What Is PlayerPRO?

PlayerPRO is a **Tracker**, **Composer**, and **Player**, all in one!

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Keep in mind this document is a LONG one. Use Ctrl+F to navigate around.

Tracker

PlayerPRO is primarily a musical utility called a "tracker". Trackers are programs that generate music files called MODs.

The MOD originated on the Amiga system, but quickly gained popularity, and now, software packages are available on almost every platform to compose and play these files. However, on the Macintosh, there are very few good trackers.

A MOD file is significant, as it is a totally self-contained music file with a reasonable file size. It was intended originally as a compact way of storing background music for games and demonstration programs, but it has since grown to become a favorite file format for online music exchange. There are literally thousands of MODs available in the public domain, and they can be found on the Internet, AOL, and almost any good BBS (for a few sites where you can get MODs, check out our links page).

Each MOD file contains two sections: patterns and samples. Patterns are the equivalent of a score for the conductor. Each pattern tells the computer what notes to play, how loud to play them, and just about everything else that can be done with a note. The samples are actual recordings of the musical instruments used to play the songs. Through a number of mathematical formulas, the computer can adjust the pitch and volume of the samples to make music.

Composer

PlayerPRO is more than just a tracker. It is a full-fledged composition tool. With many editing modes, including a block mode, digital view, and a traditional score view of the music, PlayerPRO has tools simple enough for a novice but robust enough to keep even the most technically advanced musician satisfied.

PlayerPRO also supports many ways of entering music. First, the mouse can be used to click notes on to a score, which resembles any sheet music that you would find around. This is an easy way to put songs from sheet music into the computer.

If you have a MIDI keyboard, you can do even more. The program can record notes from your keyboard. You can even record one note at a time or in real time, and you can see your music appear as you play.

Even if you don't have a MIDI keyboard, you can still play music in real time into the computer. PlayerPRO can convert the keys pressed on your keyboard into musical notes, and you can even play chords by holding down more than one key simultaneously.

Player

Of course, PlayerPRO is also capable of playing and importing almost any music file that you can find. Unlike most programs, which either work with MIDI files or sampled files, PlayerPRO can deal with both.

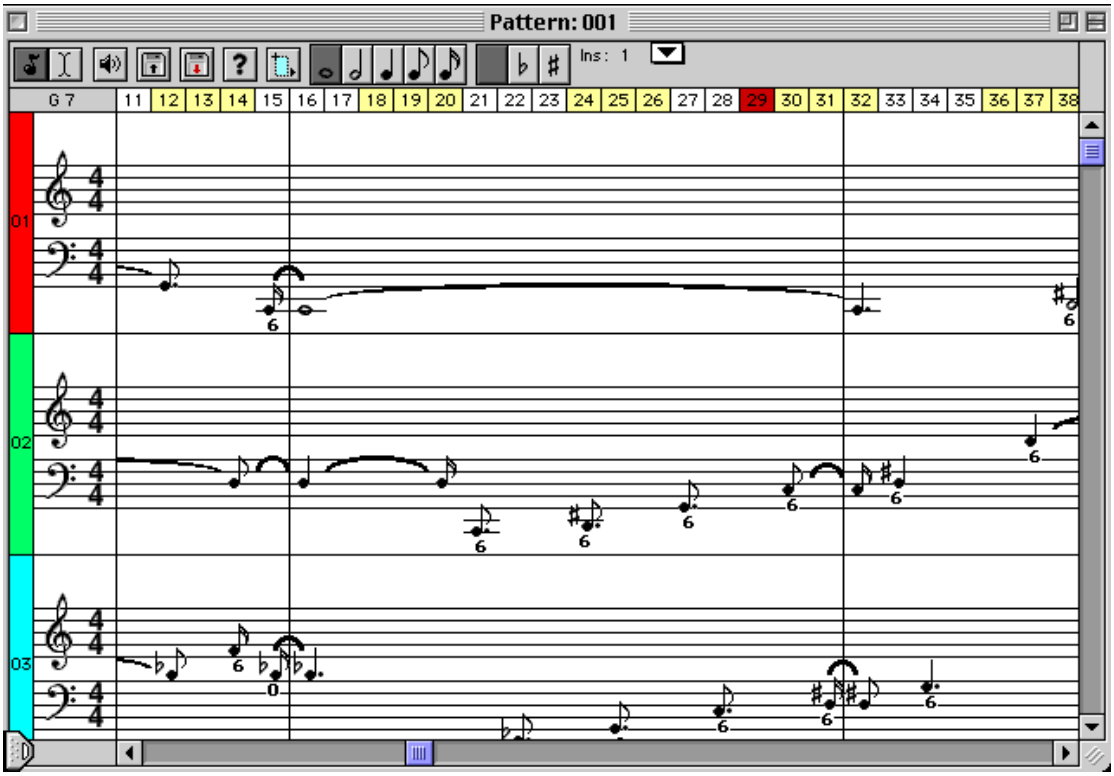
It supports different sound file formats as samples, as well, including the majority of popular Windows, Macintosh, and Unix file formats. It's hard to find a music file that PlayerPro

