Morgul Player 1.49 documentation

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COLLABORATORS

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Contents

Chapter 1

Morgul Player 1.49 documentation

1.1   Morgul Player 1.49 documentation

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           Select a topic with arrow keys and then press enter:

                  What is Morgul Player?
                  Requirements
                  Instructions
                  Possible bugs
                  Tested configurations
                  Distribution policy
                  List of registered users
                  List of distribution sites
                  Frequently asked questions
                  Contacting the author
                  Greetings, history
                  Morgul in the press
```

1.2   What is Morgul Player?

```
The Morgul Player is a music file player, which plays most music
file formats on all popular sound devices. The sound output system
is DSMI, which allows for lots of features and flexibility.

Morgul is free software, which means you can copy it to your
friends, upload it to BBS's and FTP sites, and distribute in other
similar ways as long as no money is involved and all the files are
included. If you find yourself using this program, you are asked to
send me a postcard or a CD(-Rom). My mail address and more specific
```

info about terms of distribution can be found at the end of this
file. For more information, see Distribution policy.
If a company or a Magazine, like PC HOME!, which publishes PD/SW
software on CD-Rom or floppies, wishes to include Morgul in their
publication, they must send me one copy of the Cd-Rom/floppy they are
publishing so I can get a look at how Morgul is being distributed.
Exception: Walnut Creek CD-Rom and Garbo can publish Morgul
on any CD without permission.

I am also willing to make special editions for special purposes,
contact me for more information.

Currently the following popular sound cards and their compatibles
are supported:

        1 Sound Blaster
        2 Sound Blaster Pro
        3 PAS+
        4 PAS16
        5 SB16 and SB AWE 32
        6 general DAC (Covox)
        7 Aria cards, like Audiobahn
        8 Windows Sound System & compatibles, like AudioTrix Pro and
          Compaq BusinessAudio
        9 Gravis Ultrasound and Gus MAX
        10 PC Speaker
        11 Stereo DAC (LPT1 & 2)
        12 Stereo-on-1 DAC

            The following file formats are currently supported:

    MOD,NST   Sound/Noise/Pro/Fast/TakeTracker,PT4Gus and so on, also
                 reverse file names (MOD.* NST.*) are supported.
    STM   Scream Tracker 2.x 4 channel files
    S3M   Scream Tracker 3 1-16 channel files (AdLib channels not
                 supported)
    MTM   MultiTracker 1-32 channel files
    FAR   Farandole Tracker 16-channel files
    669   669 Composer 8-channel files
    AMF   Special module format which only DSMI players can play.
                 Other modules converted to this format will be smaller
                 than the originals.

What separates Morgul from other players is the advanced file manager
where you can choose files using the arrow keys or tag several files
into play queues. You can also COPY and DELETE wanted/unwanted files!
The file manager is active always, not only before the actual module
playing. All common archive formats are supported, and the archives
are searched for module files which can then be played like any other
modules. Morgul takes care of calling the unarchiver. Archive formats
currently supported are ARJ,ZIP,LZH/LHA,SQZ,RAR,UC2 and HA.

For playing the larger modules, Morgul can take advantage of EMS
memory, loading the instruments into EMS.

Digital, user-definable effects makes modules sound even better than
they used to! For example, Hall Reverb can make modules sound like
they were played in a big hall. Currently available effect types are
reverb and filter. The Reverb effects can be edited real-time.

Some or all of the channels can be Surround-Panned.

Because of advanced mixing techniques, the sound quality is generally
better on 8-bit cards than with other players, and Morgul is one of
the few players to take advantage of the extra sound quality offered
by the 16-bit sound cards. Sound quality can be further enhanced by
using the 2 available filters.

Because Morgul is very feature-rich, there is a quick help screen, a
command menu, and online hypertext documentation (which is actually
this file). These can help you take full advantage of Morgul's
capabilities.

Morgul can be configured to your tastes by using the configuration
file Morgul.cfg. All command line switches can be put to the MORGUL
environment variable so you don't have to type them over and over
again.

You can try out and play the samples in the modules and then save
them in unsigned or signed (Amiga) raw, Microsoft WAVE or Scream
Tracker 3 formats. Support for GUS patches is coming.

In the DOS Shell, you can change the master volume and position of
the module which is currently playing using the shell hotkeys + and -
on the numeric keypad, accompanied with Alt or Control.

An option to use the keyboard LEDs as VU meters!

Special support for the OS/2+GUS-combo, uses some OS/2 features.

4Dos/Ndos descript.ion file support. Module names, PCX information
and archive content information are saved into descriptions. If a
file already has a description, it will not be changed.

Morgul is 100% virus free!

1.3   Requirements for running Morgul Player

386 compatible processor. If you have a 486, Morgul will use some
486-specific optimizations for more speed.
VGA-compatible display adapter. EGA no longer work at all with
Morgul.

Mouse and soundcard optional (although a soundcard is highly
recommended, the internal speaker doesn't sound too good. If you
can't afford a soundcard, build a "Covox" device which is a simple
DAC in the printer port.)
If you want real sound quality, get a Gravis Ultrasound board.
(This little advertisement is not funded by Advanced Gravis,

```
although it certainly would not hurt me if it was :)
```

1.4 Possible bugs

```
All comments and bug reports are very welcome! See the contact
info.
Some of the bug reports I receive are just about as useful as "Hi!
Your program crashes on me!", so if you find a problem for which
there is no solution in this document or in Morgul FAQ, please give
me at least this information:

