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- **Home Pages**

- ModPlug Central** at <http://www.castlex.com/modplug>

- Olivier's BETA pages** at <http://www.jps.net/olivier/>

- Dj Maze** (creator of this help file) at <http://www.cybercomm.nl/~djmaze>

Software Information

ModPlug Player is a freeware and may be freely distributed. As it is a freeware, I am not responsible for any problems that could be caused by the usage of this program.

THIS PROGRAM IS ONLY INTENDED FOR NON-COMMERCIAL USE.

My only goal for writing ModPlug Player is to try to spread out tracked music, taking it out of DOS-World, and try to keep it free.

System Requirements

- **Minimum Requirements:**

- 486DX2-66.
- Windows 95, Windows 98 or Windows NT 3.51 or higher.
- A soundcard with 32-bit drivers.

- **Recommended configuration:**

- Pentium 100MHz or higher.
- Windows 95, Windows 98 or Windows NT 3.51 or higher.
- A soundcard with 32-bit drivers.

Contact / Technical Support

For any technical questions, or bug report, you can contact me at "olivierl@jps.net". Also check often the ModPlug Central web site for the latest releases: "<http://www.castlex.com/modplug>". (I usually also have beta versions on my home page at "<http://www.jps.net/olivierl>", but it might be buggy, and the site is not as fast).

If you want to contact me by postal mail, or to send me a CD Audio of some of your own productions, my mailing address is:

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Please try to be precise when sending me bug reports (I don't really have the time for 'This song doesn't play right.'. If possible, try to localise the problem by creating a short song with a couple of patterns reproducing the bug.

Technical Information

ModPlug Player is a 32-bit Windows 95/NT4 application, currently not using any hardware acceleration, but featuring a lot of options to create the best possible output (Up to 48KHz, 16-bit, stereo):

- 32-bit internal precision for mixing, dithered to 16-bit.
- Cubic and quadratic spline resampling with MultiPoint resampling selected.
- Automatic click removal.
- Digital Bass Expansion digital low-pass filter (filter range and depth customizable in Advanced Player Options)
- Dolby Pro-Logic Surround support (and it's not only negating the right channel) with custom delay and 100Hz-7KHz filter depth.
- Reverb Option (not echo), also with a 100Hz-7KHz filter with customizable depth and delay (4 delay lines are used).
- Noise Reduction: attenuation of the very high frequencies in the sound.
- Stereo Separation option (25%-400%), useful for headphones.
- 40-bands (Or 2x 19-bands) fourier spectrum analyzer, and VU-Meter.

Player features

- **The following formats are supported for playback:**

- *.669: UNIS 669, 669 Composer modules.
- *.AMS: Velvet Studio AMS 1.x modules.
- *.DBM: DigiBooster Pro modules
- *.DSM: DSIK modules.
- *.FAR: Farandole Composer modules.
- *.IT: Impulse Tracker modules.
- *.MDL: DigiTracker 1.x modules.
- *.MED: OctaMed modules.
- *.MID: Midi Files.
- *.MOD: ProTracker modules (4-32 channels, 15/31 samples).
- *.MTM: MultiTracker modules.
- *.NST: NoiseTracker modules.
- *.OKT: Oktalyzer Modules.
- *.PTM: PolyTracker Modules
- *.S3M: ScreamTracker III modules.
- *.STM: ScreamTracker II modules.
- *.ULT: UltraTracker modules (buggy).
- *.WOW: Grave Composer modules.
- *.XM: FastTracker II modules.
- All the above when zipped (*.MDZ, *.S3Z, *.XMZ, *.ITZ, *.ZIP, *.MDR and *.RAR).

- **ModPlug Player can save in the following formats:**

- IT: Impulse Tracker modules.
- MOD: ProTracker modules (4-32 channels, 15/31 samples).
- S3M: ScreamTracker III modules.
- XM: FastTracker II modules.
- MOL: ModPlug play list (save list button).
- WAV: Wave Files

- There are two display modes, single mode (play a song) and mix mode (mix 2 songs together).
- A pack feature to compress the song.
- A Repeat and Shuffle mode.
- You can configure the colors of almost everything.
- (Stereo-) Spectrum Analyzer.
- Taskbar controls.
- Plugin support.