doesn't support.

Editing Music

PlayerPRO's main editor is a **traditional musical score editor**. This format is unusual in music editors, even though it is the most logical and the easiest to use. If you are a musician and you don't understand much about computers, you can create the music the way you know best, and if you're a computer guru, it makes a useful additional tool and a way to share your music with others.

** An example of the PlayerPRO music editor.*



The editor shows each track from top to bottom, and the different patterns go from left to right. A pattern is equal to about four measures, and each track is one note being played at a time.

Different instruments can be assigned to each note in each track, or you can use the same

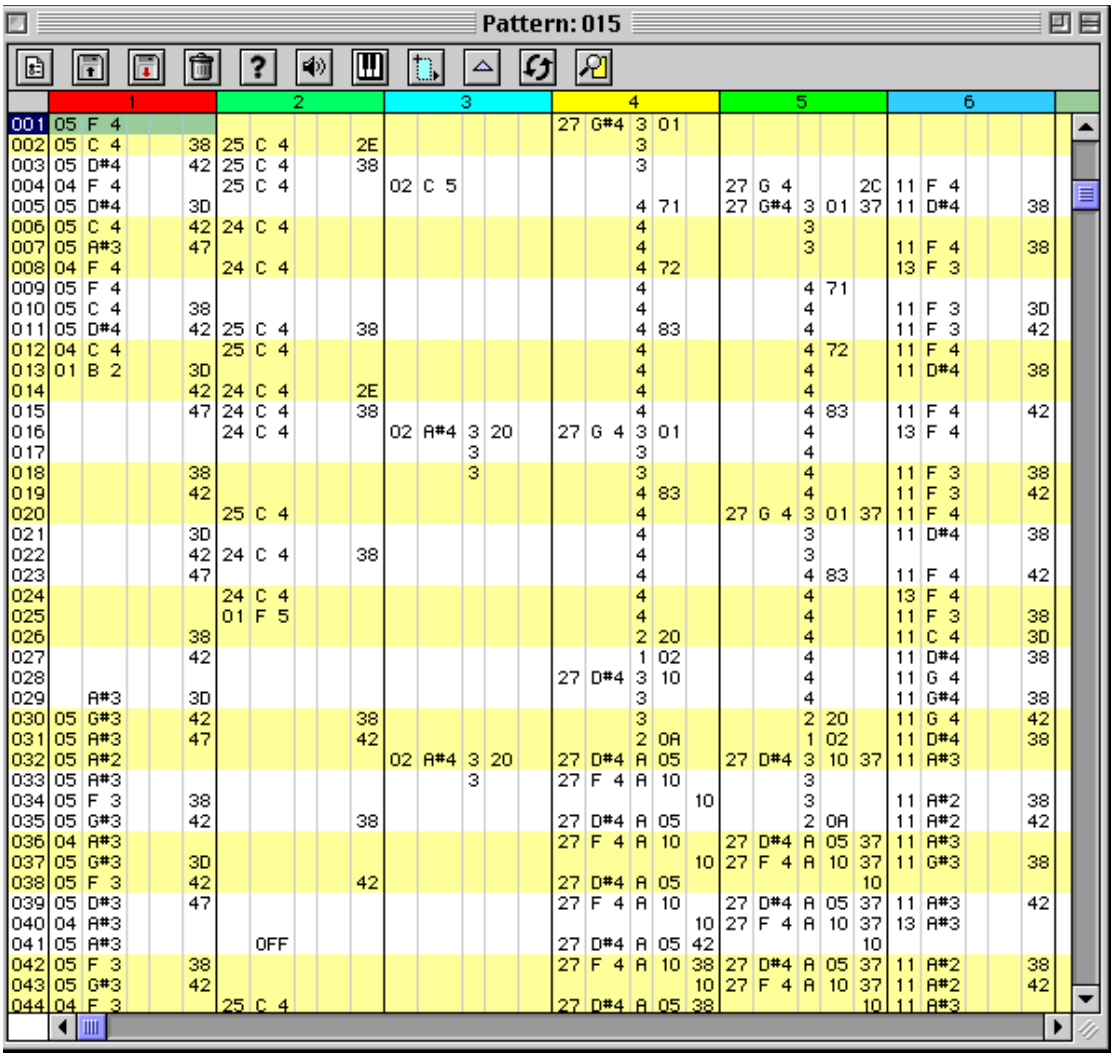
instrument many times to make complex chord arrangements.

