TheMPegEncGUI

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REVISION HISTORY			
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Contents

Chapter 1

TheMPegEncGUI

1.1 TheMPegEncGUI by Deniil 715!

```
              TheMPegEncGUI v2.41  by  Deniil 715!
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   Made in 2004-05-16




              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.



              Lite & Lame versions
              -> About the Lite and Lame versions.

              History & Features
               -> Read this to stay updated!

              Encoders
                 -> These de/encoders are supported!

              Tips & Trix
                  -> This page might simplify things :)
```

```
Thanks
      -> People I want to thank for their different kinds of  ←
         contributions!

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
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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.

The list also has a nice estimated-time-left and a powerful
ID3-tag editor!  Try it out!

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

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Installation
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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 the prefs
   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 f.ex.
       But do not add "Run" as the encoders are executed asynchronous
       anyway and TheMPegEncGUI would get really confused if you do that.

   4> Use the Easy register to registrate TheMPegEncGUI and
      send me an e-mail with the request for a keyfile (it's free).
      Also do not forget to enter your name somewhere in the registration.
      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.

   6> Also, if you have customized your MUI to use quite large
      checkmark images you might want to change them to something
      smaller to prevent TheMPegEncGUI from bloating up all over
      the screen as it has alot of checkmarks! :)

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!

 One registration is enough for all three version of TheMPegEncGUI.

   Please use the Easy registering.. in the menu
   or when the program starts!   Thanks.

 It's absolutely free, I just want to know how many cool
 users I've got :-)
 Your name will of course 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.

  Thankyou!

1.5   Requirements...

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Requirements
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 OS version 37+
 MusicIn, Pegase, Lame 3, Ncode, BladeEnc, OggEnc, MP3Enc or Mpega
 MUI - Magical User Inteface
 BetterString.mcc - MUI Custom Class

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

1.6 About TheMPegEncGUI Lite & Lame...

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 Lite & Lame
 ~~~~~~~~~~~


  Introduction

    As of version 2.2+ of TheMPegEncGUI there are two new reduced
    versions.
    One version, TheMPegEncGUI Lite, is reduced to only support
    Lame and Mpega. The other version, TheMPegEncGUI Lame only
    supports Lame.

    I made the decision because most people only uses Lame as
    an encoder. All ID3-tag and list functionality is still
    present in both versions and that's why the size reduction
    isn't all that huge.
    But the Lite and Lame versions start faster because the
    MUI GUI is less complex in those.


  Usage

    Both these new versions function the same way and has the same
    features as the original version so go ahead and read usage
    of the original TheMPegEncGUI if you need help.

    However, there are a few things that are different. First,
    the Lame version does not have a page group of encoders
    obviously as it only supports one encoder. Also editing of
    ID3-tags on already encoded files can be done directly in
    the Lame version. The Lite version still needs you to switch
    to the Mpega page to edit ID3-tags on already encoded MP3's.

    Also, both the Lite and Lame version have their own prefs
    file meaning that when you start them you will not see all
    the fancy settings you have made in the original version.
    You can however load the prefs from the original version
    into the Lite or Lame version using the menu item
    Project/Load TheMPegEncGUI settings....
```

1.7 Features..

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  Features & History
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 * FIX * -rawbyteorder didn't work for BladeEnc. Forgot a "=".

 * FIX * When encoding single files and the time estimate finished
         early, it wouldn't reset when encoding a new single file.

```
v2.4
```
 ** Now full CDDB-support is built-in into TheMPegEncGUI!
    You don't need to use some other program to get those CD-IDs
    from the net and then try to figure out what file it was and
    load that into The_GUI, all is now automated.
    Insert a CD, add files (previously leeched off the CD, or
    directly from the CD if you have f.ex. AllegroCDFS), then
    select Obtain CDDB from the ID3-Tag menu.

 ** When drag'n'dropping files into the file list window some
    menu options were not enabled. You had to add a file using
    the Add-button. Fixed.

 ** There were some dublettes and inconsistencies of hotkeys
    for the menues.

 ** Switching between Lame/Mpega in Lite didn't work from the menu.

 ** The bitrate was not correct in the full and Lite versions.

```
v2.31
```
 * I have made a new attempt to fix the enforcer hits occurring at
   startup. I'm pretty sure I did it now after a bug-report from
   a user showing me that shared global variables accessed by the
   subprocess before A4 was initialized seemed to be the cause.
   Now the subprocess' "main" handles no variables, including
   local, before A4 is retrieved.

 * Two commands in the Ogg123 (OggPlay) commandline had "=" signs
   in them which doesn't work with Ogg. Fixed.