Operating system and version (type ver /r and give all the info it
gives),
What memory manager and what version of it you were running, if any,
your config.sys and autoexec.bat contents,
what machine you have (processor, chipset, bios, video adapter),
the sound board you are using, including version numbers and everything,
specific instructions for reproducing the error situation:
Telling "Well I started it and soon it crashed." won't help me to
find the bug, but if you tell the directory and path you were in,
how and with what parameters Morgul was started with, the contents
of the Set Morgul environment variable, the contents of the
morgul.cfg file (you can leave out the comment lines to reduce bug
report size ;) and what you did inside Morgul, and if you shelled,
what software and commands you ran, I could be able to something
about the problem. All error messages are important!
```

1.5 Instructions

```
Note: If you find it hard to learn all the keys, just remember this
one: Alt-M. It will bring up a menu of functions and also shows the
keys for each function.

               ÿÿ        The file system and startup

When the Morgul starts up, it loads the current directory, searching
for module files. When that's done, the file selection screen shows
up. Here you can move up and down in the file list with the cursor
keys and tag files for playing with space or enter.

If the reading of the directory seems to take forever, like if you
have lots of modules on a slow CD-Rom, you can press a key during
the directory load to abort the loading of the songnames from the
modules. This speeds up dir loading considerably.

There are two ways to work with files in Morgul. The default one is
called the Easy mode, where everything works like in normal programs:
If you press enter or space on a file, it will start playing right
away. However, if you need more flexibility, you can switch off the
Easy mode (press Alt-E or use the -e switch, or the configfile
Easymode option.) Without the Easy mode, Morgul acts as follows:
```

When you tag your first file, Morgul loads it immediately and starts
playing it. When you tag more files, they will be added in the
playing list, so that when you press N or the currently playing
module ends, it will go automatically for the next file and play
that. When all files are played, it will go back to the beginning. If
you have Random mode on (achieved by pressing ALT-R or using
cmdline/environment parameter -o, or the config file), Morgul will
play the tagged files in random order.

Because of it's features, Morgul is a good "demo" program for people
who run soundcard demostrations on their machines. They can tag
several good module files and let it play through them all over and
over again, without having to worry about either the player repeating
the same thing all the time or changing the module themselves. If you
use Morgul for this kind of purposes, you must send me a postcard
from your company, in which you tell me exactly how you use the
program, and what kind of company you run, and possibly other
information. (You're also welcome to send me any samples of the
hardware you sell, I'm always open for bribes :)

                          Archive support

Morgul needs the correct unpackers if you wish to play modules from
archives. The unpackers are searched from the path, with these
filenames: ARJ.EXE, PKUNZIP.EXE, LHA.EXE, SQZ.EXE, RAR.EXE, UC.EXE
and HA.EXE. If these are not found, you will receive a "File error"
message when playing archived modules.
The modules are extracted to a temp directory pointed to by the SET
TEMP environment variable. If TEMP is not found, TMP is used, and if
that is not found, C:\$ARCTMP$ will be used. It is recommended you
point TEMP to a fast hard drive or a ramdisk.

Note: Even for READING UC2 files, you will need UC.EXE in your path,
because the only possible way for third-party developers supporting
UC2 to read the file contents is to execute UC.EXE with a special
parameter and then read it's output. This is because even the
directory structure of an UC2 archive is compressed! Also, to play
UC2'ed files, you will probably run out of memory because UC2 needs
lots of memory. If you experience this, you can use UltraStealth.
Install UltraStealth into your autoexec.bat file (add C:\UC\US.EXE to
the end of autoexec.bat) and enable UltraStealth from the Morgul
config file by setting UltraStealth=On.

                  ÿ   The multiple screens

The Morgul consists of 3 different screens (somebody calls them
"virtual screens".) The middle one is the default one which you see
at the startup: It has the file selector system. The other two ones
are the top and bottom screen. You can scroll between them with Page
Up and Page Down keys, or by pressing Alt-1, Alt-2, Alt-3 or Alt-4.
You can also change the default startup screen with the cmdline/
environment parameter -r[1,2,3,4] or in the config file.

The topmost screen is the most interesting one. Here you can see the
instrument names, volume bars, and other information about the
currently playing module file. It is also possible to do different

operations from here. You can play the instruments of the module
YOURSELF on the keyboard! Open extra channels for yourself with the
Ctrl-left and Ctrl-Right keys, then press TAB and you can move around
in the instrument list with the cursor keys.

```
        2 3  5 6 7  9 0
        q w e r t y u i o p
```

These are the keys you can use for playing the instruments. If you
don't want the module to disturb your fine music, press Alt-p to
pause the module. If you open several extra channels, you can play
several voices simultaneously.

Pressing TAB again gets you back to the normal "file" mode.

Please note that even if you're not in the file screen or in the
instrument screen, you can still use all the keys. So you can press
Enter anywhere to go to the next module, or play the instruments
while looking at the files or the helpscreen.

Drum Machine Mode

Pressing CTRL-D brings you into the drum machine mode. In this mode,
if a module is loaded, you can play different samples without first
selecting them by pressing the keys from 1 to 0 and from a to z. The
instrument will play at it's base frequency. This mode is especially
meant for trying out drum instruments in a module. Remember that you
need to have opened extra channels for Drum Machine Mode, just like
you would have to in the Instrument playing mode.

Instrument saving

When you have activated the instrument playing mode with TAB, you
have the red selector bar which you can also use to save the
instruments to disk. Move the selector bar to the instrument you want
to save (you can of course test it first!), then press Alt-S. You
will be asked for the instrument type. Press S for ScreamTracker 3, W
for WAV, U for 8-bit mono unsigned raw, or A for 8-bit mono signed
raw (Amiga). Then you will be asked for a file name. In the file name
asker, you can also see the speed and size of the instrument.

The track screen

Pressing Alt-T will activate the track screen which shows the notes,
their octaves and samples go by on the channels as they are played.
The track screen will replace the volume bar screen. The tracks are
made of 6-character fields, looking like this:

