OUT THE OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

FOR NEW UPDATES, ADDONS, SKINS ETC.

WE WANT YOUR SKINS AND THEMES!!!!

SEND YOUR SKINS, THEMES, ETC. TO

e-mail:playgui@gmx.net

OR UPLOAD THEM TO THE AMINET!

1.2 FAQ

Frequently asked questions

Q: If I press Play after selecting a mod, Hippoplayer doesn't play it and freezes. Why is that?:(

A: Well, there can be several reasons:

- Be sure to have the CORRECT Hippoplayer.prefs and all the stuff you need in the specific directories. It depends on the version of Hippo. That's why there are new soundprefs included. It's simple: If you use Version XYZ of Hippo you need the prefs of exactly that version XYZ correctly installed first!:)

- Maybe hippo crashed :(
I use Hippoplayer V.2.44 and I never experienced problems with this version and PlayGUI...I am not sure about the new version of hippo - some people reported problems with it....

- You may have a faulty RUN command in C:
Try another one!

- Of course it could be PlayGUIs fault also, but that never happened to me...if it happend to you and your hippo-config is correct, please tell me about the bug, you have found by sending an e-mail to
me!
;)

Q: If I select a new soundquality and press play afterwards, nothing changed! 8bit is still 8bit!:(

A: You have to press stop first - before pressing play!:)

Q: Sometimes I get weird symbols in the commentary:(

A: There's something left in the clipboard. Just press 'Clear'..:)

Q: The skins look awful!:(((

A: Buy a graphics-card and set colors to 8bit 256 colors or higher;))
(or try AGA 256 - but that's damn slow!)

1.3 Thanx

Thanx go to:

D. Keletsekis - for his help, support and time....and of course for being the creator of GUI4CLI! Thanx a lot!!

Rolf Roth - for his great support, his cool playlist-addon, Plone, those funky skins and for creating the Official PlayGUI Website. Thx! ;)

K-P Koljonen - for inventing the smashing hippoplayer! Without it, PlayGUI wouldn't exist. Great job! Sad, he isn't developing hippo anymore...

Thomas Wenzel - for the essential Play16 player! Without it, lot's of musical-tools wouldn't exist...like PlayGUI!

Krister S. Skrtic - for his help, suggestions and for being a very friendly tester and a nice chap ;)

HITMAN - for his lovely skins :)

Michael Van Allen - for his great moral support and his funky skins!

AND...

Jose Andias, Roald Strauss, Raynald Le Moing, Ivan Kosak, Rock for testing and motivating me all the time...:) Thanx guys!

1.4 ModInfo

The Mod Info Window

In v.2.6 of PlayGUI, you get a new menu, called 'MODINFO', which consists of different menu-items...

THE INFO Window

This opens a new window, that shows you informations about a mod. All you have to do is to select a mod and play it. The InfoWindow will recognize you're playing a mod and will show you the information automatically.

In case, you closed the InfoWindow, selected and played a new mod and opened the InfoWindow again, there will still be the old info. No problem - Just click on the button 'REFRESH' and the InfoWindow gets updated.

There's also a button, called 'HELP'. This will open a short requester, showing you some info about how to use the InfoWindow. And of course, there's a button 'CLOSE'. Guess what it does...

OUTPUT

The InfoWindow will show you:

- Name
- Mod type
- Length of a mod (The maximal position of the song)
- Playtime (in seconds)
- Size of the mod (in bytes)

BEAUTY

You can have a background pattern for the window, which shouldn't be a dark one, since the font is black. The pattern must be called 'modinfo.pat' and must be stored in PlayGUI:SYS/

(Of course, there's also a shortcut provided. AMIGA +)

OTHER MENUS

There are also other menu-items available.

Playtime - Shows you the playtime in the display

Modsize - Shows the size in the display

Modtype - Shows you the mod type in the display

Current Songposition - This shows you the current position of the mod (in the display)

- Not available in the InfoWindow

Max Songposition - Shows you the length of the mod

PROBLEMS?

There's a problem with DBM's, when trying to show the max songposition or the playtime. This is down to the fact, that the playing routines for DBMs seem to be not quite compatible with the ARexx functions of hippo. In this case, the InfoWindow shows you: Not available!

