

DASMP

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

DASMP

1.1 main

D.A.S.ModulePlayer V2.2 (MUI) 06.02.1994

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Disclaimer
Legal stuff

Overview
Quick overview on DASMP

Problems
FAQ (Frequently asked questions)

Hot tips
How to make it better.

Menus

Gadgets
DASMP's "What does that thing do"

Arexx commands
Complete short descriptions of arexx commands

Commodity/tools
Hotkeys and tooltypes.

External players
EPL, what is that?

Author system
What is it and how to use it.

Help files
Where DASMP looks for help

List converter
How to operate list converter V1.0

Register
This is what you should do.

History
What is changed, READ THIS.

Contact
How to contact me.

To do
What is yet to be done.

Word for user:

From the beginning the DASMP was developed with the users, almost every option in this program has been requested by one or several users. I want to continue making this program like that, so if you have something you would like me to add in this program just hit me with a e-mail, snail mail or whatever and tell me what would YOU like to see in this program and I will make it if my limited brain capacity and time allows.

1.2 tips

Hot tips for usage:

Try setting different window backgrounds. (MUI prefs)

Try setting image on listview background (MUI prefs)

Try setting an image for Listview cursor, mui-xenknob2.image is really nice for a listview cursor. (MUI prefs)

Sliders are always much better looking when knob is for example mui-xenknob2.image or mui-xenknob.image.

1.3 convert

About list converter:

Since I changed the module list's internal things (yes, again!) I decided to add easy list converter program. This program will also be able to convert my other programs' lists if needed in future. So this is kind of a multipurpose list converter.

Converter window:

GetList Pops up a filerequester for you to select list file to convert

...Well, thats about it. Only thing you have to do is select the list and converter will do the rest. Note that old list file is overwritten, so if you'd like to make a backup then do it before conversion.

Happy conversions to ya all!

1.4 helps

HELP FILES:

D.A.S.MP will try to open one of the following files.

HELP:dasmphelp.guide
S:dasmphelp.guide

You can also set your own path + file or switch off the online help with tooltype ONLINEHELP

If all these fail, no help file will be used. Which means nothing will happen if you press HELP button.

1.5 discl

Following notice applies to product called "D.A.S.ModulePlayer" ↔
and everything
else in its original distribution archive.

* Program is published by Pauli Porkka under concept of
 SHAREWARE
 * You may NOT sell this product without permission from me.

* You can spread this program through BBS's and any other electronic means if it does not require money exchange between spreader and the person receiving product. Normal NET (such as internet/fidonet) fees are allowed.

FRED FISH! You are a exception to this rule, you may always include versions of DASMP to your collection disks and CD-ROMs.

* Program must not be altered in any way.

* Package must always be kept intact when spreading.

Above mentioned rules apply to D.A.S.ModulePlayer and other texts/libraries within the original package version 2.0 and above unless otherwise stated.

1.6 authoring

Since the author/style system is not very clear to use following might help you.

Since version 2.2 the author system is now also a style system. You can handle files according to author AND style. Actually DASMP doesn't handle those any differently (*) So you could use double author system, so that you could add two different author for module, but originally this was designed to be used as author+style based.

(*) If style is "Unknown" then it won't be processed when "Unknown" is selected as selection specifier from author window.

What you should know first:

When I am talking about "Author window" and "Author config (window)" I am NOT meaning the same thing. The "Author window" is the window which contains only two things: the list and the cycle gadget. The "Author config" is the page on config window, which is there for adding, deleting and sorting the author/style list.

