



# Joe's Player

**(c) 1993 by Jochen Willinghöfer**

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## **Version 1.00 Official.**

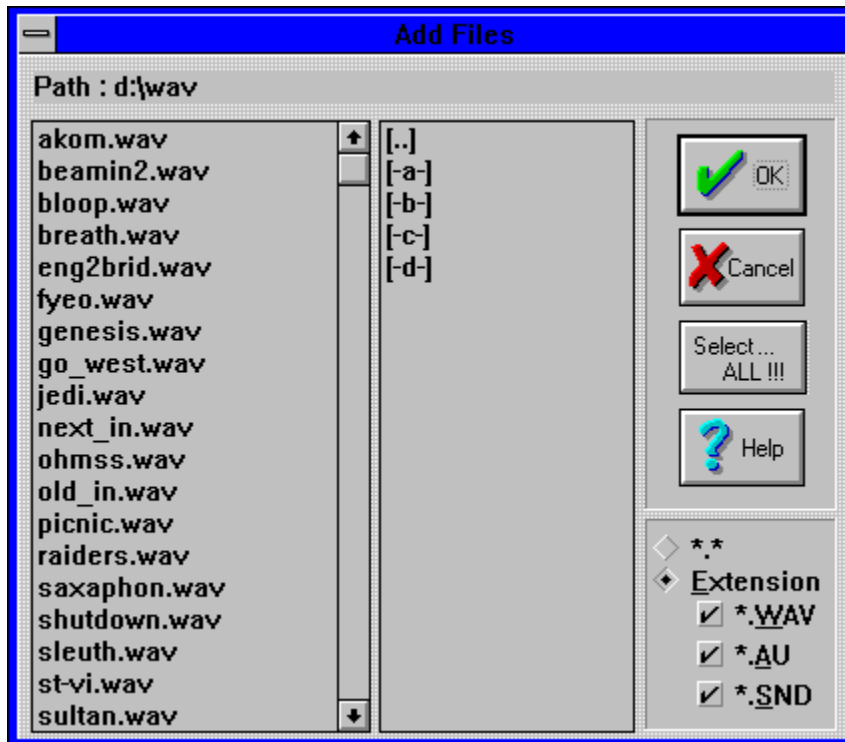
Beta tester:

Martin Schöneweis (and help file writer :) )

Frederik Miehlisch

Norman Czarczinski

### Dialog Add Files (Submenu Files):



Selecting files by mouse :

You can select multiple files by pressing the **control** key and the left mouse button. If you want to select an area of files then use the **shift** key and the left mouse button.

Selecting files by keyboard :

You can select multiple files by pressing the **shift+F8** key and now you can select/unselect files by pressing the **spacebar**. To select an area of files use the **shift** key and the **down cursor** key.

**Select all** - selects all files.

**Dialog Clear Filelist (Submenu Files):**



Removes all files from the file list, but not from your disk.

**MenuItem Close all (Submenu Window):**

Close Files , Play Control , File Info , Track , Volume , Sound Info and Scope window.

**MenuItem Close Unit (Submenu Unit):**

If you close a unit its name disappears in Joe's Player window.

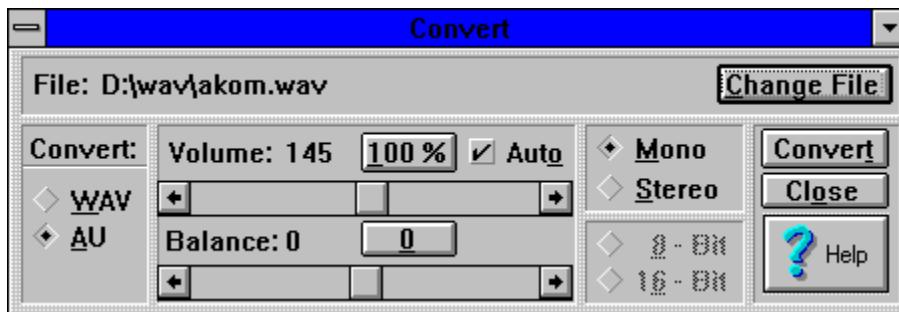
**Menuitem Iconic windows (Submenu Window):**

This action will iconic all windows (without the Player window).

**Menuitem Close & Clear Filelist (Submenu Unit):**

This action closes the current unit and clears the filelist in the File window. This is faster than closing the unit and clearing the filelist.

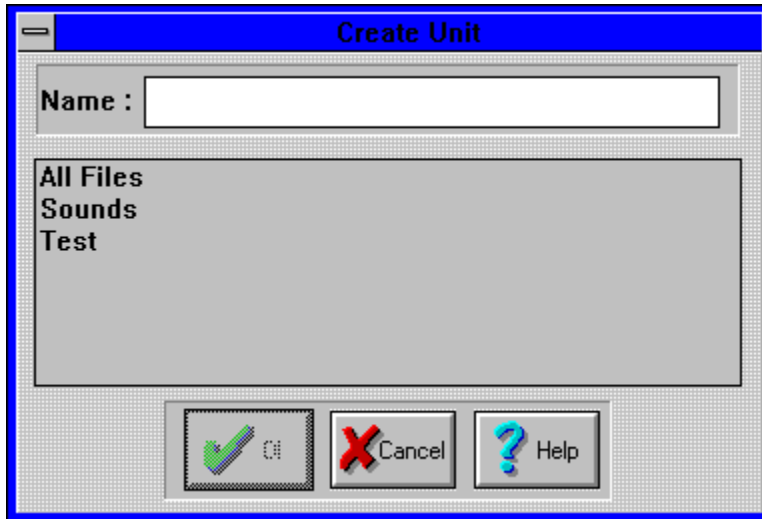
**Window Convert (Submenu Special):**



Select Change File to use an other file name. Volume / Balance see Volume window. Use **convert** to start converting of the sound file. If you want to close the window chose **close** button.



