**dasmp**

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

| | *TITLE* : dasmp | | |
|---|---|---|---|
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | February 6, 2023 | |

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

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

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# dasmp

## 1.1   main

D.A.S.ModulePlayer V3.5b (MUI) 22.Apr.1995


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          * = Something new or changed.
```

## 1.2  masterwind

```
                 Overlay of the master window:
```

On the left side of the window is two columns of control buttons which
are pretty self explanatory. More info found in
                 Gadgets
                 .

Next larger block is listview. This list holds the modules.

Below the listview are playbuttons. From left to right:
Previous module, previous song, previous pattern, play, pause, stop,
next pattern, next song, next module.

Below the play buttons are text fields and control sliders.
Text fields consists of three rows, which are divided as follows.
Upper row:
    Module's name (This can be pressed to make the currently
       playing module active).

    Author's name (This can be pressed to make the currently played
       modules author as selection criteria or the list)
Middle row:
    Module type (Examples: PT = protracker, S3M = s3m module)
    Status line (example: Playing, waiting, decrunching, loading)
    Repeat count (R«» = Eternal repeat, R## = Repeated ## times)

Lowest row:
    Speed/Tempo

```
    Pattern positions "currently playing/max patterns"
    Repeat information.
    Number of modules in list "Currently in viewable list/all"
Control sliders from top to bottom:
    Tempo change (-90....+130)
    Speed change (-12...+20)
    Volume level (0...64)
```

```
Hidden parts:
    Under the text fields are two hidden parts. Other one is effect controls
    which you can make visible by pressing "Effect" on left side controls.
    Second one is progress indicator which comes visible when you
    DASMP is performing "check" add function.
```

## 1.3  tips

```
Arexx tips.

    Check out the makelist[1|2|3].drx rexx scripts. They are EXTREMELY useful
    for listing information about modules in DASMP's listview.

Hot tips for GUI: (For registered MUI users)

    Check out the snapshot.iff picture from the package.

    DASMP definately looks better when group spacing and Groupframe
    settings are 1 or 0. (MUI prefs)

    Try setting different window and group backgrounds. (MUI prefs)

    If the window is too large for you, switch off few groups from
    "specials" menu. All upper controls are also accessible from menus so
    you can get rid of those buttons for good.


EXAMPLE USAGE: (Just one example of hundreds of usages)

Current Situation:
    You have a list of 1000 modules which is loaded to DASMP.
    You have set authors and styles for every module.
    You have also set module type (i.e. you have at least
        started every module once)

What you can do:
    You could first multiselect from Authors/Styles list
    for example Author:"Purple Motion" and Style:"Demo music".

    This would cause DASMP to show only modules made by Purple Motion
    and which are of style Demo music.

    Now you could also sort the list as usual for example with
    channels, so you would get neatly organised list of
```

Purple Motion's Demo music sorted in rising channel numbering
like 4, 6, 8, .....

If you use this setting very often, just create a new group
(from config page: Groups) and set all the currently visible
modules to this group and next time just select that group...VOILA!

Now you would decide that you want to hear also Skaven's music.
--> Just multiselect "Skaven" from the author list and you
would have neatly organised list of Purple Motion's and Skaven's
Demo music in the visible list.

To put this short, there are so many different possibilities to
use DASMPs unbeatable list system that you just have to use it
to learn how to do things.

## 1.4 convert

About list converter: (For versions prior to 3.3)

Converts old format listfiles to newer formats.
If you are converting from really ancient versions you may have to
convert the same file several times until the version is 11.
Unfirunately the converter doesn't convert directly to this
newest version but only to next possible. Just repeat converting
until converter say that it is convertin to version 11.

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.

Converter for DASMP 3.2 will ask you two things:
Preload value (0-4)
Fade speed (0-6)

You can change these to value you normally would use and these values
will be copied to every module (node) in list.

Happy conversions to ya all! Sorry about the work this causes to you.

## 1.5 helps

   HELP FILES:

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

```
HELP:English/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.

## 1.6 discl

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

D.A.S = Digital Audio System Designs (well..I guess thats me.:-) )

    * Program is published by Pauli Porkka under concept of
            SHAREWARE
                No warranties are given. I take no responsibility of any  ←
                    possible
      harm this product could do to your amiga system (not that it would but..).

    * You may NOT sell this product without permission from me.

    * Program must not be altered in any way.

    * Package must always be kept intact when spreading.

    * It is OK to include this on CD-ROM & disk collections and distribute
      it through aminet and other such ftp's and file nets.

Above mentioned rules apply to D.A.S. Module Player and other texts/libraries
within the original package versions 2.0 and newer unless otherwise stated.

Medplayer/octaplayer libraries are used under licence by the copyright owners
Teijo Kinnunen and Ray Burt-Frost (RBF Software)

## 1.7 authoring

As you may have noticed by now, DASMP supports author and style based
handling of modules.

AUTHOR FORMAT:

From version 3.0 onwards there are some rules to be obeyed.
Styles' name must always begin with "-". (otherwise the style will
not be accepted as style but author name instead)

You should use following format for authors:

alias/group <real name>
If no alias exists and only name available is the real name, then you can
ofcourse use the real name without <>. This format is now supported by
the example arexx scripts provided with the release package. Several
functions in those scripts rely on rules mentioned above.


Step by step guide for using.

1. Press "config" from main window.

2. Select config page "Authors" (the last page)
    If you have used my example author listing, you should see
    a listview full of names.

3. To add new author or style (Remember the '-' for styles) press the
    "new" gadget in this page.

4. Change the string gadgets contents to your liking and press return.
    New selection should appear to bottom of the list.

    After you have done the authors you wanted to add you might want to save
    your new list by pressing gadget "Save" or "Use" in config. Note that
    these gadgets save all your config settings, not only the the settings
    in current window page.

5. To set certain author/style for a module press "MCNF" from
    master window.

6. Press popup image button on right lower corner of the MCNF window.
    This should open a window with listview in it.

7. Select module(s) you wish to set author/style to. (multiselection
    supported i.e. you can set several modules with one dblclick)

8. Doubleclick on author listview on top of the wanted author or style.
    If you have separated styles with '-' then they will be set
    automatically on their right places.




## 1.8   overview


                First of all: YOU NEED MUI (MagicUserInterface) package 2.1 or
newer. Check your local BBS/FTP 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. So this is kind of a highend response to those
small and neat players. (I wish....)

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 user configurable features.
      - Hotkey popup
      - Background patterns for windows, gadgets, lists, textfields.....
      - What kind of buttons, sliders, strings and gizmos to use
      - Windows layout
      - Scalable windows, completely font adaptive.
      - Basically everything under user control.


  o Author and Style based list handling/sorting system.


            Author
                o Multigroup system (MGS). Modules dividable up to over 20
      different groups. Group can be linked to certain module
      format or it can be independent. Group can be set for
      every module individually. Showlist and Playmodes available
      for different groups.


  o Basically ANY External archiver supported.


            External Archs
                - Multiple files within one archive supported.
   - XPK packer libraries supported.
   - XFD support
   - PowerPacker supported through xpkmaster.library
   - xpk&pp packed modules within an archive supported.


  o All existing and future module types can be supported
    through External Player libraries
            EPL
                Supported module formats so far:
      - PT/NT [4 channel]
      - FastTracker II (XM) [2 - 32 channels]
      - Scream Tracker ]I[ (S3M) [2-16 channels]
      - FastTracker [6-8 channels]
      - MultiTrackerModules (MTM) [4 - 32 channels]
      - Quadracomposer 2.0 modules
      - MED modules (with medplayer.library)
      - Future Composer 1.0-1.3 & 1.4
      - Sound Mon 2.0 modules
      - SID modules (with playsid.library).
      - FRED modules
      - Music Assembler
      - DW
      - Delta 2.0
      - Hippel
      - Mark II
      - M.O.N.
      - TFMX Pro & TFMX 7V
      - Old SoundTracker (OST) 15 Instr.
      - JamCracker


  o "Active search system". (ASS)
        (Writing on ASS string gadget will update the list
        keeping the first matching selection active)
     - For master modules list
     - Author listing window.
```

o Sorting by
 – Name         (Alphabetical)
 – Name reverse (Reverse alphabetical)
 – Date         (From newest to oldest)
 – Date reverse (From oldest to newest)
 – Module type  (If same then in alpha. order)
 – Channels     (If same then in alpha. order)
 – Groups       (If same then in alpha. order)

o Several ways of keeping module list up to date.
 – Normal filerequester (multiple selections supported)
 – Arexx adding
 – Whole directory adding (ASL req.. for reqtools use ALL gadget)
 – List file load
 – Add update (only newer than specified date added)
 – Check for non existing modules.
 – Add only files which are not in the list already.

o Info
 – Where the module is located in memory.
 – File sizes
 – Authors/style
 – Compression factor (xpk files)
 – Misc information depending on what the EPL gives to DASMP.
    * Usually sample names and sizes are available.
    * Few EPLs shows mixingrates and playing modes also.

o Clocks
 – Time elapsed since module started
 – Time still left. (After set once)
 – Total time of visible list.
 – Total played time today.

o Configurability
 – I guess this says it all: 7 different pages in the main
   configuration window plus two in module specific and seperate
   configs for several EPLs

o Module specific configurations and information
 – Time (length)
 – Date
 – Type
 – Author
 – Style
 – Channels
 – Group
 – File length
 – Fade speed
 – Volume
 – Preload value

o Auto detaching when opened from CLI/Shell

o Screen jumping to frontmost screen when hotkey'd.

o Massive AREXX support.

        – Possibility to list modules with arexx like nothing you have
          seen before!

    o Scalable QuadraScope
        – Task priority for the scope is user definable
        – Drawing speed is definable.
        – Solid, Normal and Simple draw modes

    o There are so much different things that I can't even remember
      them myself.

      Remember that there is usually more than one way of doing things in
      DASMP.

Developed with Amiga500+/68000 28Mhz/150MB/10MB
(Now you understand why I need those registrations)

## 1.9  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!) Be warned.


TOOLTYPES:
NOXFD                    * When this is in the tooltypes, xfd master library
                         * won't be used. This reduces unnecessary loadings
                         * when you don't have any modules compressed with
                         * XFD. Especially when you have modules only compressed
                         * with XPK this option makes good sense to be
                         * activated.
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 as
                         * "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)

SCANDIR=OFF/Dir name     * Specify directory to be scanned at start.
                         * Contents of this directory will be added to the
```

                              * main list.


