

dasmphelp

COLLABORATORS

	<i>TITLE :</i> dasmphelp		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 29, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	dasmphelp	1
1.1	main	1
1.2	masterw	1
1.3	config	3
1.4	cpage1	4
1.5	cpage2	5
1.6	cpage3	7
1.7	cpage4	7
1.8	cpage5	10
1.9	cpage6	11
1.10	mcnf	12

Chapter 1

dasmphelp

1.1 main

```
D.A.S.Module Player V3.01 HELP guide
=====
```

Open guide

1.2 masterw

Add

This function pops out a filerequester. From the filerequester user can select one file/multiple files or a whole directory. Selected files will be added to the list if file(s) matches with config selection Add type Dbl handling

New

Combined CLR and ADD function. Unlike normal CLR function, this will clear the WHOLE list, not just Group A or Group B.

Del

Selected entries will be deleted from the modules list.
(Multiselection in listview supported)

Exg

Click this once and then both the modules you wish to switch, once.

Mcnf

Module config window will be opened.

Load

This function pops out a filerequester in which user can select one list file to be loaded.

Save

This function pops out a saverequester in which user can select/type in a file name which will be used when saving the current list.

Clr

When pressed all files currently in visible list will be deleted.

Sort

Sorting will be done for the visible list depending on a selection sort type in config window.

Info

Opens the info window.

Config

Opens a config window.

Eff

Opens/closes the hidden page #2 on master window.

QScp = QuadraScope view on/off

DScp = Double Scope view on/off

HQS = Huge Quadrascope on/off

Slider = Effects delay (approximately 1/50 seconds)

All these effects may be slow compared to many others (like multiplayer's) but the delay is mainly because the windows are NOT in DASMP's control.

MUI controls the windows and may open and close windows at will thus many normally unnecessary security measures are taken.

PWin

Opens a mini sized play window. Normal window will be closed for the duration of the mini window.

R

Repeat "toggle" button. When pressed causes the module to be repeated as long as the button is kept in its "toggled" state. Pressing "Next" overrides this.

1/2/3/4

Channel selection "toggle" buttons, when pressed selected channel will not be heard. EPLs do not normally support this.

Nm

Next match. Finds next matching selection for search string from list.

Au

Toggle button. When selected: will open Author listing window. Tracing routine will keep tracing selections in this window and updates the master list. This will keep selected author's/style's modules in list only. Author CFG

Search

Active search string gadget. When letters entered will start tracing matching modules name from the list. matching selection will be highlighted and played if user press "RETURN".

Listview

NOTE: Not every option support multiselection. Read dasmp.guide for more info.

List of selectable modules.

List contains two columns: Modules name and flags.

Flags are:

F/C = Locate to Fast/Chip
A/B = Group A/Group B
R/ = Randomized (won't be randomized again until all
modules have been played once.
= Replay count

Play gadgets

Some of these may appear "ghosted". That is caused by EPL or internal player not supporting the function.

From left to right:

Previous Module (This selects always previous. "modes 2" not supported)
Previous Subsong
Previous Pattern
Play
Pause
Stop
Next Pattern
Next Subsong
Next Module (Next module depending on "modes" and "modes 2" selections.)

Tempo slider

For changing the play tempo of the module.

Speed slider

For changing the play speed of the module.

Volume slider

For changing the volume of the module.

1.3 config

Config Page: Misc settings

Config Page: Cycles & sliders

Config Page: Path & req opts

Config Page: External archs

Config Page: External Players

Config Page: Author listing

Defaults

Sets default settings to all selections.

Save

Saves current configs to ENV: and ENVARC:

Saves: External Archive list, External Player list, Author/Style list,

Cfg page1/2/3 options and ASL requester Width/Height and Specials menus Toggle item states. (dasmphelp.config).

Use

Saves current configs to ENV:

Saves: External Archive list, External Player list, Author/Style list, Cfg page1/2/3 options and ASL requester Width/Height and Specials menus Toggle item states. (dasmphelp.config).

1.4 cpage1

Force filter off

When set always disables audio filter. When unset leaves the decision for the module to decide.

Fade

Set fading on/off

Fade speed

Sets the fading speed. Values ranging from 0(disabled) to 6. Find suitable value for yourself.

