XR3Player Manual - Tutorial

Console Window

1.XPlayer controls:

```
[ 3 variables ]
→ player {number} { play | stop | resume | pause | replay | mute | unmute | open }
       example 1: player 0 play
                                           (resumes if paused or restarts if stopped)
       example 2: player 2 open
                                           (choose a File for Player 2 to play)
       example 3: player 2 mute
                                           (mute the Player 2)
  [ 4 variables ]
→ player {number} { volume | setvolume } { (+|-) number }
       example 1: player 0 volume
                                      +5
                                              (decrease volume by +5)
                                              (decrease volume by -20)
       example 2: player 2 volume
                                      -20
       example 3: player 2 setvolume 98
                                              (set player 2 volume to 98 decibel)
  [5 variables]
\rightarrow player {number} { seek | seekto } { (+ | -) number } { s (seconds) | m(minutes) | h(hours) }
     example 1: player 0 seek
                                               (skips 5 seconds forward the player)
                                    5
                                        S
     example 2: player 0 seek
                                               (skips 5 minutes backward the player)
                                    -5
                                        m
     example 3: player 0 seekto
                                    5 m
                                               (the player goes at 5:00 minutes)
                                               (the player goes at 54:00 minutes)
     example 4: player 0 seekto
                                   54
                                       m
     example 5: player 0 seekto
                                               (the player goes at 00:55 seconds)
                                   55 s
```

^{*}The | symbol means OR (You can choose this option or the other)

^{*}Spaces between commands doesn't matter;)