## 1.10  problemos

               Over 28000 Mixingrate problems:


                Mixing rate
               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.
    Remember to check the path for external archiver.
    Packet may also contain illegal name string which causes some
    problems, check the archive for names.

Problem:
    DASMP can't play MED 'module'.

Cure:
    It isn't a MED module which has identifier MMD0, MMD1 or MMD2
    as the firs 4 bytes of the module i.e. it is older MED module type
    and DASMP doesn't recognise these, sorry.


## 1.11  dasmpmenus

               Project menu:

    Use config
        Same as Config "USE"

    Save config
        Same as Config "SAVE"

    Load configs
        Same as Config "LOAD"

    Load list
        Same as master window "LOAD"

    Save list
        Same as master window "SAVE"

    Save selected as
        Save selected entries from the main list as a separate list file.

    Add

```
            Same as
                    Add
                     button in master window

        New
            Same as New button in master window

        Delete
            Same as Del button in master window

        Clear
            Same as Clr button in master window

        About
            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.

        Mode 2
            This is shorcut for Mode 2 cycle in configs.

        Dbl handling
            Shortcut for Dbl handling cycle in configs.

        Mode
            Shortcut for Mode 1 cycle in configs.

Special menu:

        Config
            Opens
                    configuration
                     window.

        Mcnf
            Opens
                    module configuration
                     window

        Info
            Opens the Info window.
```

```
Samplex
    Opens

            Sample Extractor
             utility window


Selector
    Open

            Selector
             utility window


Repeat
    Same as Repeat button in master window.


Au
    Same as Au button in master window.


Quadra Scope
    Opens Quadra Scope Effect window


Upper Controls
    Hide/show upper 4 rows of control buttons in the left side of
    the window.


Middle Controls
    Hide/Show middle 3 rows of control buttons in the left side of
    the window.


Lower Controls
    Hide/Show rest of the control buttons in the left side of
    the window.


Listview
    Toggle item which toggles the listview on/off in main window


Text and Sliders
    Toggle item which toggles the lowest part of master window on or off.
```

## 1.12 arexx

```
            D.A.S.MP Rexx commands V.3.5b


Changes 3.5 --> 3.5b

    Added SETSIZE


Changes 3.3 --> 3.5
    Added DOGET


Changes 3.2a --> 3.3:
    Added GETTYPE, SETTYPE, GETSIZE and GETCHANS commands.
    Added AUTHORCOUNT, GETAUTHNAME and MOVETOAUTH
    Added SETREALNAME
    Changed the RC returning to normal Result return value on few routines.
```

```
                    Example Scripts
                    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        * Next module active. Next in list, modes have no effect
SELECTPREV        * Previous module active. Prev in list, modes have no effect
NEXT              * Play next module (modes have effect)
PREV              * Play previous module (also makes active)
SORT              * Sorts modules in visible list with selected sort routine

PAUSE             * Switch pause on or off depending on current stage.
PLAYMODE ITEM/A * Switches proper playmode on
    "RANDOM"
    "ALLREPEAT"
    "ALLONCE"
    "ONEONCE"
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"


SETVOLUME NUMBER/N      * sets volumeslider to a value
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) (result)
```

```
GETACTIVE                * returns active modules number (0 -> Entr.-1) (result)

CLEAR                    * Clears current list. Note!! this clears only
                         * accessable list (look: authors, Groups)

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)

MAXPATTERN               * Return max patterns in module (result)
CURRENTPATTERN           * Return currently playin pattern num (result)

* Following commands apply always to active selection.
MODNAME                  * Module's (list) name. (result)
GETAUTHOR                * Author of module (result)
GETSTYLE                 * Style of module (result)
GETDATE                  * Date of module (DOS date of file) (result)
GETTIME                  * Duration of module (result) in form "00:00"
GETSIZE                  * Returns the FILE size of the module.
                         * Depending if it is packed or not this is
                         * the actual module size (or not) (result)
GETTYPE                  * Returns the module type (result)
SETTYPE STRING/F         * Sets currently active module's type.
GETCHANS                 * Returns the channel count for the module.
MODREALNAME              * Returns Module's real DOS file name.
                         * If module is in archive you will not get the
                         * archive name but the name of the file in it.

SETREALNAME STRING/F     * Sets a new path+filename for active selection.
                         * NOTE! After this operation next module
                         * will get activated.
                         * NOTE2! DO NOT PERFORM THIS OPERATION ON PLAYING
                         * MODULE!!!! Make ABSOLUTELY sure that this is NOT
                         * playing module.

DOGET                    * Performs 'GET' in MCNF. Moves module's name
                         * to listname. Can only be performed on playing
                         * module.
SETSIZE                  * Sets the size of the active module. Since DASMP
                         * does not use this value to any specific, you can
                         * change this whatever you like.

* following commands are for author list.
AUTHORCOUNT              * Returns number of authors in author list
GETAUTHNAME              * Gets active author name (from author list)
MOVETOAUTH NUMBER/N      * Sets author number ### active (for GETAUTHNAME)
```

## 1.13   arexxscripts

Retypelist.drx

    This script browses through your visible module list and
    removes blanks from moduletype. This is necessary since most of
    the old EPLs added tailing blank to moduletype and group system
    can't identify them. Example: 'S3M ' – 'S3M'

    You can do this manually but it is much easier to use this script.

Makelist.drx

    This script makes a listing of modules in D.A.S.MP's main listview
    including information such as Name, Author, Style, Date and Duration.

    Script asks from a user if he would like to list ALL/KNOWN (author)/
    UNKNOWN (author) modules and would the user like to get the listing on
    screen or in to a file (path + filename asked).

    Example output:
    Num  Module name            Author         Style      Length Date
    ------------------------------------------------------------------
    1    12 feet of deepness    The Finn/VLA   Unknown    06:27  94-Jul-18
    2    4th Dimension in,The   Explorer       Unknown    00:02  94-Jul-09
    .
    .
    .
    173  World of plastic       Purple Motion/F Unknown    00:01  94-Jul-09

Makelist2.drx

    Slightly Enhanced and different version of makelist.drx script.
    Prints following info: Name, Channel count, author (also modules real
    file name if wanted)

    – Can be saved to a file.
    – Parses the real file name by removing the path
    – Parses the author name by removing the <real name> (shows only handle)
    – Displays the channels used in module.

    Example output: (173 modules listed)

        Listing extracted from D.A.S.MP by MakeList.drx V0.12
        Num Module name            Chan Author
        ------------------------------------------------------------------
        1   12 feet of deepness    [ 6] The Finn/VLA
        2   4th Dimension in,The   [10] Explorer
        3   50,000MhZ-DaNcE mIx    [ 8] Hadji
        4   A Touch of Spring      [14] Purple Motion/FC
        5   Acoustical Blues!      [ 8] Zapper/F10
        6   After sunset           [ 8] Unknown
        7   Air                    [ 8] Pinion/SlapMaFro Music
        8   Alpha                  [12] Pinion/SlapMaFro Music
        .
        .

```
        .
        171 Winds Of Chaos VHSMx     [16] Droidnoise
        172 Winter Hawk             [ 8] Chuck Biscuits
        173 World of plastic        [ 8] Purple Motion/FC
```

MakeAlist.drx

    Lists authors in your author listview.

    Example output:

```
    Num Handle/Group                     Real Name
    --------------------------------------------------------------
    1   Unknown
    2   4-MAT                            <Matthew Simmonds>
    3   Arios/Deligh                     <Sebastian le Clainche>
    4   Audio Monster                    <Raphael Gesqua>
    .
    .
    .
```

Makelist3.drx

    This script will list (to file or screen) all modules in D.A.S.MP's
    main list sorted by the author. If author has no modules in that
    list it will not be shown.
    This script may take a looooooong time to execute. Time depends how
    many modules and authors you have and of course it depends of speed
    of your amiga :) . For my 1200 entries module list it took about
    8 hours to finish. (A500/28Mhz)

    Example output:
```
    Listing extracted from D.A.S.MP by MakeList3.drx V0.01
    Num Module name          Chan Type
    ----------------------------------------------------------------
    Unknown

    1   After sunset         [ 8] S3M
    2   Crystal Dragon       [12] S3M
    .
    . (removed several lines)
    .
    21  When All is Lost     [ 4] S3M
    22  White Tiger, The     [ 4] S3M
    ----------------------------------------------------------------

    Balrog/KLF

    1   Awakening, The       [16] S3M
    ----------------------------------------------------------------

    Basehead/Acid Productions

    1   Collapsehouse        [16] S3M
    2   High velocity        [ 4] S3M
    3   Shades of night II   [16] S3M
```

```
              ----------------------------------------------------------------
```

PlaySingle.drx
    Will add one module or a whole directory of modules to list and
    starts playing it/them.
    This script runs the DASMP if it isn't already running. You have to
    set right directory yourself.