Joystick control

This is actually quite unuseful option, but I did it anyway. Thus you can scroll through the master module list by using joystick. From version 2.2 and above also a popup window is added. If you have some other screen in front than that which DASMP is located in, then little window is opened on center of the frontmost screen. You don't have to see the DASMP master window to control it with joystick.

Alloc channels

When set, always tries to allocate all audio channels so that no program may get to them.

Locate module to Fast

Loads the module to FAST ram. If the module is played by internal player the sample data will be copied to CHIP ram while song data will remain in FAST. If module is played by EPL then EPL in question will handle and move data where it needs it. Normally this is really good option to have enabled.

NOTE: When state of this gadget is changed you will be asked if you would like to change all modules in list to reflect your selection. You shouldn't use this gadget to change single modules flags, the "Locate >FAST" in MCNF is for that purpose. This gadget is used when adding files to list. If enabled all modules in list will have the "F" flag set.

Archive's first file

When External packet such as LHA is found, normally (when this set) only the first file will be taken from there, but if this is unset then all files are extracted and added to the list. See also Discard

Double buffering

When set, currently playing module keeps playing until new module is ready to be played. Well, actually currently playing module will be stopped and removed before fast ram relocation/initialization (if selected).

Pre schedule load

If enabled, player will inform DASMP that song is about to end one pattern ahead of its time. This will hopefully prevent some of those situations, where song will start playing again before decrunching is completed. Note that for External Players this is only done if it supports this option.

Use reqtools

Reqtools filerequester used instead of asl.
Whole directory selection supported for reqtools.

Delete for real

CAUTION!! USING THIS OPTION DELETES THE MODULE FROM DISK!!!!

This will also be verified with a requester for security.

Apart that it is dangerous, it is also very handy for removing unwanted modules. Now you don't have to jump between directory management program and DASMP anymore.

CAUTION!! USING THIS OPTION DELETES THE MODULE FROM DISK!!!!

1.5 cpage2

Autoplay

Selections:

No autoplay = Never autoplay

List loaded = Do autoplay always when list is loaded.

Always = Do autoplay always when file added or list loaded.

Mode

Playing modes:

All seq. = Play all modules in list in order, repeating list.

All once = Play modules in list once, then stop.

One Once = Play one selected module and then stop

All Random = Play all modules in random.

Sort

Sorting modes:

Name = Alphabetical sorting on all modules.

Date = Date order sorting, from older to newer.

Reverse N. = Reverse alphabetical sorting.

Reverse D. = Reverse date order sorting, from newer to older.

Show List

This option is made so that you may divide all your modules to two groups. Group A and Group B.

Selections:

Show all = Shows all modules, Group A and Group B.
Show Group A= Show only those modules with "A" flag set.
Show Group B= Show only those modules with "B" flag set

This option is useful ex. when you have modules on your harddisk and lots of modules in normal floppy disks. You could add those floppy based modules as Group B and those on harddisk as Group A and be able to see what you have by selecting "show all". When you'd liked to play something from the disks you'd select it as normal, and system would ask you to insert proper disk in to the drive. Easy or what.
(one my cute but not so useful options)

Add type

Normal = all selected files are always added (normal operation)
(If not in conflict with Double checking option.)
Date upd.= Date update sequence, only files newer than the current list file are added. Current lists date can be found from Config page 3

Check = Changes the "ADD" button to "CHK" button. After pressing the CHK button DASMP will check through the list querying if the file really exists, if it doesn't you will be hit with a requester asking what to do with the module.

Selections:
DEL = delete this module from list.
DEL ALL = Delete all non-existing modules when encountered.
SKIP = Leave this module untouched
STOP SCAN = Stop scanning.

Dbl handling

This cycle decides what to do when user adds entry which already exists (Checked by comparing file names).
Off = Option off (do nothing special)
Double check = Prevents adding double entry
Double Copy = Copies Author/style/time data from old entry to new entry. (Entry will also be added)

Ending time set

This option decides wheter to set ending time (=length) for module or not.
Off = No ending time is set
On = Ending time set always when module played
Automatic = Ending time set if none set previously. (use this)

Scp wdh

Scope width. 0 = Normal to 14 = Full scope (Pretty neat)

Pri

Pri = NCC-1701 Task priority. Effects priority, should be negative value otherwise you WILL run into a problems.

