

**D.A.SModulePlayer**

**COLLABORATORS**

	<i>TITLE :</i> D.A.SModulePlayer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## D.A.SModulePlayer

### 1.1 main

DAS ModulePlayer Documents Amigaguide edition

=====

(D.A.S. = Digital Audio Systems)

All texts containing something new are marked with \*

For Version V.1.61 26-AUG-1993

Contents

Features

Hints&Tips

\*

Gadgets

Tooltypes

Program list

Packers

Appwin/icon

Fast ram Reloc

Restrictions

Commodities

Keyboard

\*

ARexx

Interrupts

Contact&Thanx

```

*
  History
-> New things listed here

  Future

```

## 1.2 Contents of this package

PACKAGE:

```

DasModPlayer           - Program itself
DASModPlayer.guide     - Documentation in AmigaGuide format
DMODPAPPICON.info     - Application icon used by DMODP
Goodies/               - Lots of example arexx scripts
.....
libs/das.library       - Library needed by DMODP
s/das-cfgfile.config   - Example Configuration file

```

## 1.3 Features list

```

-
  Packers
  supported
o XPK libraries
o Powerpacker (using XPK master)
o LHA archives (external packer needed) (Thanx to Stefan Boberg)
  Single file archives
  Multiple files can be extracted from single archive
o Theoretically all external archivers supported (zip, zoo, shrink)
  Theory is usually different from reality :-)
-
  Main gadgets
  o Unique Active Module search from list
o High speed module sorting
o Hide window (iconify)
o Speed/Tempo/Volume controls
-
  Commodity
  hotkeys
-
  Tooltypes
  support
o Automatic hide on startup (Very useful when started from WBStartup)
o Commodity switchable through tools
o Application icon name changeable through tools
o Info window on startup switchable through tools
o Modplayer windows can be told to open on publicscreen through tools
-
  Program List
  o Automatic listfile loading on startup
o About 20 different ways to read modules to list.
  Incl. Application win/icon, multi/single filerequester selection

```

---

```

Directory selection (pattern match selection optional)
Listfile selections.....
-
    Application icon
    -
    Application window
    -
    Configuration
        o Effect Tracing
o Fader
o Fast ram relocation
o Double Buffering
o Selective Directory selection (Follows pattern definitions)
o Listview auto positioning while play
o Autoplay opt
o Both the CIA and the VBlank interrupts by your choice
-
    Keyboard shortcuts
    - Screen jumping (main window to any screen)
-
    ARexx support
    - Auto detach from CLI
..... (Not every little but useful opt listed in here)

```

## 1.4 Hints & Tips for optimal using

Search patterns:

Pattern gadget accepts any Amigados patterns, like ?, #?, (ab|ba).....

If you don't get LHA unpacking working the fault is about 99% propability on your setups, 'cos it works and it works FINE. It has been tested thoroughly.

If you have 'First in extr' disabled, so that player uses External packer to find out whats in archive, then it would be wise to put your External archiver (lha) as resident (RESIDENT lha PURE) and put 'extr path' = lha Archive listing will be considerably faster when there is no more time wasted for loading archiver itself from disk.

## 1.5 Gadget Information for D.A.S Module Player

Main window gadgets

\*

Config gadgets

## 1.6 Gadgets for main window

Gadgets for main window  
(These are partly in order of appearance)

### Sort

Very simple yet very effective high speed bubble sort algorithm.

This simply sorts all modules in your list.

NOTE: Sorting is done based on first seven letters, this was done for maximum speed while maintaining good sorting.

SPEED: Very good.

NOTE: If you have lha bases (<...>) in a list then those modules extracted from that specific lha base node are kept under the base node but are not sorted.

### Search

String gadget you can write search pattern for a module in list (Very helpful if you have over a 100 modules).

Works As follows:

Just start writing letters to string and player actively keeps matching module in selected stage, updating search everytime you change the string.

YOU DON'T HAVE TO WRITE '#? or \*' TO THE PATTERN END, PROGRAM DOES THIS FOR YA.

While string gadget active:

RETURN = Presently selected (highlighted) module will start playing.

TAB key = next matching entry will be highlighted.  
Shift+TAB = Previous matching entry will be highlighted  
Any other key = back to first matching selection  
(Ofcourse if you press any of the normal character keys that match search will be done)

### Load/Save

Loads or saves list files (Also known as program files)

This can also be accomplished by just using "ADD" or throwing files icon to appwindow/icon,

Program list

You can compress list files using xpk library based packers.