But there's no problem with MODs! :)

1.5 MiniPlay

MINI PLAY

In the menu 'PLAYGUI', you'll find an item, called 'MiniPlay'. If you select it, PlayGUI will turn into a short window, in which you only can see the buttons for playing mods.

If you click the close gadget, it will turn back to PlayGUI.

This is very useful, if you don't have much space on your WB...

Thanx to Krister for this great idea!! ;)

By the way, you can also activate MINIPLAY by clicking on a hidden button on the PlayGUI amp. This button is on the right corner of the amp! Try it out!

And there's a shortcut too!

1.6 Quickmenu

QUICKMENU

There is a hidden button on the left corner of the AMP/SKIN. Click on this hidden button and a menu pops up under the mouse pointer.

Now you can directly select PAUSE/CONTINUE, PERSONAL VOLUME, you can directly jump to the CONFIG, choose a new SKIN, LAUNCH PLONE etc....

This is a feature for lazy people....:))

1.7 What is it? Features!

WHAT IS IT ? FEATURES! WHAT'S NEW ?

There are dozens of really cool players out there, with beautiful skins and that stuff, but they all are MP2/3 Players. I always wanted a module or sample-player like that. So i wrote my own with help of GUI4CLI and other great tools. PlayGUI is a kind of GUI-replacement for Play16 and HIPPO-Player - but it has some very unique features, like....

THE FEATURES:

- + You can have those cool skins (like AmigaAMP) or you make your own with a paint-program
 - + 4 skins are included
 - + Select skins via menu
 - + THEMES (2 themes are included!)
-

- + PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M, Mpg, etc)
(through hippo)
- + PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)
(through Play16)
- + PlayGUI has an commentary-option
(So that you can save comments about a song to a chosen dir)
- + PlayGUI has a built in launch option for simply starting your favourite music- ↔
apps.
- + Drag and drop module-icons on PlayGUI
- + PlayGUI shows volume, type of mod and sound quality
- + Choose sound quality via menu (8bit, 14bit, 16bit and a user config)
- + Shortcuts for all functions
- + 'Mute' option
- + QuickMenu
- + Personal volume option
- + It's easy to play around with
- + Opens system-friendly on your WB
- + and lots of other stuff!

NEW since V.1.0

- + Commentary option now has it's own interface.
You can edit, save and load your commentaries.
There is also a template for use with GoldED.
- + Soundeffects when starting and quitting PlayGUI.
- + some bug fixes. (HippoPlayer does not start anymore
when clicking on the stop button twice)

NEW since V.1.3

- + FORWARD and REWIND button
- + VOLUME Slider
- + SAMPLEINFO via HippoPlayer
- + Some bug fixes

NEW since V.1.5

- + Modules are listed in a shell-window (+path)
-

- + ToolType to define your MOD-path
- + Menu for selecting SOUND-Quality (8Bit, 14Bit, 16Bit and a USER-Def)
- + PlayGUI is an application-window now! Just drop modules on it!
- + OS3.5 Icons
- + Click on the display of the AMP and get ModInfo (Like Hippo)
- + New special PlayGui skin : Silver

NEW since V.1.6

- + Important bugfix of PlayGUI
(When starting another GUI4CLI-program, PlayGui could not find it's skin, now that bug is fixed. So, no problem. Thanks to Dimitris Keletsekis for his help on that!)
- + Optimized the code, so PlayGUI should be a bit faster....hopefully

NEW since V.1.7

- + Some options are now also available in the menu
- + Commentary-window is bigger, looks better now and counts the pages
- + Optimized the code of the commentary-window
- + Tooltype for Samplepath

NEW since V.1.8

- + Tooltype for Hippo-path, Play16-path and skin-path
- + Now you can also change the gfx of all the buttons
- + Much easier now to change a skin

NEW since V1.9

- + Now you can change a bit of the volume-slider gfx.
- + PlayGUI displays the mod-name in the display of the AMP.
(no more shell-window!)
- + PlayGUI now also displays the chosen sound-quality
- + PlayGUI now got a dragbar. So you can move the AMP like a window.
- + PlayGUI now opens under the mouse-pointer-position.
- + New prefs for the new hippoplayer
- + Changed the skins slightly

NEW since V.2.0

- + Now you can simply change a skin via the menu
- + New tooltype for launching your favourite tools
- + SYS-drawer for changing the start-, quitsounds, template and skin for commentary

NEW since V.2.1

- + If PlayGUI cannot find a skin it's using a default skin (which lives in Skins: ← Standard)
- + Now displays volume and type of the mod (protracker, digibooster, s3m etc.)