PlayRandom
    Starts playing modules randomly. If DASMP is not already running this
    script will run DASMP for you. You will have to provide right
    directory for yourself.

Quit
    Quits the DASMP.


## 1.14  masterw

                              D.A.S.Module Player V3.5 HELP guide
                    =========================================


              Master window
                 Main window gadgets.

                 Config
            *  Config window gadgets (5 pages)

              Module config
            *  Module config gadgets.

                 Samplex
            *  Sample ripper system

                 Selector
            *  Entry selector


## 1.15  masterwin

                   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 Double Checking

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

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

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

Mcnf

              Module config
               window will be opened.

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

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

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

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

Info
   Opens the info window.

Config
   Opens a
              config
               window.

Eff
   Opens/closes the hidden page #2 on master window.
   QScp = QuadraScope view on/off
   Slider   = Effects delay (approximately 1/50 seconds)

   Old Three different scopes replaced with one scalable QuadraScope.
   Note that scaling horizontally happens on 32 pixel intervals and
   thus you should (not must) size it on dividable by 32 pixel (it is
   much better looking that way).

   There are three different drawingmodes selectable from menus in
   scope window.
   Solid  = Solid volume adaptive drawing mode (slowest, very nice)
   Normal = Non-solid volume adaptive drawing (faster)
   Simple = Non-solid not volume adaptive drawing (fastest)

   Three different coloring schemes:
   Style1  = Black on grey
   Style2  = White on grey
   Style3  = Blue on Black
        (These colors should apply on normally colored WB or MagicWB)
```

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

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

 1/2/3/4
    Channel selection "toggle" buttons, when pressed selected channel
    will not be heard.

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

 Au
    Toggle button. When selected: will open Author listing window. Tracing
    routine will keep tracing selections in this window and updates
    the master list. This will keep selected author's/style's modules in list
    only.
                    Author CFG
                    Search
    Active search string gadget. When letters entered will start tracing
    matching modules name from the list. matching selection will be highlighted
    and played if user press "RETURN".

 Listview

    NOTE: Not every option support
                multiselection
                .

    List of selectable modules.
    List contains two columns: Modules name and flags.
    Flags are:
                F/C  = Locate to Fast/Chip
                A/B  = Group A/Group B/Group ?...
                R/   = Randomized (won't be randomized again until all
                        modules have been played once.
                ##   = Replay count. How many times this particular module
                        should be repeated.

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

    From left to right:

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

```
   Next Module (Next module depending on "modes" and "modes 2" selections.)


 Tempo slider
    For changing the play tempo of the module.

 Speed slider
    For changing the play speed of the module.

 Volume slider
    For changing the volume of the module.
```

## 1.16   config

```
               Config Page: Misc settings
               *


               Config Page: Cycles & sliders
               *


               Config Page: Path & req opts

               Config Page: External archs

               Config Page: External Players
               *


               Config Page: Author listing

               Config Page: Group system
               *

 Defaults
    Sets default settings to all selections.

 Save
    Saves current configs to ENV: and ENVARC:
    Saves: External Archive list, External Player list, Author/Style list,
       Cfg page1/2/3 options and ASL reqeuster 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 reqeuster Width/Height (dasmp.config).
```

## 1.17 cpage1

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


  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.


  Locate module to Fast
    Loads the module to FAST ram. If module is identified by an EPL then EPL
    in question will handle and move data where it needs it. Normally this
    is really good option to have enabled.

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

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

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

  Delete for real
    CAUTION!! USING THIS OPTION MAY DELETE THE MODULE FROM DISK!!!!
    This will also be verified with a requester for security.

    This is very handy for removing unwanted modules. Now you don't have
    to jump between directory management program and DASMP anymore when
    removing dull/boring modules. Just Erase'em

  Sort Automatically
    When enabled will cause all entries added or loaded to main list
    become automatically in sorted order according to sorting method.

  No Error Requesters
    When enabled all "out of memory, couldn't open file....." errors

```
   will be supressed and "Next module" routine initiated if playmode
   so commands. Only requesters asking user to select one of several
   options or really important ones will be shown.

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

   Note: This is just an default value which is feeded to new
   modules when added to list. This does NOT change actual fading speed
   for already added modules since the value for them is taken from
   "Module Configs (MCNF)"

Pre load speed (slider)
   If other than 0, player will inform DASMP that song is about to end
   specified amount of patterns ahead of its time. This will hopefully
   prevent some of those situations, where song will start playing again
   before decrunching is completed.

   Note: This is just an default value which is feeded to new
   modules when added to list. This does NOT change actual preload value
   for already added modules since the value for them is taken from
   "Module Configs (MCNF)"
```

## 1.18  cpage2

```
Autoplay
   Selections:
   No autoplay = Never autoplay
   List loaded = Do autoplay always when list is loaded.
   Always     = Do autoplay always when file added or list loaded.

Mode
   Playing modes:
   All seq.    = Play all modules in list in order, repeating list.
   All once    = Play modules in list once, then stop.
   One Once    = Play one selected module and then stop
   All Random  = Play all modules in random.

Mode 2
   Play all     = Play all modules.
   Play Group   = Play only modules from given group
   Play Selected= Play only selected files (Select from list with mouse +
                   shift key down)

   It doesn't make any sense to use for example "Play Group A" if your
   "show list" option is "Show Group B" since there isn't any Group A
   members in the list. Usually these two options switch each other useless
   since you would normally use only other one of these two options.

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.
    Module type = Sorted by module type (example: MOD, MOD8, S3M, TFMX)
                    (Modules with same type sorted in alphabet order)
    Channels    = Sorted by channels in module (example: 4, 6, 8, 12)
                    (Modules with same channel count sorted in alphabet order)
    Groups      = Sorted by groups.
                    (Modules with same group are sorted in alphabetical order)

 Show List
    You can divide your modules up to 24 groups and to ease the use of
    this you can command DASMP to show certain groups or all.
    Selections:
    Show all     = Shows all modules.
    Show Group   = Shows modules from given group
    Show current type = Shows modules which are of same module type
                        as the active one.


 Add type

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

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

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

 Dbl handling
    This cycle decides what to do when user adds entry which already
    exists (Checked by comparing file names).
    Off             = Option off (do nothing special)
    Double check    = Prevents adding double entries. New one will not be
                       added to list. User will not be notified about this.
    Double Copy     = Copies Author/style/time data from old entry to
                        new entry. (Entry will also be added and Old one kept)


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


Pri
```

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

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

## 1.19  cpage3

                 Mod dir
    Default directory which is used in filerequesters and arexx commands.

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

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

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

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

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

## 1.20  cpage4

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

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

Listview

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

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

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

Page
    Switches between sub-pages in this window.

 Packer path
    path + filename for your external archiver (like LHA). This is used
    on command lines when performing operations needing external packer.
    i.e Place where to find your archiver.
    Examples:
        LHA             = dh0:packers/lha
        ZIP             = dh0:packers/unzip

 Packer opts
    Command options for external archiver. This is used when extracting
    files from archive.
    Examples:
            LHA             =  "e -x0 -N <>NIL:"
            ZIP             =  "-x >NIL:"

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

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

            LHA             = "(#?.LHA|#?.LZH)" should instruct this node to be
                              used when lha/lzh archives found.

            ZIP             = "#?.ZIP" would instruct this node be used when
                              extracting from zip archive.

 Match string

    Match string for finding out external archivers ID.
    "?" matches any character. Only used when "First file in archive" enabled.

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


 name offs
    Offset value counted from start of Match string. From this offset
    player expects to find start of the name of the file in external archive.

Used only when extracting with "first file in archive" – option.

        Examples:
                LHA             = "20"
                ZIP             = "30"


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

        Examples:
                LHA             = "19"
                ZIP             = "26"

 Listing opts
    Listing opts feeded to external archiver when extracting list file
    of the contents of the archive. Only used when "First in archive" – option
    is NOT set i.e when using multifile extraction.
    Listing file MUST NOT contain anything else but (path)file names
    of files in archive. Sizes, CRC's and other such things must not appear
    on listing.

        Examples:
                LHA             = "lq -N"
                ZIP             = "-Z -1"


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

        Examples:
                LHA             = set (enabled)
                ZIP             = set (enabled)

Multifiles?
    Does this archiver support listing? Only listing which outputs
    pure filenames is supported.
    If proper values set to string "Listing opts" this can be used.

        Examples:
                LHA             = set (enabled)
                ZIP             = set (enabled)

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

        Examples:
                LHA             = set (enabled)
                ZIP             = set (enabled)

```
Temp dir?
    Some archivers/unarchivers don't support "define destination".
    If this option is disabled DAMP will CD to temp directory instead
    of trying to feed it to archiver in command line.

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

## 1.21  cpage5

```
              External Players (EPL)
               External player list  The leftmost list.

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

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

    Doubleclicking in this list will peform the same action as
    pressing the config button.

 Query list  The rightmost list.
    This is only for showing the contents of the "query" about the
    external player library.

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

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

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

 Config
    If this is in "enabled state" you can press it and EPL
    will open a window showing its personal configuration window.
    Personal configurations include usually something like: Mixingrates,
    playmodes and volume boosts. This same operation can be performed
    by doubleclicking the EP listview. (The first listview in this page)
```

Sort
    Sort EPL list by Priority and Usage order. When
    you are playing modules the DASMP keeps count on usage of every EPL.
    This is very usefull information since some of the EPLs have
    internal detection routine and thus they will have to be loaded in
    to memory in order to use this built-in routine. If you however never
    or seldom play modules which need these EPLs it is waste of memory and
    CPU time to load these libraries for nothing. This waste of resources
    can be eliminated by sorting the EPL list on descending usage order which
    causes the most used EPLs to be the first ones to be examined
    for recognising and playing the module. Least used EPLs will be at
    the end of the list thus being rarely or never loaded.