```
v2.3
```
 * Now it's possible to import CDDB/ACDB-files automatically into
   the ID3-tags on files in the file list! (Yes I know it's not full
   automatic CDDB-support but it's one step in the right direction
   anyway :)) This means that you have to use CDDB or ACDB to download
   the descriptions for your CD's, then you can import these text-files
   in TheMPegEncGUI.

 * Included OggDec support into TheMpegEncGUI!
   (Translators: .cd file slightly extended)

 * Included OggPlay (ogg123) support into TheMpegEncGUI!
   (Translators: .cd file slightly extended)

 * If encoding a song took longer time than TheMPegEncGUI

expected the time counter didn't stop, as supposed in v2.23
but continued to count every other second. Fixed.
Now the gauge alternate between the last and second last
position and the time stops counting and adds a ?-char.

* If you tried to set an ID3-tag on a MP3-files which had a track
  number while the "Limit ID3 length to 30 chars" was set in the
  prefs the tag became 130 chars long, which made it unreadable
  for all program, players and ID3-editors, including TheMPegEncGUI!
  This is now fixed.
  NOTE: This version reads both faulty "130-tags" and correct "128-
  tags" but writes only correct tags so that you can read and rewrite
  all erroneous tags you might have set. Sorry for the inconvenience.

* When starting TheGUI a subprocess is also initiated. The time
  this subprocess has to initiate and respond to the main
  program has been increased as some emulated systems (MorphOS)
  takes longer time to do this. (Especially with a buggy
  AFC tasker-class in TheGUI :( )

* Fixed a couple of other small bugs and annoyances.

* I have optimized the code a bit so it's between 3-5kB smaller.

* I had missed some parts when I localized. Some :'s was missing
   and there was some other straggly cutted strings.

* The "Use filename as title" has been removed from the ID3-Tag
   editor as it's quite useless.

* Hungarian catalog slightly updated.

* Spanish and Catalonian translations included! Also a
   spanish guide. Traduccin al Espaol por Forkens

v2.23
 * There was a couple of enforcer hits when TheGUI was started.
   I think I got rid of them. The subprocess creation class
   (AFC) must have a bug in it's stack changing code so instead
   of changing the stack in runtime I hacked the default value
   of the compiled class to be 16kB!

 * When you press Skip in the list window while encoding (or
   playing) the time-counter will now try to calculate how
   long it would have taken to encode the whole song, not
   base it's calculation in the time until you pressed Skip.

 * The list window's gauge text might have got screwed up when
   the list window was resized. This is harmless but apparently
   the gauge object didn't keep a local copy of the string.

 * When ticking the "No ID3's" in the prefs window TheGUI
   crashed. This has been fixed now.

 * If you pressed Skip to skip a file when encoding a list and
   the encoder returned an error (like Lame does, it fails 20)
   then the list would have been aborted. This is no long the

case, no it contain with the next file as expected.

 * Now the prefs are save to ENV: when quitting. So Quit now
   also acts as a "Use" button would have.

v2.22
 * The input/output file strings for Mpega didn't behave right
   Fixed now.

 * Added German and Hungarian (IIRC) catalogs!

 * Dieter B was kind to make a HTML-Doc of the guide.

v2.21
 * Now TheMPegEncGUI supports the Ogg Vorbis OggEnc encoder!

 * Now TheMPegEncGUI is finally localized! (translation is
   in progress for german, polish and french)

 * Added VBR Mode (old/new) to Lame.

v2.2
 * Added two new version of TheMpegEncGUI namely:
   TheMpegEncGUI Lite - which only supports Lame and Mpega, and
   TheMpegEncGUI Lame - which only supports Lame!
   Please e-mail me and tell me what you thing of these two
   new versions! Good or bad!

 * Now the "Approx time left" in the list window also feature
   a gauge! The gauge will show the progress of the current file
   while the time (inside the gauge) will still show the time
   left for the whole list. This also works if you only encode
   one single file, but then you have to open the list window
   yourself.

 * Added some menu options so that you can save custom settings
   allowing for you to configure the program in different ways
   and be able to have all configs saved!

 * Removed all code which handled config-files from v1.x including
   loading and prefs-converting code and stupid patches involved
   which reduced the exe by 16kB!

v2.12
 * Added 2 options for Lame v3.90+.

v2.11
 * Updated bubble-help and made the Help-key bring up the guide.

v2.10
 * Frequency cycle gadget for Lame gave wrong values.

 * It has always been impossible to copy text with RAmiga+c in
   the string gadgets. I now found the problem: The hotkey was