```
E-3-01
$^3$ $^3$ $^3$$^3$
$^3$ $^3$ $^3$ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄ The number of the instrument
$^3$ $^3$ ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄ which is currently being played.
$^3$ $^3$
$^3$ ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ The octave of the note
ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ The note, and whether or not it is #'ed.
```

Press Alt-T to deactivate the track screen and get the volume bars

back. Note that if you hit alt-t twice, the whole screen will be
redrawn. Use it if the screen gets messed up by something.

The graphics mode

This is the standard volume bars/scope with a background picture.
While you're in the graphics mode, all the keys will still work,
although you can't see much of anything. You can choose between
volume bars and a crappy graphical scope by pressing Alt-1, Alt-2 or
Alt-3. The colour of the scope can be changed with ctrl-r,ctrl-g and
ctrl-b, like in text mode. With F4 you can cycle the colours one
step at a time.

The Help Screen

Screen number 3 (the bottom one) is the help screen, accessible via
either Page Down or H. There's nothing to do here except look at the
instructions. It is very recommended to do so! There are many things
that you would miss otherwise. Pressing Alt-H will give you this
documentation if it's in the current directory or in the path. If
not, it will simply give you the quick help screen. Pressing Alt-M
will give you a menu where you can choose commands.

Dos Shell

While in Dos Shell you can change the volume of the music with Alt-
and Alt+ (on the numeric keypad) and skip patterns with Ctrl+/Ctrl-
on the numeric keypad.

File copying

If you have no tagged files, pressing Alt-C will copy the file under
the cursor to the specified location. If you have tagged files, all
tagged files will be copied to the location. If you specify a drive
or a directory or drive+directory, the file(s) will be copied there,
if you specify [drive+][directory+]filename, the file(s) will be
copied to that filename.
If you have no tagged files and you are on the "." directory, all
files in the directory will be copied.
You can abort the copying by pressing a key while the copy function
is running.

To allow flexible pathname handling, your command processor is
executed to do the actual copying. Morgul uses the COMSPEC
environment variable so users of 4Dos and other command.com
replacements will have no trouble at all.

Configuration file

You can change the default settings by putting the appropriate
switches into a SET MORGUL=switches statement in your autoexec.bat,
but you can also use the Morgul.cfg configuration file. Use any ascii
editor to change the values in there, and keep the file either in
your path or in the directory you start Morgul from. The
configuration file options are explained in detail in the config file
itself. Look at the config file before you start demanding me for new
features, they might already be there! Config file parameters are

overriden by the SET MORGUL= environment variable, and these both are
overriden by the command line.

                              Digital Effects

By pressing Alt-F, you can choose a Digital Effect to enhance your
sound enjoyment! The effects are defined in morgul.cfg and you need
the file if you want to have the predefined digital effects. You can
make your own digital effects either by editing the morgul.cfg file
directly, or using the Effect Setup feature of Morgul, activated by
selecting Realtime Effect Setup in the Alt-F menu or by pressing
Ctrl-F.

                              Keyboard Lights

With the -l parameter or with the KeyboardLights config file option,
you can enable the use of the keyboard LEDs as VU meters. This mode
should be on by default but it is not, as it messes up with the
keyboard so that not all keys work, and you'll have to press both
shift keys every now and then. I'm working on this..

                              Directory Saving

You can save the current directory to a file "taglist.mrg" by
pressing F2. The next time Morgul starts up in this directory (or you
change to this directory in Morgul), this file will be loaded instead
of loading the directory and scanning all modules and archives.
Saving the directory is HIGHLY recommended if you have many archives
and/or modules in the same directory. You can also save your taggings
this way, and when Morgul starts in this directory the next time, it
will start playing right away.

                             The Overlay System

To allow for extra doodads like graphic logos without loss of memory,
an overlay system called MOVERLAY was developed. You can unpack the
MO.EXE file with any quality EXE unpacker like UNP v4.10 from Ben
Castricum. (UNP 4.00 is a bloody fake, BTW). The exe will still run,
so you can check for embedded viruses (There are none, of course.)

                          4dos description support

If Morgul detects 4Dos/NDOS, it will automatically save module
information into description files. You can disable this feature
from the config file if it's not desirable. Note that with this
powerful feature, you can see what modules your archive files
contain with the dir command.

                    ÿ   List of all available keys and commands

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   ÚÄÄÄTheÄMorgulÄHelpÄScreenÄÄÄ¿\ ←
   textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}^{3} Available keys: ←
                                             ^{3}\textdegree{}\ ←
   textdegree{}