EPL Cfg dir

Drawer in which the EPL configurations will be saved. Default = "S:"

Read dasmp.guide "EPL" for more info.

DMA Wait

Dmawait time for PT player (and some EPL players too). Values like:
Old 68000 7Mhz machine = 300
A3000/25Mhz = 1200 - 2000
You should experiment different values here, so that you find
suitable values for your machine. When the value is too small samples
gets cut from odd places and module sounds strange.

S3M module player does not need this.

1.6 cpage3

Mod patt.

Default pattern which is used in filerequesters to filter unwanted
files.

List patt

Default pattern which is used in filerequesters to filter unwanted
files. For list files only. (LOAD/SAVE)

Mod dir

Default directory which is used in filerequesters and arexx commands.

List dir

Default directory which is used in filerequesters and Arexx commands.
For List files only.

Temp dir

Directory specification for temporary directory where external packets
are temporarily extracted before loading them into the memory.
RAM: is good selection here, no unnecessary disk accesses required,
but if you run low on memory then you should but this to point on your
HD.

Current List date

This is the date which is used when doing "add update" on selected
files/directories.

1.7 cpage4

This page contains the External Archiver Listing system controls.
Using this with right values makes possible to use almost any archiver with
DASMP. Such as LHA, ZIP... and others can be used.

This system is VERY complex, so I suggest that you copy the example
"dasmp.extarc" list to ENV and ENVARC: so that you can look what are considered
to be proper values.

Listview

This list contains ExtArc nodes found from file "dasmp.extarc".

New

Makes a new ExtArc node available to be filled with proper values.

Del

Deletes selected entry from list. (No undo option available)

Page

Switches between sub-pages in this window.

Packer path

path + filename for your external archiver (like LHA). This is used on command lines when performing operations needing external packer. i.e Place where to find your archiver.

Examples:

LHA	= dh0:packers/lha
ZIP	= dh0:packers/unzip

Packer opts

Command options for external archiver. This is used when extracting files from archive.

Examples:

LHA	= "e -x0 -N <>NIL:"
ZIP	= "-x >NIL:"

Packer ~()

Selection pattern definitions for external archiver. This could contain something like ~(#?readme#?), this instructs external archiver not to extract files like BBSreadme.txt. Only used when extracting multiple files i.e using listing file.

Ending ID

Pattern definition for selecting files which should be directed to external archiver. External archiver files are recognised using this pattern.

Example

LHA	= "(#?.LHA #?.LZH)" should instruct this node to be used when lha/lzh archives found.
ZIP	= "#?.ZIP" would instruct this node be used when extracting from zip archive.

Match string

Match string for finding out external archivers ID.

"?" matches any character. Only used when "First file in archive" enabled.

Examples:

LHA archivers	= "-lh?-"
ZIP	= "PK"

name offs

Offset value counted from start of Match string. From this offset player expects to find start of the name of the file in external archive. Used only when extracting with "first file in archive" - option.

Examples:

```
LHA          = "20"
ZIP          = "30"
```

Name len

Offset counted from start of match string. From this offset player expects to find size of the name in external archive. Only used when extracting with "first file in archive" - option.

Examples:

```
LHA          = "19"
ZIP          = "26"
```

Listing opts

Listing opts feeded to external archiver when extracting list file of the contents of the archive. Only used when "First in archive" - option is NOT set i.e when using multifile extraction.

Listing file MUST NOT contain anything else but (path)file names of files in archive. Sizes, CRC's and other such things must not appear on listing.

Examples:

```
LHA          = "lq -N"
ZIP          = "-Z -1"
```

Byte name

When this option is set, player expects byte value as name lenght. This is not supposed to be changed, keep this set unless you know exactly what you are doing. (even I dont know what I am doing, so hands off)

Examples:

```
LHA          = set (enabled)
ZIP          = set (enabled)
```

Multifiles?

Does this archiver support listing? Only listing which outputs pure filenames is supported.

If proper values set to string "Listing opts" this can be used.

Examples:

```
LHA          = set (enabled)
ZIP          = set (enabled)
```

First files?

Does this archiver support single file raw extraction? If proper values set to strings: "Match string", "Name offs", "Name len" this can be used.

Examples:

```
LHA          = set (enabled)
ZIP          = set (enabled)
```

Temp dir?