Thanx to Rolf Roth for helping me with this new features and also for drawing that COOL 'standard' skin!

- + Sortcuts for menu-options
- + Changed 'About'-window. (got some nice gfx)

NEW since V.2.2

- + PlayGUI shows mods name in the display after loading a mod
- + PlayGUI shows mod name + more after changing a skin
- + PlayGUI shows when you stopped the mod
- + PlayGUI shows skin name, if no mod name is present
- + Important bugfix (if a mods name was too long, it was overwriting the display - fixed!)
- + PlayGUI got all playing options also in the menu now (with shortcuts of course)
- + PlayGUI also got a 'mute' function

NEW since V.2.3

- + 3D box around the skin
- + new display (black&white)
- + Now you can iconify PlayGUI

Thanx to D. Keletsekis for his help on those new features:

- + some graphical changes (volume slider)
- + some bug fixes (You get req, if PlayGUI cannot find skin)
- + Commentary window now has got some menus

- + centered text on display
- + PlugIn menu for PlayGUI PlugIns
- + Better 'Mute' function (switch off/on)
- + German docs

NEW since V2.4 (not much this time, but essential!)

- + Bug fixes
- + New requesters guide you safely
(Try it out: Press play at start although you have no mod loaded!)
- + Help uses Multiview in C: now
(no more AmigaGuide)
- + FAQ Sektion in the guide

NEW since V.2.5

- + Optimized code
- + New menu, called MODINFO

(ModInfo shows you information,
like length, playtime, size, position, type etc.
of your mod.)
- + Shortcut and backgroundpattern for ModInfo
- + You can have these infos also seperately via menu
and they will be shown in the display
- new Play16 Prefs:
 - + Filter on/off
 - + Loop on/off
 - + Volumeslider changes volume of sample now
 - + You can save and delete the prefs
 - + The name and infos of a sample are shown in the display
 - + All the sample functions are available via menu
 - + Now you can pause/continue a mod via menu or shortcut

New since V.2.6

- + You can have a 'Mini Play' mode, in which you only get
-

the buttons for playing a mod

+ You can hide the buttons from the skin (for looking at secret messages)

+ New tooltip for defining a mod directory, in which you can copy the mod (you have loaded into PlayGUI) with just one click from the menu. (See tooltips)

+ A small bug fixed

NEW since V.2.7

+ PlayGUI now supports THEMES!! (2 are included!)
(you can set Backgroundpattern, Skin, Start- and Quit sounds as a Theme)

+ PREVIEW for THEMES (You can have a look at the theme, before saving/using it)

+ QUICKMENU (See Quickmenu!)
(You can pop up a small menu by clicking on a hidden button on the AMP/SKIN)

+ SYSINFO - showing prefs and paths.

+ BIG CONFIG window for PlayGUI preferences

+ Now got CONFIG FILE - NO MORE TOOLTYPES!

+ AUTOPLAY Mode
(can be switched on/off)

+ You can copy samples to your 'New samples' dir.

+ You can define all paths comfortably via config window

+ You can define start- and quit sounds

+ PLAY16 Options are now also available via config

+ You can now save the SKIN as default

+ You can load and save THEMES via menu

+ You can choose backgroundpattern

+ PERSONAL VOLUME (You can set a 'Master' volume)

+ Bugfix for QuickQuit

+ Bugfix for copy mod (problem if there was no mod in mem)

+ Bugfix (free images at exit)

+ Optimized the code - So PlayGUI should be faster now!

+ Now MULTIVIEW reads the HELP guide and multitasks with

PLAYGUI

- + Normal Quit function in menu
 - + You can launch Plone at PlayGUIs Startup (Can be switched ON/OFF via config!)
 - + PlayGUI can open the ModInfo window at startup. (You can switch this ON/OFF)
 - + Changes in 'About' - window! (Read Tips&Tricks)
 - You can directly connect to the PlayGUI website
 - You can open YAM to send a mail
- (+ SNAPSHOT function explained in Tips & Tricks, since some people ask me about it)

1.8 Requirements

----- REQUIREMENTS -----

You need:

- An AGA or CGX Amiga with a modern OS & HD
- latest Version of GUI4CLI (and GUI) (included)
- ASL.library (for the file-requesters)
- XHelvetica.font and Topaz_thin.font installed in your Fonts: directory (They are included in the 'fonts' dir)
- AREXX running
- Copy, delete, run in the C: directory.
- well configured Hippoplayer
- Play16

Recommended:

- A 800x600 resolution or higher
- CGX for much better REMAPING of the skins

I think, that's all.