Digital Editor

The **digital editor** is a more sophisticated method of editing music files. It will be familiar to users of traditional Amiga tracker programs, as it uses a similar structure.

The digital editor has several lines. Each line represents a certain fraction of a pattern (1/64th, as each pattern has 64 partitions). You can change the note value and different parameters in each of the five subcolumns, and each main column represents a track, much as the different lines in the score in the classical editor did.

**An example of the PlayerPRO digital editor and effects. The five columns represent the instrument, note, effect, effect argument, and volume.*

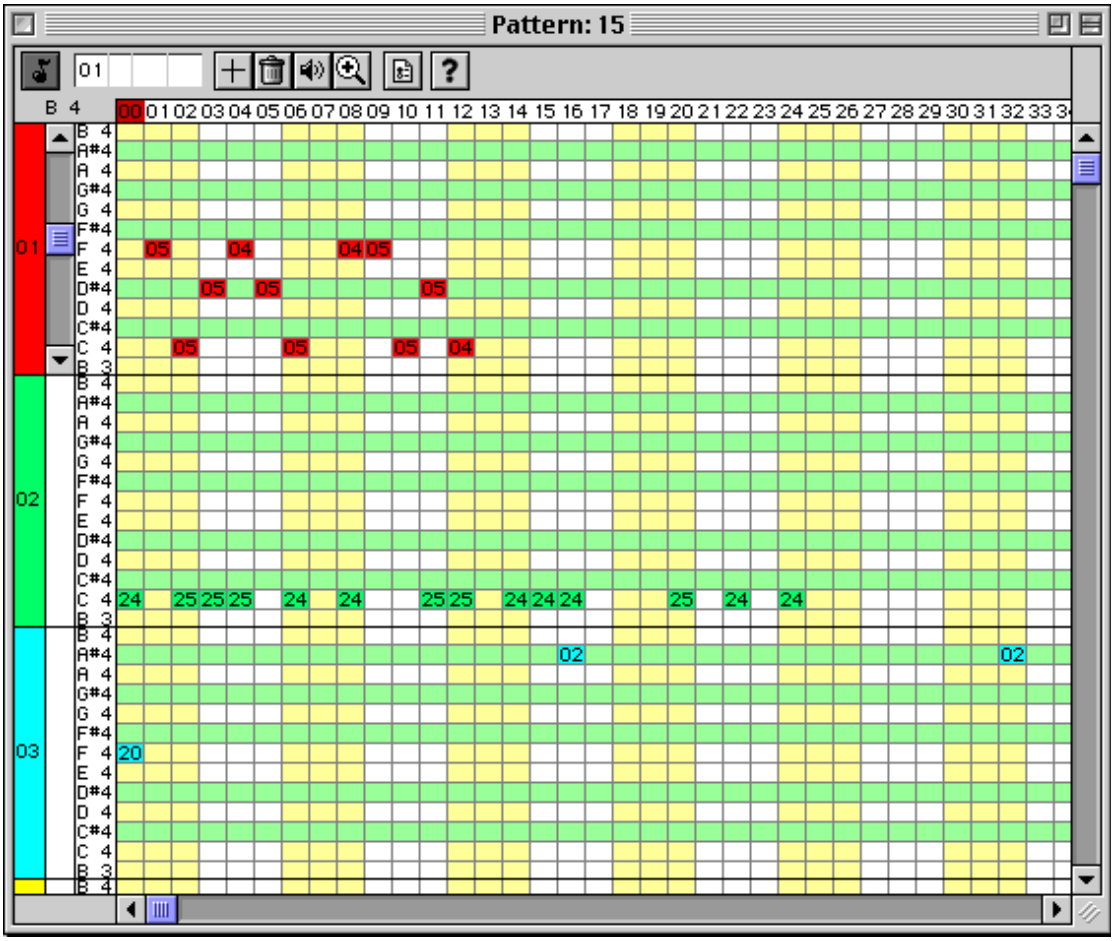


Box Editor

The box editor resembles another style of music editor, common on the computer, called the "piano roll" format. This editor has small boxes representing the various notes and durations.

In this mode, you can easily see which notes are being played simultaneously and any patterns or trends in the melody. This can also be very convenient for laying out drum sounds, etc, as you can see the instrument number being played in each block.

