p61

COLLABORATORS

	TITLE : p61		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

p61

1.1 p61.doc

1.2 player61.library/pl61_Inquire

```
NAME
    pl61_Inquire -- get a pointer to the replayer’s status block.

SYNOPSIS
    statusblock = pl61_Inquire( )
    D0

    struct p61status * pl61_Inquire( void );

FUNCTION
    Get a pointer to the replayer’s status block. This block is mostly
    read-only; you CAN write to the volume, tempo and play fields, and
    the replayer will react to your changes. The other fields should
    generally only be read from.

RESULT
    statusblock - pointer to the replayer’s internal status block.
```

1.3 player61.library/pl61_Play

```
                NAME
    pl61_Play -- Play a p61 module.

SYNOPSIS
    error = pl61_Play( module,sampledata,samplebuffer )
    D0                A0     D1         D0

    LONG pl61_Play( APTR,APTR,APTR );

FUNCTION
    Initialize the replayer and start playing the given module.
    Unpack samples into the given samplebuffer if necessary.

INPUTS
    module       - pointer to a P61 module.
    sampledata   - pointer to the module’s samples, or NULL if the
                   samples follow the module.
    samplebuffer - pointer to a buffer into which the sample data should
                   be unpacked into, or NULL if the samples are not
                   packed. Make sure the buffer is large enough to hold
                   the unpacked data!

RESULT
    error - if the replayer started successfully, this will be NULL.
            If for whatever reason the replayer failed to start, this
            will be non-NULL.

NOTES
    Make sure the final sample buffer is in CHIP RAM! If the samples
    follow the module, the module buffer should be in CHIP RAM; if the
    samples come in their own buffer, that buffer should be in CHIP RAM;
    if they are packed, the buffer to unpack into should be in CHIP RAM.

SEE ALSO

             pl61_Stop()
```

1.4 player61.library/pl61_SetPos

```
                NAME
    pl61_SetPos -- jump to the given module position.

SYNOPSIS
    pl61_SetPos( position )
                D0

    void pl61_SetPos( WORD );

FUNCTION
    Jumps to the specified position in the module, if the replayer is
    running.

NOTES
```

```
    Don’t call this if
             pl61_Play()
              didn’t succeed, or if you never called
    pl61_Play()!

SEE ALSO

             pl61_Play()
```

1.5 player61.library/pl61_SetVol

```
                NAME
    pl61_SetVol -- set the master volume.

SYNOPSIS
    pl61_SetVol( volume )
                 D0

    void pl61_SetVol( WORD );

FUNCTION
    Set the master volume (the volume field in the p61status structure)
    to the given value. This is safe to call whether or not the replayer
    is actually running.

SEE ALSO

             pl61_Inquire()
```

1.6 player61.library/pl61_Stop

```
                NAME
    pl61_Stop -- stop the replayer.

SYNOPSIS
    pl61_Stop( )

    void pl61_Stop( void );

FUNCTION
    If the replayer was started successfully with
             pl61_Play()
             , this
    function turns the replayer off and deallocates all resources.

NOTES
    Don’t call this if
             pl61_Play()
              didn’t succeed, or if you never called
    pl61_Play()!
```

```
SEE ALSO

            pl61_Play()
```