   already used for closing the console output. How stupid.
   This has now been fixed and the output has hotkey 'l'.

* It was impossible to use the extra ID3-options for Lame when
  one was suing a list. Fixed.

* Added an options to allow long (256 chars) ID3 tag lines as
  Lame can make use of such when writing ID3v2 tags. See the
  preferences for how to enable long ID3 tags.
  TheMPegEncGUI itself can not read or write ID3v2 tags though.

* Made a few other fixes here and there..

v2.09
* Added a new page full of settings for Lame.

v2.08
* Added a settable delay between the encoding of files in the
  list to let the filesystem save it's directory structure to
  prevent eventual loss of finished mp3's in case of a crash.

* Added some modes for Lame.

v2.07
* Added some options for BladeEnc.

* Moved the encoder paths to the Prefs making the main
  window a bit smaller.

* A few other smaller changes and fixes.

v2.06
* The sliders concerning the VBR thing for Lame now each
  have thier own activation checkmark. Appearently some
  of the settings didn't work together..

* The "Use ID3 tag" switch on the Mpega page was irrelevant
  and therefor cause some confusion in the program so I have
  now removed it.

v2.05
* Added the DELETE option for Pegase!

* Now TheMPegEncGUI asks you to change the extensions of the
  files in the list if you switch between the Mpega page and
  some encoder page.

* I've added some new options for Lame.

* The filepattern was not allways remembers and saved as it
  was supposed to.

* Fixed a bug which caused Lame to never write the ID3-track no.

* The requesters including the file-requesters, will now always
  open on the same screen TheMPegEncGUI is opened on.
  To make the console open on that same screen too you can add
  /SCREEN PUBSCREENNAME to the end of the Text Output string.

v2.04

* Added a few simplifying menu-options that you can use when
  setting ID3-tags to your files, wether it will be previously
  encoded files or not.

* Fixed a bug with a failure that was never reported if
  an ID3-tag could not be set.

* Fixed a bug with the bitrate settings that was saved
  but not used.

* Fixed a bug with the output format settings in Mpega
  that was saved but not used.

* If you change the Pattern-field in the file-requester, it will
  now be remembered and saved if you save settings!

* Fixed a bug which made it impossible to save a list with
  ID3-tag with an unknown genre.

v2.03
* Now TheMPegEncGUI is a full featured ID3-tag editor!
  You can now set/edit the ID3-tag of allready encoded files.
  Just flip to the Mpega page and select an input file or
  go to the list and add files. The tagging is done the same
  way as before but with the difference that you don't need
  to encode the files to set the tag!

* Fixed alot of small bugs with the list and the ID3-tagging.
  I can't believe some of the bugs that slipped through!

** Now using BetterString.mcc in most stringgadgets!

v2.02
* If TheMPegEncGUI always crashed for you it should not do
  so anymore! It was a stack problem. I doubled the stack for
  the sub-process and it worked so I tripled it in this final
  release just for safety!

* Now you can set ID3-tags individually for every file, or
  you can set one tag for a group of files and use the filename
  as ID3-Title!

* The progress time report has been improved allot (again) and
  now the time is calculated immediately when you add files
  to the list whether an encoding process is running or not!
  The time factor (encode/play) is also saved when you save
  prefs so that time estimates will be more accurate the next
  time you encode!

* You can save the list with ID3-tags in textformat and
  maybe edit the file by hand and then reload it!

* The ID3-genres is now sorted :)

* Now ID3-tags can be set no matter what encoder you use!
  If you use an encoder that doesn't support ID3-tagging
  TheMPegEncGUI will do the tagging itself!

* A little bug fixing here and there..

v2.01
 * The progress time report has been rewritten and now
   works quite well I must say!

 * You can now choose what flag(s) you you would like
   to use when sending break to an encoder.
   Before it was just Ctrl-C.

 * Now the application get properly iconified if you
   close every window, before the windows was just hidden.

 * Included a 147 items long genre list for the encoders
   that support ID3-tagging!

 * 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 ßeta.

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 allot 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!
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1.8 Disclaimer..

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 Disclaimer
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  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!
```