History

1.41.01:

- Completely new, improved reverb (a bit slower: 3-4% on a P2-333)

1.41:

- Added customizable EQ presets
- Added an extra EQ band
- Fixed HUGE bidirectional loop bug of 1.40.04
- Fixed IT compatibility problem with sample vibrato
- Fixed FT2 compatibility problem with effect 9xx (Offset)
- Added AMF loader
- Accepts UNC network file names in playlist
- Added 96 channels max. polyphony option for MMX CPUs
- Improved MED support

1.40:

- New improved setup screen (MPT-like).
- Added support for IT "Carry Envelope" flag.
- Added "Add to playlist" shell command.
- Added AGC indicator
- More optimizations for resonant filters.
- Details window can be closed by pressing <ESC>
- Zxx macro bugfix for better IT compatibility.
- Fixed bug with some visualization plugins (plugin would sometimes stop)
- Improved a lot handling of IT filter envelopes.
- Fixed UMX loader for IT modules.
- Loads mod4win playlists with multiple directories.
- Snap to viewport doesn't hide the player under the taskbar anymore.
- Fixed setup dialog: wasn't showing with Win95 versions older than OSR1 or NT 3.51
- Fixed channels VU-Meters in the mixer window
- Added beta AMS 2.2 loader
- Fixed some special cases where pattern loops were ignored in the initial 1.39

1.39:

- Mostly a compilation of all patches for 1.38.0x, including, minor FT2/IT compatibility improvements.
- Added pattern position display.
- Fixed repeat bug (wasn't always repeating in the initial 1.38.03).
- Improved memory management so there is less memory fragmentation after playing for long hours in Win95 (Win98 and NT have a much better memory manager).
- Fixed most FT2 compatibility problems.
- Fixed playlist not saved when exiting windows (that's about time, I know)
- Added check for valid backward jumps in a same pattern (allow playing backwards)
- Fixed special case of the pattern loop for FT2 compatibility.
- Fixed WAV writer when normalizing - this was broken in 1.38.01
- Fixed lost of audio when switching apps with secondary buffers.
- Added Open and PlayList in the contextual menu when in titlebar mode.
- Playlist bug fix: files in the root directory where ignored.
- Added support for Mouse Wheel (as a volume control)
- Fixed mouse problem when dragging position slider
- Added DSM Loader

1.38:

- Show the correct text in the info scroller for XM modules.
- Fixed IT panning slide effect (left/right were reversed)

- Fixed possible GPF when loading files in the second player window (mixer)
- Fixed wrong behavior of S3M/IT retrigger continue Q00 in some cases.
- Improved interpolation accuracy of pitch envelopes.
- Added the mini-titlebar mode (button between minimize and close).
- Improved ULT loader.
- Fixed XM Set Envelope Position when used past the volume sustain point.
- Fixed IT Instrument Pitch/Pan Separation.
- Fixed possible noise in the MMX resampler in some rare cases.
- Improved a lot the IT resonant filters.
- Added Delete shortcut in the playlist editor (to remove songs from the list)
- Tremor Fix: ontime and offtime were reversed in 1.37
- Fixed XM/MOD Amiga Retrig (E9x) effect.
- Added loader for DigiBooster Pro (DBM) modules.
- Fixed tempo bug in 669/MTM/FAR modules.
- Improved the resampler by using a different algorithm in the range $[Fs/2, Fs*2]$, so that less low-pass filtering occurs.