```
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-M    Menu                           ←
   F5/F8       Restart/Stop module $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-P    Pause module                    ←
   Alt-F       Digital Effects    $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-J    Shell to Dos                    ←
   Ctrl-F      Setup Digital Eff  $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-V    Toggle 80x60 mode               ←
   CTRL-P      Panning setup screen$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-D    Delete current file             ←
   PgUp/Pgdn   Scroll the files   $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-H,F1 ONLINE DOCS                     ←
   CTRL-PgUp/Dn Scroll the screen  $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-T    Track screen                    ←
   CTRL-V      Change Master Volume$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-S    Instrument saving               ←
   ^R,^G,^B    Change box colour  $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-R    Toggle Random order             ←
   Alt-1,2,3,4 Change active screen$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-E    Toggle Easy filemode            ←
   Tab         Switch between Instr$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-C    Copy files  ←
                        /File Mode        $^3$\textdegree{}\textdegree ←
   {}
\textdegree{}\textdegree{}\textdegree{}$^3$ Ctrl-D   Toggle drum machine mode        ←
   Ctrl-Left/  Increase/Decrease  $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Insert   Tag ALL files                   ←
   Ctrl-Right  channel amount     $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Delete   UnTag ALL files                 ←
   ESC         Exit               $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Space    In File mode TAG module          ←
   Q...P       Play instruments   $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ N        Go to next tagged               ←
   Arrows      Move in instrument $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$          module and play it  ←
                  or file list       $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ F2       Save directory                  ←
   Home/End    Go to beginning /end$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Graphics mode:  ←
                             of file/instr. list $^3$\ ←
   textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ Alt-G    toggle graphics mode            ←
   Alt-1       Select volume bars $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ ESC      exit graphics mode              ←
   Alt-2       Select scope       $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$ F3       Negative image                  ←
   F4          Cycle colours 1 step$^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{} ←
   ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÙ\ ←
   textdegree{}\textdegree{}
               Command line parameters


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    textdegree{}
\textdegree{}\textdegree{}\textdegree{}ÚÄÄÄAvailableÄcommandÄline/ ←
    environmentÄsetÄoptionsÄforÄMorgulÄÄÄÄÄÄÄÄÄÄÄ¿\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$  ←
                                                                    $^3$\ ←
    textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -r    Select startup screen 1,2,3  - ←
    c    Select sound device         $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -o    Select Random mode          - ←
    d    Select sound card DMA chan  $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -n    Set default panning         - ←
    i    Select scard interrupt      $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -v    Set 80x60 mode              - ←
    p    Select scard port           $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -a    Select Amplify rate         - ←
    t    Select DMA buffer size      $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -j    Select bar colour (0,1,2)     ←
    -g    Disable Gus DMA usage      $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -l    Enable keyboard lights      - ←
    b    Disable use of EMS memory   $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -fxx  Select digital effect xx    - ←
    s    Select sample rate          $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   -m    monochrome mode  ←
                            $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   Available sound device numbers:  ←
                            $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   1=SB,2=SB Pro,3=PAS+,4=PAS16,5=SB16 ←
    ,6=DAC,7=Aria,8=Windows Sound    $^3$\textdegree{}\textdegree{}
\textdegree{}\textdegree{}\textdegree{}$^3$   System/AudioTrix/BusinessAudio,9= ←
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    command line and also by         $^3$\textdegree{}\textdegree{}
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    in your Autoexec.bat file.       $^3$\textdegree{}\textdegree{}
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The file screen explained

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    1992-1995.    \textdegree{}
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    for menu  \textdegree{}
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   Files tagged: 1          $^3$\textdegree{}\textdegree{}
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The file size means the size of the current file in kilobytes,
patterns means the amount of patterns (the length) of the file,
samples means how many samples (instruments) there are in it, and
Files tagged means how many files you have tagged.

The first column is where the file names will be. In this example
file there are MODULE.MOD and 2ND_SKAV.S3M. In the next column is the
module's song name. The next one (with þþ characters) is graphical
display of the file's size. At the lowermost part of the screen is a
volume bar just for fun. The current directory is shown just below
the file names.

If a module with a description like "Inside MODULE.ARJ" or "Inside

```
MODULE.ZIP" or so on appears, it means it is inside an archive. You
can play these just like normal modules, the unarchiver will be
called automatically.
```

1.6 Registered users

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   me a postcard or CD,$^3$\ensuremath{\pm}\textdegree{}\textdegree{}
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   this list, you rule! $^3$\ensuremath{\pm}\textdegree{}\textdegree{}
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    textdegree{}
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The extremely great users:

Lars Naber, Germany	Osku Kannusmki, Finland
David N. Douglas,Canada	Jari Tasanen, Finland
Jussi-Pekka Hmlinen, Finland	Martin Wickman, Sweden
Roland Scholz, Germany	J. O. Jurhill, the Netherlands
Rene Mayer, Austria	Nick Soude, USA
Chuck Browning, USA	Michael Diener, Germany
Dirk Loá, Germany	Esteve Angles, Spain
Olli Aho, Finland	Alex Simakov, (Switzerland) Russia

The very great users:

