

# **TheMPegEncGUI**

Deniil 715! [deniil@algonet.se](mailto:deniil@algonet.se)

**COLLABORATORS**

	<i>TITLE :</i> TheMPegEncGUI		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Deniil 715! deniil@algonet.se	July 10, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>TheMPegEncGUI</b>	<b>1</b>
1.1	TheMPegEncGUI by Deniil 715! . . . . .	1
1.2	Introduction.. . . . .	2
1.3	Installation.. . . . .	2
1.4	Registration.. . . . .	3
1.5	Requirements.. . . . .	3
1.6	Features.. . . . .	3
1.7	Disclaimer.. . . . .	5
1.8	Usage.. . . . .	5
1.9	Encoders.. . . . .	11
1.10	Tips and trix.. . . . .	12
1.11	Bugs.. . . . .	13
1.12	Author.. . . . .	13
1.13	OnyxSoft.. . . . .	13

---

## Chapter 1

# TheMPegEncGUI

### 1.1 TheMPegEncGUI by Deniil 715!

TheMPegEncGUI v2.01 by Deniil 715!

~~~~~

Made in 2000-05-02

Introduction

-> What is this thing??

Installation

-> Install it this way..

Registration

-> How to registrate yourself.

Requirements

-> You will need this..

Usage

-> How to use the program.

Features & History

-> Read this to stay updated!

Encoders

-> These de/encoders are supported!

Tips & Trix

-> This page might simplify things :)

Bugs

-> What doesn't work and what has been fixed.

Disclaimer

---

-> Don't blame me!..

Author

-> Me and my e-mail

OnyxSoft

-> Our not yet really existing company

## 1.2 Introduction..

Intro

~~~~~

This is a GUI for some Mpeg Audio-encoders (and Mpega player).  
It's a program that is quite easy to use and that internally  
will execute your selected mpeg audio encoder (or mpega).  
You can add many files to a list and encode (or play)  
all files at one time.

You can also hide both the GUI and the output to make the  
encoding totally invisible!

## 1.3 Installation..

Installation

~~~~~

- 1> Make sure MUI is installed in your system.
  - 2> Copy TheMPegEncGUI somewhere in your system.
  - 3> Set the paths and names for every encoder in TheMPegEncGUI  
to the actual location where you have your encoders in  
your system.  
You might have to add RunElf or similar in the beginning  
of the path(s) if you're using .elf PPC encoders.  
Example: "C:Runelf Music:encoders/ncode.elf"  
to get the PowerUP version of Ncode to work.  
But do not add "Run" as the encoders are executed asynchronously  
anyway and TheMPegEncGUI would get really confused if you do that.
  - 4> Send me an e-mail and request for a keyfile (it's free).  
Also send your real name or some appropriate string to be in  
the registration field.  
I cannot create a keyfile if you don't send me your name  
or similar!!
  - 5> Place the keyfile you will get in S:, ENVARC:, or the same
-

directory as TheMPegEncGUI itself.

## 1.4 Registration..

```

                                Registration
~~~~~

TheMPegEncGUI is Key-mail ware which means that you have to send
me an e-mail with your name to get a keyfile so you can get rid
of all annoying requesters and text!

It's absolutely free, I just want to know how many cool users
I've got :-)
Your name will ofcourse not be used for anything else
than to create your personal keyfile which will be sent
back to you as soon as possible.

So send
      me
      an e-mail at deniil@algonet.se and please don't forget
to supply your name or some other string that you want in you
registration.

If you want to make it the easy way you can start TheMPegEncGUI and
select Easy register in the
      menu
      .

Thankyou!
```

## 1.5 Requirements..

```

Requirements
~~~~~

OS version 37+
MusicIn, Pegase, Lame, Ncode, BladeEnc, MP3Enc or Mpega
MUI - Magical User Inteface

These are not required but useful:
asl.library v38+      -> if you want to be able to use a file-requester
utility.library v33+ -> if you want log-time or auto-deletion
```

## 1.6 Features..

---

## Features &amp; History

~~~~~

- \* NEW \* The progress time report has been rewritten and now works quite well I must say!
- \* NEW \* You can now choose what flag(s) you would like to use when sending break to an encoder. Before it was just Ctrl-C.
- \* NEW \* Now the application get properly iconified if you close every window, before the windows was just hidden.
- \* NEW \* Included a 147 items long genre list for the encoders that support ID3-tagging!
- \* NEW \* TheMPegEncGUI has been tested with Lame v3.70.

## v2.0

- \*\* Now TheMPegEncGUI is finally in MUI!  
Please give me your suggestions on improvements of the layout of this new GUI.
- \*\* The encoders are now executed completely asynchronous and can therefor be interrupted anytime by pressing a button in the GUI!
- \*\* Added a few more options for LAME v3.63 Beta.