Do not compress list files using lha!

### Add

Hits you with a FileReq asking you to select a module to add to the module list. Multiselect supported.

Whole directory loading supported.

When you want to select the whole directory don't select any files only the drawer. ---> ZAZAMMM... the whole

directory is being scanned and added to list.  
Pattern definitions in FR pattern gadget are followed when loading the whole directory.

Del

Deletes selected module or first module in list.

Exg

Swaps two modules with each other. First press Exg then select first module and then the other.

CLR

Clears the whole current list

R +/-

Increase/decrease module's repetition count.  
Note: this is real repeat count so that count 3 in here means that module will be played 4 times.

R (checkboxxad) overrides R +/- and Playmode values.

> = Play

Loads/start playing module selected, or first module in list if none selected.

[] = Stop

As expected this one will terminate current play.

|« = Previous

Loads/start playing previous module.

»| = Next

Loads/starts playing next module in list.

<<

Rewind - gadget. Goes one pattern backwards in module.

>>

Fwd - gadget. Adds currently playing pattern count by one.

||

Pauses the play, pressing this one again will continue

INF

Shows a window containing instrument info about module  
There is also some info about location of samples and song  
and their respective sizes, Compression factor also found here.  
CF is always 0 on lha files.

Hide

Closes the main window and maintains only the ApplicationIcon.  
If the appicon was not created then the hide option will be disabled. By double clicking the appicon you may bring the main window back to life.  
Same can be accomplished using hotkey combination



## 1.7 Gadgets for Config window

### Gadgets for Config window

- Effect Trace
  - Traces efx changes when performing ">>" action.
  - Following effects are currently traced:
    - Speed/Tempo
    - Filter
- Fade
  - Fades module when switching to another module or stopping.
  - Slider in the right of the Fade gadget is fade speed set gadget.
- Positioning Switch
  - Enables/disables listview positioning.
  - = Always shows the module which is currently playing (Enabled)
- Alloc channels Switch
  - If you want to allocate channels using audio.device you should enable this option
- Locate mod >fast
  - Read section: MODULE RELOCATION TO
    - FAST RAM
      - LHA e/x fullpath
  - If your lha packet includes file with paths (not only file name) and you have used lha option x (or e without -x0) for extracting, then this option instructs ModPlayer to use full path when loading extracted file to memory.
  - Example: You have lha packet with a file audio/modules/mod.anthrax Normally you would put to 'lha opts' string following "e -x0 >NIL:" then the lha should extract the file to tempdir:mod.anthrax but if you have used 'lha opts' "x >NIL:" then lha would extract file to tempdir:audio/modules/mod.anthrax and if you DON'T have the 'lha e/x fullpath' option enabled then player would try to read the file from tempdir:mod.Anthrax and not as it should be read tempdir: audio/modules/mod.Anthrax. (You got it right?)
  - It is quite easy to just put lha opts = "e -x0 -N >NIL:" and let the 'LHA e/x fullpath' gadget be disabled then the modules will be extracted to tempdir without any paths and everything goes just fine. :)
- Packers
  - First in Extr
  - In enabled state this instructs player to just load first file from lha packet and ignore the rest. In disabled state this tells the player to show every file in packet and play them accordingly. Check 'lha discard' gadget also.
- Autoplay
  - When enabled causes the player to play automatically module when you add it. If you do multiselect or load lha file with multiple files then last of them is played (not the first, which would seem logical! But Hey ! who says this program

should be logical :) )

- Short Name hdr  
Lets you use some lha/lzh packets which didn't work before with 'First in external'. Uses only 1 byte name header size.
- Dirsel obey patt  
When used with Whole directory selection:  
This instructs player to select only those files matching the pattern defined in FileRequesters pattern gadget.  
Forexample: Only "#?.LZH" ending files to be added or "a#?" only files starting with 'a' should be added.
- Double Buffering  
Those annoying pauses while decrunching/loading is avoided.  
Uses lots of memory.

Unfortunately I just have to free old module before relocation!!!!  
So there is a little pause in music if you use Fast ram reloc.

- Play mode  
Lets you select of different playing modes. Selfexplanatory.  
Even random is finally working.
- Int type  
Interrupt type selection (CIA/VBLANK)  
If vblank is used PT command \$F(>32) (Tempo set) is ignored.  
With CIA interrupt this works quite fine.