**Dialog Create Unit (Submenu Unit):**



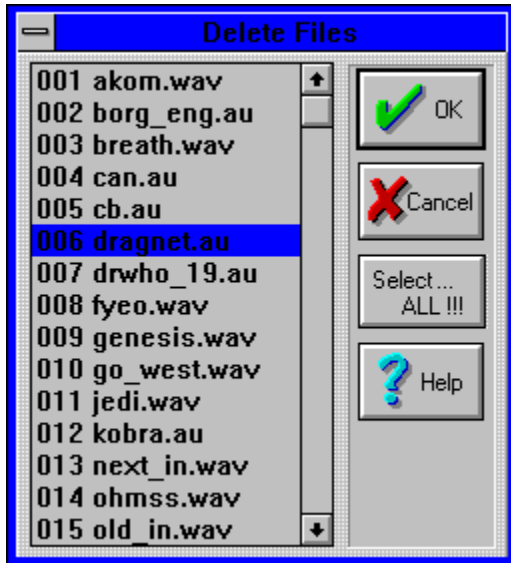
You have to enter a name in the textfield. If this name already exists you get a message if you want to overwrite the existing unit.

All files in the filelist of the File window are add to this unitname. If the current and the new name are equal nothing happens.

**MenuItem Default (Submenu Window):**

Opens only the Files, Play Control and Track window.

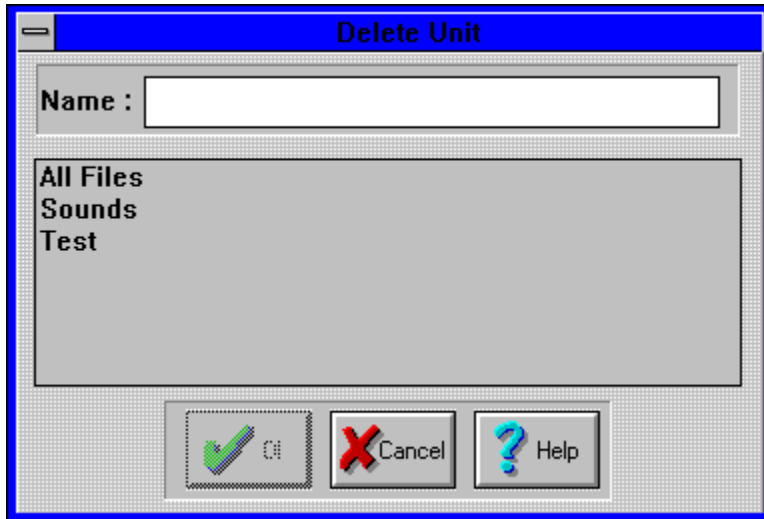
**Dialog Delete Files (Submenu Files):**



Selecting files see [Add files](#).

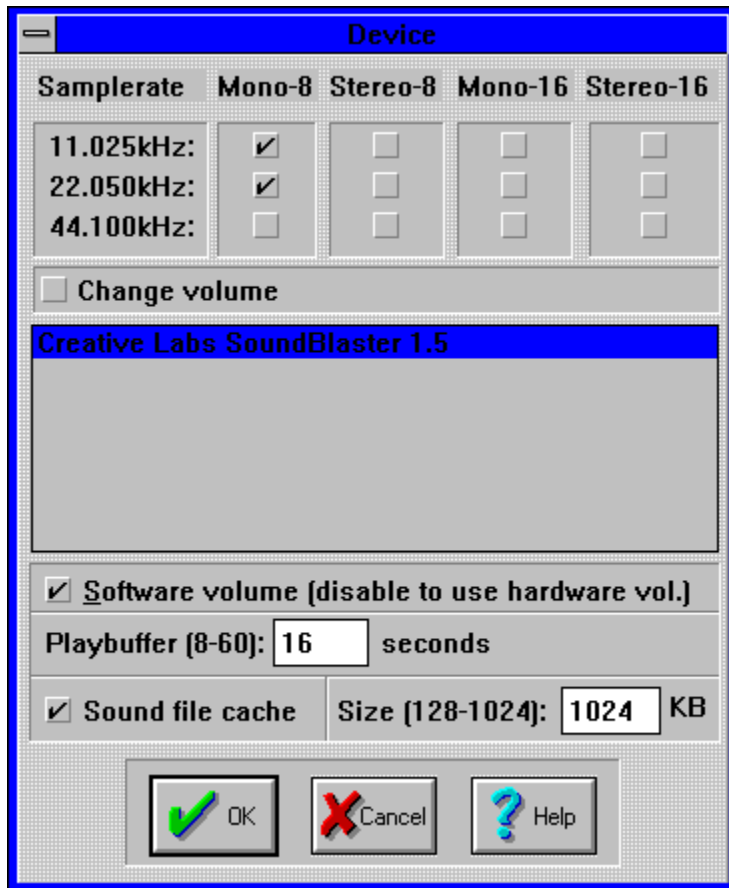
The selected files are removed from the file list **and from your disk**.

**Dialog Delete Unit (Submenu Unit):**



Select a unit or enter its name in the textfield. If you press the Ok button it will be deleted, but not the soundfiles on the disk.

### Dialog Device (Submenu Options):



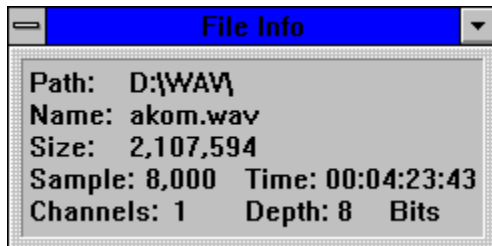
The **Change Volume** checker shows you if your soundcard can change the playback volume (Hardware volume).

