

OctaMEDPlayer

COLLABORATORS

	<i>TITLE :</i> OctaMEDPlayer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	OctaMEDPlayer	1
1.1	OctaMEDPlayer Guide	1
1.2	OctaMEDPlayer File Formats	1
1.3	Notes for MED V2.1 / MED V3 Modules	2
1.4	System Compatibility	2
1.5	HQ (High Quality) Mode	3
1.6	Shell Usage	3
1.7	Workbench Usage	4
1.8	OctaMEDPlayer Window	4
1.9	OctaMEDPlayer ARexx Interface	5
1.10	About OctaMEDPlayer...	6
1.11	OctaMEDPlayer V7 History	6

Chapter 1

OctaMEDPlayer

1.1 OctaMEDPlayer Guide

OctaMEDPlayer V7.0

~~~~~

OctaMEDPlayer is a stand-alone, freely distributable player program for OctaMED songs. It can be used from both

Shell  
and Workbench

LINK wb\_usage}.

Supported File Formats

System Compatibility

Shell Usage

Workbench Usage

OctaMEDPlayer Window

ARexx Interface

About Program...

Changes

Document last changed: 5.1.1997.

### 1.2 OctaMEDPlayer File Formats

OctaMEDPlayer supports several MED/OctaMED file formats:

- \* Old Sng+Samples format (MED V2.1 - OctaMED V2).
- \* MED/OctaMED modules of type MMD0 (MED V2.1 - OctaMED V6), MMD1 (OctaMED V3 - V6), MMD2 (OctaMED V5 - V6) and MMD3 (OctaMED

Soundstudio w/mixing).

OctaMEDPlayer is a MED/OctaMED-only player program. In particular, support of other music programs will NOT be added. There are more generic player programs for this purpose (e.g. DeliTracker and EaglePlayer).

OctaMEDPlayer supports normal four-channel songs, MIDI, split (5-8) channel modes, mixing mode as well as multi-modules. These compression methods are supported:

- \* PowerPacker (requires powerpacker.library)
- \* SFCD/SFHD (requires lh.library)
- \* XPK (requires xpkmaster.library and the used compressor).

Note that MIDI is not supported with mixing (although OctaMED itself does support it). OctaMEDPlayer supports MIDI only in the four channel mode.

There are some special

Notes for MED V2.1 / MED V3 Modules

.

Note: I've seen "ripped" (Octa)MED modules around, which are severely malformed, due to ripper deficiency. (Octa)MED modules are not made to be ripped, so ripped modules are often likely to fail. In fact, you should never distribute ripped modules as such; at least load them into OctaMED and save them back to make sure that the file format is correct.

### 1.3 Notes for MED V2.1 / MED V3 Modules

MED V2.1 Modules

~~~~~

There may be problems with the playing speed. If the playing speed isn't correct, load the module into a newer MED/OctaMED, change the TPL (Ticks Per Line) tempo to 6, and save it back.

MED V3.00 Modules

~~~~~

There's an alignment bug in the module saving routine of MED V3.0. Some modules may crash when played (on 68000/68010-based Amigas). This problem can be fixed by loading the module into a newer MED/OctaMED and simply saving it back. Such modules are very rare today.

### 1.4 System Compatibility

OctaMEDPlayer is compatible with all versions of the operating system, even with the obsolete V1.3. Of course, OctaMEDPlayer is fully multitasking and OS-friendly. Note that the mixing mode requires Kickstart 2.0 or later!

OctaMEDPlayer uses the system standard ASL file requester, it is available only under Workbench 2.0 and later.

---

## 1.5 HQ (High Quality) Mode

The HQ Mode enhances the sound quality of 5-8 channel modes. It will, however, cause increased processor load. This mode is available in OctaMEDPlayer, as well as in OctaMED.

Due to the high processor load, the HQ mode in 7/8 channel modes may not be usable on slow (7.14 MHz/68000) Amigas.

The HQ Mode gadget doesn't do anything when it's clicked. The change will take place next time Play or Cont is clicked. It's turned on by default, unless the NOHQ option is given.

## 1.6 Shell Usage

OctaMEDPlayer is started from Shell as follows:

~~~~~

```
OctaMEDPlayer <song> <number> <options>
```

```
<song>  Optional, if not specified,
         OctaMEDPlayer Window
         appears and waits for your interaction. If <song>
         is present, the song is loaded. If it loaded OK,
         the playing will start. Ctrl-C quits.
```

```
<number> If <song> is a multi-module, this number specifies
         the song you want to play.
```

```
<options> Additional command line options. Currently
         supported are:
```

```
NOHQ  Deactivate the
       HQ mode
       (5-8 channel modes only).
```

```
WINDOW Open the
       OctaMEDPlayer Window
```

```
MBEXIT Stop playing when both mouse buttons pressed
       (when started from Shell, also exits).
```

```
QUIET Don't display any messages (in Shell mode only).
```

```
FMP Turn FastMemPlay on. May be turned on automatically
       for certain modules.
```

```
MIX14BIT
       Use the less noisy 14-bit mode in mixing modes.
```

```
MIXFREQ=?
       Allows you to specify the mixing frequency (in Hz).
       (default: 15000).
```

```
QUIT Signals already resident instances of OctaMEDPlayer
       to quit.
```

