

BananaPlay

COLLABORATORS						
	TITLE :					
	BananaPlay					
ACTION	NAME	DATE	SIGNATURE			
WRITTEN BY		February 12, 2023				

REVISION HISTORY							
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BananaPlay

Contents

1	Bana	ananaPlay 1			
	1.1	BananaPlay 2.0a	1		
	1.2	Introduction	2		
	1.3	Disclaimer	3		
	1.4	Registration INFO and so on	3		
	1.5	Bananaplayer Crew	4		
		The main window			
	1.7	The Programming window	6		
	1.8	The preferences window	7		
	1.9	The module-settings window	7		
	1.10	ORGASMATRON'S OWN LITTLE CORNER!	8		
	1 11	COMMEDIALS FOR A PRODUCT MADE WITH PANANADIAV	O		

BananaPlay 1/11

Chapter 1

BananaPlay

1.1 BananaPlay 2.0a

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          BananaPlay 2.0a - © 1995 Pontus Fuchs ^ Innate / MOMENT 22
          Introduction
          Main Window
          Disclaimer
          Programming Window
          Registration
          Preferences Window
```

BananaPlay 2 / 11



1.2 Introduction

BananaPlay 2.0 was finished in 1993 but was never released simply because I was too lazy to fix the last few details. Two years later a friend of mine (

ORGASMATRON!

) started to terrorize me

about making SID-support. The result is this version called 2.0a.

UN-detected bugs may occur but the risk is low. Please let me know if you find any. The sourcecode is old and in 100% assembler so maybe some small unplanned feature was included without my knowledge. :-)

Bananaplay features you:

- <*> NICE GUI
- <*> EASY-TO-USE
- <*> POWERFULL PLAYLIST PROGRAMMING
- <*> CODED IN 100% ASSEMBLER
- <*> SUPORTS 9 DIFFRENT FORMATS
- <*> MODEM FRIENDLY (A MUST FOR SYSOP's)
- $<\star>$ DO NOT USE MUI (AS OTHER LAME PLAYERS DO)
- <*> USES VERY LITTE MEMORY
- <*> STABLE

But it REQUIRES THIS:

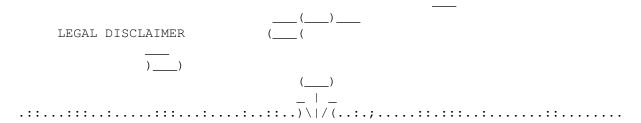
- $<\star>$ AMIGA-COMPUTER WITH KS2.0 or HIGHER
- <*> SOME CHIP MEMORY
- <*> MUSIC TO PLAY

Not required but utilitised if available:

BananaPlay 3 / 11