Some archivers/unarchivers don't support "define destination". For example my unzip did not accept any destination for unarchiving. If this option is disabled DAMP will CD to temp directory instead of trying to feed it to archiver in command line.

Examples:

```
LHA          = set (enabled)
ZIP          = unset (disabled)
```

1.8 cpage5

External player list The leftmost list.

Here are listed all currently selected das???.library files. You will have to add everyone of the libraries separately when first time using the player. If you are not going to play any modules which are supported through external player library you don't have to do anything in here. There should always be one listnode located here and that is the "Internal player", you cannot delete it from the list.

Flags:

```
-/D      = Enable or (D)isabled
-/C      = EPL does not support configuration/EPL supports configuration
```

Query list The rightmost list.

This is only for showing the contents of the "query" about the external player library.

Query

Performs query operation for the selected library. Results will be visible in the rightmost listview.

Add

Brings up a filerequester where you are able to select das#?.library named libraries for the external libraries list. When player loads a module it will scan through this list for matching external player library or internal player. When the library is selected from the filerequester, D.A.S.MP will make a query about its properties and add it to the list if suitable values were found.

Del

When selected will remove selected entry from the external player list.

Config

If this is in "enabled state" you can press it (hehe..) and EPL will open a window showing its personal configuration window. Personal configurations include usually something like: Mixingrates, playmodes and volume boosts.

Enabl/Disable

You can disable/enable EPL's. If in disabled state (D flag visible) then that EPL will not be used when searching for playerlib.

1.9 cpage6

Purpose of author listing is to maintain list of Authors and Styles you might want to use to sort your modules. dasmp.author file will be created when you either "USE" or "SAVE" current configs.

Author List

This is the actual listing of available authors and styles in your dasmp.author file. When you select an entry, that entry will be copied to the string gadget above the list where you may edit it at will. Remember to press enter/return when finished with modifications with string gadget.

New

This causes a new entry to be displayed in the list. Entry has following name "--- NEW ---", after new entry has been created you may edit it for your purposes.

Del

This deletes the active entry from author list.

WARNING: In general you should NOT remove entries from this list after you have already marked modules to have been made by certain person/alias. If you however delete an entry it might cause some modules to become "authored" by someone else it originally was or something....

Sort

Sorts the author list. The "Unknown" remains always in the first position.

Author listing window

This window can be opened from two places: Activating "AUTH" toggle button from master window or pressing popup button from "MCNF" window.

When toggled the "AU":

Clicking on the entry will cause the entry's specified author to be used as list insertion specifier, so that all modules with the same internal number as this author will be shown in master windows module list. Author popup

When opened from "MCNF"

You doubleclick on any author or style and that will be inserted to active(s) entr(y/ies) in master modules list.

String gadget in "Author window" is active search gadget similar to one in master window. #? will always be added on end of the text you are currently writing i.e. "Jogei" in string is actually "Jogei#?" in search routine.

Examples:

"#?/Spaceballs" Would search for author which belongs to group "Spaceballs"

"#?/#? <A#?>" Would search for author whose real name starts with A.

SEE ALSO "AUTHOR FORMAT" in dasmp.guide.

1.10 mcnf

Personal configs for every module.

Locate to FAST

Relocate to FAST ram. This controls the F/C flag of the module.

C = Normal location to chip

F = Fast ram location (song data when possible)

Randomed

This controls the "R" flag of the module. If set then the module is considered to be "randomed" and will not be selected for random play until this flags is cleared by user or program.

+/-

These two buttons controls the repeat count of the module.

When ex. repeat count is 3 then the module will be played 4 times.

Endless repeat ofcourse disables this.

State

Controls the Group A/Group B state of the module.

True name

Text gadget which shows the complete name of the module.

List name

Editable string gadgets showing the list name of the module.

You can change this to whatever you want, since DASMP doesn't use the list name to anything else than to "search" gadget

Get (name)

When module is playing you can retrieve its "real" name to the list name string gadget.

Date text

Here is shown modules statestamp, taken when added to the list.

Time

Module's playing time if available.

Style text

Assigned style for the module. Default is "Unknown"

Author text

Here is shown the assigned author for presently selected module, default is "Unknown".

Popup authorlist

This pops up a author listing similar to that found in "Author listing" page of the configuration window.

You can set the author for a module doubleclicking in the author list window. Note: You don't have to keep the MCNF window open if you don't like it. Author CFG