    Usage information is NOT saved with other EPL list information thus
    making this information being valid only when you have played an average
    spread of different module types and THEN press sort and save the EPL
    list with Save/Use configuration (Note: Which saves other configuration
    information as well.)

    Note: You should do this every once and a while to keep your EPL list
    optimized.

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

Priority slider
    For defining sorting priority for EPLs. When EPL list is sorted, the
    players are sorted in descending priority order. Within same priorities
    (ex. 0) EPLs are sorted in descending usage order (Look "sort" above).

    As a defualt priority is always zero except with dasFAST.library
    which has priority of 1. This is due that dasFAST should always be checked
    before dasPT since they both play the same module type but dasFAST
    supports additional recognition attributes such as module size.

## 1.22   cpage6

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

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

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

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

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

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

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

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


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

   Examples:
   "#?/Spaceballs" Would search for author which belongs to
                   group "Spaceballs"
   "#?/#? <A#?>    Would search for author whose real name starts
                   with A.
   SEE ALSO AUTHOR FORMAT


## 1.23  cpage7


Groups:

 Listview 1  (Multicolumned and bigger one)
   Contains available groups. Divided in to three columns:
   1 char ID, Name (editable) and the linked format (or '----' for none).

   User can add new groups up to 26 (look "adding"), every
   group will have alphabet ID one bigger than previous.
   User can change the name of the group at will.

   LINK: In the second listview on this page there is
   module formats available and user can link  group to certain
   module format. Only one link per group is possible but
   there are no restrictions if you want to have several groups

    linked to same format (not very usefull).

    What this means is that when you select for example the "show list"
    mode as "group" you will get an window asking for a group to show
    and only that group will be shown in list. If you have a link
    to a format, only modules of that format will be shown.
    This same goes for playing mode "group" as well.

    In the list there is always two groups available and these are
    internal groups "A" and "B" which are maintained here for
    backward compatibility. These cannot be removed nor renamed.

    Basically the Multi Group system is very flexible allowing
    grouping by format or just by an ID allowing to make for example
    group of "Excellent" modules and so on..

    TRY AND LEARN! Sorry that I am so lousy explaining these things. :(

 Add
    Adds a new group to list. Name can be edited at will.

 Del
    Delete an active group (Groups A and B can't be deleted)

 Link
    Link group to a specific module format. Active format
    on the second listview is used. Name of this format appears
    to the third column of the first listview.

 Rem link
    Remove link. Removes a link to a certain module format.

 Listview 2
    Contains list of available module formats. Unknown format
    is always present. If the format list is not previously saved
    the Unknown will be the only one.

    Formats will be added with two different ways. DASMP automatically
    adds a new module format when played if it doesn't already exists
    or you can add formats by using "SCAN" option. (look below)

 Scan
    Scan the main module list for module formats not existing
    in formats list. All non-existing formats will be added.

 Delete
    Delete a format from the list.

## 1.24   mcnf

                    Personal configs for every module. Divided to two pages.

Page 1: Information

```
Listview
    Contains:
        Modules true filename
        Author
        Style
        Channels used
        Date
        Size

Module type
    Editable. Extracted from EPL when played.

Time
    Module's playing time. Editable. Format of this string when
    the user is entering it is xx:xx, if that is not entered then
    no value is changed. Example: 06:27 (Note the leading zero.)

List name
    Editable string gadgets showing the list name of the module.
    You can change this to whatever you want, since DASMP doesn't
    use the list name to anything else than to "search" gadget

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

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

    You can set the author for a module doubleclicking in the author
    list window. Note: You don't have to keep the MCNF window open
    if you don't like it.
                    Author CFG
                 Page 2: Settings

Group list
    Groups available. Module belongs to the active selection in list.
    Change can be made by just changing the active selection in this
    list.

Volume (Slider)
    Set individual volume setting for each module.
    By default the volume is taken from master window volume slider
    so to make this volume slider to work you have to Enable
    "Use MCNF Volume" in config page 1.

Preload (Slider)
    Specifies how many patterns early player should start loading
    the next one.

    Note: Not All EPLs support this option.

Fade speed (Slider)
    0 disabled, 1-6 how fast player should fade the volume at end.

    Note: All EPLs do not support this option.
```

```
Locate to FAST
    Relocate to FAST ram. This controls the F/C flag of the module.
    C = Normal location to chip
    F = Fast ram location (song data when possible)

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

Stop at end
    When enabled, will stop playing the music when time defined at
    "TIME" string (MCNF Information page) has elapsed.

+/-
    These two buttons controls the repeat count of the module.
    When for example. repeat count is 3 then the module will be played 4
    times. Endless repeat ofcourse overrides this.

SetFN
    Save Moduletype, listname and moduletime to file comment.
    When this module is next time added to the list these values
    will be used automatically.

    NOTE!: If you are trying to save info to Filenote and the
    module in list has been taken from lha/zip/.. package
    the filenote will be set to archive, not the file IN the
    archive. If you have multiple files in one archive there is
    only one file note and thus the system doesn't quite work.
    This cannot be helped, try to live with it.
```

## 1.25  samplex

```
    Samplex = Sample ripper.

List view

    Contains entries.

Name string

    Contains the name of active selection from the list.
    This is also the filename of the sample. Check all entries
    for double names or invalid file names.

Directory

    Contains the directory/path where samples will be saved.

Extract Samples
```

DASMP will give command to a currently playing EPL to
fill out certain structure with sample information about
current module. This ofcourse is only succesfull if the EPL
supports this extraction (look belove) and there really IS
module playing at that time.

Samples will be copied to another memory area and displayed in
the list in this window. You don't have to keep the module playing
after extraction since the samples are copied and you can extract
samples from several modules before saving if you want and your Amiga
has enough memory for it.

Name which appears to list is the name found in instrument structure
of module, but if there is no name for sample it will be named
"smpx???" where ??? is number between 001 and 999. Also if name
contains invalid filename characters these chars will be replaced
with '_'. There is no double name checking performed, so check the
names before saving (otherwise the first sample with double name will
just be overwritten)

Only EPLs supporting this option released with 3.5b are:

- PT (Protracker, quite useless since you could load this
   to protracker or clone and save from there)
- S3M (Scream Tracker modules)
- 68CH (FastTracker 1.x modules)
- XM (FastTracker II modules. Note that 16 bit samples which this
   module specification supports are converted to 8 bit form by the
   player initialization routine, so you can't extract those 16 bit
   samples.)

Save samples

   Save selected entries from the list. You have to
   multiselect the modules you wish to save. File will be saved
   to the directory defined by the directory string above these gadgets.

Delete

   Removes selected entries from the list and frees the
   memory used by these samples.

Clear

   Removes the whole list and frees the memory used by these samples.

## 1.26  selector

   Utility for selecting entries in the main module list.

All

   Select All entries

None

    De-select all entries

Toggle

    Toggle selected/unselected entries

Pattern String

    Enter dos pattern string for selecting entries.

    Example: "a#?" select all entries starting with "a" or "A"

    Example: "~(a#?|b#?)" don't select entries starting with a or b / A or B

Select

    Start selecting using the Pattern String


Remember: Selected entries can also be saved to a separate list
using menu entry "Save selected..."


## 1.27  External Player Library info


                External players info:

EPL is a standard amiga shared library. When DASMP loads a file
it will use so called query table which is provided by an EPL
to find out if the EPL supports that module. If EPL has
"RECOGNITION" - flag on, the library will be loaded and the module
will be given to it for recognision. The advantage of this is
that all EPL's doesn't have to be loaded which saves a lot of
memory. Only EPLs which support their internal CHECK will be loaded
always.

When the routine finds an EPL which recognises the file, that specific
EPL will be used with every succesive call to play routines within DASMP.
In the most simple case the EPL just plays the given file (example: PT)
or it can relocate the module in memory, slice it, convert it or whatever
it likes.

Since the suitable EPL is always looked from the player libs list
in listing order, you may run into a situation where you have two EPLs
recognising the same module (example: dasPT and dasFAST). The first
recognising EPL will be used. This is why you may run into a situation
where you want to play 1.5MB modules with dasFAST thus saving valuable CHIP
memory but the dasPT library steals the modules before the dasFAST has
a chance to say that it recognises the module too. See EPL Pri.

Some EPLs support their own configurations. This support for configuration
can be detected from the fact that every configurable EPL will have
'C' flag next to its name in Player Libs list (example: dasFAST, dasS3M).
Configurations can be accessed by either activating the wanted entry from

the Player libs list and then pressing the Config button located in the same
window or you can double click the wanted entry. In both cases you
will be presented with a window with few or more different options.

NOTE: When you change configuration for an EPL, the change will NOT take
effect until the next time module is started using that EPL.

Remember to check your XM, S3M, MTM, 68CH and FAST configurations because
there is mixingrate value selectable by the user and that directly
affects the CPU usage and sound quality.

Currently existing player libraries:

                 XM   – Extended Module (Fast Tracker II)

                 S3M  – ScreamTracker 3.0

                 MTM  – MultiTracker

                 FAST – Protracker from FAST RAM

                 68CH – 6CHN/8CHN

                 QC20 – Quadracomposer 2.0

                 MED  – Octamed MMD0/1/2

                 FC   – Futurecomposers

                 SM20 – Sound Mon 2.0

                 MULT – Several formats
                    – MA, FRED, Delta2.0, Hippel, Mark II, M.O.N

                 SID  – C64 SID mods

                 TFMX – TFMX Pro & 7V

                 OST  – Old SoundTracker

                 JC   – JamCracker
               Note:

                 Protracker Mutations
               * = New or changed.