1.9 Usage

PLEASE READ EVERYTHING!!

USAGE/INSTALLATION

HOW TO INSTALL

PLAYING OPTIONS

SOUND OPTIONS

PLAY16 OPTIONS/PREFS

PLAYGUI CONFIGURATION

New feature in V.2.8!

COMMENTARY

SKINS

New feature can be found here!

THEMES

NEW FEATURE OF PLAYGUI V.2.8!!

LAUNCHING

PLUGINS

MOD INFO WINDOW

SYSInfo

New feature of PlayGUI v.2.8!

MINPLAY

QUICKMENU

NEW FEATURE OF PLAYGUI V.2.8

TIPS & TRICKS

New feature is explained here!

(How to snapshot windows etc.!)

1.10 SYSInfo

SYSInfo

In the menu 'PLAYGUI' you will find (since v2.8) an item, called 'SYSInfo'. If you select it, you will be presented by a big window with 3 buttons.

If you press 'Show paths', PlayGUI shows a list of all the paths, you have defined in the tooltypes.

If you press 'Show config', PlayGUI shows a list of all those prefs like Play16Prefs, if you want Plone to start together with PlayGUI, what is switched ON or OFF etc.

If you select 'Exit', the SYSInfo will close.

SYSInfo is just made for a good overview...

1.11 Play16

Play16 OPTIONS/PREFS

Play16 preferences

In the menu, you'll see an item, called P16PREFS. There you can choose between Filter ON/OFF and Loop ON/OFF. Just select the option, you need. You can also save your prefs. They will be saved to PlayGUI:SYS. (.loopprefs, .filterprefs) and you can also delete them via the PlayGUI-menu, if you like..but that's not necessary - just change your prefs and save them again.

Display

If you load a sample via the AMP, the name of the sample will be shown in the display and also some infos about your filter/loop-settings.

Volume

To change the volume of a sample, use the volume-slider.
But to take effect, you have to play the sample again.

Menu

You can also select, play and stop samples via menu or with
the shortcut.

1.12 Config

PLAYGUI CONFIG

STARTUP CONFIG

OPTION CONFIG

PATH CONFIG

PLAY16 CONFIG

THEMES
IMPORTANT!! IMPORTANT!!

I have changed A LOT in this version of PlayGUI. Also I have rewritten
many parts of the code!

WHAT HAS CHANGED:

- There are NO TOOLTYPES anymore!
- Instead PlayGUI saves a CONFIG file, called PlayGUIconfig
to the directory 'PLAYGUI:SYS/'
- The START- and QUIT sounds are now located in the dir
'PlayGUI:SYS/Sounds'
- The patterns now exist in the directory 'PlayGUI:SYS/Patterns/'

On startup, PlayGUI searches for the CONFIG file and reads it,
if available, into memory. If PlayGUI can't find your config, a
requester pops up, telling you, you should configure PlayGUI!

1.13 StartupConfig

STARTUPCONFIG

Here you can select, if you want PlayGUI to launch PLONE or the MODINFO window at startup or not.

Just select YES or NO.

1.14 OptionConfig

OPTIONCONFIG

Here you can configure several options of PlayGUI.

AUTOPLAY

Set ON or OFF. If set to ON, PlayGUI will play MODS directly after loading, so there's no need to press PLAY...select OFF, if you don't want this feature.

You can also set this ON/OFF via the Option menu.

SET PERSONAL VOLUME

If you click on this button, a small window appears in which you can set a personal degree of volume by using a slider. This comes in very handy if you want to set PlayGUI to a specific degree of volume with just one click. You can also use shortcuts. (AMIGA + v) So, once set, you can activate your volume settings via menu or shortcuts - pressing again sets the volume back to the degree it was before.

CHOOSE

You can choose a pattern for the PlayGui windows, a skin and start- and quit sounds with SET and you can test them by clicking on TEST.