Tomi Pahula, Finland	Sami Piispanen, Finland
Pietu Pohjalainen, Finland	Kari Sorsimo, Finland
Murad Soter, Norway	Timo Laitinen, Finland
Mika Peltomaa, Finland	Antti Jaatinen, Finland
Robert Kukla, Germany	Mohammad Khan, USA
Tom Grandgent, USA	Auvo Ollikainen,Finland
Juha Niemi, Finland	Tom Goodgame, USA
Antti Mkel, Finland	Jean-Louis Fondre, France
Craig Schofield, Australia	Rob, Great Britain
Stephen Sarasin, USA	Stuart, New Zealand
Richard Keyes, Australia	Niko Etsola, Finland
Petri Harkko, Finland	Juha Nevamki, Finland
Kim & Cyndi Philson, USA	Steve Schowiak, USA
Timo Tattari, Finland	Gavin Mc Donnell, Great Britain
Leo Medellin, Mexico	Michael Schwendt, Germany
Kai Buehler, Germany	Scott Logan, Australia
Antti Seppnen, Finland	Albert Visser, the Netherlands
Oliver Zechlin, Germany	Fabian Boes, Germany
Oliver Wegen, Germany	Sjoerd de Boer, the Netherlands
Jean-Francois Frin, France	Daniel R. Tauritz, the Netherlands
Tim Findlay, Australia	Edo de Roo, the Netherlands
D. van Dromme, Belgium	Peter Captn, the Netherlands
Tom Mertens, Belgium	Timon van Rooijen, the Netherlands
Andreas Schmidt, Germany	Konstantin Articus, Germany
Benedict Chngl, Singapore	Jlaho Kaminski, Croatia
Lasse Laurila, Finland	Blade Furnell, Canada
Ron Rayner, Canada	Delaine Gwnal, Bolivia
Jean-Pierre Herman, Belgium	Frans Boekwilder, the Nerherlands
Brad Lawrence, Australia	Alvin Chey, Singapore
Jordan Richards, Great Britain	Haraga Bogdan, Romania
John Lim Eng Hooi, Malaysia	Pieter Knoop, the Netherlands
John Duijs, the Netherlands	Ivan Wong, Hong Kong
Matthias Lesch, Germany	Katherine Knowles, USA
Herve Mas, France	David Byley, Hawaii, USA
Romek Stopa, Poland	John Rouvas, Greece
Kimmo Gnther, Finland	

Current status for countries:

```
Finland      21
Germany      13
Netherlands  10
USA          10
Australia    5
Canada       3
Belgium      3
France       3
Great Britain 3
Singapore    2
Austria      1
Bolivia      1
Croatia      1
Greece       1
Hong Kong    1
Malaysia     1
Mexico       1
New Zealand  1
Norway       1
Poland       1
Romania      1
Russia       1
Spain        1
Sweden       1
-----------------
Total:       87
```

1.7   Distribution sites for Morgul

```
I still need some new distribution sites, especially in countries
where I have only one or none. I need more USA sites.

Requirements for new sites:

Speed: at least 14400bps or telnet, rlogin or ftp.
Operating hours: 24h per day (if you have more than one node, it's enough
if only one is 24h).
Morgul must be available as a free file, or better yet, downloadable
without logging in.
It would be good if your BBS concentrates on music, sound, demos or
similar stuff.
You must upload Morgul to other BBS'es in the same country.

You must have a way of obtaining the latest Morgul releases within 5
days, the best way is via Internet. Or you can call the Finnish core
sites. And the sysop should sometimes inform me that they are still
alive...
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ÄÄÄÄÄÄÄÄÄÄInternetÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ
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The Morgul WWW site:
http://www.clinet.fi/~tnikkane
here you will find the latest Morgul, some good modules, a 640x480xTruecolor
version of the Morgul background picture, and some good background .PCX
```

pictures for Morgul.

ftp://ftp.wi.leidenuniv.nl/pub/audio/aria/players
ftp://wuarchive.wustl.edu/pub/MSDOS_UPLOADS/modplayers
ftp://ftp.eng.ufl.edu/pub/msdos/demos/incoming/music
ftp://ftp.uwp.edu/pub/incoming/modplayers
ftp://archive.epas.utoronto.ca/pub/pc/ultrasound/submit

You can finger tnikkane@clinet.fi if you want to know the latest news
about Morgul, or finger morgul@kotakk.fi if you want to receive the
latest version uuencoded.
ÄÄÄÄÄÄÄÄÄÄFinlandÄÄ

Hangar BBBS
+358 51 951 3758236 V.Everything 24h
+358 51 951 3117053 V.Everything 24h

Syndicate SBBS
+358 52 186088   V.Everything 24h

Kaol SBBS
+358 52 274668   V.32bis   24h

Black Lodge   24h   Helsinki-area HQ
+358 14 769 937   V.32bis

ÄÄÄÄÄÄÄÄÄÄÄUSAÄÄ

The Mach 5 BBS
+1 319 355 7336   V.32bis   24h

BreakAway Point BBS
+1 817 863 5880   V.32bis   24h

Channel 1 BBS seems to carry Morgul as well.

ÄÄÄÄÄÄÄÄÄGermanyÄÄ

Corner
+49-2241-409183   V.32bis   7pm to 10am CET

ÄÄÄÄÄÄÄÄÄÄIsraelÄÄ

The Busy Town BBS
+972-3-9652831   V.32bis   24h

ÄÄÄÄÄÄÄÄÄÄMexicoÄÄ

MegaLink
+52-14-163-194   V.32bis   24h

ÄÄÄÄÄÄÄÄÄAustraliaÄÄ

Torps Productions BBS
+61-3-813-3688   V.FC   24h

ÄÄÄÄÄÄÄÄÄBelgiumÄÄÄ

```
UltraNation PCB
+32 16 535841        V.32bis        24h

The Asylum
+32-59-324094        V.32bis        24h
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ÄÄÄÄÄÄÄÄÄGreat BritainÄÄÄ

```
Primal Disorder
+44 (0)628 74179     V.32bis        24h
```

ÄÄÄÄÄÄÄÄÄThe NetherlandsÄÄÄ

```
DySPePSiaN DeSiReS    V.32bis        24h
+31 (2990) 49376
```

ÄÄÄÄÄÄÄÄÄMalaysiaÄÄÄ

```
Cyber City BBS        V.Everything  24h
+60-3-758-7400

Sosaria BBS           V.32bis        24h
+60-3-732-9322
```

ÄÄÄÄÄÄÄÄÄSingaporeÄÄ

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Olloveu BBS           V.32bis        24h
+65 4543293
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1.8 Frequently Asked Questions

```
P:  I'm having inexplicable and random hangup problems with module
    loading and in Dos shell.
    Or: I have the Adapter ASPI drivers loaded, and my system crashes
    often while loading modules, or while in DOS Shell.
A:  Try the -586 Compatibility switch. This disables some nice quite
    useless things (including Dos shell hotkeys!), but may reduce or
    remove crashing.

