

DEPlay.Module

COLLABORATORS

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Chapter 1

DEPlay.Module

1.1 DEPlay Guide

DEPlay.Module 56.2
by
Helmut Hummel

Introduction	Why, what is it good for ?
Limitations of the unreg. version	
Registrering	Who should pay what ?
System requirements	A Intel-Amiga... ;-)
Installation	With script or manually
How to use	The features in detail
Author/Copyright/.../Problems	What has been left...

1.2 Author, Copyright, History

Problems	Has someone some ? ;-)
The NotifyGenie	What is this thing good for ?
The Author	... he has it done !
Thanks	and they did help him...
Copyright, Distribution	Who can do what ?
History	here in other style than ever

1.3 The NotifyGenie

The NotifyGenie is only needed for use of the Option ModInfo of the command DEPlay. That is why the users of the unregistered version must not install this thing.

Technical info for programmers:

The only thing needed to mount to the NotifyGenie, is to send an ARexx message to the port "DENOTIFY". This message must contain in the argument 1 (! - not 0) the address of the task to inform:
 ARG1(rmsg) = (STRPTR) FindTask(NULL);

Was this successful, this task will receive immediate the signal "CTRL-D" and for now each time, if the DeliTracker change the current module.

If the DeliTracker wants to quit, the NotifyGenie does send a "CTRL-C" to all mounted tasks. If you want to quit earlier, you should dismount your task with the same (kind of) message like to mount him.

Hints:

The argument 0 of the ARexx message can contain what ever you want, but it will not be freed by the NotifyGenie (DeleteArgstring()).

The argument 2 of the ARexx message will be possible used for flags (ULONG). The NotifyGenie needs the dopus5.library !

1.4 Usage

The command DEPlay

- In filetypes
- In buttons, hotkeys,...
- Options overview

The command MakeDEList

- Usage and overview

The sugar ;-)

The ModInfo window

1.5 MakeDEList

MakeDEList is the right command for "creation by hearing". He allows to add the current played module to an internal list of DEPlay to create (later) a list of your most liked modules.

MakeDEList (without option) - adds the current module to the list

with option Save - saves the current list (Filerequester)
 Show - shows the list itself
 Clear - delete the current list (without warning)
 Insert - opens a requester to allow you to insert a already saved list (in DeliTracker-Format !)

Copy - opens a requester to select a destination where all modules of the current list should be copied to (without any care of files with the same name on destination !)

Tips:

The usage of this command does not work, if the DeliTracker was startet without DEPlay.

If you quit DEPlay, you will also loose the current list.

1.6 The ModInfo window

The lucky people, who have a registered version... :-)

This window is the most important thing, to like the DEPlay.module (was even difficult enough...:-)). It is a fontensitive, resizeable (only the width, the hight is depending from the font) AppWindow !

It does support so full Drag&Drop in text mode also like in icon mode.

It has a window remember (open always on the same place and with the same size like last closed), which will work so long as DEPlay quits AND the DEPlay.module will be flushed from memory (i.e "Avail flush" or on a low memory situation).

In the menu you can find a item to choose your preferred font and also the most options of the command DEPlay (description look there). The button "Fix" and the menu item "Save current settings" does save the current window position and size even also the used font for a (later) new start. The buttons "<-" and "->" means previous/next module. Near there is also a chance to toggle SongEnd/Random.

Tips: Do not use the buttons "SongEnd"/"Random Mod" of the DeliTracker because this is not controlled by DEPlay (may confuse you) !

The closing of this window does not also mean quit to DEPlay !

1.7 DEPlay in Dateitypen

The command DEPlay was maintainly developed for this use and is so to handle like each other DOpus internal command. So I do not subscribe how to use an internal command. Refer the manual if you have problems here.

But some tips:

You should use in every filetype for DEPlay the same options. There must be one of the options ShowGUI, AppIcon, HideGUI or ModInfo. It is needed to load the file into the DeliTracker. The option itself will be only executed, if it is a new start to DEPlay (the player does not run).

Important: The command will work with all source listers !

All other options can also be used here. Even the option PlayList may be useful, if you use it in a filetype for DeliTracker module lists.

Usage in buttons, ...

1.8 DEPlay in buttons, hotkeys,...

Also here is the command DEPlay useful (look the button bank example "DEPlay.Examplebuttons"). Some of the there used options may be useful for you, so that you only have to copy them with the button editor (the same for hotkeys).