## v1.53

- \* TheMPegEncGUI became key-mail ware.
- \* Fixed a bug which caused files to be deleted after they where played by Mpega!
- \* Lame commandline was incomplete! Fixed.
- \* Fixed alot of other bugs. (I haven't had the time to do extensive bugtesting for like 8 month!)
- \* Added two "undocumented" switches for Lame.

## v1.52

- \* The opened/closed state of the console is saved.
- \* Fixed the bug with the config which made mostly Pegase and BladeEnc to get the wrong settings!

## v1.51

- \* Now you can use the ID3 Tag settings when encoding with Lame (v3.50+)!

## v1.50

- \* Now supporting BladeEnc!
  - \* You can open and close the output (console) manually if you want!
  - \* I have made a little "process manager" to use when
-

- breaking an encoder or something! (If someone knows how to extract the name out of a CLI process I would be glad to hear..!)
- \* Actual parameters is shown in the GUI!
  - \* It doesn't specifies default values unless you want it to!
  - \* Ncode is now supported!
  - \* Lame(r) 3 supported!
  - \* You can have the files saved in the same drawer they came from when using the list instead of having all files end up in the same drawer!
  - \* You can set the stacksizes of the encoders!
  - \* It also supports Mpega for easy play of your encoded files!
  - \* You can select many files in a list and encode them in one stroke!
  - \* You can have the source-file(s) deleted if you want!
  - \* You can have date and time written in the output to be able to see how long time the file(s) took to compress!
  - \* You can select output, to send it to KingCON och to a file..!
  - \* You can print the commandlines to the encoder if you want to compress your files without the GUI!

## 1.7 Disclaimer..

Disclaimer

~~~~~

You are using this program on your own risk!

I will not be held responsible for any damage that this program or any encoder/player might do to your system or data!

## 1.8 Usage..

Usage

~~~~~

TheMPegEncGUI has alot of settings, most of them however is specific for each and every encoder and I will not go in on these settings. You will have to read the individual documentations for these encoders.

If you are new to the concept of "MP3" and how to make such files you might also want to read alittle about it on the Internet to get some fundamental knowledge of the words "bitrate", "layer", "frequency" and so on :-)

Main window

---



-> Gadgets in the main window except for the encoders.

Preferences

-> Settings for the program itself.

File List

-> The filelist window.

ID3 Tag Editor

-> The ID3 Tag window.

The menu

-> The elements in the menu of TheMPegEncGUI.

### The main window

The main window has a number of pages, one for each encoder. You can drop files onto this window. If you drop more than one file, they will appear in the list instead and list-mode will be activated.

- Inputfile - This is the file to compress if not using the list. If you drop an icon onto this window, the file will appear here.
- Outputfile - This is the destination of all compressed files if not using Dynamic destination.
- Use list - Enable the list and disable the selected "Inputfile".
- Stop - Stop the list. This will inhibit the continuation of the list and send a Ctrl-C|D|E|F to the current encoder in progress.
- Break - This will stop the current encoding process by sending a Ctrl-C|D|E|F to it.
- Encode - Executes the encoder with current settings. Now is a good idea to put on a large pot of coffee and start a good movie, unless you have a PPC, then you will only have time for the coffee ;-)
- Prefs - Opens the preferences window.
- About - Shows the about-requester.
- Quit - Exit the program.

For all other settings which are different for the different encoders, you have to refer to the corresponding documentation.

---

## Prefs

Text output - Enter the output to which you want the encoders to print text to. You can also specify a file here if you want to log what's happening. But then you should select 'Errors through requester' as error-messages usually is sent to the text output too.

## Disable encoder output

If you select this then all console output from the encoders will be redirected to NIL: instead of the Text output.

Open - Open the text output if it is closed.

Close - Close the text output if it is opened.

Default - Sets the text output to default.

**\*\* Important about the Text output!! \*\***

If you set this output to a file like "dh0:bla/output.log" you must be sure to exit the program, close the output or change back to a console (by f.ex pressing Default in the Text output: string) or your harddisk might take a trip to the validation-land!!  
(unless you're using the great PFS as I am :-))

Encode-pri - The priority of the encoder. Don't set this to something higher than '0' if you encode files with a 68k CPU or your system might freeze!

Stacksize - Select which encoder you want to change the stacksize for and you can change it if you have to.

Ctrl-break flags - Here you can select which flags you want to send to the running encoder to make it stop.

Filename lenght - This is the maximum lenght of filenames that will be shown in the filelist. If a path+filename is longer, it's path will be cut from the left to the right leaving just the filename visible as long as possible.

No paths - This will make only the filenames visible in the file list window.