You can see what VB/CIA is used currently. after currently playing module name there is a 2 letter ID:

L2 =Level 2 CIA interrupt  
L6 =Level 6 CIA interrupt (No software interrupt)  
L6S=Level 6 CIA Interrupt + Software interrupt  
VB =VerticalBlank

- Def list dir  
Write a default directory for list files.
  - Def module dir  
Write a default directory for modules
  - Ex.Ending  
External archiver postfix. forexample (#?.lha|#?.lzh)
  - PT DMA WAIT  
This is dma wait cycle amount for Protracker moduleplayer.  
Handle with care. If you change this one and start experiencing strange noises in near vicinity, try changing this back to what it was. I read somewhere that in fast machines like A3000/A4000 this should be set something like >1200-2000
  - Modpatt/listpatt  
Selection patterns for lists and mods. These are feeded to FileRequester.
-

If nothing in here then FileRequester won't have Pattern gadget attached in to it. (Example: for modules pattern "(mod.#?|#?.LHA) ")

- OPTS 2  
Opens the 'External Packer and Default Dir' preferences window
- USE  
Closes the preferences window
- SAVE  
Saves preferences to S:DAS-CFGFILE.config.

## 1.8 Tooltype support for D.A.SModulePlayer

TOOLTYPES:

When starting from workbench you can do certain initial procedures by setting Tooltypes in icon:

<tooltype>=OFF ; turns option off, same as not using it at all.

INITHIDE=ON

HIDE=

Just pops up appicon. No window presented  
doubleclick in appicon causes the window popup

INITINFO=ON

INFO=

opens info window immediately after start

FILE=<list file name> or OFF

Loads named list when starting the player

This may support module loading in a near future, currently it is not supported.

OPENONPUBSCREEN=ON

PUBSCR=

opens windows in a PUBLICSCREEN (if any present)  
instead of WBENCHSCREEN.

APPICONNAME=<path+name>

AICON=

icons name which you want to use as appicon.

CX\_PRIORITY=<-127...127> Commodities priority

CX\_POPUP=ON/OFF should we use popup keys or not

CX\_POPKEY=ctrl lalt p

Or something similar (ctrl lalt p = default)

NOCOMMODITY=ON/OFF When on, no commodity is used for player.

NOCOM=

---

CLI parser supports these same values.

## 1.9 Commodity support

```

Main window popup key combination:
Default "ctrl lalt p"
Can be set using CX_POPKEY
Tooltype
FUNCTIONS: When pressed in a same screen where the window ←
is
then the window is hidden.
When pressed any screen where the window doesn't exist then
window will be moved to that screen. BE CAREFULL WITH THIS!!!

```

Other hotkeys:

```

Next = ctrl lalt numericpad 2
Prev = ctrl lalt numericpad 8
Pause= ctrl lalt numericpad 5

```

## 1.10 Packer support

COMPRESSORS SUPPORTED:

Powerpacker

```

Through powerpacker.library AND xpkmaster.library
So you will need xpkmaster.library for powerpacker files!!!!

```

Xpk crunchers

```

through xpkmaster.library + appropriate xpk?????.library

```

EXTERNAL PACKET HANDLING

Prefs gadgets

```

Open the prefs window, there you will find three new gadgets.
Extr path = Path to your lha packer + lha itself (dh0:packers/lha/lha)
Extr opts = options commands feeded to lha. YOU MUST ADD >NIL: TO THIS
LINE. This is good 'opts' line ---> e -x0 -N >NIL:
temp dir = Temporary dir where lha packet should be temporarily
extracted. Files extracted to here will be removed after loading.

```

```

Extr discard = discard pattern to feed to lha packer. This one is
used when 'extr first in lha' is disabled and player reads all
files from Archive. If you set this gadget foreexample ~(#?read#?)
then all files in Archive with string 'read' will _not_ be added to list.

```

```

Short name = This allows additions for some different lha headers

```

```

Ending = With this you set the postfix which are to be handled as
External packer files (#?.LHA|#?.LZH)

```

RANDOMID:

---

When you add a Extr packet to program list then player makes a random id code for that certain External base and uses same id for files that are in the Packet. If you load several previously saved lists at same time then this causes some distortion in list handling. Player won't crash your amiga or anything like that but when you remove one base several other files will be deleted also.