If your soundcard cannot support hardware volume than it would be better to enable the software volume. In the other case it is better to disable the software volume.

While other programs like JP are using the CPU-power the playbuffer value is the time which the soundcard can play without stopping.

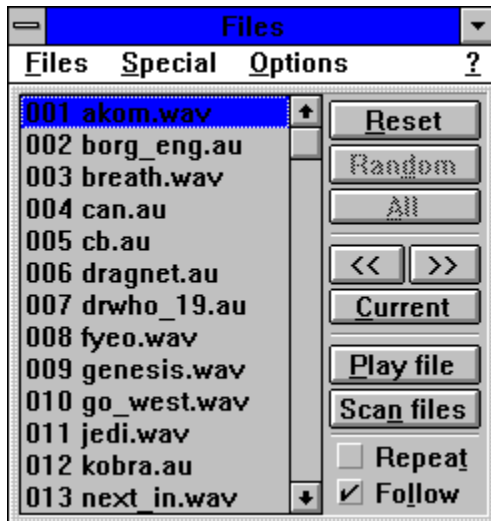
Sound file cache is a great feature to speed up the playing. If you have not enough memory or problems with the cache system then disable it.

**Window File Info (Submenu Window):**



Shows all important information of the soundfile.

### **Window Files (Submenu Window):**



### **Menu:**

Files    Special    Options

In this Window are a lot of functions you know from your CD-Player. With one click on the filename you can see its current information in the [File Info](#) and [Sound Info](#) Window. With a double click (or spacebar) on the filename you select or unselect it. Only selected files are played in the numbered order (Track numbers). The track numbers are automatically updated. If you select an unselected file it will be the last track.

**Reset** - unselects all files.

**Random** - selects all files with a random track number.

**All** - selects all files in track order.

<< - goto previous file in the track order.

>> - goto next file in the track order.

**Current** - goto file with the current track number.

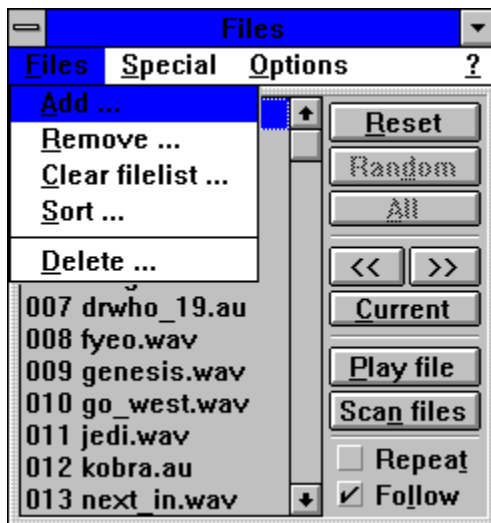
**Play file** - starts playing at the selected file.

**Scan file** - starts scanning at the selected file. See also [Player Settings](#).

**Repeat** - after playing the last track starts with the first one (loop).

**Follow** - updates the selected file if changing the track number.

**Submenu Files (Window Files):**

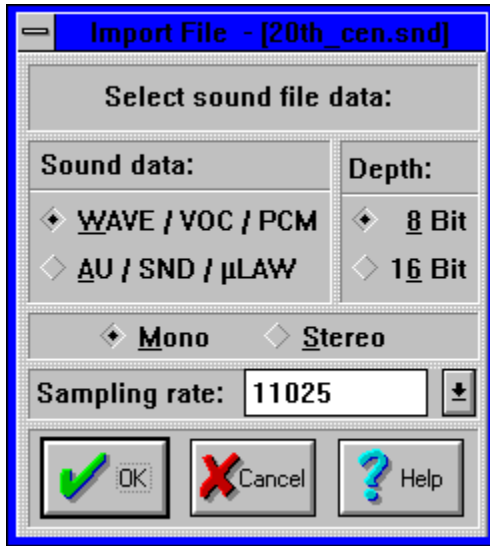


**Menuitems:**

- Add ...
- Remove ...
- Clear Filelist ...
- Sort ...
  
- Delete ...



**Dialog Import File (Submenu Special):**



If you add a sound file which JP can not recognize this dialog appears. After filling out this dialog JP saves this information in the JP.INI file. If you delete or remove the file this information will be deleted.

You can change the information after selecting the file in the list and using Special | Import Data menuitem.



# Joe's Player

## Main Help



### Menu:

[Unit](#)   [Window](#)   [Special](#)   [Options](#)

### Iconbar:

Same function and order like submenu [Window](#).

### Information:

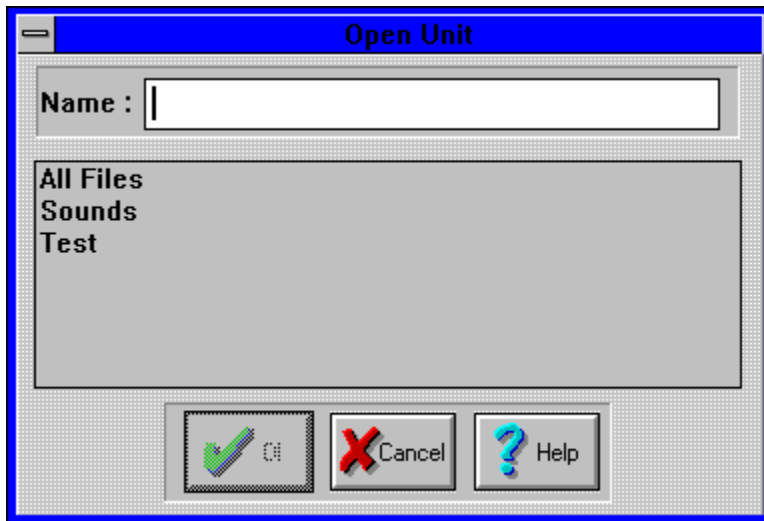
[Registration](#)  
[Tips & Tricks](#)