1.9 Usage..

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                Usage
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  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 corresponding 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 a little about it on the Internet to
  get some fundamental knowledge of the words "bitrate", "layer",
  "frequency" and so on :-)

  You should know that all settings, including encoders own settings
  and ID3-editing is possible when the encoding process is running!!
```

The changes will take effect when the next file starts to encode
(if you're using a list), otherwise nothing will happen until you
manually start a new encoding.

                    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 :-))


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

    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!

                         Mpega only allows priorities between -30 and 30 so
                         anything beyond this will be truncated to -30 or 30.

                         BladeEnc have only 6 different priority steps: IDLE,
                         LOWEST, LOWER, NORMAL, HIGHER and HIGHEST. These will
                         substitute the priorities -3, -2, -1, 0, 1 and 2.

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

    Delay?between?files - Here you can set a delay that TheMPegEncGUI
                          should wait before it starts to encode the next file
                          in the list. This is to let the filesystem get time to
                          save the directory structure so that you wouldn't
                          loose any of your already encoded files in case of
                          a crash.
                          The delay for FFS is apx 0.5 sec and for PFS 2 sec.
```

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.

No ID3's   - This will hide the ID3 tag column in the file
                   list window. Note! Hiding this column does not
                   mean that ID3-tagging is disabled! If you
                   f.ex doubleclick a file with this column
                   hidden you will still tag that file.

Autoload ID3-tags in Mpega page
  If you have this selected then TheMPegEncGUI will try to read the
  ID3-tags from all files that is added to the list (except if you
  load a list with ID3-tags in it) if you are at the Mpega page.

Limit ID3-Track slider to 20
  Sometimes you might get frustrated when trying to set the track-
  number with the slider in the ID3-tag editor. When this checkmark
  is activated the slider will only reach to 20 instead of 255 and
  it becomes much easier to control with the mouse.

Limit ID3 length to 30 chars (v1)
  This will make the ID3 tag editor to refuse strings that is
  longer than 30 characters. 30 chars is the limit for ID3v1 tags
  anyway. Only Lame supports ID3v2 tags which use long strings.

Do not exclude default values
  This will give the encoders parameters even if these are the
  default ones.

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 their source-files.

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 registrated 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 them compressed.

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

  If you double-click on a file in the list it will get an ID3-tag
  associated with it, similar as pressing I-Tag.

   Approx time left
    If you are encoding a list then this will show the approximate
    time left until the list is 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. time factor 1:1.

    If the encoding is slower than the estimate the time will stop
    and the gauge will alternate between the last and second last
    position until the file is finished and a new more accurate
    estimation can be done for the next file.

    If the time factor differs more than 8% when the encoding has
    finished from the time factor when the encoding started you will
    be asked to save the prefs. Do that so that you will get accurate
    time prediction for all files next time you encode!

  Add   - Add file(s) to the list.
  Rem   - Remove the selected file(s) from the list.

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    Clr   - Clear the whole list.
    Load  - Load a previously saved list from disk.
    Save  - Save a list to disk so that you can edit the ID3-tags later
            again if you want. The list is in text format.
    G-Tag - Set the same ID3-tag to all the selected files in the list.
            If you tag many files from the same album or that has the
            same artist it is preferable to first use this, then you
            only have to change the common values on one file and the
            other one will also get the same values as they have the
            same tag. Then use I-Tag to set individual tags
            on the same file, they will then remember the old values.
    I-Tag - Set individual ID3-tag(s) to the selected file(s) in the
            list. If you tag an album it is easier to first set a
            group-tag and set Album, Year and so, then use this
            to set the Titles and perhaps Artists if it's a collection.
            If the file has no tag when you press this the file will
            be searched for a tag and read it if it has one.
    UnTag - Remove ID3-tag(s) from the selected file(s) in the list.




  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 support this
   natively but you can use it with every encoder anyway because if
   an encoder other than the above is use TheMPegEncGUI will set
   the tags instead.

   In the prefs there is switch that you can uncheck to make this
   ID3 tag editor handle strings longer than 30 characters which is
   otherwise maximum for ID3v1 tags. This is possible because Lame
   has the ability to write ID3v2 tags.

   Title   - The Title-field of the ID3-Tag.
   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   - The Genre of the music.
   Track no - If this song came from a CD, this is the track
             number of the song on the CD.
             If you use this (i.e. set it to a non-zero value)
             you will get an ID3v1.1 tag instead of a normal
             ID3v1.0 tag. This is displayed at the top of the window.