So don't load same list twice!

## 1.11 Program list

Program list in DASModPlayer differs somewhat from other ↔  
moduleplayers

lists. For instance there is one file type in the list which cannot be played, they just hang in there. These items are called "External bases".

### EXTERNAL BASES:

External bases are different from other files in list that they have "< >" in start and end of name. When such a file is encountered when playing list they are simply skipped.

When you have such a External base in list it usually has archived file(s) attached to it. if you remove External base file then all its attached files are also removed. If you remove all attached files then base file is also removed.

### HANDLING:

You can add/remove files to/from list. You can clear the whole list and you can swap two items in list using "EXG" gadget.

List is saved using "SAVE" gadget. You can load these lists either using "LOAD" gadget or selecting them from FileRequester (ADD) or just throwing their icons to player window or application icon.

### AUTOMATIC LIST FILE LOADING:

You can instruct player to load 1 list file automatically on startup by using Tooltype FILE=<listfile>, this file has to be placed in default list file directory

PREFS GADGETS

### FUNCTIONS:

RightMouseButton = Positions the listview to last selected item.

RightMouseButton Dblclick = Positions listview on playing item.

LeftMouseButton Dblclick on list = starts playing selected item.

## 1.12 FAST RAM Relocation

### MODULE RELOCATION TO FASTRAM:

You can switch option 'Relocate >FAST' on from prefs. By enabling this option, the whole module will be loaded to fast ram and then sliced to Songdata and samples. Samples are then moved to chip memory one by one. After this player will try to relocate songdata to different part of Fastram, if this succeeds original module will be deallocated, if it doesn't succeed then player will unfortunately consume considerably your fast memory resources, but still it is able to play the module.

If there is not enough continuous FAST RAM then player will try to load the whole module to CHIP without asking user.

## 1.13 Restrictions, system needed

### WHAT YOU NEED:

You will need operating system V37++

At the present time I am doing this assembly on V40 kickstart so there might be some gadget outlook problems in KS2.04, due that commodore decided to change the Listview gadgets appearance. It should look same on every machine, but mainly 'cos I screwed up and used little too big listview size in KS2.04 it may look somewhat different. Sorry

You should have V38 asl.library (or newer)

If you have KS2.x there is no logical reason why you should not use V38 libraries (WB2.1), 'cos it is totally compatible with V37/V36, but much better.

You might need Powerpacker and xpk.... libraries.

If you are going to use modules packed with xpk/powerpacker libraries then you will need respective libraries.

YOU WILL NEED das.library in your libs: drawer. (Version 6)

### WHAT YOU SHOULD \*\*NOT\*\* DO:

Don't compress list files with lha.

Don't compress files with xpk/pp and then stuff'em to lha packet.

Multiple packings are not supported.

Don't compress config file.

## 1.14 Application window/icon implementation

### Application window/icon implementation

This player supports these neat features presented in V36/37 such as:

#### Application window:

You can just throw module's icons to players window and they are loaded like you had selected them using filerequester.

#### Application icon:

---

Same as application window.

1. If you want to use the icon named DMODAPPICON as your application icon for DasModplayer you should keep it in a same drawer as DasModPlayer itself, otherwise DMODP will use default project icon. If you don't like the way DMODPAPPICON looks, then just draw another one and rename it as 'DMODPAPPICON'

2. You may also use the APPICONNAME=<> tooltype and define there the icon you want to use.

## 1.15 Keyboard

When Search string active:

TAB	= Next matching selection highlighted
Shift + TAB	= Previous matching selection highlighted
Return	= Plays the selected item

When window active:

UpArrow	= Scrolls the list up
DownArrow	= Scrolls the list down
CTRL+UpArrow	= Top of the list
CTRL+DownArrow	= Bottom of the list
RightArrow	= Next pattern (FWD)
LeftArrow	= Previous pattern (REW)
RETURN/ENTER	= Plays the selected item
+	= Repetition count + 1 (For highlighted item)
-	= Repetition count - 1 (For highlighted item)
R	= Endless repeat ON/OFF
I	= Open/Close info window

Commodity hotkeys

ctrl+lalt+numericpad 5	= Pause ON/OFF
ctrl+lalt+numericpad 2	= Jump to next
ctrl+lalt+numericpad 8	= Jump to previous

## 1.16 Arexx support for DASModPlayer

AREXX Interface For D.A.SModulePlayer

ARexx port name: 'DASMP\_Rexx'

Check out the 'goodies' drawer for example scripts.