```
<*> powerpacker.library
<*> playsid.library
```

1.3 Disclaimer

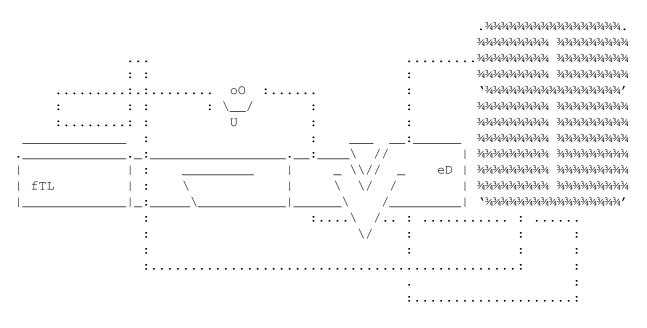


BananaPlay is freely distributable as long as no copying fee is charged without written permission from me. Magazines are given the permission to include BananaPlay on a coverdisk, but please noitfy me. When you are spreading this archive into BBS:es please use some of the included FILE_ID.DIZ

This software is provided "AS IS" without any warranty of any kind. The programmer can not be held responsible for any loss of data using BananaPlay.

If you want to register read the Registration page.

1.4 Registration INFO and so on



BananaPlay 4/11

I really hope that you will find this product worth registering. To register BananaPlay simply send me some sort of gift (It doesn't have to be anything expensive) along with your name & address plus a disc. Please also tell me what you think of BananaPlay.

I really don't care to much if you register or not, so if you decide not to register feel free to write me an E-Mail because it's always nice to get mail!

OBSERVE that BananaPlayer can freeze when you play SID-songs. But this have nothing to do with BananaPlay, since it is PLAYSID.library that contains that bug.

My adress is: Pontus Fuchs
Snipgatan 5
234 42 Lomma
Sweden

Phone: +46-(0)40-413422

Fido: 2:200/123.8

E-Mail: Banan@dolphins.ct.se

1.5 Bananaplayer Crew

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THE CREW OF BANANAPLAYER

BananaPlay 5 / 11

Inmate whish to thank the following musicgroups for inspiration \leftarrow while coding:

Front 242, Frontline Assembly, Kraftwerk, Nine Inch Nails, Poupee Fabrikk. Die Krupps, U2, Mobile Homes, Nitzer Ebb, Machine Head, The Prodigy

A big thank to MasterCarder for his help with the betatesting!

1.6 The main window

Short description of the gadgets in the main window:

RightMB: Will open the

module-programming window

Next: Load the next module ofcourse, will bring up a $\,\, \hookleftarrow \,\,$ filerequester if the

current filelist contains 1 or no modules.

Load: Will bring up a filerequester asking you to select 1 or more modules. The modules in the current filelist will be removed. Multiselect with SHIFT is enabled from the filerequesters.

Pause: Well hmmmmm, nothing to say about this one except that pressing space on the keyboard will do the same as this gadget.

Stop: Will cause BananaPlay to stop playing the current module and free all memory used by the module. The module have to be reloaded if you want to listen to it again.

Clear: Clear the current filelist and stop playing the current module.

Volume: GUESS!

Speed: Wow this sounds funny. This is also a good feature to use when you want play fastforward without missing *ANY* speed commands in the song.

About: Some bullshit info and my adress!

+1/-1: Jump a pattern forward/backward. When playing SID-tunes these buttons performs a jump to the next subsong (if avaible)

BananaPlay 6 / 11

Program: Open the

module-programming window

Prefs: Open the preferences window

1.7 The Programming window

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_) _
 THE PROGRAMMING WINDOW
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                                        __)_$\times$_)
                               (
                                   )
                                Short description of the gadgets in the Programming window:
Load: Load a modulelist.
Save: Save a modulelist.
Current: Put the cursor on the currently playing module.
Play: Play the selected module (Return or doubleclick will do the same)
Settings: Open the
              module-settings
               window. In this window you will be
   able to make individual settings for each module.
Add: Add modules to the modulelist. The modules will be inserted after
 the cursor. You may also add an entire modulelist. They will in
       that case first popup with their filename until you doubleclick at
       it.
```

Remove: Remove a module or a subtitle.

Clear: Clear the modulelist and stop playing the current playing module.

Sort: Sort the modulelist in alfa-order. Each subtitle will be sorted separatly.

Subtitle: Add a subtitle at the end of the modulelist.

Up: Move a module or subtitle up.

Down: Move a module or subtitle down.

After: Use this gadget to move a module between subtitles!

- 1. Put the cursor on the module you want to move.
- 2. Press "After".
- 3. Click on the module you want the first module to be placed after.