[About Joe's Player](#)  
[To do / next versions](#)  
[Versions \(Bugs / What's new\)](#)

**Menuitem Open all (Submenu Window):**

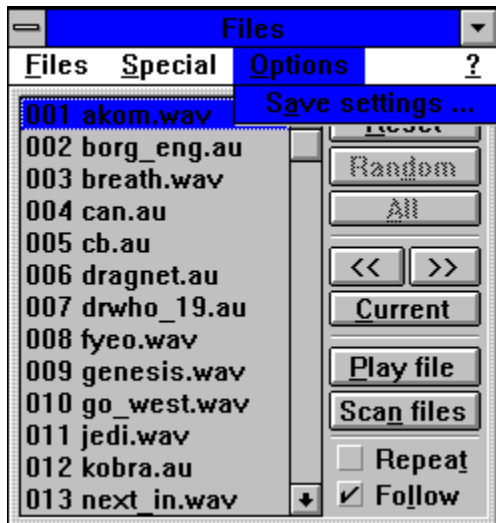
Open Files , Play Control , File Info , Track , Volume , Sound Info and Scope window.

**Dialog Open Unit (Submenu Unit):**



You select existing unit name or enter it in the textfield.

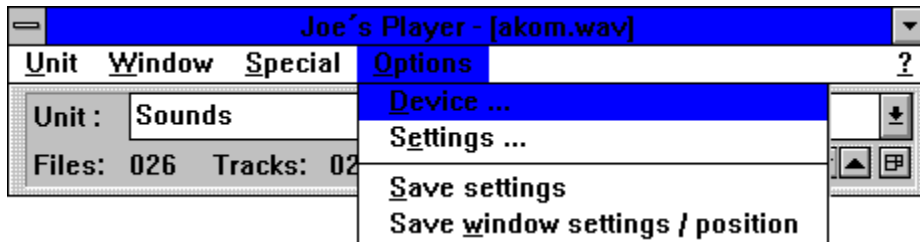
**Submenu Options Files (Window Files):**



Save settings...

Saves the state of the **Repeat** and the **Follow** check button.

### **Submenu Options (Joe's Player):**



### **Menuitems:**

Device ...

Settings ...

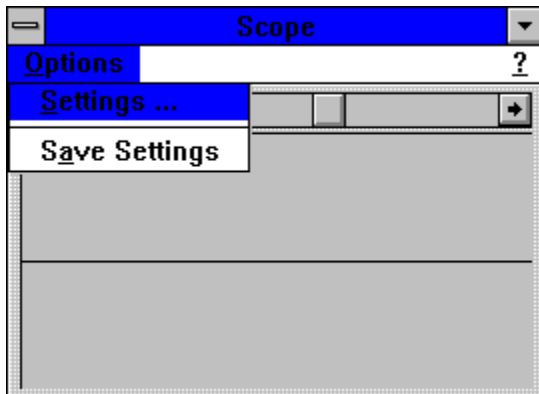
Save settings

Save windows settings / position

**Save settings** saves the actual auto play state, auto random state, scantime, startup unit, start iconic state and the iconic play control state.

**Save windows settings / position** saves the actual positions and state (iconic or not) of the Files , Play Control , File Info , Track , Volume , Sound Info and Scope window.

### **Submenu Options (Window Scope):**

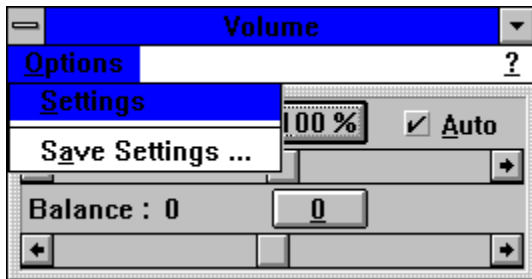


### **Menuitems:**

Settings ...  
Save settings

**Save settings** saves actual zoom factor, scope size, time position mode, graphic mode, 'Flicker free left corner of desktop'.

**Submenu Options (Window Volume):**



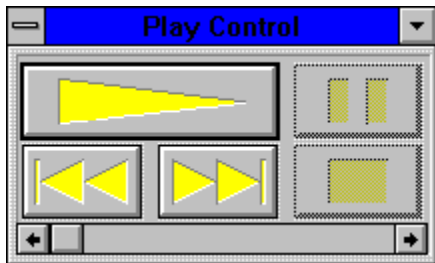
**Menuitems:**

- Settings ...
- Save settings

**Save settings** saves the actual volume, balance, auto volume, auto volume mode, iconic volume control, max amplitude and max volume.




**Window Play - Control (Submenu Window):**



Use it like a CD-Player ...

With the scrollbar you can select a position in the soundfile.

If you have selected the "Iconic Play Control" in the Settings window of the Player window you

can use the buttons in the iconic window. 

**MenuItem Quit (Submenu Unit):**

Use this to exit Joe's Player.

**Registration dialog (Startup):**



The image shows a classic Windows-style dialog box titled "Registration". It has a blue title bar with a minus sign on the left. The dialog contains four text input fields: "Name:" with the text "Jochen Willinghöfer", "Street:" with "Steinheimer Weg 9", "Town:" with "4790 Paderborn", and "Password:" which is currently empty. At the bottom of the dialog, there are three buttons: "OK" with a green checkmark icon, "Cancel" with a red X icon, and "Help" with a blue question mark icon.