Commands supported:

ADDMODULE modname	* If no path defined -> default mod dir used.
	* otherwise defined path used.
	* UNLESS!!! file is found from current directory.
	* If found -> then loaded from there
	* If modname ends ':' or '/' then name treated
	* as directory and added as such.

LOAD listname \* If no path defined -> default list dir used.  
\* otherwise defined path used.  
\* UNLESS!!! file is found from current directory.  
\* If found -> then loaded from there

CLEAR \* Clears the list

PLAY \* Start playing selected item  
STOP \* stop current play  
NEXT \* Moves to next modules (play)  
PREV \* Moves to previous module (play)  
WAITMOD \* Wait for the module to end  
o No rexx messages will be received until module stopped  
o Be carefull with this, may cause eternal waiting loop.  
o If your playmode is not ONEONCE then player will actually be  
in a next module when next rexx command will be taken in.

PAUSEON \* Switches the Pause on  
PAUSEOFF \* Switches the Pause off

PLAYMODE RANDOM \* Playmode to random mode  
PLAYMODE ALLREPEAT \* All in sequence repeating the list  
PLAYMODE ALLONCE \* Goes the list once through and then stops  
PLAYMODE ONEONCE \* Plays one module and then stops  
INTERRUPT CIA \* Switches the cia interrupt on  
INTERRUPT VBL \* Switches the vblank interrupt on

MOVELIST LAST \* move to last module in list (MODCOUNT-1)  
MOVELIST FIRST \* move to first module in list  
MOVELIST number \* number = decimal number. the ordinal number of  
\* module to move to. (0 = first)

SELECTNEXT \* goes one down the list  
SELECTPREV \* goes one up the list  
SORT \* sorts modules, note that this will destroy  
\* current selection. So first will be selected

SETSEARCH xxxxxx \* Set search str and do search for that pattern  
o Error code 1 is returned if no matching entries found.  
o Main window must be open for search operations

SEARCHFORWARD \* Does search forward  
o Error code 1 is returned if no more matching entries found.

SEARCHBACKWARD \* Does search backwards  
o Error code 1 is returned if no more matching entries found.  
o If you have received error code during search on either direction,  
and you are planning to change the direction of search, then you  
have to do two searches for that direction until anything  
happens. Sorry.

SETMODULEDIR xxxxxx \* Sets the default moduledir.  
SETLISTDIR xxxxxx \* Sets the default listdir.

MODCOUNT \* You can request current module count with this  
o Example: MODCOUNT; say result;

MODNAME \* returns currently playing modules name.  
o if no module playing at this time error code 1 returned

MODNUM \* returns currently playing modules ordinal number.

---



```

    o if no module playing at this time error code 1 returned
MAXPATTERN      * returns max patterncount
    o if no module playing at this time error code 1 returned
CURRENTPATTERN * returns pattern we are currently playing
    o if no module playing at this time error code 1 returned

VOLUMEUP decimal * Volume increases by amount indicated by decimal
VOLUMEDOWN decim. * Volume decreases by amount indicated by decimal
    o Example VOLUMEDOWN 3
VOLUMELEVEL     * Returns current volumelevel as result
    o Example VOLUMELEVEL; SAY result;

FADE fadelevel  * Set FADE speed, if level = 0 fade disabled
                * Select between 0-6

USERMSG text    * Text max. 39 letters, will be printed on upper
                * of the two text lines in the bottom of modplayer
USERMSGNORMAL  * This will return normal printings.
                * Note that it is upto you to keep the correct
                * text visible.

HIDE           * Hides the window
POPUP         * popsups the window after hide
» QUIT        * quits the player

```

## 1.17 Info about interrupts

D.A.S.ModulePlayer uses two different kind of interrupts.  
There is a selection between VBlank and CIA interrupts.

### VBLANK

When VBLANK selected interrupt timing is tied to VerticalBlanking Frequency. Which is 50 to 90 times per second depending on the vertical frequency of the frontmost screen. When using VBlank you won't be able to use Tempo commands, but if such commands are encountered when playing they are converted to nearest possible Speed command. Due that Vblank is dependant of the frontmost screen's frequency the modules may not always play correctly, when this happens you should use CIA interrupts instead. (CIA is always better)

### CIA

When using cia timing, the interrupt timing is tied to one of the four CIA timers; 2 timers for CIA A and 2 timers for CIA B.