   Get   - Get the ID3 tag of the current selected MP3('s).
           This is only possible when the Mpega page is active.
           To get the ID3's for all files in a list there is a menu
           option in the Managing menu.

   Set   - Set the ID3 tag of the current selected MP3('s).
           This is only possible when the Mpega page is active.
           To set the ID3's for all files in a list there is a menu
           option in the Managing menu.

   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.

   Load settings
     This will reload all settings.

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

   Load settings from...
     This will open an ASL-requester and let you load any prefs file
     you want that you have previously saved.

   Save settings as...
     This will open an ASL-requester and let you save your setting
     anywhere you want.

   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.

      Reset all encode/play factors
        This will set the factor variables to the default values.
        The factor variables is used to calculate the remaining time it
        will take to finish a list or a file. See "Approx time left" in
        the List section of this guide for more info.

      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 GUI to the encoder/player's page you selected
     in this menu.


   ID3-tagging

     For all selected files..:
```

```
      Set filename to Title
        This will remove the extension from the filename and ask you
        to remove leading numbers in the filenames if any are found
        and then copy the filename to the Title-field if the ID3-tag.
        This function only affects selected files in the list.

      Set filename to both Title and Artist
        If you have filenames like this f.ex:
        "The artist - The song title.mp3"
        you can use this to split the filename by the " - " so that
        the first part of the filename goes to the Artist field and
        the second part to the Title field in the ID3-tag. If the
        filename does not have a " - " combination a single "-" will
        be search for instead. If none is found the Artist will be
        empty. The extension and leading number, if any found and
        after asking you, will be removed before the filename is
        copied to the fields.
        This function only affects selected files in the list.

      Set directory name as Artist
        This will get the parent directory name and set it to the
        Artist field. If you have a path like this:
        "Music:MP3/2-Unlimited/The Real Thing.mp3"
        then the Artist field will be set to "2-Unlimited".
        This function only affects selected files in the list.

      Set directory name as Album
        Same as above but the directory name will be set to the
        Album-field instead.

      Set beginning of filename as track number
        If you have filenames like this:
        "08.Hardworld - Dreamgarden.mp3", ie. it starts with a number
        you can use this to get this number set to the Track field of
        the ID3v1.1 tag.
        This function only affects selected files in the list.

      Set filecomment to ID3-Comment
        This will try to get the filecomment of each file and set it
        to the ID3-Comment field.
        This function only affects selected files in the list.

  Get ID3-tags from all files
    This will read the ID3-tag from all MP3-files in the list.
    This only works when the Mpega page is active.

  Set the ID3-tags to all files
    This will write an ID3-tag to all files in the list that has a tag.
    This only works when the Mpega page is active.

  UnTag all files in the list
    This will remove the tag from all files in the list.
    Note: The tag will not be removed from the files, only deactivated
    in the list. This is the same a the button UnTag but for all files,
    not only selected ones.

  Import a CDDB-file...
```

This will let you select a file from an ASL-requester which should
be a CDDB-file of some kind. In CDDB these files lie in the
Read_DiscIDs/ directory and has names such as DiscID_0xAE12590C.
In ACDB these files can be found in the disks/ directory and
are called something like ID1600A8D9047EA3.

Both the CDDB and ACDB packages can be found on Aminet.

When importing a CDDB-file the ID3-fields Title, Artist, Album and Track
and possibly Commend will be set. This means that you can manually set a
group-tag (G-Tag) on all files in you album and set the Year, default
Comment and Genre fields before you import a CDDB-file so you don't have
to do it on every file later.
All files (as far as the CDDB-file goes) will get individual tags (I-Tag)
after the import.

The CDDB-file will be imported to the files from the top of the file lister
and down as far as there are lines in the CDDB-file or files in the lister
in TheMPegEncGUI. Make sure your files in the lister are in the right order
before you import. Use drag'n'drop to rearrange you files so that track 1
is the first one in the list.

The format of a CDDB-file is something like this:

