WinMod – the first(?) Windows MOD-Player

If you are expecting a great manual for this little program, I'm so sorry to disappoint you. WinMod is a program being build "while about to leave", when I got the specifications of the Windows Multimedia Interface into my fingers. I had just gotten my Soundblaster, and I was interested in the MOD-files. What would be more obvious than to build a small MOD-Player. I just wanted to test how the Windows sound functions work and how easy they can be used.

The result is this player. It is not a styled and polished program, neither at the surface (GUI) nor in the technical aspects behind the surface. Therefor you must accept the following 'features': WinMod …

- can eat up plenty of your memory when playing
- does not support all the effects that can be used in MOD-Files
- does not reach the sound quality of other (DOS based) MOD-Players, because it does not use any tricks like FFT
- has problems with some MOD-Files (don´t ask me why)
- can only play one sound modul (its not a jukebox).

But because WinMod plays most MOD-files with acceptable quality, without completely blocking the computer, and because it still seems to be the only Windows-player, I made the program available for others too. Those who accept the above noted weaknesses get a small player which plays music in the background even on relatively slow machines (25 MHz 386 without cache).

What you need to run WinMod

To be able to run WinMod on your machine, you absolutely need three things:

- a computer with a 386 processor (386SX is enough). Sorry, you poor 286 owners!
- Windows 3.1
- a sound card which can play digital samples, and an according Windows driver (Soundblaster, PAS, Mediavision Thunderboard etc.)

Installation

WinMod doesn´t need a special installation procedure. Just copy the program to "anywhere" and start it. `(Because there are already two similar programs with the `**`same`**` filename please pay attention not to overwrite the other one.)` For maximum comfort you should associate the player with the MOD-Files. This works as follows:

- In Program Manager select File/Run… and start REGEDIT, the registration editor.
- In the registration editor select Edit/Add File Type…
- Fill in the dialog as follows:
  Identifier: Modfile
  File Type: Mod-File
  Action: Open

- Click OK and terminate REGEDIT.
- Start the File Manager and choose *File/Associate…*
        Files with Extension: MOD
        Associate with: MOD-File

  Then click OK.
- That's all folks!

If you are not a very experienced Windows guru (have you heard of REGEDIT before?), then you can use the following procedure:

- Start the File Manager
- Hilite any MOD file you want.
- Select *File/Associate…*
        Files with Extension: MOD (should already be there)
        Press the *Browse* button and find WINMOD.EXE

  Then click OK.
- Finished.

Playing the Music

Now the MOD-Files can be played in three different ways:

1. Start WinMod and load a piece of music in the menu *File/Open…* WinMod will play the selected file immediately.
2. WinMod supports the Windows Drag/Drop protocol. You can drag files from the File Manager directly into the WinMod Window and drop them there.
3. When the association has been made as described above, you can start the MOD files directly, too. No matter whether WinMod is already loaded or not, in the File Manager you can play a MOD file with a double click. That's very handy, because you can listen into a list of MOD files quite easily. With the cursor keys in the File Manager select the file and play it by hitting the Return key. If you want to listen to the next file, this one is choosen in the same way. WinMod stops playing the old file and immediately starts the new one.

It should be noted here that the options *Resolution* and *Mode* in the Settings dialog box are dummies, and even on sound cards with the according features they don´t result any improvement of the sound quality.

WinMod is not responsible for the funny bubbling that you can sometimes hear with the Soundblaster 1.0 in Enhanced Mode Windows. It´s a matter of Windows and the Soundblaster, and it is caused by the long 'interrupt latency time' in the Protected Mode of the 386 processor. In Standard Mode or with the Soundblaster 2 this effect does not occure.

I'll like to get constructive criticism and suggestions (perhaps the source code for an according FFT-Routine for MOD-Files). Please send insults, complaints and flames to

NUL.

Thanks very much to Harald Zappe, who translated this WinMOD 'documentation' to English. Without his help there still would not be any english dox around.
In the english version of the program only the menu items and other texts are changed.
The program logic is completely the same like in the german version.

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