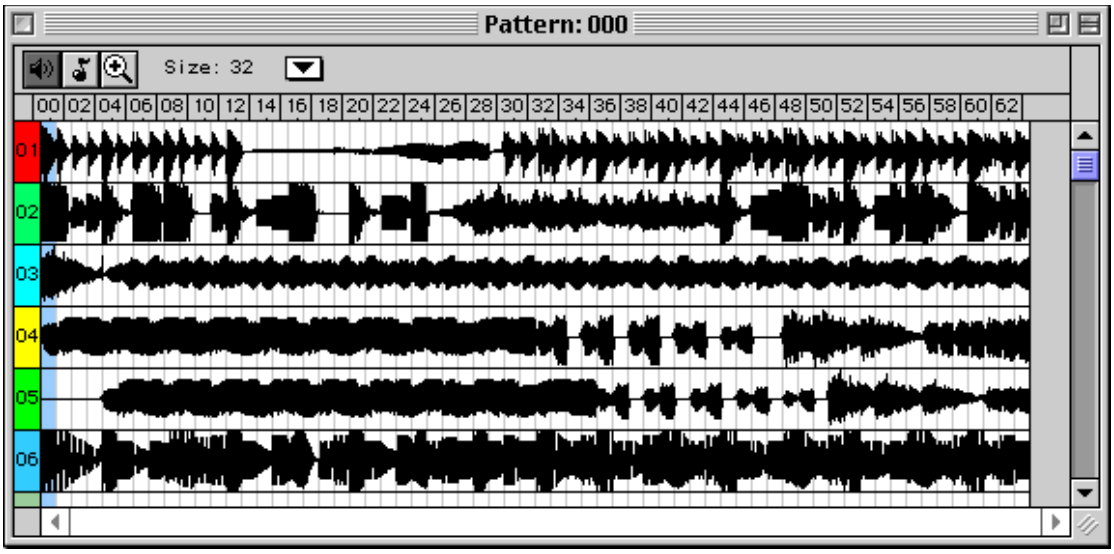
*An example of the PlayerPRO box editor. The numbers in each box represent the instruments.



Wave Preview

The wave preview mode is as its name implies. It shows you a preview of your song in wave format. This means that each track's raw musical sound wave can be viewed. While this doesn't have as much practical value as the other editors, it can be useful for an audio professional, and it can be a fun way to look at your music.

An example of the PlayerPRO waveform viewer.



MIDI Support

If you have a **MIDI keyboard**, you can use it to play music for PlayerPRO. PlayerPRO supports MIDI In/Out and has GM compatibility with QuickTime 2.1. This way, you can even play music on a traditional instrument and record it to play back later.

** MIDI I/O does NOT work with SheepShaver.*

Technical Specifications

PlayerPRO can play the files that you have come to love and the files you will come to love.