```
  Artist
  Album [time]
  Tracknum1 - Artist1 / Title1 (Remix comment1) [time1]
  Tracknum2 - Artist2 / Title2 (Remix comment2) [time2]
  Tracknum3 - Artist3 / Title3 (Remix comment3) [time3]
  .....
  ...
```

The first line contains the artist. If it is some sort of various artists
collection album this probably says "div" or "Various Artists". It will
not be used if the track itself has an artist field, which it usually do
on various collections.

The second line contains the name of the album and possibly the total
time of it. The time will be stripped and the album line will be copied
directly to the Album field of the ID3-tag for each file.

The third and every following lines are the tracks. They may contain a
track-number in the beginning. If it does, this will be copied to the
Track field of the ID3 and stripped from the rest of the line. If it has
no track number, the Track field in the ID3-tag will be set by a line-
counter starting at 1 for the first track.

Each track may have it's own artist. If it does, it will be set to the
Artist field of the ID3-tag. If there is no artist in the track the global
artist from line 1 will be used instead.
If the tracks have a time field, this will be removed and the title part
will be copied to the Title field of the ID3-tag.
If a track has both artist and title they are separated by a slash (/) or
a dash (-). If there is no slash or dash in the track the whole line,
minus tracknum and time, will be taken as the title of the track.

I there is a parentheses at the end of the title this will be parsed.

If the track has an artist the parenthesis will be set to the Comment
field of the ID3-tag. If the track doesn't have a artist, the parenthesis
will be set as the Artist unless it contains the word "mix" or
"edit". In that case it will be set to the Comment instead and the Artist
field will be set by the global artist from line 1.

Example 1 of a CDDB-file with all fields:

  Various Artists
  Disney's The Lion King Collection [65:27]
  01 - Tina Turner / He lives in you (Original mix) [4:43]
  02 - Elton John / Circle of life (radio edit) [4:52]
  03 - Instrumental / This Land (long version) [2:55]

Example 2 with only basic fields:

  div
  Tekno Magazine Music
  Flow
  Runnin'
  Stranded

Example 3, an alternative file (my debug and test file :)):

  Various Artists
  Rave Mission 07 - CD2 [75:10]
  Secret- Love (grej edita) [08:38]
  17-Aqualoop / Twilight Zone [05:22]
  123 - E-Space / Trance Research (comment) [05:57]
  DJ Randy - Erotmania [06:02]
  Nostrum-Baby (Original) [08:15]
  hej och hå (artistus) [08:15]

Obtain CDDB for a CD...
  This will try to read the CDID from the Audio-CD you have
  inserted into your CD-reader. It will then use cddb.library
  to try to obtain the title, artist and other info for this
  CD, either over the net or from CDDB: if you already have
  used a tool to read the data from Internet.

  If all goes well a window with the tracks that was found
  will be displayed in a list so that you can see that all
  is allright before you press Accept.

  If something went wrong a window will open with some info
  about the error and a "Try again" button. There is also
  a "More"-button you can press to see exactly what function
  in cdplay. or cddb.library that caused the error.
  Usually you get an error if a CD is not inserted or busy
  at the moment.

1.10 Encoders..

```
  Currently supported encoders
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
* MusicIn  - (68k, PowerUP)
* Pegase   - (68k, WarpOS)
* Ncode    - (68k, PowerUP, WarpOS)
* Lame     - (68k, AOS4, PowerUP, WarpOS) -> This is the best encoder!
* BladeEnc - (68k, PowerUP, WarpOS)
* MP3Enc   - (68k)
* OggEnc   - (68k, MorphOS)


  Currently supported decoder
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
* Mpega    - (68k, PowerUP, WarpOS)
* OggDec   - (68k, MorphOS)
* Ogg123   - (68k, MorphOS)


  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 (This is old)
  > http://wuarchive.wustl.edu/pub/aminet/mus/misc/MusicIn.lha

* Pegase (This is MP1 and MP2 only, not MP3)
  > 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 (I, and many others, would say this is the best!)
  > http://www.honeypot.net/audio/
  > http://www.honeypot.net/audio/archives/LAMEbin.lzx

* BladeEnc (Experimantal, said to be best at high bitrates, 192+)
  > http://www.diff.org/avallino/be.shtml

* MP3Enc (Very old)
  > http://ftp.wustl.edu/pub/aminet/mus/misc/mp3enc.lha

* OggEnc (A new one for encoding Ogg Vorbis, not MP3)
  > http://www.honeypot.net/audio/
  > http://www.honeypot.net/audio/archives/vorbis-tools.lzx

* Mpega (The well-known Mpega player)
  > ftp://de.aminet.net/pub/aminet/mus/play/MPEGA.lha
  > ftp://de.aminet.net/pub/aminet/util/libs/mpega_library.lha
  > ftp://de.aminet.net/pub/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 v2.2 :-)

1.11   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. If you think the GUI is rather large.
        Change the CheckMark image in the TheMPegEncGUI MUI-Settings to
        something smaller. The original is quite small though.
        Also set the Button-spacing vertical to 0.