## 1.28  Over 28000 Mixingrates

For EPLs with selection for mixingrate from 8000 to 56000:
  Normally your amiga's DMA channels can handle about 28000-30000 samples
  per second, that is why you normally MUST use under 28000 mixingrates.

Exception:
  When you are using Multiscan productivity mode or one of the

```
  other high frequency modes you can get up to 56000 samples/second
  (if your CPU can handle it).

Cause for this phenomena:
  Audio DMA transfers to outputs are coupled with scan lines.
  2 bytes per scanline which yields normally somewhere around 28000
  but in productivity and some other modes even 56000.
  If you have 4000/40 you may even get that 56000 with productivity
  mode, I haven't tried because I do not have 4000/40 :)
```

## 1.29  Different Playmodes for XM, S3M, MTM, 68CH, FAST

```
This page contains information common to XM, S3M, MTM, 68CH and FAST
players.

Currently available playmodes:
  - Normal 4Ch Stereo (Only in FAST player)
  - Stereo
  - Mono
  - Fake Surround
  - Real Surround
  - 14-bit Stereo
  - 14-bit Mono

Normal 4ch Stereo:
    Plays samples normally without mixing from all 4 digital outputs
    in your amiga. All samples are converted to same mixingrate
    which may cause the module to sound little different from
    the original 4 channel player.

    This selection is supported by FAST player.

Stereo:
    Plays mixed samples in stereo. Both left channels plays the same
    sample and both the right channels plays the same sample.

Mono:
    Plays mixed samples in mono mode.

Fake Surround:
    Plays mixed samples in mono mode but 2 of the channels have
    volume reduced by 50% causing neat half stereo/half mono effect.

Real Surround:
    Plays mixed samples in stereo mode. Remaining 2 channels
    are negated causing appropriate dolby surround decoder equipment
    (if available) to reroute these channels to back speakers otherwise
    you will not hear a difference except on certain cases this will
    cause an effect which negates itself and you can't hear anything.

14-bit stereo:
    Stereo mode. All channels used. You can probably hear the difference.
    This doesn't make much difference on modules with 6 or less channels.
    The most difference is heard with 12 channels or more.
```

When you count together several 8 bit samples you get samples with
for example 11 bits. Normally this would be scaled down to 8 bits
and lots of sound quality would be lost. With 14 bit playmodes the
excess bits over 8 are played simultaniously on same stereo side
with the 8 bits. They are just played with less volume (vol=1, Amigas
volume control is 6 bits) and thus will be heard as sound comparable
to actual 14 bit sound. (There are a lot better explanations for this
but believe me, it truly works!) If you can't hear any difference
with for example 16 channel S3M module then BUY A NEW HI-FI equipment.
If you are using speakers in your Phillips 8833 monitor then don't
even bother trying this option, it wouldn't make any difference to you.

14-bit mono:
    Same as 14-bit Stereo except all channels mixed to one.


Tech notes: (Except dasFAST which is a special case)
    Playmode:                Chip Memory usage:
    Mono                     32kb
    Stereo                   32kb
    Fake Surround            32kb
    Real Surround            64kb
    14-bit Stereo            64kb + 65kb FAST mem.
    14-bit Mono              64kb + 65kb FAST mem.

All players take:
    16 kb FAST memory used for temp buffers.
    about 90kb FAST memory for different internal systems.

Some technical info:

    Libraries which support different playmodes use special mixing routines
    to mix several so called virtual channels to 1 actual output channel.
    This mixing is usually VERY CPU intensive. The more channels module
    uses, the more CPU power it will need to perform the mixing in real time.

    Example: 16 channel S3M module can be played on A4000/030 with about
    27000Hz mixingrate but it takes almost all CPU power to accomplish this.
    On the other hand A500 with 28Mhz SupraTurbo can only play 16 channel
    S3M module with about 17000Hz mixingrate but will not multitask at all.

    If you are lucky enough to own an A4000/40(/60) you can play 16 channel
    modules with 28000Hz and not even notice it.

    The actual required CPU power is not constant, it varies even within a
    single module because the module might not be using all of the max
    16 channels at once. It may require of mixing 4 channels at any
    single time, but it may also require mixing all 16 channels at any
    given time. Since the mixing routine can optimize "zero channel"
    usage the CPU usage will vary.

    One thing which makes a B I G  difference is whether the
    module and required mixing buffers were located to FAST memory or
    CHIP memory. If the module and all its mixing buffers were located
    to CHIP memory, it will take even double the CPU time to mix
    the same music. So if you are using for example stock A1200 with

CHIP-only then you will not get good mixingrates and that means
poor voice quality. Normally XM, S3M, MTM and 68CH EPLs relocate their
modules to FAST memory if it was originally loaded into a CHIP but
it doesn't inform you in anyway if this is not possible due lack
of memory. Location of module and auxiliary buffers can be seen in Info
window while the module is playing.

## 1.30   eplfast

                 dasFAST.library

   * Play/stop
   * Fwd/Rwd
   * Volume
   * Pause
   * Fade
   * End detection
   * Configurations
   * Effects

Plays ProTracker compatible modules from FAST ram. The name "FAST" really
means just the ram type used, not the speed of player. This is SLOOOWWWW,
so you might NOT want to play all your PT modules with this, only the
ones which don't fit to your CHIP ram. This is slow mainly because this is
just kind of a sideproduct of 68CH player and the method used is NOT the
most effective for this particular use. This player wasn't planned to be made
at all, but because it was so easily implemented at its current form I decided
to include it. Hopefully this is useful for someone. Atleast some modules
sound much better with the Fake Surround option.

Configuration:

  Min mod size     - Minimum module size directed to this player.
                          Value for example 400 would mean that
                          only modules over 400 kilobytes would be
                          played using this player. Less than specified
                          size modules would be directed to some other
                          EPL.

  Priority         - Task priority for player

  Transf./mixrate
                          - 8000 - 56000. See
                >28000 rates
                  Tuning (real time
                          - Try!. Changes the pitch while mixing, works
                            in real time. Not very usefull, but decided to
                            do it just for the fun of it.

  Playmodes
        See
                Playmodes

If the module is already in chip this player will not recognise ←
the module
thus giving the module to dasPT. So always use "Reloc >FAST" when
playing modules which you want to be directed to FAST player.

NOTE: Always use "Reloc >Fast" flag with this player, otherwise
this player will NOT play module, but instead the module is directed
to dasPT player.

## 1.31  epl68ch

Actual player source is copyrighted by Jarno Paananen "Guru/Sahara ←
Surfers"
I used his source code (with his permission) and modified it a little to
suit my needs.
My warmest thanks to Jarno for the excellent coding.

das68CH.library

* Play/stop
* Fwd/Rwd
* Volume
* Fade
* End detection
* Configurations
* Effects

This player plays modules with identifier 6CHN/8CHN. Module type is essentially
the same as protracker except it supports also 6 and 8 channel modules.

Configuration:

  Mixingrate  - defines the rate of mixing. The bigger the value the better
                the sound quality. In theory this works like this, but
                of course if the samples have been taken with small
                sampling rate this can't make them any better.

  Volboost    - Volume boost value.

  Playmodes
        See
                Playmodes
                    NOTE: Always use "Reloc >Fast" flag with this player,  ←
                      otherwise
    playing will take more CPU power when accessing CHIP memory bus.

## 1.32  eplxm

Plays Modules compliant with PC Extended Module specification and ←
more
specifically Fast Tracker II revision $0401

Actual player source is copyrighted by Jarno Paananen "Guru of Sahara Surfers"
I used his source code (with his permission) and modified it a little to
suit my needs.

My warmest thanks to Jarno for the excellent coding.

dasXM.library

* Play/stop
* Fwd/Rwd
* Volume
* Fade
* End detection
* Configurations
* Effects
* Sample Extract

Config:

Listview
Format:
Channel count,  Mixrate, volboost
Mixrate
Mixing rate. See
>28000 rates
Volboost
Volume boost value.

Playmodes
See
Playmodes
Priority slider:
Defines priority of player task. 1 – 127. Default 127

## 1.33 epls3m

Actual player source is copyrighted by Jarno Paananen "Guru of ←
Sahara Surfers"
I used his source code (with his permission) and modified it a little to
suit my needs.
My warmest thanks to Jarno for the excellent coding.