Use the Registration form to order your individual password. After getting your own password fill out the textfield and be happy to get a REGISTERED COPY of a shareware program.

**Registration form (Registration dialog):**

Registration form:

Name: \_\_\_\_\_

Example: Jochen Willinghoefer

Street: \_\_\_\_\_

Example: Steinheimer Weg 9

Town: \_\_\_\_\_

Example: 33100 Paderborn (Germany)

Order:

Password via e-mail 20,- DM (Germany) / 10,- \$ US

e-mail: \_\_\_\_\_

Example: willi@uni-paderborn.de

Password + Program via e-mail 20,- DM (Germany) / 10,- \$ US

e-mail: \_\_\_\_\_

Example: willi@uni-paderborn.de

Password via mail 30,- DM (Germany) / 20,- \$ US

Password + Program on DISK via mail 40,- DM (Germany) / 30,- \$ US  
ONLY 3 1/2 disk

Version:

1.0

Now a few question about your soundcard:

Soundcard:

Name: \_\_\_\_\_

Stereo /  Mono

8 Bit /  16 Bit

Your favourite soundformat is:

WAV

AU

SND

Other: \_\_\_\_\_

Please send this form via mail or e-mail to:

Jochen Willinghoefer  
Steinheimer Weg 9  
33100 Paderborn

Germany

e-mail: willi@uni-paderborn.de

The money (cache / check, only DM or \$ (US)) send to:

Jochen Willinghoefer  
Steinheimer Weg 9  
33100 Paderborn

Germany

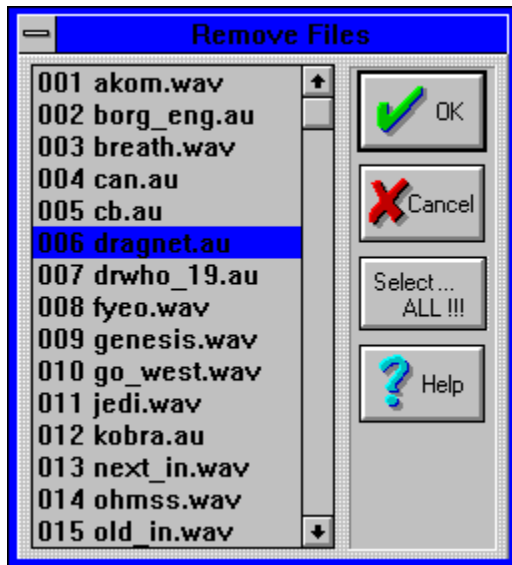
or german users could send the money to:

Sparkasse Paderborn (BLZ 472 50 101)  
Konto-Nummer 29119559

After I got your money, I'll send your personal registration password via mail / e-mail to you. This could take some time (14-21 DAYS).

But if you do not hear anything from me within 35 DAYS, please send a letter (mail / e-mail) to me.

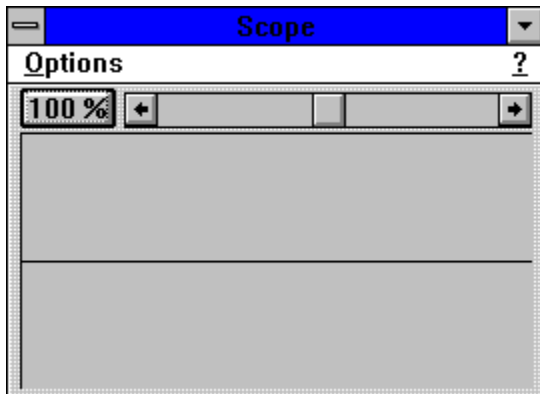
**Dialog Remove Files (Submenu Files):**



Selecting files see [Add files](#).

The selected files are removed from the file list, but not from your disk.

**Window Scope (Submenu Window):**

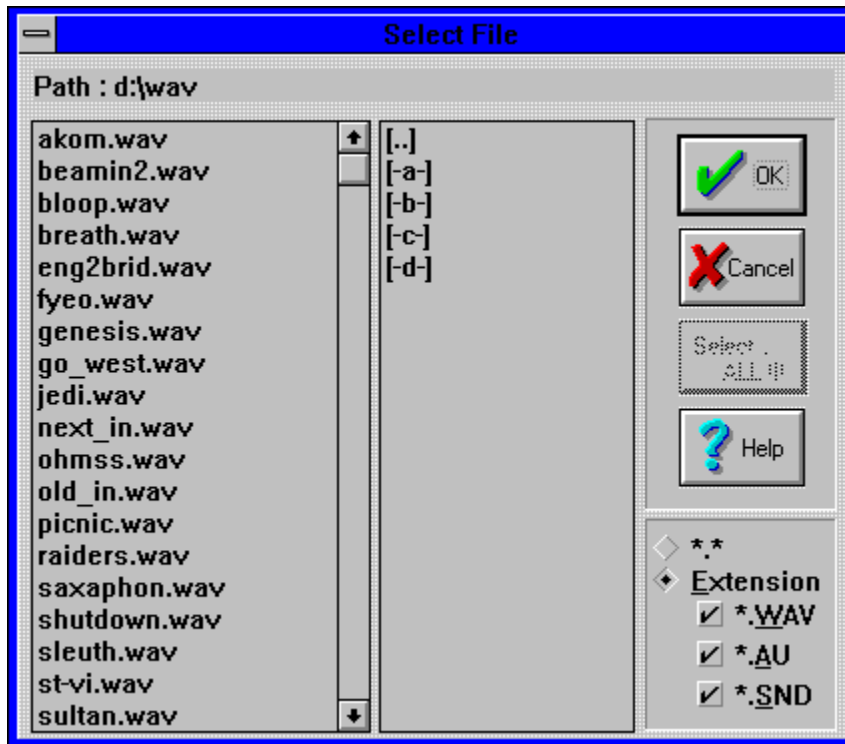


**Menu:**

Options

The scope shows the output signal of the soundcard. Use the scrollbar to zoom in or out. 100% sets the default zoom factor.