CIA B is not very good choice because its interrupt level is 6 and thus it may steal time from other lower priority interrupts, such as Serial port. Level 2 is much better for these purposes, but as the one of the two CIA A timers is reserved by the system (usually) then there is only other left and if somebody has already reserved that we may have to take the CIA B instead.

DASMP is quite smart about these. If we have to take Level 6 (CIAB) interrupt then we will only use it for Causing a Software interrupt, which is in much lower priority (Lowest possible), thus you will not experience any problems with hihgspeed modems and such.

\*BUT\* there is one problem, there can only be one Software interrupt and if somebody has reserved that also then we have to use plain Level 6 CIA for the playing which is bad. (I just hope that I'm right about this)

To help you to know which interrupt is used there is a little space reserved between playing modules name and used playing routine (which is nowadays always PT)

Between name and play routine ID there is 3 letter ID:

L2 =Level 2 CIA interrupt  
L6S=Level 6 CIA Interrupt + Software interrupt  
L6 =Level 6 CIA interrupt (No software interrupt)  
VB =VerticalBlank

## 1.18 Contact information & thanx

You are now reading the contact information section of D.A.S.ModulePlayer Version 1.61. This version is mainly a maintenance version for V1.60. Only a few new options added.

I hope ya all enjoy using this program.

Thanx to following guys. Without them development of this program would not have been possible.

Erno Tuomainen "Assistant Developer" :-)  
- A lot of New ideas/Bug reports  
- "Enforcer TOP-10 HIT LIST"  
- Arexx ideas/support and script package

Jari Pakarinen (Bug reports/New ideas)  
Mika Pöytäkiivi (New ideas/Bug reports)

Thax for following guys for bug reports/ideas

H. Tolvanen --> IntLevel bug  
T. Korhonen --> CLI init bug  
H. Talaskare --> Jump Screen idea  
Teemu Suikki --> CIA info (I had completely forgotten some very important facts)

Author. (snail mail address)

Pauli Porkka  
Kaskitie 2 B 10  
SF-37600 VALKEAKOSKI

FINLAND

SUPPORT BBS:

I keep Moonlight Sonata bbs as my main spreading point for this

---

package, so you can always find the newest version of this prog from there. Often I don't spread version anywhere else, just here. You can find DASModPlayer package from Filearea 3 and it is FREE!!

Moonlight Sonata +358-18-161763 (Fido: 2:221/112.0)  
(Finland) Sysop: Erno Tuomainen

I like this bbs and I am sure you would like too. So make a visit it's worth calling.

Signed

```

  /_ |  _  /_ |  _  _
 /  _ \ /  _ \

```

Pauli Porkka

PS. This is not paid advertisement although it might look like one.  
I Just plainly like the place.

## 1.19 History of D.A.S ModulePlayer

(ADD ) = Added new option/routine/thingy

(CHNG) = Modified old working routine

(FIXD) = Fixed old not working routine (Bug noticed and fixed)

(BUGN) = Bug reported (Not corrected, 'cos I am a lazy bastard)

(REMD) = Removed function/routine/option

\*\*\*\*\*

VERSION: (V1.61 26-AUG-93)

(ADD ) 'Effect trace' (Traces: speed, tempo and filter efx's)

(ADD ) 'Fade on End'

(ADD ) 'Fade speed'

(ADD ) Arexx Commands for fade control

(ADD ) Usermsg arexx commands

(FIXD) Few misc bugs.

(FIXD) Some bugs concerning cli initialization

(FIXD) Sorting on Multifile lha packets corrected.

NOTE. Files within a lha packet are not sorted, only kept under their respective lha bases. (<???) nodes)

VERSION: (V1.60 19-AUG-93)

(ADD )

AREXX

Support (over 30 commands)

(ADD ) Software interrupt when using LEVEL 6 CIA

(ADD ) Interrupt change "on the fly" now possible.

(ADD ) Current interrupt type shown in main window. (L2/L6/VB)

(ADD ) Auto-Detaching from CLI.

(FIXD) CIA interrupt corrected AGAIN! Now Level 2 is tried first.

(FIXD) Several minor bugs.