Also here take care: The command does work with all source listers !
(only important for the options able to reload)

Options overview

1.9 Options overview

First the most difficult :-) :

Options able to reload :

Name	ShowGUI	AppIcon	HideGUI	ModInfo
------	---------	---------	---------	---------

A little bit easier:

RandomStart, Random, SongEnd und PlayList

And now total simple:

Pause - ...	ShowList - show current player list
Prev - previous module	Next - next module
Quit - ...	

Without options does DEPlay start the DeliTracker with the defaults (which are stored in DT.cfg). Is he already running, nothing will happen.
Tip: If you save the config of the DeliTracker, it will normally stored as DT.cfg.

1.10 The option Name

The option "Name" is maintainly for the use in buttons (hotkeys,...) or even in ARexx scripts. "Name" means here one or more file names, which will be passed to the Delitracker to load them.

Tip:

Even if ShowGUI, AppIcon, HideGUI and ModInfo will cause a loading of selected files in a lister, they will not do it, if this option is used. If in the commandline of DEPlay something will not match the other options, it will be used for this option...

1.11 The option ShowGUI

This option does cause the appearing of the player GUI, if

- on a new start of DEPlay in every case,
- the option name is used
- no files in a source lister was selected

If there was files selected, the DEPlay runs already and the option "Name" is not used, there will be only caused a reloading of selected files.

1.12 The option Applcon

This option does cause the disappearing of the player GUI and the appearing of the players appicon, if

- on a new start of DEPlay in every case,
- the option name is used
- no files in a source lister was selected

If there was files selected, the DEPlay runs already and the option "Name" is not used, there will be only caused a reloading of selected files.

1.13 The option HideGUI

This option does cause the disappearing of the player GUI and of the players appicon, if

- on a new start of DEPlay in every case,
- the option name is used
- no files in a source lister was selected

If there was files selected, the DEPlay runs already and the option "Name" is not used, there will be only caused a reloading of selected files.

1.14 The option ModInfo

This option does cause the appearing of the ModInfo window, if

- the NotifyGenie of the DeliTracker runs and
- on a new start of DEPlay

- the option name is used
- no files in a source lister was selected
- it is the registered version

If there was files selected, the DEPlay runs already and the option "Name" is not used, there will be only caused a reloading of selected files.

1.15 RandomStart, Random, SongEnd und PlayList

RandomStart does cause a start which begins to play a random module (even if the DT.cfg does not have a enabled "Random mod" switch). After the start the saved setting for this switch will be restored.

Random and SongEnd does cause in start case the enabling of this switches of the DeliTracker. Later they can be used to toggle them.

PlayList does only work in case of a new start or a reloading of modules. It does cause a start, which begins at the supplied number of the list to play. (ie. "DEPlay PlayList=5")

1.16 History

DEPlay was early as ARexx script (by Leo Davidson) developed, which I had a little bit improved then. But this was not enough to me, it should be a real module ... :-)

So did follow the DeliPlay.module, developed with Maxon C. Unfortunately this could be not improved again, because some limitations through the compiler. So I have got SAS then...

Then appears the EaglePlayer 2.0 in the AmiNet (after a long while) and I want to have the module flexible enough to control also this player now. So the name is changed from DeliPlay to D(eliTracker) E(aglePlayer) Play...

But I did not take too much care, that the ARexx commands and the list handling is very different to the DeliTracker.

That is the "why", that a support to the EaglePlayers current is not available !

1.17 Introduction

DOpus is a little bit unhandy, if you want to play music modules or sounds. The ARexx scripts which exists, make it possible to use the DeliTracker or EaglePlayer to play them, but they are also unhandy (to install). Also they reach very fast their limits ... :-)

Here is the solution: A module for DOpus written in C, which does add new internal commands, were the user must not think about how to handle arguments to pass it to (ie. ARexx "... {Qp} {f}").

Also it has a feature (registered version), which does cause ARexx programmers to get wet eyes ;-): the ModInfo window.

Preview (WB3.0 or up) Only in the install directory ! (saves space)

System requirements

1.18 System requirements

Software: DOpus Version 5.62 or higher,
DeliTracker 2.x or higher

Hardware: Kick/WB 2.1 or higher,
Prozessor 68020 or higher,
enough memory to run all programs ->
- 2/2 MB = is difficult,
- 2/4 MB = may be enough,
- more memory -> ... :-))

Install

1.19 Install

The install is easiest if you use the supplied installer script.