SHOW CONFIG

Press this button to have a look at your config.

USE

Click on USE to USE your settings.

OK

Clicking on OK will recognize your settings,
but will NOT use them.

CREATE THEME

You can also create a THEME with your settings.
If you click on this button, a window opens in
which you must enter a name for your theme.
Then PlayGui will create a dir with the given name
and will copy all necessary elements (patterns,
sounds, skin) to the right place. Having done this,
you can switch to the

THEME

-config and

select this THEME, if you want.

1.15 PathConfig

PATH CONFIG

Here you should enter the paths, PlayGUI needs for
activating HIPPO, PLAY16, YAM, a BROWSER, PLONE etc.

If there is a *, you MUST also give the filename!!

i.e.:HIPPO path* = DH0:Music/Hippoplayer/Hip

1.16 P16Config

P16CONFIG

Here you can select, if you want LOOP
or FILTER ON/OFF.

You can also select this options via the menu.

1.17 Themes

THEMES

Since v.2.8, PlayGUI now also supports THEMES. If you

want a specific THEME, you can also create a THEME with the help of PlayGUI very easily!

CHOOSE

Choose a THEME with SET. 2 THEMES are included for testing - a 'XFilesTheme' and a 'Standard'.

SHOW

Clicking this button shows the config.

PREVIEW

If you click on PREVIEW, a window will open, showing you a preview of the THEME. You can have a look at the background pattern and the skin (main.iff). And of course you can also test the start- and quitsounds with the TEST buttons.

USE

If you click on USE, the THEME will be used. You can also choose a THEME via MENU!

CANCEL

If you click on CANCEL, the THEME will NOT be used.

IF YOU WANT TO CREATE A THEME YOURSELF, SWITCH TO THE

OPTIONCONFIG
SECTION OF THIS

GUIDE! IT IS SOOOOO SIMPLE!

1.18 Install

INSTALLATION

Just click on the INSTALL icon and choose INTERMEDIATE USER!

or, if you want to install by hand:

- Delete the drawer with an old version of PlayGUI.
- Move the whole directory 'PlayGUI' anywhere on your HD, but don't rename the program or the drawers.
- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.
- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

But I suggest, you have a look at the
 CONFIG
 first.

1.19 Playing Options

 PLAYING - OPTIONS

You are now presented by a nice skin (if you have a graphics-card or lot of colors ↔
) and
 some buttons.

PlayGUI is divided into TWO sections. The first (the smaller buttons with the ↔
 symbols) is
 for playing modules, the second for playing samples. If you move the mouse over a
 button, a help-advise appears at the WB-menu-bar. So it should be simple for you
 to find out the meaning of the buttons. The bigger buttons on the right with PLAY, ↔
 STOP,
 and EJECT belong to the SAMPLE-section.

 DRAG and DROP mods

Since V.1.6, you can simply drag and drop module-icons on PlayGUI and they will be
 auto-played. Just drag and drop your modules on the skin of PlayGUI.

 SHORTCUTS and MENUS

You can also activate all the playing options via menu or shortcut
 now. There's also an item to pause/continue a mod.

 MUTE

You have a 'mute' function, which you can switch on or off by
 pressing AMIGA+M. (Or via menu) This will be shown in the
 display. If you press mute again, the volume will
 be reset to it's last state of volume degree.

 THE DISPLAY

When you play a mod, PlayGUI will show the mod's name in the display of the skin.
 (No more shell-window)
 If you play, stop a mod, it will be shown in the display and of course you can
 select all the play-functions via menu or shortcut.

Back to USAGE/INSTALLATION

1.20 Sound Quality

SOUND QUALITY

If you press the right mouse-button, you will find a menu 'SOUND'.
Here you can select, which sound quality you'd like:

8bit, 14bit, AHI or a USER definition

BE WARNED! If you select one of them, your HippoPlayer.prefs in your S: directory will be DELETED! Instead of this configuration, PlayGUI copies back the chosen ←
prefs
to the S: directory of your HD.

For example: If you select 8bit, the Hippoplayer.prefs of the dir

PlayGUI:SoundPrefs/8bit/HippoPlayer.prefs

will be copied to your S: directory and will delete your old HippoPlayer.prefs ←
there.