S3M: upto 16 channels!

dasS3M0.library

```
    * Play/stop
    * Fwd/Rwd
    * Volume
    * Fade
    * End detection
    * Configurations
    * Effects
    * Sample Extract

Config:

  Listview
        Format:
            Channel count,  Mixrate, volboost
  Mixrate
        Mixing rate. See
                >28000 rates
                  Volboost
        Volume boost value.


  Playmodes
        See
                Playmodes
                  Priority slider:
        Defines priority of player task. 1 - 127. Default 127
```

## 1.34   eplmtm

```
                Actual player source is copyrighted by Jarno Paananen "Guru of  ←
                  Sahara Surfers"
I used his source code (with his permission) and modified it a little to
suit my needs.
My warmest thanks to Jarno for the excellent coding.


Up to 32 digital channels.

    dasMTM.library

    * Play/stop
    * Volume
    * Fade
    * End detection
    * Configurations
    * Effects

Config:

  Listview
        Format:
            Channel count,  Mixrate, volboost


  Mixrate
```

```
      Mixing rate. See
               >28000 rates
                  Volboost
      Volume boost value.


  Playmodes
        See
               Playmodes
                 Priority slider:
        Defines priority of player task. 1 - 127. Default 127



   NOTE: Always use "Reloc >Fast" flag with this player, otherwise
   playing will take approximately twice the CPU power.
```

## 1.35  eplqc20

```
   dasQC20.library

   * QuadraComposer 2.x EMOD modules.
   * Play/Stop
   * FWD/RWD
   * Speed/Tempo
   * Volume
   * Fade
   * End detection
   * Special Effects

   * Original player source code obtained from QC2.1 package.
   * Thanx to Technological Artworks: Bo Lincoln & Calle Englund for QC.

Tech notes:
   No excess memory used.
```

## 1.36  eplmmd0

```
   dasMED.library

   * (Octa)Med 4 - 8 track modules MMD0/1/2
   * Play/Stop
   * End detection
   * Scopes

   * Thanks to RBF Software for your support.


Sources are used under licence by the copyright owners Teijo Kinnunen
and Ray Burt-Frost (RBF Software)
```

## 1.37   eplfcxx

dasFC.library

* Future Composer V1.0-1.3 & V1.4 modules.
* Play/Stop

* Thanks to Michael Mutschler for bugless code.

Tech notes:

No excess memory used.

## 1.38   eplsm20

dasSM20.library

* Sound monitor 2.0 modules.
* Play/Stop
* Pause
* End detection

Tech notes:

No excess memory used.

## 1.39   eplmult

dasMULT.library

* Little different from other players since this handles several
* moduletypes which all have player routine within the module itself.
* Note that all of these may not work correctly on all situations since
* few of these seem to require calling from vblank interrupt but
* since that is not the same on all Amigas, I used CIA instead and
* some of the modules played by this EPL may sound weird. I am not
* 100% sure about this.


* Supported types:
*  - Music Assembler
*  - David Whittaker (DW)
*  - FRED
*  - Delta 2.0
*  - Hippel
*  - Mark II
*  - Maniacs of Noise (M.O.N.)
*
* Supports:
*
* Play/Stop
* Sub songs (if available)

```
Tech notes:

    No excess memory used.
```

## 1.40  eplsid

```
dasSID.library

* The normally used CurrentPattern/MaxPattern text in main window's
* text area is used to display the playing tune number within a module.
*
* Requires:
* - Playsid.library from PlaySID3.0 archive.
* - Oldstyle datafile+iconfile SID songs have to be converted to
* - - new style module which holds the info header with the module.
* - - Converter comes with PlaySID3.0 archive.

* Supports:
*    Play/Stop
*    Pause
*    Sub songs (If available)
*    Info
*    Channel switching
```

## 1.41  epltfmx

```
dasTFMX.library

* The normally used CurrentPattern/MaxPattern text in main window's
* text area is used to display the playing tune number within a module.
*

You CAN have TFMX mdat.* files in LHA/ZIP archives, but the smpl.
(Sample) files must be in the same directory as the mdat. files
and they MUST NOT be archived in ANY WAY!  XPK packing for smpl.
files is allowed (since V3.5).

* Supports:
* Play/Stop
* Subsongs
```

## 1.42  eplost

```
dasOST.library

* Very quickly coded.
* Will (hopefully) play old format (15 instr) soundtracker modules.
```

```
* Supports:
* Play/Stop
* Pause
* Tempo

* Thanks for Michael Mutschler for sending me those sources!!
* As you may notice this EPL was done in half an hour, so don't
* expect too much of it.
```

## 1.43  epljc

```
dasJC.library

* Very quickly coded.
* Will (hopefully) play JamCracker modules.

* Supports:
* Play/Stop
* Pause
* Tempo

* Thanks for Michael Mutschler for sending me those sources!!
* As you may notice this EPL was done in an hour, so don't
* expect too much of it.
```

## 1.44  eplptmutant

If you encounter modules which you think should be Protracker module, but
it isn't recognised you may have encountered packed/protected module type.

There exists atleast 40 different module types which are basically PT
format but compressed/encrypted. For following formats I would recommend
using converter like Pro-Wizard 2 to convert them to normal PT format.
If you are asking why I can't make EPL for these formats: Would you want the
DASMP's archive grow up to 600kb even if you could perform this same
thing with one software (Pro-Wizard 2)? (Which by the way works propably
better than I could ever make those EPLs to work). I hope I can some
day have IOL object to perfrom the conversion on the fly.

with proper software.

Here are the formats Pro-Wizard can convert:

```
- Heatseeker mc1.0
- Xann packer
- Pha packer
- SKYT
- KRIS
- NoisePacker 1, 2 & 3
- Wanton
- Promizer 1, 2 & 4
- Propacker 1, 2 & 3
```

```
- ProRunner 1 & 2
- Noise Runner
- Digital Illusions
- Unic Tracker
- Laxity Tracker
- Pygmy Projects
- Eureka
- AC1D
- Game Music Creator
- Channel Player
- P50A/P60A
- SoundTracker 2.6
- StarTrekker Packer
- Module Protector
- Avalon Packer
- FC-M Packer
- Ice-Tracker
- Fuzzac Packer
- Old-Kefrens
```

## 1.45   developer

There is no support for developers in the archive. I have given
information about EPLs in form of unfinished EPL.doc and a few
include files to one interested user so far :). If you are
interested in developing players for DASMP, please contact me.

## 1.46   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 lists all options
which utilizes the multiselection feature.

```
 Playing
    You can play "only selected files" if you wish.

 Del
    Deletes multiple files if selected.

 Save Selected As..
    Saves selected entries to a separate list

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

 Module config window settings
    Changing "Locate >Fast", "Randomized", "Group " - listview.
    "Preload", "Fadespeed" and "Volume"
    affects on all selected entries in main listview.
```

```
...End of listing.
```

## 1.47 localisation

```
NOTE for 3.5b - New options/routines do not have locale support.
If somenone is kind enough and translates the texts provided in
the locale directory to his/her own language, I'd appreciate
having them for next release. Thank you.

DASMP supports now 7 different languages .

Locales were done by the following people:
    Philippe Brand    -   French locale
    Oyvind Falch      -   Norwegian locale
    Michael Mutschler -   German locale
    A-J Brouwer       -   Nederlands locale
    Markus Sommarmyr  -   Swedish locale
    Pauli Porkka      -   Finnish locale
    Pauli Porkka      -   English (default)
```

## 1.48 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 SOB)
    (REMD) = Removed function/routine/option
    (OPTI) = Optimized.
    (UREQ) = User requested option.
**********************************************************************
VERSION: 3.5b 22.Apr.95

    (REMD)   North American registration site has changed!
          New site is handled by Jon Peterson

    (OPTM)  Optimized some code and now the code is smaller than
          in V3.5. Saved about 7 kilobytes from the original 3.5b.
    (ADD )
            Selector
             - window.
    (ADD )  "Save selected As..." selected entries in the main list can
          be saved as a separate list file.
    (ADD )  Added couple menu entries for buttons which can be
          hidden with the hide selections.
            Menus
                (ADD )  Author show for the main window. Also added a neat  ←
                    little
          system: When you press this new "button" (it looks like
          ordinary text field just besides playing modules name, but it
          actually is pressable button.) that module's author will be
          set as "show authors only" criteria i.e. only that author's
```

modules will be shown in list. This is just the same as if you
pressed the "Au" button and then selected the author from
that author window which pops up afterwards. This new way is
easier and faster to access. (Ola, is this even remotely what
you wished?)
    (ADD )
            XM SUPPORT
                (ADD )  LZX-list.drx arexx script to provide full support for
        lzx archives with more than one file to extract. Thanks
        to Antti Tuominen for providing this script. Read comments
        from the script for more info. dasmp.extarc file provides
        values to use this script already.
    (ADD )  SETSIZE -
            arexx
            command
    (CHNG)  Randomizer. Implemented new and faster routine.
    (FIXD)  Time is no longer counted while in pause.
    (FIXD)  Apparently user could do a lot with the program even when the
            pause was on. Now you can't do Prev/Next song/pattern when
            pause is on. (Thanks Ola :)..BTW. Didn't get your reply?
    (FIXD)  Finally fixed the lack of Cycle Chain entry for Next/Prev SubSong
    (FIXD)  LHA listing file was not deleted after use.
    (FIXD)  Enforcer hits when no EPL's were present
    (FIXD)  I suddenly realised that if XFD support was on and I tried
            to load a file from lha archive, it didn't load anything and
            left a bunch of unreleased locks behind. (Yikes!!!)
    (CHNG)  Some documentation here and there...


VERSION: 3.5a 21.Feb.95
    (CHNG)  Updated dasMED library. Supports scope and does not need
            those medplayer/octaplayer libraries anymore.
    (FIXD/BUGN) I think I got the bug which caused the popup drawer/file
            things to crash when files were loaded with new or add.
            I am not 100% sure, hence the BUGN. Please inform me
            if you still get crashes/jamms after adding a file
            and then pressing for example one of the popdrawer
            buttons in directory setup page (page 3 in configs).
    (FIXD)  Couple of enforcer hits removed.
    (FIXD)  Problem with filenote info gathering to list (lot of garbage).
    (FIXD)  Bug in 8-bit playmodes in 020 versions of S3M0/MTM/68CH
    (FIXD)  Delete for real. Ignored the "no" selection.
    (FIXD)  Two more bugs with requesters needing a selection of two or more
            choices.
    (FIXD)  When add type was checking the "new" button also caused the checking
            to start.


VERSION: 3.5 11.Feb.95

            TODO
                (NOTE)  OWNERS OF BETA OF 3.5: Delete your dasMMD0 library and ←↪
                    replace
        it with the dasMED library found in this package. Remember also
        to update your EPL list. This doesn't concern those who see
        this 3.5 first time (i.e. "normal users").
    (NOTE)  New registration site for ENGLISH users..
    (NOTE)  New registration site for