1.37:

- Loads STM modules converted from MODs by the bmod2stm utility
- Removed the 'Volume Ramping' option (now always enabled).
- Added 5-bands Graphic Equalizer (pentium minimum, since it uses floating point) (The 'Clear' preset is probably the best one)
- You can now select the file extensions registered by Modplug Player.
- Added beta AMS 1.x support
- Fixed Tremor and Retrig (they behave differently for XM and IT modules)
- Fixed envelope-reset problem in FT2 modules
- Fixed Tremor bug when ontime+offtime is bigger than the number of frames/row
- Changed the system tray icons, so that only one click is needed for action
- Fixed tone-portamento (partially broken since 1.36 in XM/IT)
- Fixed problem loading some S3M modules (channels muted)
- Added double-click on XBass/Surround/Reverb for easy switch

1.36:

- Fixed volume slides in S3M/IT (D0F & DF0 commands)
- Added IT filter envelope support
- Fixed panning/pitch envelope loop bug
- Added support for IT Resonant Filters (Zxx)
- Improved MDL support (more effects & support for envelopes).
- Fixed sample change bug in some MOD modules
- Fixed panning bug when playing WAV files
- Improved conversion between XM/IT and MOD/S3M.
- Fixed bug with tiny bidirectional loops played at very high frequencies
- Added DirectSound Secondary Buffers mode (only to solve problems with some soundcards -like Ensoniq) Using this option might reduce the quality of the sound (see the SETUP section above for more details).
- More accuracy when playing WAV files (were a little bit out of tune, causing the resampler to go on, and filter the WAV)
- Finer control for the Surround depth (might take a little bit more CPU).
- Added smart sample remapping when loading XMs with more than 200 samples. (I saw this problem with the excellent Synthetica (Generica part three) from martyn / Onyx:Trance 98: 10MB XM with almost 250 samples)
- Fixed memory leaks with RAR files
- Fixed VU-Meters in ModPlug Mixer (they were always on)

1.35:

- Added RAR compression support (I recommend renaming the RAR extension to MDR)
- Fixed Pattern Loop when used with a Pattern Break on the same row
- Added support for IPC_XXXX calls from WinAmp plugins.
- Increased max # of directories in a playlist
- Fixed Tone portamento (was resetting envelopes positions)
- Fixed High Offset SAx (with memory)
- Added beta PTM support (PolyTracker Modules)
- Increased maximum reverb depth
- Lowered the depth of the reverb low-pass filter
- Added beta support for MMCMP-packed modules, thanks to Zirconia, aka Emmanuel Giasson, the author of MMCMP.
- Added Snap to Viewport option.
- Added IT commands S77, S78, S79, S7A, S7B, S7C (enable/disable envelopes)
- Slightly faster stereo mixing for non-MMX processors.
- Much better AGC: it is now a true dynamic AGC.
- Improved reverb (4-delay lines with early reflections + cross feedback)
- Added scan of sub-directories when dropping files

1.34:

- Added more shortcut to navigate between songs
- Support for Song Title in some WinAmp Plug-Ins.
- Fixed some bugs with IT sustain sample loops.
- Added custom colors for the titlebar font.
- Added Full Drag option (Move window content while dragging).
- The spectrum analyzer take a little bit more CPU, but it's done only when the processor is idle (It's updated much more often).
- WinAmp Visualization Plug-ins (cool!)
- Some minor adjustments
- Fixed IT volume column portamento
- Fixed IT pitch envelopes loops
- Fixed Instrument Default Pan
- Fixed S3M loader

1.33:

- Changed player interface
- Fixed S3M bug with the pattern break to row command
- Implemented some IT bugs for better compatibility
- Fixed bug with IT S91 (Surround) command
- Fixed XM keyoff/fadeout bug
- Added DirectSound support (The REC button doesn't work yet with DirectSound).
- Fixed rare spline oversampling bug with MMX enabled.
- Increase Instrument/Sample limit to 199 (was 99).
- Added support for XM with more than 200 patterns.