Step by step instructions:

1. Go to config on page "Authors". Write list of authors and/or styles. You can always add some more, so you don't have to write all on one session. Adding can be done by pressing button "NEW" and editing string gadget and then pressing return.
 2. Go to "MCNF" (moduleconfig window) press image popup button on right lower corner. This should open a Author listview window.
 3. Select module from master window's list by clicking once with the mouse above it, or by moving list cursor on it. You can also multiselect and thus define several modules at once.
 4. Select from the "Author window's" cycle gadget which one do you want to select, the author or the style. This has only inner meaning for DASMP the user won't see much difference.
 5. Doubleclick (or press return) on author (in the author listview window) which you want to designate to be used as that modules author. After this you should see, in the MCNF window, one text object to change to reflect your choice.
 6. Now repeat that to all modules you wish. Default setting for modules is "Unknown" for both the authors and styles.
 7. After you have selected Authors and/or styles to all your modules in list, you should save the list so that those changes are saved too. Author list is saved by using normal "Save"/"Use" option in config window.
 8. Now test the authoring system by pressing the "AU" button in master window to selected stage. This should open the author listview window if it wasn't open already. Now select one author, DO NOT DOUBLECLICK on it just move cursor on it or click once with the mouse. Now the Master windows modulelist should show only modules done by that
-

specific author or by specific style. Neat eh?

FOR VERSION 2.2: You can now use multiselection on author list. Just press shift with mouse button and you can select as many authors/styles to be shown as you wish.

1.7 overview

First of all: YOU NEED MUI (MagicUserInterface) package 1.4 or newer. Check your local BBS or PD software dealer.

Ultimate goal when developing DASMP was to make PRO - level module player, since there exists many moduleplayers, I wanted to make player for those who have hundreds of modules which needed to be handled efficiently without unnecessary limitations.

Following is not the complete features list. Most of the features you can find by experimenting the player. Besides, I don't remember everything myself either.

- o MUI = Boopsi object oriented Graphical User Interface with some awesome features.
 - o Unique Author and style based list handling/sorting system.
 - o Basically ANY External archiver supported.
 - Multiple files within one archive supported.
 - XPK packer libraries supported.
 - PowerPacker supported through xpkmaster.library
 - o All existing and future module types can be supported through External Player libraries
Already finished libraries:
 - QuadraComposer 2.0 EMOD modules.
 - (Octa)MED modules. 4 - 8 tracks. (dasMMD0.library)
 - DigitalSoundStudio tracker. (dasDSS0.library)
 - Experimental versions of FutureComposer players.
(requested by Roger Martensson)
 - o Unique active search system.
 - o Sorting by
 - Name (Alphabetical)
 - Name reverse (Reverse alphabetical)
 - Date (From newest to oldest)
 - Date reverse (From oldest to newest)
 - o Several ways of keeping modulelist up to date.
 - Normal filerequester (multiple selections supported)
 - Arexx adding
 - Whole directory adding
 - List file load
 - Add update (only newer than specified date added)
 - Check for non existing modules.
-

- Double checking for existing modules.
- o High Configurability
- o Auto detaching when opened from CLI/Shell
- o Screen jumping to frontmost screen when hotkey'd.
- o Massive AREXX support.
- o Neat little quadroscope and dscope view.
 - Task priority for these is definable
 - Drawing speed is definable.
 - GENERAL RULE: Keep priority at minimum (minus value)
- o MUCH OPTIONS THAT I DON'T REMEMBER MYSELF EITHER.

1.8 hotkeys

D.A.S.ModulePlayer is a commodity and can be commanded by following hotkeys.

????? = Popup hotkey definable from MUI prefs program.

ctrl lalt numericpad 8 = same as "PREV" gadget
 ctrl lalt numericpad 5 = same as "PAUSE" gadget
 ctrl lalt numericpad 2 = same as "NEXT" gadget

ctrl lalt j = Jump to frontmost screen (Unsafe operation!!!!)

TOOLTYPES:

ONLINEHELP=OFF/[FILE] * OFF switches the online help documentation off.
 * By defining file (with path) you can use help
 * file from anywhere you wish. (DEFAULT = ON)

INITHIDE=ON/OFF * Master window WILL appear in its
 * "PlayWin". All other, like scope windows will stay
 * open. If you'd like to see the whole DASMP iconified,
 * you will have to use MUI prefs "start iconified"
 * found on page "system".