So make a back-up of your HippoPlayer.prefs first and copy it in the drawer

PlayGUI:SoundPrefs/User/

Now, if you select USER from the menu, your old configuration will be used.

You can choose your sound quality, but to take effect, you must first hit the STOP button and again PLAY before playing your module with the selected sound quality.

For example: You have a module, which is made in 14bit quality.

What you have to do:

- Choose 14bit from the SOUND-menu
- press stop
- select your module and/or click on Play
(if you have already a module loaded in, just click on play, that means)

NEW!!

Now there are new sound-prefs and the old ones are stored in the same dir.
The new ones are for the new hippoplayer v.2.45 (10.1.2000). Get it from Aminet!

1.21 Commentary

 COMMENTARY

Then there is a button, called commentary. My idea was, that it would be nice to write a comment about the module you are just listening to. Well, no problem. Just click on the button and a interface, that looks like a book will open.

On the left page of the 'book' is the area, where you can read the infos. On the right page you find some buttons.

Load - Load a commentary about a module

Save - Save the current (which is displayed on the left page) commentary to another location on your hd.

Clear - Clear the current commentary (It will not be deleted on your hd, of course)

Edit - Edit your own commentary with ed. (Or GoldEd, or any text-editor, that you have called 'ed' and is stored in your c-directory) For easy use, the editor will load a template, which is copied by PlayGUI to ram:t/ and is called template.txt. You just fill in the informations about the module and save it to the location you want.

Help - Just a short help-requester opening.

(If you see weird stuff in the commentary-window, don't panic! It could happen, if you have pasted something into the clipboard-unit. (For example with an editor and its paste-option) If it happens, just click on CLEAR and it's vanished.

1.22 Skins

 THE SKINS

On startup PlayGUI will look for main.iff, option_bar, mod_bar, sample_bar and volume_bar..

So that means, a PlayGUI a skin requires 5 files.

These files MUST be located in the same dir as the skin, which you have selected in the TOOLTYPES.

Just take a look at the dir PlayGUI:Skins/ . You will find all the skins there. For example, BlueAMP.

If you select 'show all files' from WB-menu, you will see all the other necessary files, like main.iff, option_bar, etc.

You will also find 4 skins in the skins dir. Just try them. But remember, some skins might ONLY work on graphics card.

If you want to change a skin, press the right mousebutton. In the menu 'OPTIONS' you find 'Select new skin'. A filerequester appears, where you have to choose the skin dir of the skin you wish to change. For example, if you want to change your skin to 'BlueAMP', just click into the dir 'BlueAMP' and press okay. (just click into the dir!)

NEW: If PlayGUI cannot find a skin at startup, it will complain and load a default skin. (Thanx to Rolf Roth for this feature)

NEW: You can hide and show the buttons (and the display) of the AMP... This a funny thing, if there is a secret message hidden behind the display or the buttons.....thanx to Krister for this idea! (Try it out with the 'Shades of Sadness' skin!)

If you want to draw your own skins, take a look at the SkinTemplate dir. Here you'll find different templates (brushes). Just load it into your favourite paint-program and get drawing. And don't forget to upload your skin-masterpieces to the Aminet. (mus/play) :)

PS: You can find some PlayGUI skins in the Aminet. Thanx to the guys, who made them, like Rolf Roth and Krister S. Skrtic.. ;)

ALSO CHECK OUT THE OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

which is made by Rolf Roth! (Thanx, Rolf!;)

There you can find all the latest versions of PlayGUI and Plone and of course LOTS OF SKINS! Some of those skins are NOT available on Aminet!

IF YOU HAVE DRAWN A NICE SKIN, PLEASE SEND IT TO playgui@gmx.net!!!!

1.23 Launch

THE LAUNCH BUTTON

Another nice feature is the LAUNCH button. Click on it and you can run your favourite music-applications. (or any other program)

1.24 PlugIns

PlugIns

In the menu, you'll find an option, called 'PlugIn'. Here you will find PlugIns for PlayGUI.

USAGE

To run a PlugIn for PlayGUI, click the right mouse-button and select from the menu 'PlugIn' the one you like to use and PlayGUI will start it, if you have defined the right path.

Read also: tooltypes...