(FIXD) ForceFilter bug

(FIXD) Show MaxPattern on start - bug.

(ADD ) Shorter

TOOLTYPE

definitions.

- (ADD ) Hotkey combination now popups the main window to any screen (the one which you were in when pressing hotkeys)  
If you press hotkeys in a same screen where the window is currently it will be hidden.
- WARNING!WARNING! This option is very dangerous, so be carefull where you wish to open the main window.
- NOTE: Only the main window will be moved.
- Now if Player just dissappers (the whole program) then it and the screen had severe disagreements about opening the window on that specific screen.
- (FIXD) Some window mistreadments corrected.
- (FIXD) Config bug. Bug introduced in V1.58 due the large amount of reorganization in prefs window.
- (FIXD) Problem with Exchange, caused disturbance in local space-time.

VERSION: (V1.58 14-AUG-93)

- (CHNG) Preferences window rewritten. Added a OPTS 2 window
- (FIXD) Volume now changes also currently running samples.
- (ADD ) 2 new
  - keyboard
  - shortcuts
- (ADD ) FileRequester follows mouse
- (BUGN) Enforcer hits when using LOAD/SAVE. Something to do with FR.  
Fortunately they are only READ Hits.

VERSION: (V1.57 12-AUG-93)

- (FIXD) 1 ENFORCER HIT (Write) removed
- (FIXD) 1 ENFORCER READ HIT
- (BUGN) 1 ENFORCER HIT KNOWN, COULDN'T FIND EXACTLY WHERE. (READ HIT)
- (FIXD) CIA interrupt vector adding corrected a little.
- (ADD ) 12 Keyboard shortcuts added
- (CHNG) Search string error fixed. --> Search not done until next time  
pattern is correct.

VERSION: (V1.56 10-AUG-93)

- (CHNG) Main window changed a bit
- (CHNG) Little internal FR definitions changed  
(please let me know if something is not working)

VERSION: (V1.55 09-AUG-93) (Maintenance version)

- (FIXD) Several minor bugs fixed.
- (CHNG) Windows changed a little.

VERSION: (V1.54 04-AUG-93) (Maintenance version)

- (FIXD) Volume control, now reflects real spacetime volume controls :-)
- (ADD ) Force Filter OFF, switch
- (ADD ) Default pref values, easier for beginner AND FOR THOSE WHO  
DON'T READ THESE MANUALS!!!!!!
- (ADD ) RightMouseButton = positions listview on selected item
- (ADD ) DoubleClick on module name will start playing.
- (ADD ) DoubleClick with RightMouseB = positions on playing item,  
even when no Positioning enabled.

VERSION: (V1.53 01-AUG-93)

- (FIXD) Applicationwin/icon functioning properly
  - (ADD ) Random play finally added
-

(CHNG) Some cleaning operations all over the place.  
(CHNG) Little speed for everything (Very little though)  
Most speed gained when adding LHA packet(s) to list.

VERSION: (V1.52 30-JUL-93)  
(ADD ) Sorting  
(CHNG) Search, now it does active search.  
(CHNG) Little internal priorities, changed

VERSION: (V1.51 29-JUL-93) (1.50 not released)  
(ADD ) Any list can be loaded on startup  
(CHNG) INITLIST tooltype --> FILE  
(BUGN) Random play still missing  
(ADD ) Deletes old config version (presently version is 3)  
(ADD ) Modulecount show (MC 0)  
(ADD ) Search for modules  
(ADD ) Stop scan in multiselection if "not a known module" requester  
is shown (selectable "skip" or "stop scan").  
(ADD ) Hotkeys "NEXT", "PAUSE"&"PREV" "ctrl lalt numericpad 2", "5", "8"  
(FIXD) Some fixes to double buffering (works much better now)

VERSION: (V1.49 27-JUL-93) (1.48 not released)  
(ADD ) Doublebuffering (This may not be what you expect, but still...)  
Note that I did this in 20 minutes and thus it may contain  
some odd things/side effects.  
(ADD ) ->Prefs-> 'Short name header'  
(ADD ) ->Prefs-> 'Ending'  
(ADD ) ->Prefs-> 'Dirsel Obey patt'  
(ADD ) ->Prefs-> 'Positioning'  
(ADD ) Listview follows the module while playing. (selectable)  
(ADD ) Save prefs saves now the window coordinates.  
(CHNG) List files rearranged, memory consumption is now about  
50 - 70% smaller, depending on filename sizes.  
Due the better performance old list files are no longer valid.  
(CHNG) Info window resizable (sorry about closing/opening)  
(CHNG) Changed config (Old won't work)  
(CHNG) Added new das.library V6. (old won't work)  
(FIXD) lots of misc little bugs (propably still several left)