INITINFO=ON/OFF * Opens info window on startup (ON/OFF)

FILE=NAME/A * List file to load on startup (NAME/OFF)

APPICONNAME=NAME * Icon to be used as application icon (OFF/NAME)
 * (Defaults to DMODPAPPICON)

1.9 problemos

Problem:

Strange blank lines start appearing on views. Or something garbage appears when using special effects (QScope/DScope)

Cure:

You should set the NCC-1701 task priority to lower value, preferably

minus value. Although the drawing of the effect windows is done with system friendly routines (ROM routines) certain graphics lockings seem to mess up a screens a little. That is only a theory, actually I don't have any idea whats happening, but had to think of something. Anyway, please use lowest possible value with special effects.

Problem:

DASMP hits you with a requester: Unable to lock in unpacked External file.

Cure:

External archiver configs are not what they should be. Try saving configs and then running DASMP again. Copy the example dasmp.extarc file to your ENV: and ENVARC: and re-run DASMP. Might also be caused by corrupted external archive file.

Problem:

Module is loaded without problems and DASMP says it is playing the file but nothing comes out.

Cure:

Either you have volume at 0 level, or what is more likely: You are using "Fast ram relocation" and module is using PT 2.2-2.4 100 pattern mode. I don't have specs for it and I don't know what's so different in it, but my relocation routine doesn't work with these modules. You will have to switch this module's Fast ram relocation off from "MCNF" (module config).

1.10 dasmpmenus

Project menu:

Use config
Same as Config "USE"

Save config
Same as Config "SAVE"

Load list
Same as master window "LOAD"

Save list
Same as master window "SAVE"

About
Same as master window "?". Brings up the about requester.

Quit
Quits D.A.S.ModulePlayer

Operations menu:

Sort by...
This is a shortcut to config "Sort type" cycle, but it also performs

the sorting, so that you don't need to press "Sort" gadget.

Show list...

This is shortcut to config "Show list" cycle.

Add...

This is shortcut to config "Add type" option, except it also performs the add operation, without you having to press the add/chk gadget.

1.11 arexx

D.A.S.MP Rexx commands V.2.0

Arexx port: 'DASMP'

Commands: (supplied by MUI)

```
QUIT          * quits the D.A.S.MP
HIDE          * iconifies the player
SHOW         * pops out the D.A.S.MP
INFO ITEM/A  * According to item info gives results as:
  "title"     title of application
  "author"    author of the application
  "copyright" copyright message
  "description" short description
  "version"   version string
  "base"     name of the arexx port
```

Commands: (Supplied by DASMP)

```
PLAY          * Start playing active module
STOP         * Stop playing.
SELECTNEXT   * Make next module active
SELECTPREV   * Make previous module active
NEXT         * Play next module (also makes active)
PREV         * Play previous module (also makes active)
SORT         * Sorts modules in visible list with selected sort routine

PAUSEON      * Pause on
PAUSEOFF     * Pause off
PLAYMODE ITEM/A * Switches proper playmode on
  "RANDOM"
  "ALLREPEAT"
  "ALLONCE"
  "ONEONCE"
INTERRUPT ITEM/A * Selects which interrupt to use.
  "CIA"
  "VBL"
ADDMODE ITEM/A * Add type to ... "Check" is not currently supported, since
  * there is presently no requester handling from arexx.
  "NORMAL"
  "UPDATE"
SORTMODE ITEM/A * Set the sorting type
  "NAME"
```

```

"DATE"
"REVNAME"
"REVDATE"

VOLUMEUP NUMBER/N      * increases volumeslider by a number
VOLUMEDOWN NUMBER/N    * decreases volumeslider by a number
GETVOLUME               * returns volume sliders level

SETSEARCH STRING/F     * String to set in search gadget
                       * (no trailing "*" or "#?" needed)
MODCOUNT               * returns number of modules in list. (result)
MOVETO NUMBER/N        * move to module number ### in list.
                       * Note numbering: 0 = first...last = modcount-1
MOVELIST ITEM/A        * move to one of two locations
    "FIRST"
    "LAST"
MOVEPLAYING            * Moves cursor on playing module.

GETPLAYING              * returns playing mod number (0 -> Entries-1) (rc)
GETACTIVE               * returns active modules number (0 -> Entries-1) (rc)

CLEAR                  * Clears current list. Note!! this clears only
                       * accessible list (look: authors, active/inactv)

SETMODULEDIR NAME/F    * Set default directory for modules
SETLISTDIR NAME/F      * set default directory for lists
ADDMODULE NAME/F       * Add module to the list. If no path defined, then
                       * module is loaded from default modules dir.
                       * rc=0 if all okay, rc=1 if error.
LOAD NAME/F            * Load a module list.
ADDDIR                 * adds the whole current moduledirectory to list
DELETE                 * deletes currently active module

TASKPRI NUMBER/N      * Task priority for NCC-1701 (special effects task)
QSCOPEON               * Enables quadrascope window
QSCOPEOFF              * Disables quadrascope window
DSCOPEON               * Enables doublescope window
DSCOPEOFF              * Disables doublescope window
MODNAME                * Returns the currentlyplaying mod name. (result)
MAXPATTERN             * Return max patterns in module (rc)
CURRENTPATTERN         * Return currently playin pattern num (rc)

**** All routines which return values in RC will return -1 if value is not
**** available.

