

**warpamp**

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# Chapter 1

## warpamp

### 1.1 WarpAMP - The PPC MPEG Audio Player based on AMP

WarpAMP - The PPC MPEG Audio Player based on AMP

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### 1.2 Introduction

Introduction

WarpAMP is a Player for the popular MPEG Audio Format (it supports both MP2 and MP3) based on the great AMP Source from Tomislav Uzelac.

It's direct parent is PreludeAMP (whose source was released recently on Aminet, i have the specific permission from Thomas Wenzel to use this source for my own player).

Since V0.6 WarpAMP also supports AHI, but with the option -prelude you can use prelude.library for the Sound Output, if wished. -prelude only works, if a Prelude Board is present, of course. But the AHI Replay Code (done by Thorsten Hansen of KATO, thanks for his help :) ) also works fine.

If you do not know MPEG Audio

MPEG Audio is a compressed Audio-Format. Compressed Files do not have the same quality like Audio-CDs, but come quite close.

If you do not know WarpOS

WarpOS is the alternative Kernel for the PPC Boards for the Amiga. WarpOS

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is much more efficient in Multitasking Environment like the Default Kernel from Phase 5. WarpAMP should work with both the "real" WarpOS, and with the "compatibility Version" V7 (though it will probably run much slower on V7).

I did not test it with V7, but there should not be any problems this time.

WarpAMP (under WarpOS V12+ at least) runs great in the multitasking environment, even a while(1) printf("Hello, World!\n"); does not make it any slower, independently, if this is done in 68k or PPC or both of them.

WarpAMP supports a Filerequester and a Program-Mode. If anyone wants to do a better GUI this is appreciated :)

## 1.3 Usage

### Usage

There are multiple ways to use WarpAMP.

WarpAMP filename.mp3

This plays the MP2/MP3 in question and then quits. It disables the Caches for the Audio-Buffer and uses a BAT register to optimize speed. With the option -nobat it does not do these two things.

WarpAMP

This invokes the file-requester. MultiSelect is possible.

WarpAMP -program myprog.prg

This loads a program file. A program consists of the complete path of a MP2/MP3 to play in each line (a program file is a simple ASCII file). If at the end the keyword "repeat" is found (small-cased) it plays the MP2/MP3s in question in a endless-loop.

WarpAMP -program

Again a program file, but this time loaded with a File-Requester.

WarpAMP -prelude

Use it with the Prelude Soundboard Native Code (you need a Prelude to do so), if you don't specify -prelude, AHI is used.

WarpAMP -quiet

makes WarpAMP not to print out any output. This has the effect, that WarpAMP will not stop when you do Intuition-Operations. I know, handling it in a new task would be the cleaner implementation, but this was more easy to do. :)

## 1.4 Copyright

### Copyright

The main Copyright does not go to me, but to Tomislav Uzelac, the coder of AMP.

Original "Legals" (The Full readme of AMP is contained inside the Archive)

--- snip ---

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Tomislav Uzelac

<tuzelac@rasip.fer.hr>

--- snap ---

The Prelude Replay Code is based on Thomas Wenzel's code who put the Source of PreludeAMP for ppc.library onto Aminet, and allowed me in an email to use the Source for my own PPC MPEG Player. Thanks, Thomas.

I myself mainly adapted the Code to WarpOS/StormC, and i included the Filerequester/MultiSelect/Program-File features. This Player is Freeware, but if it does damage to your Sound-Equipment/Computer/Ears/Whatever, i am not responsible for it (Read: "Standard-Disclaimer").

If you enhance the player in some ways (adding a nicer GUI, adding AHI Support,...) it would be nice to send me a copy of the modified source, but this is not required.

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## 1.5 History

### History

0.5 - First released version. Needs a Prelude Soundboard and prelude.library V2.0 or higher (2.41 recommended, but 2.0 also works)

0.6 - Added the AHI Replay code done by Thorsten Hansen of the KATO Development Group. Thanks :)

0.7 - Added -quiet mode

0.8 - Now also can play files with - inside the filename, and inside a program file files with a blank inside the filename.

Thanks to Eckhard@top.east.de for reporting the bug :) And also thanks to him for including support for WarpAMP into his great OpusMPEGA program :) (Note: The new version of OpusMPEGA which includes support for WarpAMP will need at least V0.8 of WarpAMP).

0.9 Some Small changes requested by the OpusMPEGA Author

## 1.6 Problems

### Possible Problems

Q.: When i play a MP3 my Serial Interface stops to work.

A.: This is a problem between the Serial Interface and the Prelude.

The Problem is definitely on the side of the Serial Interface (too small FIFO) and it does not happen on all systems. It appears with all software accessing the Soundboard, anyways, if AHI or prelude.library, if 68k or PPC. Version 2.41 of the prelude.library makes the serial Interface work better (maybe Marc Albrecht and Thomas Wenzel included a Workaround ?) but it is still not perfect. I was told by the manufacturer of the Prelude, that, if you reduce the number of buffers used by the Prelude, Serial Interfaces with small FIFOs will also work (like the Interface of the Original A4000). As soon as i get the needed information by those guys, i will update my Player, so that it uses less buffers.

Q.: Why no ppc.library Support ?

A.: I don't support ppc.library. You should be able to run this player through WarpUP V7 parallel to ppc.library, though (it might run slower, WarpOS V12+ is recommended). Also, there

is the PreludeAMP from Thomas Wenzel for ppc.library available,  
also on Aminet.

Q.: It does not run !!?

A.: Did you install WarpOS ? It is available on <ftp://ftp.haage-partner.com>

You should install it anyways, there is nice software for it.

Q.: When a press a menu button, the music stops.

A.: Use the quiet mode (-quiet), then this won't happen anymore.