P:  My computer crashes while Morgul is loading the directory.
A:  If you run QEMM Dos-Up, you should partially disable it. You can
    accomplish this by removing the dos-up line BEFORE qemm386.sys
    in your config.sys, but not the dos-up line AFTER the
    qemm386.sys. You will still have plenty of memory. Besides,
    Morgul is not the only program that has incompatibility problems
    with Dos-up. Others include Dos4GW etc.

Q:  Where's the advanced filesystem with tagging and so on?
A:  Because of public demand, the "Easy" filemode is now the default
    mode, so you'll have to disable the easy mode first. (Alt-E, -e)
```

```
Q:  What about an "Working Directory" setting?
A:  I don't think that should be a feature of Morgul at all. If you
    use 4DOS, use the following batch file (name it MORGUL.BAT or
    something.)
    pushd
    cd E:\modules
    mo
    popd
    If you do not have 4DOS, just omit the pushd and popd lines.


P:  When started, Morgul displays all kinds of freaky text but I
    don't have enough time to read them before they go away.
S:  Well, read the DOS manual. After you've done that, start Morgul
    with " mo | more" and you will see the texts after exiting.


Q:  About the "added" Stop function..
A:  Well, it's totally psychological. People have asked for a "stop
    the music" key, and they refuse to use the Alt-P (Pause)
    feature. Now there's a separate Stop feature from F8, which is
    exactly the same as Alt-P but it's "stop", not "pause" :)


P:  When playing UC2'ed files, UC2 displays an error message saying
    "not enough memory".
S:  Try using something like Vidram, Stretch or some other program
    which increases your conventional memory to 736kb. The other way
    is to install UltraStealth. Read the Instructions section
    for more details. You could also try to upgrade your UC to UC2R3
    since it requires less memory to operate.


P:  I can't unpack Quantum compressed files, Quantum displays some
    odd text and refuses to operate.

S:  Use Morgul with the -586 compatibility switch. Borland's buggy
    DOS extender, which Quantum uses, won't work otherwise.


P:  There's not enough memory to unpack some HA files, while others
    unpack just fine.
S:  Some HA files are packed with the ASC algorith while others are
    packed with the HSC algorithm. Unpacking HSC packed files needs
    lots of memory. Read the part concerning UC2 files above for
    more help.


P:  Morgul is too big and eats up lots of memory.
S:  I'm planning to move Morgul to the 32-bit age completely. If I
    get things working well enough, 32-bit versions will be the only
    released versions. See the next question.