```

1.12 masterw

D.A.S.Module Player V2.2 HELP guide

=====

Master window
 * Main window gadgets.

Config
 * Config window gadgets (5 pages)

Module config
 * Module config gadgets.

1.13 masterwin

Closing this window (windows closebutton) will cause the ↔
 Playwindow to open.

Playwindow is a window containing only the playing buttons. Closing playwindow will cause the master window become active again.

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

New

Combined CLR and ADD function. Unlike normal CLR function, this will clear the whole list, not just active or inactives if that type of "show list" is selected.

Del

Selected entries will be deleted from the modules list.

Exg

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

Mcnf

Module config
 window will be opened.

Listview

NOTE!!! Not every option support
 multiselection

.

List of selectable modules.
 List contains two columns: Modules name and flags.
 Flags are:

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

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 a list will be deleted.

Sort

Sorting will be done for the visible list depending on a selection

sort type
in config window.

1/2/3/4

Channel selection "toggle" buttons, when pressed selected channel will not be heard.

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 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".

Play gadgets

These are quite selfexplanatory.

Info

Opens the info window.

Config

Opens a
config
window.

Eff

Opens/closes the hidden page #2 on master window.
QScope = QuadraScope view on/off
DScope = Double Scope view on/off
Pri = NCC-1701 Task priority.
Rightmost slider = Effects speed (approximately 1/50 seconds)

?

Brings up the about requesters.

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

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.

1.14 config

Config Page: Misc settings

Config Page: Path & req opts

Config Page: External archs

Config Page: External Players

Config Page: Author listing

Page cycle

Switches between different config pages (5 of them)

Although not visible, this cycle can be controlled using key "p".

Defaults

Sets default settings to all selections. It is recommended to do this first time you start using D.A.S.MP.

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 regeuster Width/Height (dasmp.config).

Use

Saves current configs to ENV:

Saves: External Archive list, External Player list, Author/Style list,
Cfg page1/2/3 options and ASL regeuster Width/Height (dasmp.config).

1.15 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.

Effect Trace

Affects on "fwd" commands. When set, program traces effect commands in patterns so that no effect gets untranslated. When this option is unset the fwd commands doesn't trace commands and some speed/volume controls may get through and the module may sound somewhat odd.
Quite useful option, if it just worked properly. I hate to admit but there is still unfound bug in this routine and results may not be what expected.

Double checking

When enabled will prevent adding same file twice. Note that the whole list will be scanned and not only the visible list.
Also scans the Inactives against actives.

Ending time set

Controls the modules end time setting. If enabled: Everytime module is played the modules duration time will be set. When you have played all your modules once trough you should disable this.