No sizes - This will hide the size column in the file list window.

## Swap filenames for Mpega

This if you want the default inputfile to exchange place with the outputfile in the Mpega-GUI to make it easier to play recently encoded files.

## Dynamic destination for list

If you don't want all files to end up in the same drawer then you can select this and the MP3-files will end up in the same drawer as thier source-files.

---

Do not exclude default values

This will give the encoders parameters even if these are the default ones.

Errors through requester

If you select this, error messages will be displayed using a requester instead of printing them to the text output.

Hide main window when encoding

This will hide the main window whenever a file/list is encoded.  
- So why not use MUI's iconify??  
- Because then all windows will be closed and that might not really be what you wanted, especially not when encoding a list as a progress report then is printed into the file list window. However, if you close all windows the application will be iconified.

Popup finished-requester

Will popup a requester when a file, or your list has been finished. It will not pop up after every file if you are encoding a list.

Flash screen and boing

Will make a DisplayBeep() (boing/flash) when a file has been finished. This goes for every file in a list.

Delete source-file

Will delete the sourcefile when it has been finished if the compression took more than 20 seconds which would indicate that an error didn't occur at the beginning of the encoding!

Print start and stoptime

Print start and stop time for every file, and the whole list if used, to the output.

List - This will open the file list window.

Save - This will save all settings for the whole program.

About - This opens the about window showing version, general info and who this program is registered to.

Close - Close the preferences window.

Quit - Quit the program.

List

This is the list where you can add many files that you want to compress in one go.

The lister also has drag'n'drop so that you can drag and place the files in the order you want the compressed.

You can also drop icons on the lister to add them that way.

Approx time left

If you are encoding a list then this will show the approximate time left until the list has finished. Note that the time is not accurate until one file has finished encoding. When the first file is encoding, the time left is based upon the assumption

that you are encoding 16 bit stereo samples in 44.1kHz and that the encoder encodes in realtime, ie. timefactor 1:1.

Add - Add file(s) to the list.  
Rem - Remove a file from the list.  
Clr - Clear the whole list.  
Load - Load a previously saved list from disk.  
Save - Save a list to disk in textformat.

### ID3 Tag Editor

In this window you can insert information you want in the ID3 tag of your MP3-files. Currently only Ncode and Lame supports this.

If you are encoding a list then the title of the ID3 Tag will be the filename without extension, all other remains as you have specified. This makes sense if you are encoding one set of CDDA-files from one music-CD where typically only the title is different from track to track.

Title - The Title-field of the ID3-Tag. This will be replaced by the filename (without extension) if you are encoding a list.

Artist - The Artist-field of the ID3-Tag.

Album - The Album-field of the ID3-Tag.

Year - The Year-field of the ID3-Tag.

Comment - The Comment-field of the ID3-Tag.

Genre no - The Genre of the music. This is just a number that substitutes for one of many genres. You will have to look this up somewhere. Zero means unknown.

Close - Closes the window.

### The menus

The menu of TheMPegEncGUI is the same for all windows. It contains common things like console-control and access to preferences and so..

#### Project

Open packlist window..

This will open the filelist window.

Open ID3 Tag Editor..

This will open the ID3 Tag Editor window.

Preferences..

This will open the preferences window.

Save settings

This will save all settings. It's the same as pressing "Save" in

---

the prefs window.

#### About

This will open the about-requester which also contain information about your registration.

#### OnyxSoft

Shows some info about our, still "virtual" company :)

#### Easy register

If you choose this, a few lines will be printed to the text output which you then can copy into your e-mail program and send to me. Use this if you're too lazy to write an e-mail yourself ;-)

#### MUI settings..

This will open the standard MUI settings window for TheMPegEncGUI.

#### Quit

This will quit the program.

### Managing

#### Encode (Play)

This will start encoding, or playing if Mpega is selected.

#### Stop

##### Break the current encoder

This will send a Ctrl-C|D|E|F to the current encoder in progress.

##### Stop list at next

This will make the list stop after the current encoding process is finished.

##### Stop list now

This will send a Ctrl-C|D|E|F to the current encoder in progress and then stop the list.

#### Print commandline(s)

This will print the commandline(s) that is usually supplied to the encoder to the text output instead.

#### Set default for this encoder

Sets the default settings for the current encoder.

### Main window

#### Open Main window..

This will open the Main window during encoding if it has been closed.

#### Close Main window..

This will close the Main window during encoding if it is open.

### Text output

#### Open output

This will open the text output if it is closed.

---

Close output

This will close the text output if it is opened.

Clear console

This will clear the text output if it's a console window, by writing ASCII-12 to it.

Encoders

This will flip the page to the encoder you selected in this menu.