Q:  When is XMS going to be supported? I don't like memory managers but
    would still like to play large modules.
A:  Morgul/32, a 32-bit flat memory model protected mode (add your
    favourite buzzwords here: multi-threaded, symmetrical
    multi-processing, multi-user, object-oriented, whatever :)
    version of Morgul will hopefully available in a couple of weeks.
    In fact, it has been hopefully available in a couple of weeks
    for the last 5 months. Chances are it'll appear soon after this
    16-bit version is released.
    It will be able to use all the memory in your computer with or
```

without any memory manager software. Also, about 588kb of memory
in dos shell is possible. Already, Morgul/32 is so ready it will
stay up without crashing for about 20 minutes, if I handle it
with care :)

P: When I try to run MO.EXE, I just get an error message saying:
    "Moverlay initialization failure, expected MOVERLAY but got
    $!&#&$@%"
A: Somebody has been tampering with the executable. Delete it, kill
    the guy you got it from and tell me everything about it.

P: I'm running Qemm V7.x. Sometimes in DOS Shell Qemm gives an
    exception message when running a program in the shell, offering
    to shut it down or to reboot my machine.
S: This problem is because DSMI seems to be partially incompatible
    with DIET 1.45f, a public domain executable file compressor.
    Files compressed with this software sometimes cause this
    problem. Uncompress these files and compress them with something
    else, if you like. To uncompress a Dieted executable, use Diet
    -ra or a program called Unp, which is an excellent executable
    file uncompressor.

Q: Why is the graphics mode so slow?
S: The code itself is not slow at all, it would work even on the
    slowest computer, but calculating real volume bars continuously
    on the GUS takes much more power.

P: My sound board is something else than a GUS, and Morgul just
    does not work under OS/2.
S: Morgul/32 will work under OS/2 with other cards than GUS.

Q: When running under OS/2, screen update is slow. Why?
A: Because Morgul is releasing time slices to OS/2 so that the
    rest of the system would not slow down. Use Alt-F9 to toggle
    OS/2 timeslice releasing.

Q: Why is the scope in the graphics mode so crappy?
A: On the GUS, the scope is a graphical presentation of the average
    of the currently playing samples in GUS memory. On other cards,
    it's a graphical presentation of the voice mix-buffer.

P: I'm having troubles with my PAS16. The music is just plain
    static, what's going wrong?
S: Problem here is that, for some odd reason, DSMI transfers one
    single byte before actual music transfer starts, leading to
    noise, because the bytes are reversed in 16-bit data. This only
    happens with 8-bit DMA, so you should try 16-bit DMA channels
    5,6 or 7.

Q: What new features are expected to be implemented during the next
    2000 years?
A:

                      Features to be expected:

Morgul '95, code named Baghdad, will be released sometime in '95,
with lots of new stuff, some of which are:

Much enhanced sound board code and support for FastTracker 2 and
possibly others.

.PNG graphics format support

When the binary mailing list is implemented, you can send mail to:
morgul@kotakk.fi, with subject: subscribe Morgul with your name in
the message body. Then you will receive the latest Morgul versions
uuencoded in your mailbox. Then, later, if you want to unsubscribe,
send mail to morgul@kotakk.fi, with subject unsubscribe morgul,
message body can contain anything you want. This mailing list will
probably work a week or two after release.

Make Morgul work with every sound board under OS/2 (currently only
GUS works.)

Support and building instructions for an external Volume Light
System. This is an infinity project, because I don't want to spend
nearly $10 for the parts.

32-bit flat-memory model protected mode version which will be able
to use all the memory of your computer, and which also leaves 595kb
of memory in shell, and is capable of loading several modules into
memory at once.

Easy to use configuration program.

Features YOU suggest.

An even better graphics mode.

WAV playing.

1.9 Tested software and hardware configurations

MS-Dos 2.11 (YES!), MS-Dos 5.00, Ms-Dos 6.00, Ms-Dos 6.20, Dr Dos
6.0, PC-Dos 5.0, Novell Dos 7.

OS/2 2.1 and Warp 3 with GUS. Morgul detects OS/2 and sets the
correct parameters automatically. When Morgul is iconized or
windowed, the icon/window title shows the position of the module.
Timeslice releasing is supported.

Quarterdeck DESQview 2.60 & 2.61 work on some computers. On some
computers, scrolling does not show and only the first 25 lines of
the first screen become visible. Timeslice releasing is supported
but untested.

It is possible to make Morgul work under Windows. Under some
configurations it will work, and under others it won't. Try and see
what happens, and send me info about what happened. Warning: Windows
might very well crash. Windows time slice releasing is also
supported, but untested.

Quarterdeck QEMM 6.0-7.5, Microsoft EMM386, Qualitas 386^Max, Helix
Software NetRoom 3.02 (works perfect, but on slow computers the
Covox/Speaker support might hang the computer because these
protected mode programs slow interrupts. They also decrease sound
quality with Covox/Speaker devices.)
DON'T use Qemm's Vidram, it prevents Morgul from using 80x30 text
mode, or if it doesn't, causes crashes.

Novell DOS 7 EMM386: In DOS Shell the music might slow down
strangely. If you disable EMM386 or change to another memory
manager, the problem disappears.

UMB_DRVR 5.22: works perfectly, except for UMB_EMS4.SYS

Linux Dosemu and XDosemu 0.60.1: Works, if you have vga console
graphics set on, but cannot play anything. I believe it is currently
impossible to use sound boards in dosemu.

Windows'95: Somebody reported Morgul will completely crash this new,
"reliable" "32-bit OS" from Microsoft.

Somebody could try this under Windows NT, NeXTStep/486, Solaris,
InterActive Unix, SCO Unix and the rest, and tell me about the
results. Also it would be fun to know whether or not it runs on
PowerMacintosh dos emulation or AlphaPC-WindowsNT Dos emulation.

1.10   Distribution policy and legal matters

Please see the Disclaimer section.

Morgul is freeware, with a few strings attached. The distributable
version is in no way crippled and has no nag stuff. If you use this
program for more than 7 days, there are two kinds of registration:

The lighter one involves sending me a postcard (YES, a snail-mail
POSTCARD, and e-mail is nice but it's not a postcard, so it doesn't
count) from your homeland telling who you are, where you are, what
you are, *where* you got Morgul from and what you think of this
program. If possible, the postcard should have a picture of your
home town or you (if your picture looks like Bill Clinton, I won't
believe you.) If you just can't find a postcard anywhere, a letter
is also OK.

If you want to support this project, you can send me $5 or 20FIM.
This will get you the next MAJOR update via post on a 3.5" HD
diskette (I can also send on a 5.25" HD diskette, but I can't
quarantee it will be okay when it arrives), and it will say it's
registered to your name. I will also fill the disk with good module
files so if it's hard for you to get updates or modules (you don't
have a modem/inet access), this is the way to go. And when I mean
MAJOR update, I mean that. So you don't get the NEXT new version if
it's not a major enough update. Please specify what version you were
using at that time. You can also say "I want a 1.72MB FDFormatted
floppy" and you'll get that.

Now I am also accepting CDs and CD-Roms as registrations, following
the example of Kevin Burfitt. If you send a CD, you only have to
send $3 or 12mk if you want to have the disk mailed to you as well.
Although CD's are usually rather expensive, I still have to require
money for sending the disks, as I don't want to lose money.
(Actually, I don't have any money to lose :)

CD senders get their own VIP section in the Registered Users section
of this document, in the same place with the money senders, and a
feeling that they are really supporting this project.

And Remember... Stay cool - close the fridge!

1.11   Contact information

```
Product:          The Morgul Player 1.49
Author:           Toni Nikkanen / Morgul Software
Address:          Kymenlaaksonkatu 9 D 47
                  FIN-48100 Kotka
                  Finland, The United States of Europe
Voice:            +358 52 15817
e-mail:           tnikkane@clinet.fi        (send uuencoded/MIME files here)
                  luovaa@freeneet.hut.fi    (avoid this one if possible)

                  Try to ping the machine wsr140.kotakk.fi and if it
                  answers, try to send a "talk" request to
                  toni@wsr140.kotakk.fi or root@wsr140.kotakk.fi. This
                  machine is usually not connected but sometimes it is.
WWW:              http://www.clinet.fi/~tnikkane
Fidonet netmail:  2:221/18
BBS:              Hangar BBBS, +358 51 3758236, leave message to Toni
                  Nikkanen in the Posti conference.