PLONE

Thanx to Rolf Roth, there's already a PlugIn available on Aminet. It is called 'Plone' and it is a PlayList in which you can load in all your favourite mods and edit them by giving the name of the author and comments, like the length or something else. You can also sort the playlist by different categories. Of course, you can also play a mod from within the playlist without the need of PlayGUI running. But there's much more to this - so check it out!

If you also want to do a PlugIn for PlayGUI, please contact

me
first, so that I can implement
it in the PlugIn Menu.

1.25 Tips & Tricks

TIPS & TRICKS

SNAPSHOT WINDOWS

You can snapshot all of the PlayGUI windows by clicking on the window, you want to snapshot, by pressing CTRL + left mouseclick. After this, press CTRL + G. Now a requester appears, asking if you want to save the new position.

MOVING WINDOWS

And PlayGUI got a drag-bar. You can move it like a window.

ABOUT WINDOW

Since V.2.8 the ABOUT window changed. It is integrated into the PlayGUI-code (So you can delete your old 'PGAbout' File!!)
And the About window can now do some nice stuff, also: You can now simply press on my e-mail or on the URL of the PlayGUI website and PlayGUI opens your browser and is connecting to the PlayGUI site. If you press on the e-mail, YAM opens. This way, you can easily look for new updates, skins etc or write a short mail with suggestions, skins as attachment :) etc.

For this to work, you have to set the correct paths for YAM and your browser first!

1.26 Upload

UPLOADING

If you want to upload something for PlayGUI to the Aminet/Internet, you are allowed to change all the stuff in the drawer 'SYS' except the 'start.iff'. Here you find the start-and the quitsound, the template, the skin of the 'Commentary'-window and the pattern for the ModInfo-window. Feel free to change the sounds or the skin of the commentary. If you think, you made a really cool skin for the commentary/ cool sounds, made a nice theme, a pretty skin, please upload them to the Aminet (mus/play) and call the archive something like 'PGAddOn' or else. Don't forget to mention the main archive of my 'PlayGUI' and to explain how to install your archive correctly. You can also send PlayGUI skins, themes etc. to playgui@gmx.net!

If you want to do a version of PlayGUI, a new script, which replaces PlayGUI, (maybe because you want to translate it into another language or you gave it new features) please DO NOT upload it! Because I am the inventor of PlayGUI and therefore have the copyright, I wish to be the developer in the first place as long as I am still developing PlayGUI and still am interested in the project. PlayGUI is NOT OPEN SOURCE!!!

If you want a new features, want a german translation of PlayGUI etc, feel free to contact me: narr.cybersdorf@gmx.net!

Richard

1.27 Copyright etc...

COPYRIGHTS, ETC.

I am not responsible for anything, use it at your own risk!

THIS PROGRAM IS COPYRIGHT BY RICHARD KAPP NOV 1999 -APRIL 2000 AND IS SKINWARE! PLAYGUI IS NOT OPEN SOURCE! I AM NOT RESPONSIBLE FOR ANYTHING - USE IT AT YOUR OWN RISK!

PLAYGUI HAS BEEN HARD WORK.I AM DEVELOPING PLAYGUI FOR 6 MONTHS NOW (AND I GOT A JOB AND LOTS OF THINGS TO DO) - SO PLEASE, IF YOU USE AND LIKE PLAYGUI, DRAW A SKIN OR MAKE A THEME AS A LITTLE THANK YOU.... I THINK THAT'S NOT MUCH....

IF YOU HAVE DRAWN A NICE SKIN, PLEASE SEND IT TO:

playgui@gmx.net

OR UPLOAD IT TO AMINET! (mus/play)

If you have suggestions, problems....

Just mail me: (But if you got problems, please read the guide first, before writing me! I don't like writing this for hours - and then nobody reads it!)

narr.cybersdorf@gmx.net

or send skins, themes, suggestions to

playgui@gmx.net

Also check out the

OFFICIAL PLAYGUI WEBSITE

<http://playgui.cxa.de>

which is made by Rolf Roth!
(thanx Rolf! ;)

If you like jazz, funk, groove, experimental, rock mods, also check out my mods:
Search the Aminet for R.Kapp.

Want Music? - GO KAPP!

1.28 GUI FOR CLI ?

WHAT IS GUI FOR CLI?

This is one of the best FREEWARE-script-languages, I have seen!
You can get from Aminet! Get it and do something! USE IT!

Thanx to D. Keletsekis for his huge effort!!