File Formats Supported:

Format	Channels	Samples	Description
NS	N/A	99	PlayerPRO Instrument format
MAD	256	256	PlayerPRO Native
MOD	4-8	15 / 31	Amiga Module
S3M	16	99 (64)	Scream Tracker
OKTA	4-8	255 (64)	Oktalyzer
MTM	32	63	MultiTracker
669	8	64	Composer 669
XM	32	128 (64)	FastTracker
MED	4-8	32	MED/OctaMED
ULT	32	64	UltraTracker
IT	64 (32)	255 (64)	ImpluseTracker

Audio Formats:

AIFF	N/A	N/A	Macintosh/SGI Sound File
IMA 4:1	N/A	N/A	16 Bits Compressed format

AIFC	N/A	N/A	Macintosh/SGI Sound File
µ-law a-law		N/A	N/A Compressed UNIX format
SDII	N/A	N/A	SoundDesigner II format
MPEG	N/A	N/A	All audio MPEG, I , II & III
AVI	N/A	N/A	Digital Video format
Quicktime		N/A	N/A All movies format available in Quicktime
RAW	N/A	N/A	Convert any raw data into sound
DVC	N/A	N/A	Digital Video format
PAT	N/A	N/A	Gravis Ultrasound format
XI	N/A	N/A	Instrument format in XM & IT
MP3	N/A	N/A	Audio MPEG layer III
WAV	N/A	N/A	Windows Sound File
MIDI	N/A	N/A	MIDI

Computer Systems Supported

Apple Macintosh

> Supports any Macintosh computer (or compatible) Power PCs or higher.
>Requires no special hardware (MIDI keyboard optional).
>Minimum system requirements:
>MacOS 8.6 or higher (MacOS 9 recommended)
>PowerMac
>32 MB RAM
>CD ROM drive

Microsoft Windows 95

No development at this time.

Other Technical Specifications

Play up to 32 simultaneous channels without special hardware
Sound quality from 11Khz 8bits to 44Khz 16bits
Compiled with CW11
Online Help for beginners
Quicktime 2.x support: instrument loading and editing
Complete graphic interface (more than 15 tools windows)
Support for MIDI Hardware: MIDI IN/OUT.
GM compatibility via Quicktime 2.1
Fast oscilloscope and Fourier analysis. (60 im/sec) Realtime.
Complete editor interface to create your music.
Instruments supported from WAV, AIFF, Snd.
Supports sound input from Microphone, CD, etc.

Support for Volume Envelope
Supports multiple samples for instruments (high quality instruments)
Supports volume command
Music List : you can store up to 2000 songs
Adjustable sample rate: from 1 Hz to 50 Khz
Adjustable base note for samples
Sound filters for samples
Plug-In support: Import/Export/Filter
AIFF music export: rate, amplitude, compression, channel
Supports 8 octaves
Realtime interface to "see" your music as it plays
Up to 64 instruments per song file
Complete Drag&Drop interface (System 7.5 savvy)
Panning interface
Complete developer toolkit to use PlayerPRO files in your own programs
XMCD in safe FAT to use music in HyperCard, MacroMind, etc.
API to create Plug-Ins

Views Menu:

PlayerPRO has many different ways to see what's happening at any time.

The **views menu** shows the different ways that the data PlayerPRO is using can be displayed. All displays in the views menu are updated in real time, so you can watch the music come to life!

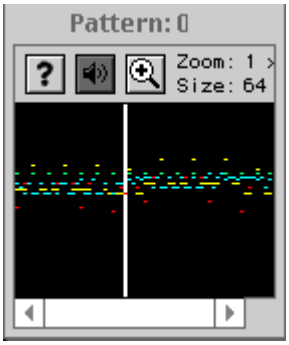
The online help view, shown at the top, has a bar at the top which shows you what's happening as you move the mouse around the screen. It can be a useful way to learn what the different windows and options do.

The next four views, "**Pattern View**", "**Digital View**", "**Track View**", and "Instrument **View**", are ways of viewing the musical data that is being played.

Views of PlayerPRO:

Pattern view:

The **pattern view** shows the notes and channels being played at any given time. Each color represents one track, and the relative heights of the pixels are the relative pitches of the notes.