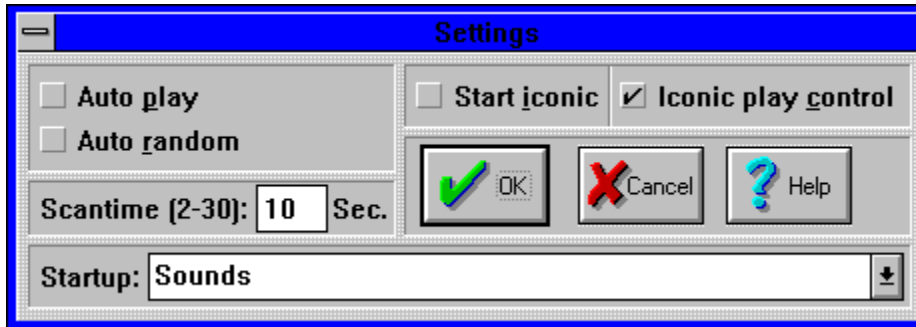
**Dialog Select File (Window Convert):**



You can only select one file.



### **Dialog Settings (Submenu Options):**



If **Auto play** is enabled and you start JP the startup unit is playing.

If **Auto random** is enabled and you start JP the track order is randomize.

#### **Scantime :**

The time every file is scanned. This means every sound file is played maximal xx seconds.

If **Start iconic** is enabled JP starts up as an icon.

If **Iconic play control** is enabled you can use the buttons in the play control icon.

### Dialog Scope settings (Submenu Options):



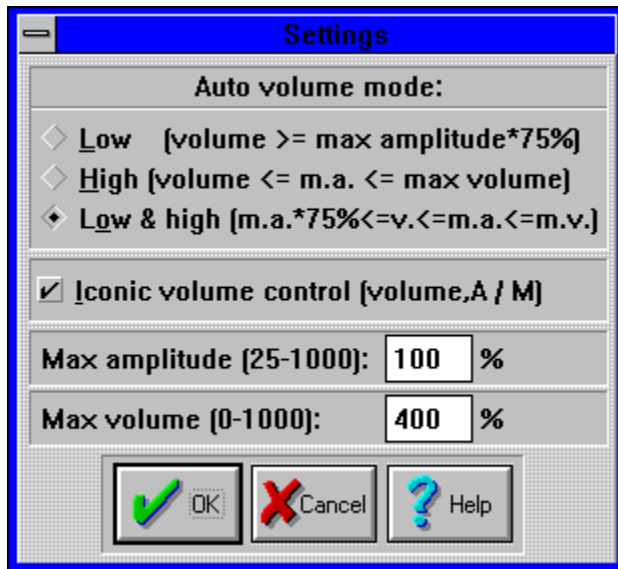
Position :

You can chose between two modes for calculating the actual position in playing sound file.

The **Soundcard** mode is on most soundcards slow and ugly. The **Timer** mode is fast and nice but seems to have some problems with high sample rates.

If you enable **Scope icon** you see the output signal of you soundcard in the icon. It looks great. Very nice.

### **Dialog Volume settings (Submenu Options):**



#### **Auto volume mode :**

- Low - No silence
- High - No overloading
- Low & high - No silence and no overloading.

#### **Iconic volume control :**

If enable you can click with the mouse on the icon to change the volume and enable / disable auto volume mode.

#### **Max amplitude :**

- Only if auto volume is enable this value is important.
- 100% - normal volume power
- 50% - half volume power
- 200% - double volume power

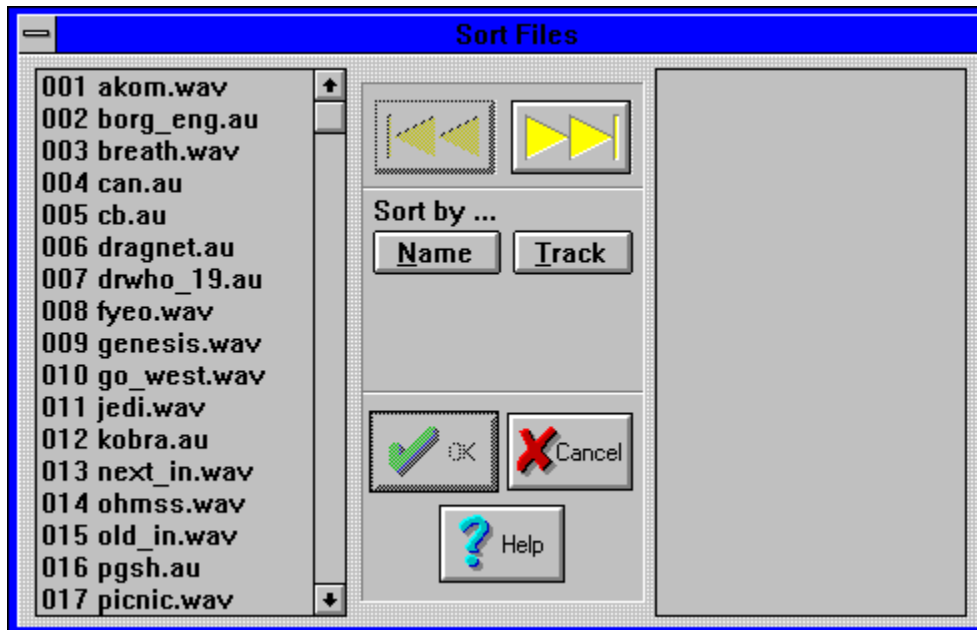
#### **Max volume :**

Only if auto volume is enable this value is important. The volume is never louder than this value.