```
                    ITALIAN
                     users..
(NOTE)  MUI 2.2 (or newer) required
(ADD )  XFD decompression libraries support.
        (See also
             NOXFD
              tooltype.)
(ADD )  MCNF Info saving into a file comment string (filenote). (UREQ)
(ADD )  Priority slider to EPL list.
(ADD )
             MultiGroup system
             .
(ADD )
             Samplex
              – Sample ripper.
(ADD )
             Localization
              in WB versions 38 and newer. (UREQ)
(ADD )  EPL List Sort.
(ADD )  "Stop at end" option in
             MCNF
                 (ADD )  "Sort Automatically" option {"Configs" link cpage1}. ( ←
                     UREQ)
(ADD )  New sorting mode "By Groups"
(ADD )  Scalable scope. Old scopes removed. (UREQ)
        Also three different drawmodes supported and
        three different coloring schemes.
(ADD )  Maniacs of Noise support into the MULT library.
(ADD )  DOGET
             Arexx
              command.
(ADD )  retypelist.drx – rexx script. PLEASE go through all
        your old lists with this script before using the group system.
        (If you don't use lists, then you don't need this.)
(ADD )  Multiselection capability to S3M Configs (in the S3M EPL).
        Now you can change several channel's mixrates and volboosts
        with one move. (UREQ)
(ADD )
             Old SoundTracker
              EPL.
(ADD )
             Jam Cracker
              EPL.
(ADD )  Tunevalue realtime effect slider to FAST configs. :)
(CHNG)  TFMX smpl. files can now be compressed with xpk packers.
(CHNG)  Updated QuadraComposer Player with QC2.1 source.
        Now it also shows sample names and sizes.
(CHNG)  Redesigned Module Config window.
(CHNG)  All EPLs are now found in "EPL" directory within dasmp's
        directory. (Installer will take care of this)
(CHNG)  Environment variables from ENV: and ENVARC: to
        ENV:dasmp and ENVARC:dasmp respectively.
(FIXD)  FC (FC1.0-1.3 part). Thanks to Michael Mutschler for the
        bugless source.
(FIXD)  dasSM20.library (soundmon20).
(FIXD)  After selecting "new" and cancelling the request, next "add"
        or "new" request cleared the main list. (UREQ)
```

```
(FIXD)  S3M, MTM, 68CH, FAST. All these had the same bug
        which may have caused enforcer hit when the task was
        initiated.
        Also new mixingroutines applied. Should be better in some ways.
        Thanks again to Jarno for these.
(FIXD)  TFMX 7V didn't return Audio IRQ vector. (Thanks Peter!)
(FIXD)  Volume change was missing from TFMXs. (UREQ)
(OPTI)  Optimized module adding to the list.
         (Example of 227 xpk packed modules from 34secs to 20 secs,
        the speed change does not affect external arc packed mods) (UREQ)
(REMD)  Internal PT player. Replaced with dasPT.library (EPL)
```

VERSION: 3.4 23.Sep.94

```
(ADD )  Index to this guide file. Since most people don't realise that
        there is index gadget in the top row of multiview/amigaguide
        window, I also added link to it to the main page.
(ADD )  Two new sorting modes:
        - Sort by "Module type"
        - Sort by "Channels"


(ADD )
            TFMX EPL
          . Plays both the Pro and 7V TFMX modules.
        Thanks to Peter Kunath for the sources.
(ADD )  Fwd/rwd pattern function to S3M EPL.
(ADD )  Following format supports were done for the
            MULT epl
            .
        These have not been tested since I didn't have modules
        of these types.
        - HIPPEL
        - DELTA 2.0
        - MARK II


(ADD )  Editable module time string in "ModuleConfigs"
(ADD )  Added a makelistall.drx arexx script which prints just about
        all info available on module.
(CHNG)  Some changes to online help. Added missing texts and
        removed obsolete ones.
(CHNG)  Changed some labels in main window and configs since
        several people complained about them being too cryptic.
        Unfortunately  I still didn't change them all since
        I still think that the window should be small and it is
        already grown too much.
(ADD )
            SID
          player for C64 SID modules.
        playsid.library library required (for example from PlaySID3.0
        archive) Conversion from old data file+icon file to single module
        required.
(OPTI)  14-Bit Playmodes optimized for following EPLs. Also
        added 68020 versions to the archive. (Actually versions
        are 68030 versions since my assembler crashed everytime with
        68020 option, but the only changed commands are 68020 specific
        so they should work in 68020.)
        - S3M
```

```
                    - MTM
                    - 68CH
      (FIXD)  When autoplay was "on" and list loading was cancelled the next
              module was started. Now fixed.
      (FIXD)  When tempo was changed to 130 it caused a crash. This may
              have appeared on betaversions only. Fixed.
      (FIXD)  Finally (I hope) I got rid of the MMD0 EPL bug which
              said always "No chip" when it ment "Couldn't open medplayer.lib".
              No wonder I didn't find the cause from dasMMD0.library
              because the piece of code which did this was in mainprogram..
      (FIXD)  Arexx crash with ADDMODULE command. (On some rare occasions)
      (FIXD)  Fixed internal bugs in following EPLs
                    - S3M
                    - MTM
                    - 68CH
                    - FAST

      (FIXD)  Automatic ending time set didn't work for Internal player.
              It worked for the EPLs though.
      (FIXD)  Lots of bugs were fixed within versions 3.3a and 3.3b which
              were spreaded as executable updates without this
              documentation.

VERSION 3.3a
    Executable update

VERSION 3.3b
    Limited release executable update

VERSION: 3.3 12.Aug.94

      (FIXD)  Some last minute fixes: The archive was already
              assembled when I received few messages (Danke amk)
              about some bugs, I think they should be removed but I
              am not 100% sure. Few changes were done for the main program
              also (Clock didn't seem to be working with all EPLs)
      (CHNG)  Main lists Module name extended to 28 chars. (UREQ)
              CONVERSION NEEDED!! Use converter 1.2.
      (ADD )  14-Bit MONO mode for S3M player.
      (CHNG)  SetTimer will now check if repeats are running and stop
              the clock every time one rep is done and then it will
              start the clock again for the next round.
      (CHNG)  After "DEL" in main list the next entry is made active
              instead of the first one. Makes life lots easier.
      (CHNG)  Most of the EPLs are now about 1.5 kilobytes shorter due
              some changes in internal handling.
      (ADD )  SoundMon 2.0 EPL.
      (ADD )  Multi module EPL which handles Music Assembler, DW and FREDs.
      (CHNG)  Changed S3M,MTM,68CH and FAST buffers to 8kb each permanently.
      (FIXD)  Skipping with some modules with S3M, MTM, FAST and 68CH. (Finally)
      (PREP)  Prepared lots of internal systems for upcoming (V4.0) I.O.L.System
      (ADD )  Added several usefull arexx scripts.
                    Scripts
                        (ADD )  Channel field to MCNF
      (ADD )  Type field to MCNF
      (ADD )  File size field to MCNF
      (ADD )  "GETSIZE", "GETTYPE", "GETCHANS", "SETTYPE" and
```

```
        "SETREALNAME"
            arexx
             commands.
  (CHNG)  Changed few Rexx commands to return value correctly with
          result instead of RC (really stupid of me).
  (CHNG)  All memory allocations (except those for modules) uses now
          Memory Pool system (Introduced in OS V39) which decreases memory
          fragmentation. Kickstart 3.0 is NOT required for this to work.

  (CHNG)  All EPL's changed to accept new channel and modtype MCNF
          values. NOTE! I suggest that you DO NOT use old libraries.
  (CHNG)  Randomizer should be somewhat faster. Actually speed depends
          on every case individually, there is no max or min time for
          finding randomizable module.


(Version changes data removed for next ones. Title is here so I can
remember when I released them :) )

VERSION: 3.2a 17.Jul.94
VERSION: 3.2 08.Jul.94
VERSION: 3.1 17.Jun.94
VERSION: 3.01 25.04.94
VERSION: 3.0 18.04.94
VERSION: 2.2 06.02.1994
VERSION: 2.1a 06.01..1994
VERSION: 2.1 05.01.1994
VERSION: 2.0d 18.12.1993
VERSION: 2.0c 16.12.1993 (Limited release to ADS)
VERSION: 2.0b 14.12.1993
VERSION: 2.0 09.12.1993
    (ADD ) A 90% rewrite of version 1.80. (MUI applied)