  4. I don't want to use TheMPegEncGUI when encoding but I still don't
     want to enter those long commandlines.
        Open the prefs window.
        Set the Text output to a file, like f.ex "RAM:test.txt".
        Then set up your encode list or your file to encode and select
        "Print commandlines" from the Managing menu and voila, you have
        a script in RAM:test.txt which you can execute from shell.

  5. LAME.elf is always crashing.
        Open the prefs window.
        Set the stacksize for Lame to something higher than 100000 byte.
        I use 120000 and have never had a crash.

  6. 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.
        If this doesn't work, the encoder probably hanged. Try
        increasing the stack for it.

  7. The system becomes very slow when encoding.
        Open the prefs window.
        Set the Encode-pri to something lower than 0, -5 is good.
```

8. If you don't want to have the window(s) open when you encode.
   Open the prefs window.
   Set Hide main window when encoding. Otherwise you can always
   close them manually. The Quit button in the main window will
   always become a Hide button when encoding.

9. How to use TheMPegEncGUI as an ID3-tag editor.
   Flip to the Mpega page and load a file, or open the list and
   load many files. If you are not using the list then select
   "Use ID3 TAG" and press "TAG Editor"...
   If you use a list then doubleclick on a files or mark one or
   more files and press "I-Tag" and you will be on your way.

10. How to tag a whole album easily.
    Add all files in the album to the list.
    Select all files and press G-Tag. Now all files have the same tag.
    Now set all common strings like Artist, Album, Year etc.
    Then select all files and press I-Tag to get individual tags
    for all files. Now the only thing you have to write is the
    Title, because Artist, Album etc was already set when the files
    were group-tagged.
    You can also use the entries in the ID3-tagging menu if you already
    have useful filenames on your files!

11. If you want TheMPegEncGUI on it's own screen you can use the MUI-
    settings to do that. The problem is that the console will not
    automatically follow. You can however make it follow by adding
    /SCREEN PUBSCREENNAME to the end of the Text Output string
    where PUBSCREENNAME is the name of the pubscreen you moved
    TheMPegEncGUI to. Add f.ex /SCREEN DOPUS.1 if you want the
    console to open on the DirOpus' screen.

1.12 Thanks..

```
Thanks
~~~~~~
```

 People I want to thank for helping me with betatesting and suggestions etc:

 * Alan Havlik <AlanHavlik@europe.de>
   For testing and finding a couple of bugs concerning the VBR-support
   for Lame mostly. And for giving me info on how it should work!

   Also thanks for the very nice and tasty cookies I got :-)))

 * Thankyou Dieter B. <Ray_Viper@gmx.de> for the suggestions for
   custom prefs-files and debugging of the changes involved!

   Also a big thanks for the german translation of the program and
   the HTML doc!

 * Thankyou Dósa Márton for the hungarian translation.

* Thans Josep Subirats i Ferré for the spanish and catalonian
  translations.

* And many other ppl that has given me bug-reports, suggestions or
  just greetings!

* All the ppl who has registered TheMPegEncGUI and by doing that
  inspired me to continue the development!

1.13 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 and gives you error-
  code $8000000B (Line-F exception, FPU-trap).
  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 OS3.5/3.9 v44.6 works fine!

  It might also be because you are using an encoder that requires an
  FPU (almost all encoders do) and you have no FPU. The cure is to get
  a new turboboard, preferably a PPC-board :-)

* If you have set an ID3-tag to multiple files and save the list and
  then reload it, all files will have different numbers in the list.
  This is not really a bug, it just works that way.
  You can easily reset it as it was by selecting all files which had
  the same ID3-tag and just press G-Tag, although this is not necessary
  for thing to work unless you intend to tag along with you tags ;)

```
 Fixed bugs in this version:
   See Features & History
```

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

1.14 Author..

```
 Author
 ~~~~~~
```

```
 Daniel Westerberg:  daniel@onyxsoft.se
 My homepage: http://www.algonet.se/~deniil/
```

1.15 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.se
 OnyxSoft HomePage : http://www.onyxsoft.se/

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