**Menuitem Show windows (Submenu Window):**

This action will open all iconic windows.

### **Dialog Remove Files (Submenu Files):**



In the left list you see all files to sort.  
The right list shows the new order.

**Name** - sort by file name.

**Track** - sort by track number.

If you double click on a file name in the left list, it will be moved to the right list.  
You can do the same with the right list.

With >> / << all files of the left / right list are moved to the other list.

**Window Sound Info (Submenu Window):**



In this window you can see / edit information about the sound file and other stuff. If you change some text don't forget to **save** it. If you change text and don't want to save it you can **restore** the old values.

With < and > you can find the next valid values.

**Submenu Special (Joe's Player):**



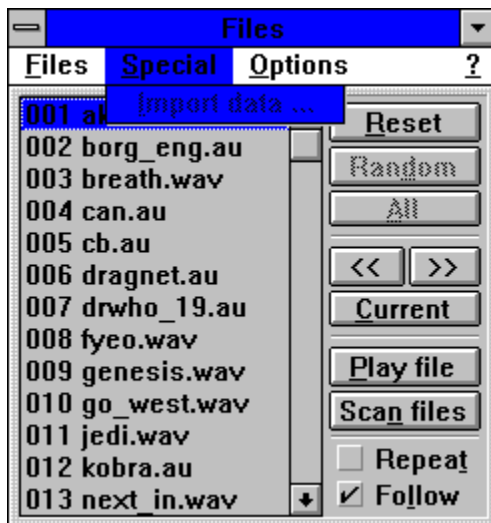
**Menuitems :**

Convert (Open / close window)

Show all windows top

**Show all windows top** shows all opened windows in front of the other windows.

**Submenu Special (Window Files):**



**Menuitems:**

Import Data



**Startup dialog (Joe's Player):**



Use [Registration](#) to register your shareware copy.  
In the registered copy the startup dialog is disabled.

## Tips & Tricks (Joe's Player):

Q: Great, a lot of windows, but how can I play files ???

A: 1. Insert (a) file(s) in the File list.

Use the menuitem Add files in the File window.

2. Press the start button in the Play Control window.

Q: The scope stops or flicker or the scope is soooooooooo slow (or to fast).

A: Change the time position mode in the Settings dialog.

## Next Versions (Joe's Player):

These functions are maybe available in future versions:

1.25:

Play au - files as 16-bit files (better quality than 8-bit)

Pseudo stereo function for mono files

1.50

Record window (with own scope)

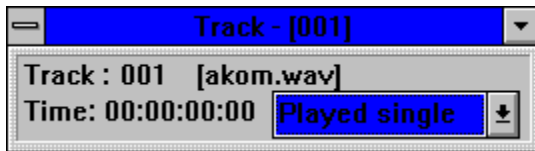
1.75

Edit window (with a lot of funktions like cut,paste,delete,filters ...)

2.0

MOD support and MOD->WAV compiler

**Window Track (Submenu Window):**

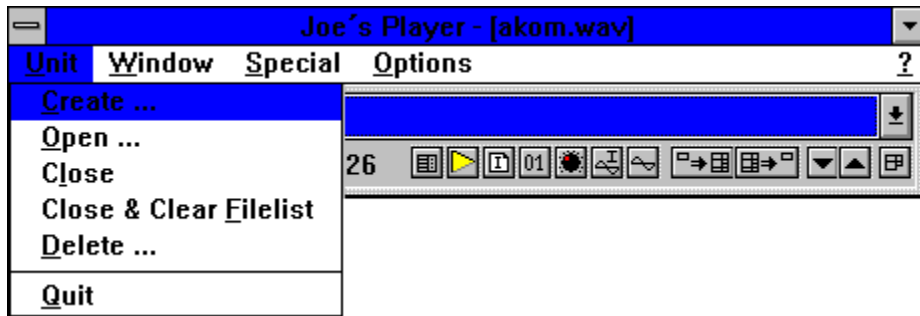


This window shows the actual track number, sound file name and different time modes.

Time modes:

- Played single - played time of the current track
- Played total - played time of all played tracks
- Single - left time of the current track
- Total - left time of all left tracks

### **Submenu Unit (Joe's Player):**



### **Menuitems:**

Create  
Open  
Close  
Close & Clear filelist  
Delete

Quit

You can organize your soundfiles in Units. Every unit has its own name which is shown in the Player window.

A Unit is a collection of soundfiles in your own order like an individual program.

# Versions (Joe's Player):

Known bugs:

Scope stops / flicker with 16-Bit 44KHerz stereo files

1.00 Official, 6.12.93

Fixed bug:

Scope stops after Pause / change file position  
Runtime error if delete more than one file

Add:

0.99 Beta, 28.11.93

Fixed bug:

Scope stop / flicker

Add:

Registration screen  
Functions Volume, Auto-Volume, Balance to Converting window

0.98 Beta, 21.11.93

Final beta release

Fixed bug:

Software Volume / Balance for stereo (Thanks norman)  
Flicker mouse cursor in upper left corner of desktop  
Segment bug (In many functions)

Add:

Snd button in Add Files dialog  
Hardware Volume (if Software Volume is disable)  
Check button flicker free mouse cursor in Scope settings  
Realtime auto volume  
Scope support for 16 - Bit tested (Thanks to hosp).  
Convert now all files: au <-> WAV,8 Bit <-> 16 Bit, stereo <-> mono (Volume, Balance and Autovolume are not supported, at the moment)

