

# player61.library

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# 1 player61.library

## 1.1 pl61\_Inquire

### NAME

pl61\_Inquire -- get a pointer to the replayer's status block.

### SYNOPSIS

```
statusblock = pl61_Inquire( )
DO

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.

## 1.2 pl61\_Play

### NAME

pl61\_Play -- Play a p61 module.

### SYNOPSIS

```
error = pl61_Play( module,sampledata,samplebuffer )
DO                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

- See Section 1.5 [player61.library pl61\_Stop], page 2.

## 1.3 pl61\_SetPos

### NAME

pl61\_SetPos -- jump to the given module position.

### SYNOPSIS

```
pl61_SetPos( position )
            DO
```

```
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

- See Section 1.2 [player61.library pl61\_Play], page 1.

## 1.4 pl61\_SetVol

### NAME

pl61\_SetVol -- set the master volume.

### SYNOPSIS

```
pl61_SetVol( volume )
            DO
```

```
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

- See Section 1.1 [player61.library pl61\_Inquire], page 1.

## 1.5 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

- See Section 1.2 [player61.library pl61\_Play], page 1.

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