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 and then moves samples to chip, this works only for the internal player and external players supporting it.
As you may have realised, this just keeps the song data in fast but all samples go to chip as they normally do.

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.

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!!!!
Deleted module will also be deleted from disk!!
This option is not saveable, so selected state won't stay after quit. 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!!!!

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 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. Active and inactive groups.

Selections:
Show all = Shows all modules, actives and inactives.
Show Actives= Show only those modules with "A" flag set.
Show inactvs= Show only those modules with "I" flag set

This option is useful ex. when you have modules on your harddisk and lots a modules in normal floppy disks. You could add those floppy based modules as inactives and those on harddisk as actives 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)

Int type

interrupt type selection:

CIA = One of the four available CIA interrupts.
(Software interrupt used if Level 6 allocated)
VBlank = Vertical blanking interrupt, not recommended.

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 2

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

1.16 cpage2

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. (options LOAD/SAVE)

Mod dir

Directory definition which is used as default in filerequesters and
Arexx commands. For single or multiple modules

List dir

Directory definition which is used as default 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.

Current List date

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

DMA Wait

Dmawait time for PT player. 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.

1.17 cpage3

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, ZOO... and others can be used.

Listview

This list contains ExtArch nodes found from file "dasmp.extarc". Selecting any one of these causes values in it to be placed on their own places in this window.

New

Makes a new ExtArc node available and 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.

Packer opts

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

For example lha archivers opts line is: "e -x0 -N <>NIL:"

Packer ~()

Pattern definitions for external archiver. This should contain something like ~(#?readme#?), this instructs external archiver not to extract files like BBSreadme.txt. Only used when extracting multiple files from listing file.

Ending ID

Pattern definition for selecting files which should be directed to external archiver. External archiver files are recognise using this pattern. For example (#?.LHA|#?.LZH) should instruct this node to be used when lha/lzh archives found.

Match string

Match string for finding out external archivers ID.

"?" matches any character. For LHA archiver proper string is "-lh?-"

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.

For lha archiver this should be set to 20.

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. For Example the LHA archiver should use value 19.

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 using multifile extraction.

For example LHA archiver: "lq -N" should be used.

Byte name

When this option is set, player expects byte value as name length. This is not supposed to be changed, keep this set.

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.

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.

Temp dir?

Some archiveers/unarchivers don't support "define destination". For example my unzip did not accept any destination for unarchiving. So when this option is enabled DASMP won't try to feed/use destination temporary directory. Unarchiving and Loading will happen to and from somewhere, but hopefully will be succesfull. Sorry for any inconvenience.

1.18 cpage4

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.

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

Not implemented at this time.

1.19 cpage5

Purpose of author listing is to maintain list of Authors 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 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.

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.

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.

Doubleclicking 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

1.20 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)

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 active/inactive state of the module.

True name

Text gadget which shows the complete name of the module.

Date text

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

Time

Moudles 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 that you don't have to keep the MCNF window open if you don't like it.

Author CFG

1.21 extplays

External players info:

Due the lack of time and test modules, I haven't finished other libraries than those mentioned below.

Currently existing player libraries:

```
dasQC20.library      * QuadraComposer 2.0 EMOD modules.
                    * Supports: Play/Stop
                    *           FWD/RWD
                    *           Speed/Tempo
                    *           Volume
                    *           Fade
                    *           End detection
                    *           Special Effects

dasMMD0.library     * (Octa)Med 4 -8 track modules MMD0/1/2
                    * Requires medplayer.library and/or octaplayer.library
                    * Supports: Play/Stop
                    *           End detection

dasDSS0.library     * GVP DSS tracker player.
                    * Supports: Play/Stop
                    *           RWD/FWD
                    *           End detection

dasFC14.library     * Future Composer V1.4 modules.
                    * Supports: Play/Stop

dasFC13.library     * Future Composer 1.0-1.3 modules
                    * Supports: Play/Stop
```

1.22 developer

No support for developers, sorry.