0.97 Beta, 09.11.93

Fixed bug:

Runtime error if Cancel button press in Add-Files-Dialog

Add:

Scope support for 16 - Bit soundfiles (But nobody test it yet)  
No "dead buttons" any more in Play Control window / File window / Sort Files dialog  
Remove Delete files in Remove dialog  
New menu item Delete files in File Window  
Sound file cache (Great !!!! Very fast !!!!)  
Play 16-Bit files on 8-Bit soundcards  
Play stereo files on mono soundcards

0.96 Beta, 03.11.93

Fixed bug:

No balance if ((Volume == 100) && (Balance != 0))  
Incorrect stereo - scope

Add:

New menu item Special  
New menu item Convert file (Dialog with no functions)  
Accelerators for many menus / buttons

0.95 Beta, 31.10.93

Fixed bug:

Incorrect icon handling  
Incorrect AU header informations.

Add:

Drag and drop support to File Window  
Optimize Auto - Volume  
Optimize Scope  
Stereo balance scroll bar (left and right channel)  
RAW - File import (if unknown sound file format)

#### 0.94 Beta, 24.10.93

Fixed bug:

Incorrect Fileinfo Window position (loading)  
Incorrect Track - Nr after Close and Clear Filelist  
Incorrect Soundfile - Info

Add:

New graphics mode Blop in Scope Settings dialog  
Start Iconic option in Player Settings dialog  
Show Windows in Player Windows Menu  
Iconic Windows in Player - Windows Menu  
Animated Scope Icon (with option to disable in Scope Settings dialog)  
Button bar in Player window  
Play Control Icon (with option to disable in Player Settings dialog)  
Volume Icon (with option to disable in Volume Settings dialog)  
Stereo support to Scope Window

#### 0.93 Beta, 16.10.93

Fixed bug:

Playbuffer's (Time out)  
Pull-down-list in JP Window  
Fixed bug with BytesPerSec > 32000

Add:

Name and track sorting (Buttons) in Sort File dialog  
Show sound file info in Sound Info Window.  
Zoom function in Scope Window.

#### 0.92 Beta, 27.09.93

Fixed bug:

Incorrect WAV header informations.  
Runtime - error (If you want to open a unit, which files are all delete, and auto play was on)

Add:

Drag and drop support to Player Window.

#### 0.91 Beta, 17.09.93

Fixed bug:

Auto volume for au files  
Change directory in Add Files Dialog.  
Scope problems with samplerates 8012

#### 0.90 Beta, 10.09.93

First beta release. (with many bugs)

Add:

Playing au files.

#### 0.50 - 0.89 Alpha, xx.08.93

Only for internal use.

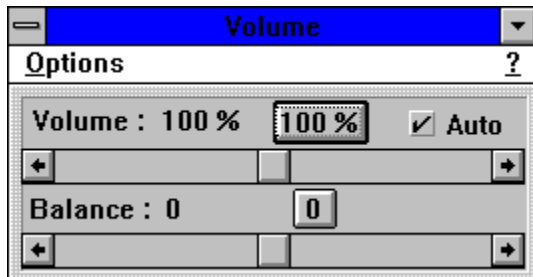
Add:

Many features





### **Window Volume (Submenu Window):**



### **Menu:**

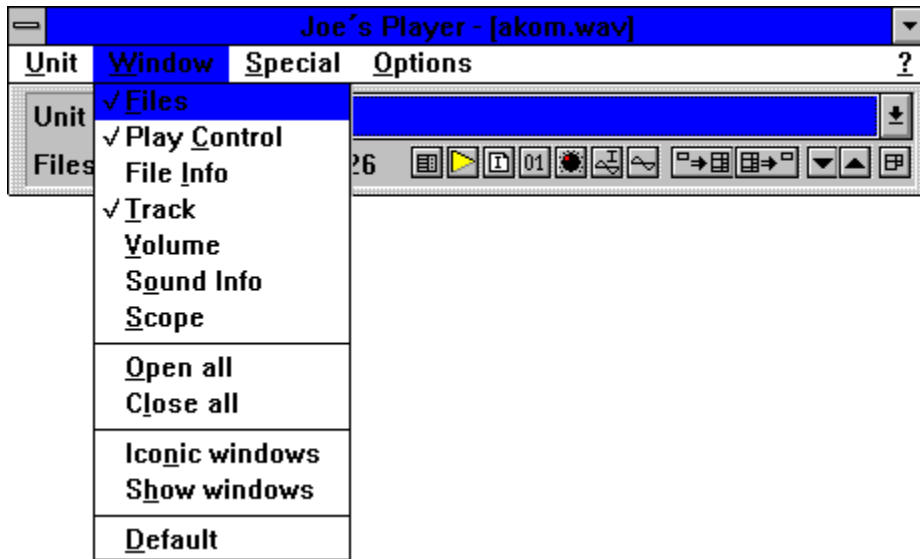
Options

The volume scrollbar is splitted into two parts 0% - 100% and 100% - 1000%. 100% is the middle of the scrollbar.

The Balance scrollbar is splitted into two parts -100 - 0 and 0 - 100. 0 is the middle of the scrollbar.

Auto volume is great feature for 8 Bit sound files (only for 8 Bit, at the moment). It controls the volume perfect. This means no silince and no overloading. You can control the auto volume with the Settings dialog.

### **Submenu Window (Joe's Player):**



### **Menuitems:**

Files (Open / close window)  
Play Control (Open / close window)  
File Info (Open / close window)  
Track (Open / close window)  
Volume (Open / close window)  
Sound Info (Open / close window)  
Scope (Open / close window)

Open all  
Close all

Iconic Windows  
Show Windows

Default