## 1.9 Encoders..

Currently supported encoders

~~~~~

- \* MusicIn - (68k and PowerUP)
- \* Pegase - (68k, WarpOS)
- \* Ncode - (68k, PowerUP and WarpOS) -> Buy this, it's great!!
- \* Lame - (68k, PowerUP, (WarpOS)) -> Use this, it sounds great!
- \* BladeEnc - (68k, PowerUP)
- \* MP3Enc - (68k)

Currently supported decoder

~~~~~

- \* Mpega - (68k, PowerUP, WarpOS)

Where did I find these encoders??

~~~~~

(Note: These addresses might be a bit old and maybe not accessible anymore, haven't checked since a few month..!)

- \* MusicIn
    - > <http://ftp.uni-paderborn.de/aminet/dirs/aminet/mus/misc/MusicIn.lha>
  - \* Pegase
    - > <http://perso.pacwan.fr/kakace/pegase/>
  - \* Ncode
    - > <http://studserver.uni-dortmund.de/~su0583/NcodePPC.lzx>
    - > <http://studserver.uni-dortmund.de/~su0583/NcodeWOS.lzx>
    - > <http://studserver.uni-dortmund.de/~su0583/Ncode68K.lzx>
  - \* Lame
    - > <http://csc.smsu.edu/~strauser/archives/LAMEbin.lzx>
  - \* BladeEnc
    - > <http://csc.smsu.edu/~strauser/audio.html>
    - > <http://www.actcom.co.il/~seed/BladeEnc085.lzx>
-

```
* MP3Enc
> http://ftp.wustl.edu/pub/aminet/mus/misc/mp3enc.lha

* Mpega
> http://ftp.uni-paderborn.de/aminet/dirs/aminet/mus/play/mpega.lha
> http://ftp.uni-paderborn.de/aminet/dirs/aminet/util/libs/mpega-WarpUP.lha
```

On which systems these encoders actually work am I not quite sure of, so don't be alarmed if it says (above) that an encoder doesn't work on a particular system (PowerUP, WarpOS..), cause it might, or might not..!

If anyone would come up with some other encoder I don't know about and you want a GUI for it, just tell me where to get it and it might end up in TheMPegEncGUI v2.1 :-)

## 1.10 Tips and trix..

### Tips & Trix

~~~~~

1. If you want to make the console totally disappear you should do it like this:
    - Open the prefs window.
    - Set Disable encoder output.
    - Set Errors through requester.
    - Unset Print start and stoptime.
  2. If you want all mp3's you compress to end up in the directory where the aiff file (or alike) for each file is.
    - Open the prefs window.
    - Set Dynamic destination for list.
  3. LAME.elf is always crashing.
    - Open the prefs window.
    - Set the stacksize for Lame to something bigger than 100000 byte.
  4. If an encoder doesn't respond when you press Break/Stop/Skip.
    - Open the prefs window.
    - Change the Ctrl-break flags. Try setting all of them.
  5. The system is very slow when encoding.
    - Open the prefs window.
    - Set the Encode-pri to something lower than 0, -5 is good.
  6. If you don't want to have the window(s) open when you encode.
    - Open the prefs window.
    - Set Hide main window when encoding.
-

## 1.11 Bugs..

Bugs

~~~~

Lame seems to refuse to write it's progress if the text output is set to a file instead of a console which is default.

There might be a risk that TheMPegEncGUI crashes when you encode a list. This is most likely because you are using SetPatch v40.16 which is old and doesn't fix a certain bug in the mathieeesingbas.library. 3rd-party SetPatch v43.4 and OS3.5 v44.6 works fine!

Fixed:

Some integer strings in the Mpega page was hard/impossible to edit.

Fixed:

Input and Output filename was sometimes swapped in the Mpega section.

Fixed:

When encoding a list and flipped page in the main GUI the next file was encoded with the encoder on the new page. (Not always so easy to keep track of two processes using the same functions ;-))

If you find something you think is a bug, don't hesitate to write to me so that I can fix it!! I don't leave bugs intentionally!.. :)

## 1.12 Author..

Author

~~~~~

Daniel Westerberg: [deniil@algonet.se](mailto:deniil@algonet.se)

## 1.13 OnyxSoft..

OnyxSoft support

~~~~~

If you like our products, found bugs, have complains or ideas etc. etc. Don't hesitate to contact us..

OnyxSoft productions can be found on our HomePage. Updates and new releases will be there first.. (hopefully ;))

My OnyxSoft e-mail: [daniel@onyxsoft.nu](mailto:daniel@onyxsoft.nu)  
OnyxSoft HomePage : [www.onyxsoft.nu](http://www.onyxsoft.nu)

We just love to get response from other Amiga-freaks!!

---