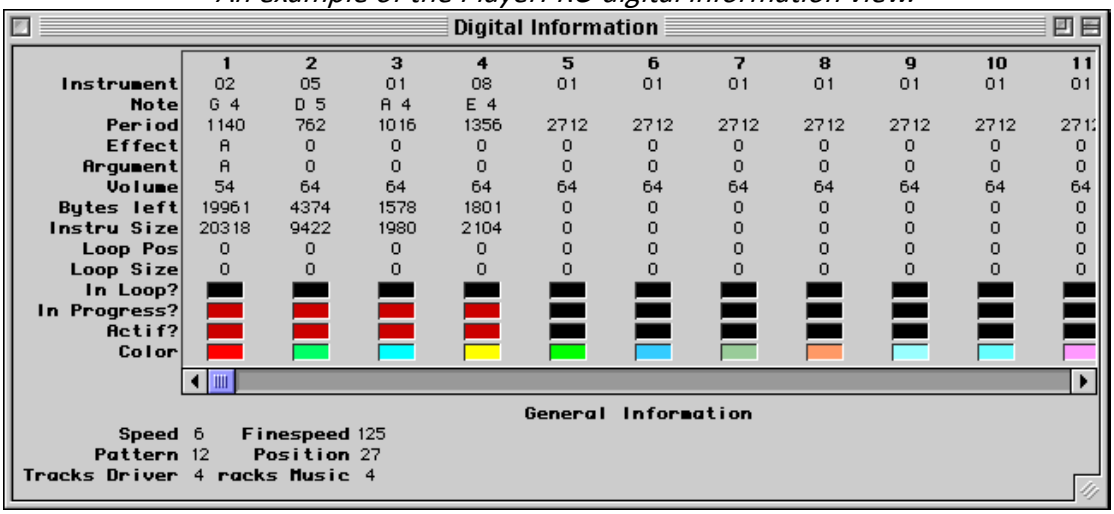


Digital view:

The **digital view** shows the current values of all of the module parameters, including the note, volume, effects, arguments, loop status, sample size, number of bytes remaining to play on the sample, and more. This is a good view for someone who is familiar with the technical

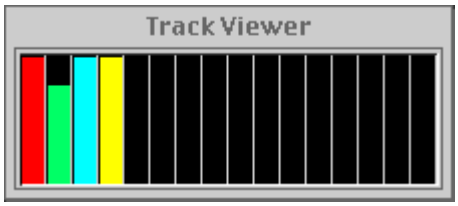
workings of a module to view the current activity of the song.

**An example of the PlayerPRO digital information view.*

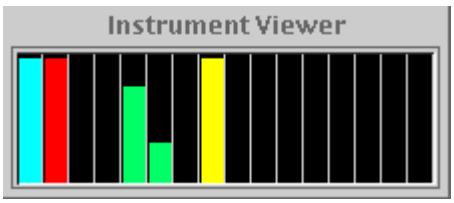


Track View and Instrument View:

The track viewer shows the status of the various tracks that are currently playing. The bar represents the status of a track, and the bar represents the level of decay that the track has undergone (when you first hit a note, it is loud, but then it decays until you can no longer hear it).



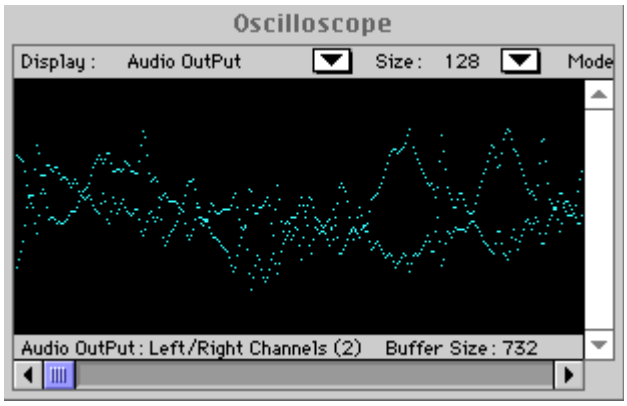
The instrument viewer is similar to the track viewer, except that it shows the status of each instrument used in the song.