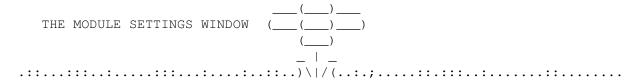
BananaPlay 7 / 11

1.8 The preferences window

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THE PREFERENCES WINDOW
Short description of the gadgets in the preferences window:
Moddir: Default directory for your modules.
Listdir: Default directory for your modulelists.
Replaydir: Path to the external replay-files used to play other module-
         formats than Protracker and SID.
Startlist: The modulelist to be loaded when BananaPlay is started.
    Don't forget to mark the "Use startlist" checkbox!
Key f1-f10: You can assign a modulelist to every F-key. So that you
          can load your favourite modulelists with no fuzz at all.
          Just enter the path to your modulelists.
MatchPattern: Filter for the "Load/Add" filerequester.
Next-Hotkey: You can press this hotkey from any program and BananaPlay
     will play the next module.
Hide: Don't open the main-window at startup. It will only appear in the
      "TOOLS" menu in the WB. (usefull together with startlist).
Use Startlist: Mark this checkbox if you want the startlist to be
       loaded at startup.
_______
Spectrum: On/Off!
Gfx: Updatespeed of spectrumgfx.
______
Auto change mod: Load next module automatically when a module ends.
Random order play: Play the modules in random order.
Allocate channels: Allocate the audiochannels in audio.device or not.
```

1.9 The module-settings window

BananaPlay 8 / 11



Short description of the gadgets in the module-settings window:

Volume: The volume for this module.

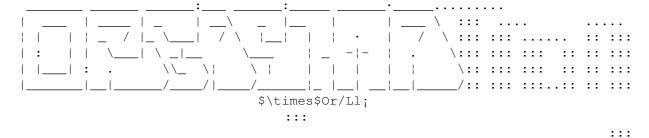
Speed: The speed for this module.

Set (end): Set the end of the module (usefull on some external module formats and to long modules).

Clear (end): Cancel the endtime programmed with "Set".

Filter: The filter-settings for this module.

1.10 ORGASMATRON'S OWN LITTLE CORNER!



Hello there! Cool that you found this part of the documentation.

Well If you want me to write documentation for you work please feel free to contact me at some of the adresses included in this part. The only thing I will charge you is a FREE and REGISTERED version of your program.

It is true. I was nagging at Inmate some days before he gave up and finaly released BananaPlay V2.0a. The reason to why I wanted him to put SID-suport into this player was that Bananaplay is the *ONLY* player that provides the user a really *GOOOOD* way to make modulelists. Since I have almost 3000 SID's (probaly the *BIGGEST* SID-COLLY IN NORTHERN EUROPE) I had problems with keeping track of all music. I had 4 other players to choose between but I didn't really like them. DELITRACKER was too unstable, DAS MOD was crippled with KEYFILE and did use the AWFUL MUI-system (which is slow aswell) HIPPOPLAYER was quite good but wasn't stable enough for my ELITE SYSTEM, finally PLAYSID3.0, the GUI SUXX BIGTIME and do not even work 100%. So my last thought was to *BEG* at my bare knees to Inmate and ask him to put suport for SID's into BANANAPLAY.

If you want to contact me, please do it at:

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BananaPlay 9 / 11

GSM-CELLUAR: 070-7403410 BBS: +46-(0)521-13387

e-MAIL: ORG@p42.Spray.Ct.Se FIDO: 2:203/616.42 @~ORGASMATRON

1.11 COMMERCIALS FOR A PRODUCT MADE WITH BANANAPLAY

////
. //// THE BEST OF THE
| ////

--Ø\\ //// AMIGA SCENE!
|\\\V///
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[THE BEST OF THE AMIGA SCENE (the CD)]

THE FIRST REAL AMIGA SCENE MUSIC-CD!

PRESENTED TO YOU BY: DCS GRAPHICS AND ORGASMATRON!

Yes it's true! The FIRST real AMIGA SCENE MUSIC-CD is avaiable with over

res it's true! The FIRST real AMIGA SCENE MUSIC-CD is available with ove 74 minutes of playtime and 18 songs. All this for \$14 (100Skr)

IF YOU WANT TO ORDER NOW! Check Bottom of this TEXT!

CHECK OUT AMIGA REPORT 3.08 FOR A FULL REVIEW!

Amiga has a good reputation for the high qualtiy sound it can offer the users. Since it was released back in middle 80's the musicians have been working with it as an instrument. Our idea with releasing this CD was to let you listen to the best music that have been made on this wonderful machine. We never thought of making a big "hit" collection of the Amiga music but we're almost there with this CD.

It was hard to find all the best songs and the best musicans but this is a big step in the right direction. We are very happy to know that a lot of friends and musicans gave us a good backup with our work with this record.

During our work with making this CD we used the AMIGA for every detail we made with it. This is a tribute to AMIGA and it's creators. We are three persons behind this CD. We wanted it to be as good as it was ever able to be. I think that we have succeded with it. I hope that you gonna like it as much as we do. We used every professional equiment we were able to use when developing this record. The multitasking system made it much easier for us to work with the whole thing.

To give you a hint of all the good music you can check out the contents of the CD:

BananaPlay 10 / 11