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

## 1.49  contacts

```
Thanks to: (in alphabetical order)

    Lauri Ahonen         *
    Mathias Axelsson     * For the debugging and everything...
    Philippe Brand       * First reg from France + localisation
    Albert-Jan Brouwer   *
    Øyvind Falch         * Norsk Localization and testing
    Bernardo Innocenti   *
    Zak Jarvis           * First reg from USA
    Andreas Jelvemark    * First reg from Sweden
    Peter Kunath         * For the help, sources and bug reports you gave me.
    Andre Lackmann       * Australian rego site.
    Juha Lehtinen
    Michael Mutschler    * For the sources and Localisation
    Jarno Paananen       * S3M/FT/MTM... Source
    Jari Pakarinen       * Jolahop strikes again!
    Jon Peterson         * For taking responsibiity of North American regs.
```

```
    Mika Pöytäkivi      * About everything....
    Janne Saarme        * Thanks for spreading through ADS
    Markus Sommarmyr    * Thanks for the phonecalls and The Swedish Locale.
    Ola Spjuth          * Odd and hard to do but really nice ideas :)
    Stefan Stuntz       * MUI
    Teemu Suikki        * Thanks for defending DASMP in SF.AMIGA ;)
    Janne Syväniemi     *
    Henri Talaskare
    Harri Tolvanen
    Erno Tuomainen      * Thanks for keeping Moonlight up and running ...
    Panu Vartiainen


    Sorry that I just can't put you all here, the list would be just too
    long. I am gratefull to all those who have contacted me and thus been
    helping me to develop the D.A.S.MP further..


    For suggestions/bug reports:


    pporkka@walli.uwasa.fi


    or


    paporkka@freenet.hut.fi (Msgs to here will be redirected to the
                            address I currently use which is currently walli.)



    Fido 2:221/112.4


    If you don't have access to internet you can use the fido too, BUT
    prepare yourself for a long waiting period. I ALWAYS ANSWER TO ALL
    MESSAGES I GET, so if you don't get an answer then the message has not
    arrived. For FIDO messages it isn't unusual to take several weeks to
    travel from country to country or not to arrive at all. :(


    If you mail me for any reason and you do not get reply, you can be
    100 % sure that I didn't receive the message! I WILL always answer
    any e-mail/mail concerning DASMP.


    Author. (Postal address)


      Pauli Porkka
      Innalantie 5 D 29
      FIN-37600 VALKEAKOSKI
      FINLAND
```

If you have something important to send me:

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6ui (Amiga)
```

```
mQCNAi7ZR6kAAAEEAKv7hq3ASt08Gh5tZFLUfOgqEapwDSoyUzUS8Tze68IOBApm
K11eccg+j33qnkHtxC4/FpnE77ibSqLQkRplqSwexVQWmB4CiswSV86wBHhRa1cu
QxxUS2XqseSGfkjnalIm8rBj4B49+adNlJw5uVxyv+MRu9VQ7rY0hPBGWp79AAUT
tCtQYXVsaSBQb3Jra2EgPHBhdWxpX3BvcmtrYUBzb25hdGEuZmlnbmV0LmZp
=zQk5
```

```
-----END PGP PUBLIC KEY BLOCK-----
```

## 1.50   register

D.A.S. Module Player is SHAREWARE. If you like this program and  ↩
you would
like to get fully functional version, you should register it.

After you register you will get a keyfile which enables all disabled
options.

English users Your regional registration site is RBF Software.
The same which distributes OctaMed, one of the greatest tracker softwares
available.

_____

To register and obtain a keyfile, send £10.00 ( uk pounds sterling ),
made out to  RBF Software
            169, Dale Valley Road, Southampton S016 6QX England

If you obtained the program from the OctaMED BBS, you can ask us
to place your keyfile in your mailbox and it will be ready for
downloading from the site.

If you are on cix we can binmail your keyfile to you.

Finaly, if you are not the owner of a modem, then you can
enclose an extra £1.00 and we will snail mail a copy of your
keyfile on diskette.

_____

North American (USA) users:

    Previous J. Maver is no longer valid! Do not send anything in there.

    New site is handled by Jon Peterson.

    Fee per registration is 20 USD.

    Jon Peterson
    3006 Oak Mountain Trail
    San Angelo, TX 76904
    U.S.A

    Send registration form to:

        Jon.Peterson@twisted.com

    If you have to send uuencodes within the mail, use following
    address instead:

        j.peterson22@genie.geis.com

    If you want registration keyfile via normal mail in a

    3.5" FFS formatted disk, please note so. Otherwise
    keyfile is sent uuencoded through e-mail.

    Newest DASMP is FREQable from 1:383/25, 1:383/26 or 1:383/30

AUSTRALIAN (and other countries nearby) USERS:

    Your regional registration site is:


              Continental Drift BBS
                 Shareware Registration
    PO BOX 259
    Newport Beach  NSW  2106
    Australia

    +612 949-4256 - Open 24hrs, 7days


    Fee is AUD 25. Add AUD 5 for mailing to other countries other than
    Australia. Payment can be done via Credit Card (Mastercard,
    VISA or Bankcard), Australian Dollars drawn on an Australian Cheque
    or cash (cash MUST be in AUD !!).

    (Sending registration directly to me as other countries do, is
    allowed but you are highly encouraged to use Continental Drift BBS)


ITALIAN users.

    Your regional registration site is Agora Telematica.
    Read the text in
                This link
                 for
    more information how to contact and how to pay the fee.


OTHER COUNTRIES: (EUROPE,.......)

    Payment options are: (select ONE! :) )

1.          70 FIM (Finnish Marks).

2.          15 US Dollars.

3.          Any other currency worth of 20 US Dollars


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 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 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.

    Pauli Porkka
    Innalantie 5 D 29
    FIN-37600 VALKEAKOSKI
    FINLAND

You should include something like following with the payment. You can also
send this same text to my e-mail address so I can be prepared to your
registration, but send it also by normal postal mail. The keyfile
will be sent to you by post and if you wish, it can be sent through e-mail
uuencoded (not fido since I don't really trust that.)

** 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 880kb 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 & CITY:_____

    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 *******

Allow 1 to 3 weeks for delivery via snail mail. For European
users the normal time is under 2 weeks.

## 1.51   continental

```
*=====================================================================*

        C O N T I N E N T A L   D R I F T   B B S
                (+61) 2 949 4256
        Murray Chaffer * Andre Lackmann * Dale Cohen


                Amiga * IBM * Macintosh


        800Mb+ Online - USENET News - Internet Mail
        Local Mail - FIDOnet Mail - Shareware Regos
        Online Games - QWK & BlueWave Mail Packers


        Amiga Report * CD-32 View * Frontier Consoles
             * Computer underground Digest *


            **Online shareware registrations**
            Files daily from Aminet * ADS/SAN


        ---------------------------------------------------

Send to:                        Shareware Registration Site for:

    Continental Drift BBS           DASModPlayer    MagicUserInterface
    Shareware Registration          MagicWB         Iconian
    PO BOX 259                      PicCon          HyperANSI
    Newport Beach   NSW   2106      RIPGraf         MTool II
                                    BackUP          Solit
    Please make all cheques payable Visual Arts
    to Continental Drift. Any VISA/
    MasterCard or Bankcard payments
    accepted.

    For more info: swreg@drift.apana.org.au   or FIDO: 3:714/911
*=====================================================================*
```

## 1.52   swagora

Modulo di registrazione per l'Italia.

Potete registrarvi a D.A.S.ModulePlayer per Amiga  direttamente  in  Italia
corrispondendo  la  tariffa  sotto riportata, tramite vaglia o busta chiusa
raccomandata, a:

Simone Bazzi
Via Nomentana 293
00161 Roma

Si consiglia anche di allegare il seguente modulo (o di spedirlo via FAX al
numero 06-68.80.20.51) per sveltire le operazioni di registrazione. Ad
accredito avvenuto vi verra' immediatamente spedita la copia del programma
da voi richiesto. Inoltre, per ogni questione o supporto tecnico sul
programma, potete far riferimento al numero di FAX sopra menzionato.

Per registrarvi a questo programma, ed agli altri da noi supportati, e per
avere un'assistenza continua (gratuita) potete collegarvi via modem alla
BBS di Roma Agora' Telematica, che risponde ai seguenti numeri di telefono:

    06-69200112 (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis
    06-69920412 (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis
    06-6990532  (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis


Io sottoscritto_____, residente in_____

Via/Piazza_____ n._____ CAP_____

Telefono_____ FAX_____

E-mail_____


desidero ricevere la versiona registrata del seguente pacchetto Software
per Amiga:
    _
    [_] D.A.S.ModulePlayer per Amiga.......... Lit. 35.000 (IVA inclusa)



                                     Firma_____



## 1.53   todo

Currently going on:

    I started a second project called Audio Reality.
    I don't want to say much about it at this time but if you
    need Sample Editor and you like DASMP then you WILL love
    DASAR = Digital Audio Systems Audio Reality. (a bit long name,
    don't you think?). This project will take at least half a year
    more likely a year to be in any state to be presented to
    public, but I hope it will be worth it.


Things on assembly line for DASMP.

    AAAARRGHHHH!! I've got too many suggestions/ideas flowing in! :)

    My TODO list gets bigger and bigger every day, I just can't
    keep up with it anymore! (Well, haven't been ble to do so for the
    past half a year)

Unfortunately I've had to spend some time doing my homeworks/tests
and programming exercises in the school, so I haven't been
able to do everything that was supposed to.

Ofcourse I am not refusing to take more good suggestions in so
let the e-mail and letters flow. As quite many of you have done,
you are free to send me normal mail too and I will answer them.

## 1.54  index

Index created by AGIX 1.2 (5.8.94) Copyright © Ralph Seichter

6

68CH – 6CHN/8CHN
 >

>28000 rates
 A

Add type

Arexx commands

Arexx

Author CFG
 AUTHOR FORMAT
Author popup

Author system

Author
 C

Commodity/tools
 Config page 3

Config Page: Author listing

Config Page: Cycles & sliders

Config Page: External archs

Config Page: External Players

Config Page: Group system

Config Page: Misc settings

Config Page: Path & req opts

Selector

SHAREWARE

SID  - C64 SID mods

SID

SM20 - Sound Mon 2.0
 sort type
sorting modes

Style
 T


Tech notes

TFMX - TFMX Pro & 7V

TFMX EPL

To do

tooltype.
 X


 XM - Extended Module (Fast Tracker II)