1.23 multiselecs

The main module listview is multiselection list, but all functions are not using this feature because I haven't done that thing yet or it doesn't make any sense. I am going to keep a list here which mentions every option which utilizes the multiselection feature.

Del

Deletes multiple files if selected.

Set author/style

Doubleclick on author window will set all selected modules to your selection according to "set author/set style".

...End of listing.

1.24 history

(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

(OPTI) = Optimized.

(UREQ) = User requested option.

VERSION: 2.2 06.02.1994

(NOTE) Sorry about this taking so long, but I was busy at making 2 other programs at the same time.

(ADD)

Style

specifier for modules added.

(ADD) List converter program to release package.

(ADD) Application icon/window. You can now drop modules to master window and on to applicaton icon.

(ADD) Joystick popup view. (UREQ)

(ADD) Clock system (UREQ)

(ADD) "New" on master window. (UREQ)

(ADD) Delete for real

(ADD) Straight support for reqtools. Some users had problems with the rqt multiselections before. (UREQ)

(ADD) Tooltype ONLINEHELP (UREQ)

(ADD) Sort function for author system. (UREQ)

(ADD) Info shows author/style/date/time.

(ADD) Configuration saving for ASL requester width/Height

(CHNG) Info list keeps the place it was before loading next mod. (UREQ)

(CHNG) Info list is now multicolumn list.

(CHNG) "Set author/style" will now set all selected files on main listview.

(CHNG) When "Au" button is selected, the doubleclicking on the author window won't set the author any more.

(CHNG) Modulelist version bumped to 9.

(CHNG) Author listview (the window) is now multiselection list.

(CHNG) das.library bumped to version 9.

(FIXD) Arexx commands. Every command may have caused irratic crashes.

(FIXD) NCC-1701 task didn't release its memory allocations.

(FIXD) External Archive list was not freed.

(FIXD) Enforcer hit which was caused by player routine

(FIXD) Add type "CHECK". Due the restructuring of main listview, the name shown in check requester was not correct (actually there was none)

(REMD) Window "SHINEBACK" background definition. Now you are able to define what ever you wish. NOTE: The 1 pixel spacing is still there on purpose. It is because of those of you who haven't registered the MUI (Shame on you!).

(BUGN) For some strange reason normal PT modules were not always recognised when they were packed with xpk libraries???

I changed few internal things, but since this never happens on my amiga I just have to hope it works. If you experience

this problem with this version, then send me a message.

(BUGN) Effect displays may fuck up your view. keep the effects on low priority.

VERSION: 2.1a 06.01..1994

(FIXD) Some list changes was done for 2.1, and those changes caused the NAME/REVNAME sorting to NOT work. fixed.

VERSION: 2.1 05.01.1994

(ADD) External archive list system.

(ADD) Menus.

(ADD) Double Scope.

(ADD) DSCOPEON/DSCOPEOFF rexxcommands.

(ADD) Effects speed slider

(ADD) "Double checking" option. (UREQ)

(ADD) "Pre schedule load" (UREQ)

(ADD) Main module listview is now a multicolumn list.

(ADD) List can be controlled using cursor keys, WHILE IN search gadget. This little, but useful, thingy was forgotten on previous release.

(OPTI) Over 9 kb removed by converting several MUI macros to subroutines. Few obsolete routines removed also.

Most of this gain was lost again with ExtrArc List System

(CHNG) INITHIDE changed.

(CHNG) Effect counter moved to separate VBlank interrupt. Tempo speed won't effect to scope drawing anymore.

(CHNG) Moved Effects controls to hidden page on master window.

(CHNG) As several users requested, closing the master window will now terminate the whole DASMP. (UREQ)

(FIXD) Extremely bad bug which appeared only when FADE option disabled.

(FIXD) Little flag screw ups.

(FIXD) "Memory list insane" when starting to play module which is already playing.

(FIXD) "Jump screens" should be much safer when using scope windows.

(FIXD) When "start iconified"=on, right appicon will appear.

