

HowToCode7

| |
|----------------------|
| COLLABORATORS |
|----------------------|

| | | |
|------------------|------------------------------|-------------------|
| | <i>TITLE :</i> HowToCode7 | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> |
| WRITTEN BY | | November 28, 2024 |
| <i>SIGNATURE</i> | | |

| |
|-------------------------|
| REVISION HISTORY |
|-------------------------|

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|---------------------------------------|----------|
| 1 | HowToCode7 | 1 |
| 1.1 | HowToCode: Tracker Problems | 1 |

Chapter 1

HowToCode7

1.1 HowToCode: Tracker Problems

Tracker Music Play Routines

No demo would be complete without a tracker module playing in the background. It's a pity then that tracker code seems to be amongst the worst written I've seen:

Protracker Replay code bug

I've just got the Protracker 2.3 update, and the replay code (both the VBlank and CIA code) still has the same bug from 1.0!

At the front of the file is an equate

```
>DMAWait = 300 ; Set this as low as possible without losing low notes.
```

And then it goes on to use 300 as a hard coded value, never referring to DMAWait!

Now, until I can get some free time to write a reliable scanline-wait routine to replace their DBRA loops (does anyone want to write a better Protracker player? Free fame & publicity :-), I suggest you change the references to 300 in the code (except in the data tables!) to DMAWait, and you make the DMAWait value *MUCH* higher.

I use 1024 on this Amiga 3000 without any apparent problem, but perhaps it's safer to use a value around 2000. Amiga 4000/040 owners and those with 68040 cards tell me that between 1800 and 2000 are reasonable values...

There is a better Protracker replay routine in the source/ drawer.