Oscilloscope View:

The oscilloscope view shows the left and right channels' waveforms in real time. This is

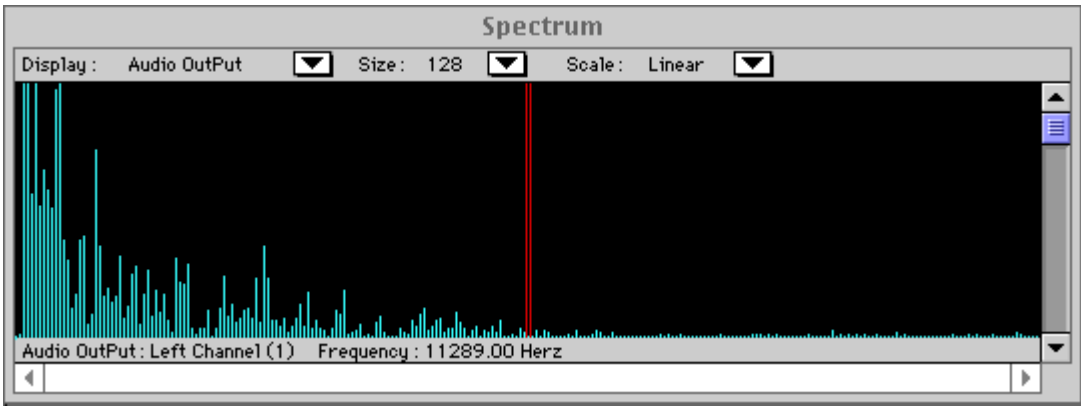
the sound signal going to the speaker, not the waveform for each instrument (which can be seen in the wave editor).



Spectrum View

The spectrum view is used to show the various frequencies' outputs in real time. This helps to show the bass output versus treble versus drums, and it can be an interesting way to watch a song.

**An example of the PlayerPRO spectrum view.*



Tools View

The **tools view** has the standard musical tools: play, fast forward, rewind, record, skip, and stop. This is your main way of playing music.

Music List View

The **music list view** shows the different songs that have been played recently (or that you have selected to play) as a playlist. This way, you can have the computer select different songs to play at random or in order, and you can have PlayerPRO play a number of songs in the background.

This view is very useful in PlayerPRO's function as a music player

Adaptors View

The adaptors view allows you to change the way that PlayerPRO plays your song, as it plays. You can adjust the speed, instrument volume, left/right stereo volume, and pitch of the song as it plays easily.

**unfortunately, the original image is no longer available.*

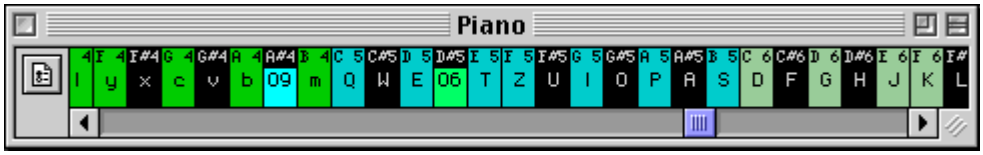
Memory View

The memory view shows the available memory left to PlayerPRO as well as the memory used by the program.

Piano View

The piano view shows the current notes.

The **piano view** shows you both how to use the keyboard to make music and what notes are currently being played by each instrument during a currently playing song. The MIDI keys being hit will also show up on the piano in real time.



Developer Information

PlayerPRO is hands-down the music generation environment for the serious developer.

Plug-In for Web Development

There is a PlayerPRO Plug-In available for listening to PlayerPRO files on your Web pages. This plug-in is free and easy to download, so your viewers can get the benefit of compact, high-quality music when checking out your site.

A big advantage of using PlayerPRO files instead of just MIDI files on your Web pages is that you can control the instruments your viewers hear. A MIDI that sounds great on your expensive wavetable sound card will sound like garbage on a computer without similar capabilities, but a PlayerPRO file will sound the same on both systems.

**unfortunately, old browsers simply don't work on the internet anymore, therefore a download will not be provided. Visit the GitHub page instead.*

Free Use of Source Code

Finally, something that makes PlayerPRO very different from similar packages is that the source code necessary for incorporating PlayerPRO music is available to you to download, free of charge. This source code can be used in your own games and applications to give your programs a new sound, not possible before, and it is optimized for the widely popular CodeWarrior development environment. PlayerPRO can even save its sound files in an executable format, perfect if you want to distribute your music to people who don't own a copy of PlayerPRO

**Source code for PlayerPRO 5.9.8: https://sourceforge.net/projects/playerpro/files/*

This is the end of the information PDF. Thanks for reading and enjoy PlayerPRO.

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Edited and revised by FPSzky.