```
|_._|___[THE BEST OF THE AMIGA SCENE]___
| Late Night - Mr.Man / Andromeda
 Compulsion to obey - Lizardking / Razor 1911
| Revire Of Truth - Misty^Daeron / Shining
| 4-mat's Madness - 4-mat / Anarchy
| Boesendorfer P.S.S - Romeo Knight / Red Sector |
| Cream-of-the-earth - Romeo Knight / Red Sector |
| Spacedebris - Captain / Image
| Weirdo Brakes - Dexter / Anarchy
| Space Delerium - Dr Awesome
  A King Is Born - Dreamweaver / Aurora
| Florence - Audiomonster / The Silents
| Sequestrial - Mr.Man / Andromeda
| L.f.f - 4-mat / Anarchy
| Helmetshake - Jogeir Lijledahl / FLT^VD
| Kvalster Endpartmix - Odie / X-Trade
| Savannah - Uncle Tom / Razor 1911
| Beyond Music - Captain / Image
| Breeze - Diablo
```

Sorry for not giving full information about the Musicans, but it was hard to get information about authors, when everyone after ripping them have changed everything in the modules.

Some information about the CD:

Songs: 18

Lenght: Apx 74 mins (Full lenght CD)

Price: 100Skr (\$14)

Development time: 5 months

Recording: ADD (Analog-Digital-Digital)

Hardware used for recording and mastering: AMIGA 4000/040 and AMIGA 3000/030 (4GB HD), PANASONIC STUDIO DAT RECORDER, 32 CHANNEL BROADCAST SOUNDMIXER (overkill???), DIGITAL SOUND PROCESSORS, Sunrise 16 Bit, PHILIPS CD-R writer. Recorded and mixed by ORGASMATRON! & SNUFFY at KANAL GÖTEBORG STUDIOS (aka: Bingolotto Studion). CD-R-MASTER by ORGASMATRON! and SNUSKIS

ALL Graphics made by SNUSKIS and using: AMIGA 3000T/040(33Mhz) 110Mb RAM (!!!) and 3,6Gb HD. Ray Tracing with REAL 3D V2.47.

-----*>
| ORGASMATRON!: | SNUSKIS: | VOICE: +46-(0)521-18212 | VOICE: +46-(0)70-7405033 | +46-(0)70-7403410 | BOARD: +46-(0)8-282760 | | e-MAIL: ORG@p42.Spray.Ct.Se | -""- 282761 | Fido: 2:201/417.32 | -""- 282762 | Board: +46-(0)521-13387 |

BananaPlay 11 / 11

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       ALL ORDERS EXCEPT POSTFÖRSKOTT MUST BE PAYED IN ADVANCE
PRICES:
        THE BEST OF THE AMIGA SCENE CD
                                        $14 (100 Skr)
        POSTAGE+PACKING (INSIDE SCANDINAVIA)
                                           ( 15 Skr)
                                        $5 (30 Skr)
        POSTAGE (EUROPE)
        POSTAGE (REST OF THE WORLD)
                                        $8 (50 Skr)
        POSTFÖRSKOTT (Sweden ONLY)
                                           ( 40 Skr)
The ONLY accepted currencies accepted are: Swedish Kronor, US-DOLLARS
and DEUTCHE MARKS) (Sorry no pesetas, lire or Yens)
Send the money to:
TBOTAS
                or POSTGIRO: 620 85 87 - 3 (Fredrik Elqmvist)
                or POSTGIRO: 627 15 68 - 5 (Fredrik Holmqvist)
c/o Elmqvist
Gasverksgatan 21
462 34 VANERSBORG
For international ORDERS it is possible to x-fer money to bank account:
7526-20-15581 (owner: Fredrik Elmqvist) at FÖRENINGSBANKEN AB SWEDEN.
But you *MUST* leave me an e-MAIL or a letter and tell me your adress.
   IT IS ALSO POSSIBLE FOR SWEDISH CUSTOMERS TO ORDER AND PAY THROUGH
   POSTFÖRSKOTT, BUT THE PRICE WILL BE RAISED WITH 40Skr IN THAT CASE
            DON'T FORGET TO STATE YOUR POST ADRESS!!!!
******************
*This Record is dedicated to the memory of JAY MINER! - Rest in Peace *
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                     ////
                     //// THE BEST OF THE
                    ////
               \\\\ ////
                         AMIGA SCENE!
                \\\V///
                 \\X//
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