(FIXD) "Save list" did not save the list date as it should.

(FIXD) XPK/PP low-memory jamming bug. (This bug has been here for ages)

(FIXD) REXX command "ADDMODULE" returned random values.

Returns 1 if error. 0 if all okay.

(FIXD) Crash when attempting to open second DASMP

(FIXD) Error in writeA(uthor)L(ist) routine. Might have caused some troubles.

(FIXD) Fixed quadrascope little.

(REMD) Removed "no files selected from lha base" requester, now if no files found from lha archive it will just be ignored.

(BUGN) When performing whole directory selection (with ASL filerequester) lock to selected directory won't be released, because it isn't DASMP that makes the lock on directory, so I can't free it 'cause I don't know what locks it. Really strange. ?-|

VERSION: 2.0d 18.12.1993

(FIXD) Finally got the enforcer hits removed at the beginning.

VERSION: 2.0c 16.12.1993 (Limited release to ADS)

(FIXD) Clears effects after stopping

(FIXD) False address clearing when stopping module.

(FIXD) Fixed the dasQC20.library a little, added a channel selector.

VERSION: 2.0b 14.12.1993

- (ADD) Added QC20 EPL to release package.
- (FIXD) LhaBase stacking while clearing. Now all lhabases are removed.
- (FIXD) Minor fix for randomizer. (Suggested by 'Tequila Sysop')
- (FIXD) Popup image in MCNF window was disabled, now functioning.
- (FIXD) One little false count in internal EPL
- (FIXD) PWin button now closes Master window when opening PlayWin.

VERSION: 2.0 09.12.1993

- (ADD) A 90% rewrite of version 1.80. (MUI applied)

***** END OF HISTORY *****

1.25 contacts

I hope ya all enjoy using this program.

Thanx to following guys.

Stefan Stuntz:

- For his awesome MUI, may it live long and prosper.

Erno Tuomainen

- This guy made me continue the development when I almost discontinued it and gave me hundreds of ideas to make for d.a.s.modplayer. You wouldn't be reading this documentation without him. :) thanks E.
- Also thanx for DAS conference area and DAS betatest filearea in Moonlight Sonata BBS

Mika Pöytäkiivi

- Infinite criticism and ideas
- Thanx for those neat 8-color MagicWB icons.

Teemu Suikki

- "The bug hunter" - of the year award for him.
Found more bugs in a few days than anyone else.

Jari Pakarinen, Harri Tolvanen, Roger Martensson

Andreas Jelvemark * First reg from Sweden

Philippe Brand * First reg from France

Zak Jarvis * First reg from USA

Janne Saarme * Thanx for spreading through ADS

Henri Talaskare, Mikko Kekäläinen, Juha Lehtinen, Antti Tuominen

Panu Vartiainen * Thanx for your donation

For suggestions/bug reports:

paporkka@freenet.hut.fi

(The internet address is much faster and more reliable than the fido, but if you are from finland, you could use the fido.)

or:

Fido 2:221/112.4

Author. (snail mail address)

Pauli Porkka
Kaskitie 2 B 10
FIN-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 package from there. There is also local area network conference area found in Moonlight which is dedicated purely for DAS projects. Also filearea specifically for DASMP betatest versions found in here.

If you want to login just to get the DASMP then:

login: PLAYER

password: DAS

D.A.S can also be freq'd from 2:221/112.0 using magic cookie "DMODPLAY" . DMODPLAY gives always the newest version available.

You can find DASModPlayer package from Filearea 3.

Moonlight Sonata (Fido: 2:221/112.0)

NODE1: +358-(18)-161763 (Zyxel 1200 - 19200bps)

NODE2: +358-(18)-161862 (US Robotics (V32) 9600, 14.400 HST)

Sysop: Erno Tuomainen

Running Dialog Professional 1.0

1.26 register

D.A.S.ModulePlayer is SHAREWARE. If you like this program and would like to get rid of those irritating requesters, you should send me one of following.