                  Ja nin lopuksi ilmainen vinkki suomalaisille: Saa
                  minulle lhett postikortteja suomenkielellkin.
```

1.12   Greetings and interesting information

The module playing routines are part of the Digital Sound and Music
Interface library by Otto Chrons 1992-1995. Everything else is
written by me with Borland C++ 3.1, using C language and a few pieces
of assembler. The editor used was Multi-Edit V7.00PN from American
Cybernetics. This editor is, by the way, highly recommended and beats
even the Semware Editor. The graphics were made by Miska Natunen
using Povray 2.2 and DP 2E, with a little aftertouch by me.

The system used was:

386sx20/4MB-->386sx20/5MB-->386dx40/5MB->486dx33/5MB->486dx33/8MB,
855MB hd,1xspeed CD-Rom, OS/2 3.0, 4Dos, 4OS2/32

Thanks go out for the following:

```
Otto Chrons            for making DSMI.
Pietu Pohjalainen,
Rauli Priha,
Teemu Koponen          for making me buy DSMI
Juha Niemi             for lots of suggestions and bug reports
Robert K Jung          for very good ARJ documentation and support
Nico de Vries/AIP-NL   for very good UC2 support and documentation
Harri Hirvola          for perfect HA documentation
Kari Tuomainen         for helping with some messy Pascal sources and
                       several other things
Brad Meier             for competing with my DMPS with his DMPC
                       (keep on going; don't stop now! Where's your
                       registration card, huh?)
Kevin Burfitt          for being the nice author of Cthugha
Michael Schwendt       for Sidplay
Edward Schlunder       BWSB may kick DSMI's butt real soon now
Zac Schroff            DocsBoot+ really gets my machine going!
                       And that VGA information was very useful too.
Miska Natunen          For the Morgul picture!
Miha Peternel          for the very expensive C64s (with $80 I
                       could buy a real C64!)
Leo Medellin           for not being a member of the Medellin
                       Drug Syndicate :)
Lars Naber             for being so supportive
Daniel Tauritz         for Dutch translation, ftp site support,
                       aria bug reports and other things.
Petri Harkko,
Tomi Pahula,
Olli Mnnist,
Jari Turkia,
Tomi Koivisto          for finding and reporting lots of bugs
Maral / KLF            for pointing out bugs with MTM files
Ville Voutilainen      for being a rather fanatic fanatic.
J-P Hmlinen        I also happen to understand Finnish :)
Borland International  Bugs in the compiler certainly give
                       programmers lots of entertainment!
Watcom International   Thank you for the best C/C++ development
                       system available.
IBM                    Thanks for developing the best programming
                       environment, OS/2!
Skaven/FC, PM/FC,
C.C.Catch/Ren,Heatbeat,
Moby,HMW, Zodiak        for making lots of wonderful modules to test
                       Morgul Player with.
ID Software            For DOOM, DOOM2 and LinuxSDoom
J.M.Jarre, Vangelis    for making lots of wonderful music which I could
                       listen to while coding Morgul
J.R.R. Tolkien         for inventing the name of mor-gl Player
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                         History
```

"And it came to pass, that I, an unknown programmer in the land of
Finland, got tired of the lack of features in the otherwise very

good olde DMP player; so I codeth the DMP Shell programme. And it
came to pass, that I attendeth the Assembly'93, and lo and behold!
There was a special discount for DSMI; and my friends pressureth me
to buy it, which I did. I took the Task of coding the integration of
DMP and DMPS; but the project turned out to be much more than a mere
integration of the two. And, after a year of development, I decideth
to release it, under the name Morgul Player."

It has come to my attention that because of the DMP Shell, some
people still think I'm the author of DMP too. That is not the case;
instead, DMP is (C) 1992-1995 Otto Chrons.

During the development of Morgul, I've bought 2 motherboards, 4 hard
disks, 2 sound boards, 8 SIMM's, one Cd-Rom, 2 keyboards and numerous
little pieces of hardware.

1.13   Morgul in the Press

Now that the Morgul Player has got some press coverage, I added this
section. Here I will add any comments or stories concerning Morgul
from the magazines. Since I really can't follow every computer
magazine, I'd appreciate if any kind user who sees Morgul mentioned
in some publication, would drop me a note about it, or even send me
the text from that magazine. I'd also like people to let me know if
they see Morgul on a CD-Rom etc.

PC Home March 1995:

Page 54: "You may want to look for something similar to Morgul or
Scream Tracker if you can - a user friendly front end, good help
system, wide sound card support and multiple effect menus."
"Use the Morgul Mod player on the CD and HD disks"
On page 56 they have several screenshots about Morgul. There's also
some quite weird text there, about which I've sent them a letter for
a correction to some obvious misunderstandings.

1.14   Disclaimer, read this!

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                    WARRANTY DISCLAIMER
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