VERSION: (V1.47 25-JUL-93)  
(ADD ) Whole Directory add with single selection  
(ADD ) AmigaGuide documentation

VERSION: (V.1.46 20-JUL-93)  
(ADD ) Commodity support (read docs for more exact info)  
(ADD ) Tooltypes CX\_POPUP/CX\_POPKEY/CX\_PRIORITY  
(ADD ) Tooltypes OPENONPUBSCREEN, APPICONNAME, NOCOMMODITY  
(FIXD) Lha base handling in program list.

VERSION: (V.1.45 06-JUL-93)  
(CHNG) You can treat list files same as separate modules  
(FIXD) Some Possible buggy routines

VERSION: (V.1.44 05-JUL-93) \* NOT RELEASED \*  
(ADD ) Tooltype INITLIST added  
(CHNG) ProgramLists logic and intelligence increased considerably. :o)  
(CHNG) Window layout

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(FIXD) Shell/CLI crash bug  
(FIXD) Few (remotely) possible bug causes  
(REMD) Tempo type selector (prefs)

VERSION: (V.1.43.2 03-JUL-93)

(ADD ) Repeat gadgets, repeat count counters. (main)  
(ADD ) List files can be compressed using xpk libraries. (lists)  
(ADD ) Multiple files in one lha handled.  
(ADD ) Tooltype settings. (wb icon, read doc for full briefing)  
(ADD ) Autoplay added (prefs)  
(CHNG) List version number changed (lists)  
(CHNG) Powerpacked files now uses xpkmaster.library  
(CHNG) Window is now somewhat smaller. (-10,-15)  
(CHNG) Code optimised little (executable -3k)  
(FIXD) Handles now lha packets with spaces in namestring.

VERSION: (V.1.42 24-JUN-93)

(FIXD) Fixed lha. Handles now files with space in namestring.  
(BUGN) Players VBP wait routine still doesn't work :(...  
I am starting to be little pissed off 'cos this fucking  
wait routine doesn't work!!!! Why don't I have the money to buy  
faster amiga so that I could test this myself? (@#%&@  
Nowadays I have to rely on others reports about this one.

VERSION: (V.1.41 21-JUN-93)

(ADD ) Added few gadgets to prefs  
(FIXD) Fixed the lha handling.  
(CHNG) Changed VBP PT Wait routine a little, please test it first.  
(ADD ) Automatic 'prefs' -popup when no config file found.

VERSION: (V1.40 20-JUN-93) \* NOT RELEASED \*

(CHNG) E.Tuomainen reported that My player wait routine wasn't as good  
as I thought, so I decided to put back the old routine.  
New one is still there and you may enable it by setting  
DMA wait value to NULL.  
(ADD ) LHA PACKET HANDLING <== control gadgets in prefs  
(CHNG) Changed prefs a little, module/list default pattern gadgets added  
(CHNG) Changed prefs gadget handling a bit, works better now.  
(ADD ) 'About' window.

VERSION: (V1.38VA 18.JUN.93) \* NOT RELEASED \*

- Speed slider fixed, it used to be disabled always in OS3.x  
- Modules listview gadget also fixed, this used to be  
too big in OS3.x machines. (M. Pöytäkiivi reported this one)

VERSION: (V1.37VA 18.JUN.93) \* NOT RELEASED \*

- Added some more things to info  
- Changed main window outlook a little  
- Some internal bugs fixed  
- CLI crash bug fixed (J. Pakarinen reported this one)  
- SONG RELOCATION TO FAST RAM, IMPLEMENTED (phase 1)

VERSION: (V1.35.4VA 14.JUN.93)

- Added some info to info window, and changed it a little

VERSION: (V1.35VA 11.JUN.1993)

- More bugs fixed

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VERSION: (V1.34VA 07.JUN.1993)

- Few minor bugs fixed. (exchange, prefs window)
- DSS module support removed.

## **1.20 Future additions for D.A.SModulePlayer**

Dated 21-AUG-93

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