PlayDT

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	TITLE : PlayDT		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PlayDT

1.1   PlayDT 1.3 - Contents

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PlayDT 1.3 (4.6.97)
A program to play sound files using datatypes.

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              Some rights reserved
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```
          Introduction
               Why another sample player?

          Requirements
               What does PlayDT need?

          Usage
               How to play sound samples.

          Problems
               Trouble shooting tips.

          History
               What's new in this version?

          Future
               Look deep into my crystal ball . . .

          Copyright
               Legal stuff.

          Author
               Who wrote this?

          Credits
               Without whom . . .
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1.2   PlayDT 1.3 - Introduction

```
Why another program to play sound samples?
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```
I tried a few other sample players from aminet.  Some could not be
used from workbench, and others could not be used from the shell.
Many insisted on displaying diagnostic information (such as sample
rate) when I was not interested.  I could not find any which
could play fibonacci compressed 8SVX samples.
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Features
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     - Play any sample supported by the installed sound datatypes

     - Useable from workbench, as a default tool or by shift clicking

     - Useable from cli

     - Supports pattern matching

     - Can open an ASL file requester

     - File requester has a sound filter

     - Can abort playing with CTRL-C and CTRL-D
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1.3   PlayDT 1.3 - Requirements

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                 Requirements
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PlayDT requires kickstart 3.0, because datatypes requires kickstart 3.0.
If you have kickstart 3.1, or the sound.datatype by
                 Jonathan Gapen
                 then PlayDT will be able to recognise CTRL-C and CTRL-D faster.
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1.4   PlayDT 1.3 - Usage

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Installation
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Drag the PlayDT program to your utilities drawer.
Put the documentation anywhere you like.
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Use from CLI
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Template : PlayDT FILE/M REQUESTER/S

FILE/M   - Files to play. You may specify any number of to play.
   You may use amigados patterns. File names containing spaces should
   be enclosed in double quotes. If you do not supply any filenames,
   then PlayDT will open an ASL file requester.

REQUESTER/S - Use an ASL file requester to select files to play. If
   you have also supplied filenames on the command line, they will be
   played before the requester opens.

EXAMPLES

   PlayDT Boing.iff "Use the force.8svx" Trompete.WAV

   PlayDT DH0:Samples/#?.(wav|8svx) REQUESTER

   PlayDT

Use from WorkBench

  Use PlayDT as the default tool for sound project icons.

  Alternatively, to select files for PlayDT to play, click once on
  the PlayDT icon, then shift-click the sound samples that you want
  to play. Shift-double-click on the last sample.

  Alternatively, double click on the PlayDT. An ASL file requester
  will appear, which you can use to select files to play.

Stopping the sound

You can halt replay by sending the program a CTRL-C. You can also
halt the current sample, and move on to the next by sending the
program a CTRL-D.. If you are using the sound.datatype supplied with
workbench 3.0, there may be a slight delay before PlayDT halts.

1.5 PlayDT 1.3 - Problems

               Trouble shooting tips

  Problem - PlayDT can not play samples larger than memory!
  Reason   - This is because the current datatypes library requires
             all of the data to be stored in memory.
  Solution - Buy more memory, or complain to whoever owns the Amiga

  Problem - PlayDT can not play samples larger than 128K.
  Reason   - This is a limitation of the KS3.0 sound.datatype
  Solution - Install the compatible and enhanced sound.datatype by

```
              Jonathan Gapen
                 Problem  - When PlayDT plays sun au files, all I hear is static.
   Reason   - The sunau datatype stores its sample in fast ram, but
              the KS3.0 sound.datatype can only play samples stored
              in chip ram
   Solution - Upgrade to KS3.1, or install the compatible and enhanced
              sound.datatype by
                 Jonathan Gapen
```

1.6 PlayDT 1.3 - History

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History of changes
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1.3  4/6/97   tst

   -   Use DoDTMethod instead of DoMethod.  Saves 220 bytes!
   -   Added code to check for KS3.0 version of sound.datatype,
       and Delay() instead of Wait()
   -   Added ASL file requester
   -   Added ASL filter
   -   Added REQUESTER option, and modified FILES to /M
   -   Modified to use requester if there are no args specified
       on command line or by workbench
   -   Divided source code into several files
   -   Now GlobalData is allocated using allocvec
   -   Added autodoc headers to most functions
   -   Added pattern matching to UseCli


1.2  1/6/97   tst

   -   Added a check to ensure that the lock supplied by workbench
       is not null
   -   Fixed a forgotten CurrentDir()
   -   Added an autodoc header to PlayDT() function
   -   Added CTRL-C and CTRL-D support
   -   Cached the value of FindTask()


1.1  2/1/97   tst

   -   Modified to use readargs, and accept multiple arguments
   -   Added workbench support
   -   Made code "pure"


1.0  1/1/97   tst (unreleased)

   -   Created simple program to play a sample using datatypes
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1.7 PlayDT 1.3 - Future

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Future enhancements
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    - Add clipboard support?

    - Fix the ks3.0 delay to respond faster

    - <insert your chosen enhancement>
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1.8 PlayDT 1.3 - Copyright

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Copyright
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1.9 PlayDT 1.3 - Author

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Author
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  PlayDT was written by Tak Tang.

  My current e-mail address is tst92@ecs.soton.ac.uk
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1.10   PlayDT 1.3 - Credits

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Credits
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   PlayDT is based on PlaySound, by David Junod, and distributed with
the Native Developers Kit 3.1.

   The Kickstart 3.0 compatability code was based on PlaySound,
written by Jonathan Gapen (innuendo@execpc.com). Jonathan has also
written an enhanced sound.datatype for kickstart 3.0 and 3.1, available
on aminet as utils/dtype/SoundDT.lha