Examples:

~~~~~

```
octamedplayer multimod 2 ;plays the second song of 'multimod'
```

```

octamedplayer eightchsong ;play 'eightchsong' (use HQ mode)

octamedplayer eightchsong window ;as above, but open the window

octamedplayer nohq window ;open the window and deactivate the HQ mode

octamedplayer quit ;if there's OctaMEDPlayer already in memory,
                    ;ask it to quit and exit as soon as it happens

octamedplayer song quit ;asks OctaMEDPlayer to quit (if one is
                        ;currently in memory), then play 'song'

```

## 1.7 Workbench Usage

Workbench usage:

~~~~~

You can run OctaMEDPlayer by double-clicking its icon. To automatically play a song when its icon is clicked, set the icon default tool (the default setting is "OctaMEDPlayer"). You can click the song icon and then shift-double click the OctaMEDPlayer icon to play that song. OctaMEDPlayer always opens its

window
when started from the WB.

You can also load modules by dragging their icons into OctaMEDPlayer's window.

1.8 OctaMEDPlayer Window

The OctaMEDPlayer Window:

~~~~~

When you start OctaMEDPlayer from

WB  
or  
Shell  
without

arguments, the window appears. There are gadgets for controlling the playing:

The string gadget Holds the name of the current song. You can load a new song by typing its path and filename into this gadget, and pressing Enter.

**Play** Starts playing the song from the beginning. If shift-clicked and there's a multi-module in memory, all songs of the multi-module will be played.

**Cont** Plays the current song starting from the point where you stopped it.

Stop        Stops the playing.

MIDI: Y/N    This gadget allows you to turn MIDI on/off. It has no effect when in 5 - 8 channel mode!

Load...      Allows you to load a song by using the ASL file-requester. This feature requires OS Release 2 or later.

< >        With these gadgets you can select the song, if there's a multi-module in memory.

HQ          This switch toggles the HQ mode . Affects only 5-8 channel songs. It has no effect when clicked during playing.

F          Turns Fast Mem playing on/off. You should turn it on before loading a module, in order to get the module loaded into Fast RAM.

Mix...      Opens a window for setting the mixing frequency and the 14-bit mode. (Requires Kickstart 2.0 or later.)

There's some information about the playing position displayed:

```
Sg:01/01 Sc#:001/010 Sec:002/005
Seq:002/009 B:000/140 L:0012
```

Sg: The number of the current song, and the total number of songs in the current module.

Sc#: Current section list position. (MMD2 only)

Sec: Current playing sequence/section. (MMD2 only)

Seq: Current playing sequence position.

B: Current block.

L: Current line number.

The window is an AppWindow, so you can drag icons into it.

## 1.9 OctaMEDPlayer ARexx Interface

ARexx interface

~~~~~

OctaMEDPlayer has a small ARexx interface, which is useful for multimedia use, for example. The port name is OCTAMEDPLAYER. The following commands are recognized (not case sensitive):

PLAY Plays the current module (equivalent to clicking the "Play" button).

PLAYALL Plays all songs of the multi-module (= shift-click Play button).

CONT Continue playing the current module.

STOP Stop playing.

LOADMOD Loads a module (e.g. loadmod 'module').

SONGNUM Sets the multi-module song number (e.g. songnum 2).

GETSONGS Returns the number of the songs in the current module (1) or multi-module (> 1).

WAITFOREND Waits until the current song has reached its end (or the user has manually stopped it) and stops playing. An error is returned if nothing is being played.

QUIT Quits OctaMEDPlayer

1.10 About OctaMEDPlayer...

OctaMEDPlayer copyright ©1991-1996 Teijo Kinnunen. All Rights Reserved. This program is Freely Distributable. You are encouraged to distribute OctaMEDPlayer and this document file.

OctaMEDPlayer supports all versions of OctaMED, copyright ©1991-1996 Teijo Kinnunen & Ray Burt-Frost (RBF Software). OctaMED is available from several retailers around the world. Also, MED V2.10 and later are supported as well.

A freely distributable demo version of OctaMED is also available.

The author's address is:

~~~~~

Teijo Kinnunen  
Oksantie 19  
FIN-86300 OULAINEN  
FINLAND  
email: Teijo.Kinnunen@oulu.fi

OctaMED's WWW home page (for more information):

~~~~~

<http://www.octamed.co.uk/>

1.11 OctaMEDPlayer V7 History

V7.0B (11.02.1996) (internal 7.0)

~~~~~

Initial release for V7.

---

V7.01 (25.04.1996) (internal 7.1)

~~~~~

Fixed some bugs affecting MMD0 multi-modules.

V7.02 (13.06.1996) (internal 7.2)

~~~~~

Fixed a bug which appeared in combination of:  
mixing, command 4/14 and octave 6

V7.03 (24.11.1996) (internal 7.3)

~~~~~

Fixed player commands 20-22.

V7.04 (5.1.1997) (internal 7.4)

~~~~~

Fixed 4-ch routine loop and MIDI preset handling.  
"OctaMEDPlayer QUIT" now kills all other instances of  
OctaMEDPlayer rather than just one.

---