For the people, who want to do all by hand :

Source/Archive (= DEPlay56.2/)	Destination
1. Opus5/modules/deplay.module	Opus5:modules/
2. Opus5/settings/#?	Opus5:Settings/

You may use an own config of the DeliTracker, but you must copy it to Opus5:Settings/ as DT.cfg !.

Only for registered versions needed:

3. DeliTracker_II/DeliGenies/NotifyGenie (to DeliGenies/ of the own DT)

At least you must add one line to the file "Opus5:Settings/DEPlay.list", which must contain the full path to your DeliTracker (including the executable). If you add here more than one line, all will fail.

1.20 Problems

It is not happen to me, but for a change from appicon mode to full hidden mode of the DeliTracker, he must appear for a short time. If not, the appicon will not disappear. So I have this buildin.

If the audio channels are allocated by another program, the DeliTracker will not start (of course).

Selected files to load, will not be checked by DOpus or the DEPlay.module, that they are really music modules. If this would be done, it would slow down all actions very much...

Any requester opened by DEPlay, should be closed so fast as possible, because each command to the DEPlay.module while the requester is open, will not be executed until this requester is closed.

The author

1.21 Limitations

I do not like it, but it is becoming more and more for many programmers useable to require money for a full version of programs, which they have written also for themselves. Also they want more money as the program is worth or do kick you, because they do not declare any use restrictions outside the archive. So I want to kick them a little bit and now this program is also Shareware with function restriction :

The option ModInfo will not work for unregistered users...

Registering

1.22 Registering

You must pay different fees depending on you person:

You are ->

Shareware author

Free-/Card- oder Giftware author

New user of DOpus version ?? (got DEPlay with DOpus)

the remaining rest :-):

5 DM (around 3 US \$) is not too much for a half year of development, or ? :-)

Payment

1.23 Shareware authors

Many of you are "black sheeps", so I do here a special way:

Shareware authors must pay the same as others (5 DM/3 US \$), only not if:

- your last public program is it worth to pay for it the required fee.
Here is my fee a free register to me or sometimes a postcard.
- your last public program cost too much, is useless, or does not have a notice outside the archive where it is restricted: here is my required fee 20 DM (around 12 US \$). The money that is more than 5 DM will get our local animal home...

That is the why you must write me first...

Payment

1.24 Free-/Card- and Giftware authors

If your product(s) is (are) useful to keep the Amiga alive (also good Demos), you will get a free registration !

But your last public project may be not older than 2 years.

A special restriction herefor for artists:

You can not be a mass uploader ...

How to get the registered version

1.25 New user of DOpus ??

If you have got DEPlay together with your DOpus copy, it is already a special registered version. It will show in the "About" requester "Registered to: GPSoftware".

Do not spread it ! (Keep the Amiga alive...)

1.26 Payment

The people which has an internet access and must

- not pay, can register them via EMail. Just send me a mail with your address, the name(s) of your created things, where is it to find,...
- pay, should send me a EMail to inform me, that the money will be send. After I have got it, I will send you the registered version immidatly.

All others must write me a letter with a disc (DD !) in it and the money.

You must add also a little bit money for posting it back (again 5 DM, sorry).

To which person ?

1.27 Author

Helmut Hummel
Donathstr. 9

08451 Crimmitschau
Germany

E-Mail (preferred): hhummel@t-online.de

Bank connection: Sparkasse Zwickau
BLZ : 8705 5000
KtNr. : 23581 02523

Thanks

1.28 Thanks

A special thanks to Leo Davidson, without him nothing will happen :-).

Also thanks to:

Shaun Downend, Peter Schulz, Jan Britsch, Raphael Pilarczyk and all other beta testers of DOpus.

A big thanks also to Peter Kunath for support to develop the NotifyGenie.

Copyright

1.29 Copyright

The registered version may only by GPSoftware spreaded together with DOpus !

The complete and unregistered archive can be spreaded by
(Provider) (limits)
GPSoftware unlimited,
AmiNet Disc/CD/Internet and
Fred Fish Disc/CD/Internet.

Shareware-Provider (Disc/CD) can sell it, if the price of a PD-disc is not higher than DD 3.- DM or CD 15.- DM and the PP is not higher than 5.- DM. Provider via cable/radio must provide it for free (no transmitting bill from them) and must be public in their country (= require also no membership), they also can not have "membership" areas which contains PD material (also if this archive

were public).

It is for DD discs or country nets allowed to remove all not there used native languages from the archive, only the english must be left. On any CD or in the internet has to be the full archive.

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