1. 15 US Dollars.
2. Other currency. (Worth of 17-20 US Dollars)
3. 70 FIM.

DON'T send checks!! Sending the money using checks is expensive for you and it is expensive for me, only banks benefit from it.

Cash (bills/notes) is the most easiest way to pay the fee, it has its own risks but if you wrap little paper around money then no one will see and steal them. If you know any other easy way to send money, use it. Just make sure

it doesn't cost me something like half the fee to get it cashed.

If you are sending some other currency than US dollars or finnish marks, then the sum does not have to be EXACTLY equal to 20 US dollars, I'd appreciate if the sum would be atleast 17-20 dollars. Whatever sum in that range is the easiest to exchange to your local currency's notes.

Remember to include your name and post mail address!!!

Send your letter to following address.

Pauli Porkka
Kaskitie 2 B 10
FIN-37600 VALKEAKOSKI
FINLAND

You should include something like following with the payment. You can also send this same to my e-mail/fido address so I can be prepared to your registration, but send it also by snail-mail. The keyfile will be sent to by post and if you wish it can be sent through e-mail uuencoded.

** CUT HERE ***** CUT HERE ***** CUT HERE *****

Yeah, I would like to register D.A.S.ModulePlayer and by paying above mentioned amount of money I will ensure myself a quick keyfile delivery on normal DD amiga FFS formatted disk. Or if I want I will also get it through internet uuencoded.

I HAVE INCLUDED FOLLOWING AMOUNT:_____

NAME:_____

ADDRESS:_____

ZIP CODE:_____

COUNTRY:_____

E-MAIL/FIDO ADDRESS (if any):_____

AMIGA TYPE I AM USING:_____

HARDWARE WITH AMIGA:_____

BUGS THAT I HAVE FOUND FROM MY VERSION _____ OF D.A.S.MP.

IDEAS FOR FUTURE VERSIONS:

*** CUT HERE **** CUT HERE **** CUT HERE **** CUT HERE *****

If you haven't received the keyfile within three weeks, you should contact me. Just take in consideration the post delivery, in case you live in somewhere like Australian outback or far end of siberia. If you live in Europe you should receive the keyfile in two weeks.

Remember, by registering this software you are not only supporting me, but other authors who have done shareware programs, because I intend to send most of the fees I get to get my own registrations payed.

Making this program shareware was not easy decision, it used to be freeware. After some serious looking at my empty wallet, I had to make this decision. Sorry. I didn't want to make this crippleware, so you may use this the same way as reg'd version, except those two requesters appearing on start and on end.

Word for crackers:

"Decnite": are you little (b)rats now satisfied with yourselves when you were able to crack my little (very easy to crack) protection? In your crack text you said that cracking was done so that DASMP's registration would be more voluntary! It is not supposed to be voluntary, if you use you pay for it. If I find this version cracked, I may stop developing this program, are you satisfied with yourselves then? Yet another discontinued program.

1.27 todo

Things on assembly line for DASMP. (If enough registrations flows in)

- WARNING!! Some humongous changes coming for external player libraries. It might not be anything visible, but... Mainly internal things
-

WILL change, some changes are already in main program, but those changes didn't need any external player changes at this point. So be prepared to update your EPL lists...Hummmmm I just got an idea, I'll do a update option on EPL list system, so that by pressing one button all libraries will be updated automatically.

- Gateway library to support deli/eagleplayers. This was originally supposed to be in this version, but since I haven't received enough motivating letters with cash in them I didn't do this (yet). I am not 100% sure if I can really do it but I might try.
 - New effect (scope?) display coming to next major release version, I haven't even started making it. I may even discard the whole thing if it doesn't look pretty enough. It won't be anything glorious or magnificent. Just a new, hopefully pretty, little effect display.
 - List name edit. This was also supposed to be in this version but wasn't done afterall (as you can see).
 - More routines to support the master list's multiselection capabilities.
 - All those hundreds of bugs, which you WILL find, will be fixed.
 - ?? Send ideas everyone.
-