1.32:

- Fixed IT period tuning problem
- Fixed bug in some XM modules (a 0 was inserted in the order table)
- Added More Keyboard Shortcuts (see "SHORTCUT KEYS" section above)
- Added 24-bit WAV writer, and Normalize 24-bit to 8/16 bit
- Added IT Pitch Envelopes
- PlayLists are no longer dependent of the list drive (useful for CDROM musicdisks)

- Added the REC button in the ModPlug Mixer (you need a Full-Duplex soundcard for this to work).
- Added Sort/Shuffle buttons in the playlist editor.
- Implemented the IT panbrello effect
- Improved the oversampling for non-MMX processors (already in 1.31patch#2)

- Increased size of the Details window
- Added ESC shortcut (Stop/Exit)
- Changed buttons

1.31:

- Fixed XM fadeout/key off bugs.
- The player now base the quality of multipoint resampling depending on the speed of your processor.
- Improved the Pro-Logic and Reverb high-pass filters
- Improved the spline oversampling (but also slower)
- Added MMX support! (Only used for stereo mixing - Up to 100% faster)
- Added option to auto-save the module list to modplug.mol
- Fixed Bidi Loop bug with LoopStart=0
- Fixed bugs in S3M modules with more than 16 channels
- The player can now be started minimized
- Improved ULT loader
- The computer doesn't go in suspend mode if ModPlug is playing

1.30:

- Fixed bug with Note Fade + Zero FadeOut Volume.
- Fixed crash with some Bidi Loops.
- Fixed hang when loading XM modules with more than 100 samples.
- Improved XM volume column tone-portamento

1.29:

- Added the "Fade Song" option.
- Fixed song length bug with Pattern Loop effect.
- Faster mixing functions.
- Improved a lot the volume ramping option.
- Fixed the 'Limit CPU Usage' option: now I can play 32 channels XM/IT with multipoint oversampling at 44KHz stereo on my 486DX4-100 (assuming no other apps are running)

1.28:

- Fixed IT volume column Tone-Portamento
- Added IT 2.14 support

1.27:

- Added IT Pan Swing support.
- Added Clear List when DDE open.
- Fixed NNA/DCT bug in IT.
- Fixed palette problem in 256-color mode.
- Fixed sample loop bug with oversampling.

1.26:

- Added beta OKT support.
- Fixed MOD/XM volume slide (AFx/AxF) bug.
- Separated Display and Color setup screens.
- Added Minimize on TaskBar option in [Display].
- Added Display Remaining Time option in [Display].
- Added "Add" button to the playlist window.

1.25:

- Fixed loop bug with some S3M modules having garbage after loopend.
- Fixed XM bug with instrument + no note.
- Song Slider is more precise.

- Added more mixing rates in SoundCard Setup.
- Higher priority when the "Real Time" option is checked.

1.24:

- Fixed bug with multiple pattern loops.
- Fixed Tremor bug.
- Improved reverb.

1.23:

- Finally fixed the NNA-Cut that wasn't cutting everything!
- Fixed bug with 00 Retrig command
- Increase maximum channels to 64 real and 80 virtual channels.
- Added beta MDL support.
- Fixed "NNA-fade + zero-fadeout + no volume loop" bug.

1.22:

- Fixed bug when saving IT modules.
- Better Automatic Gain Control
- Added TaskBar Controls option.
- Added display of active channels (can be bigger than the actual number of channels in IT modules)
- Better multitasking (use of critical sections)
- Removed limit of 223KHz sample rate in XM/IT modules.
- VU-Meter is always visible.
- Faster 40-bands Spectrum Analyzer
- Fixed glissando bug.

1.21:

- Faster VU-Meter.
- If VU-Meter is too high, it means you should lower the PreAmp slider, or else the sound will saturate.
- Fixed KeyOff bug with looping envelopes.
- Fixed FadeOut bug with unused envelopes.
- Fixed IT vibrato bug.
- Better NNA congestion resolution
- Added beta FAR support.
- Added Auto-Clear PlayList options.
- Added Buttons Custom Colors

1.20:

- Fixed bug with NNAs, DCT and DNA.
- Fixed bug when end of volume envelope was reached.
- Fixed volume envelopes in IT 1.x modules.
- Fix for NT bug since v1.10 (v1.20.1 only)
- Bigger buttons, and improved fwd/rew (v1.20.1 only)

1.10:

- Added ModPlug Mixer.
- You can now Drag & Drop files into the edit list dialog.

1.00:

- First public release of ModPlug Player (Actually a beta)

Setup Sound Card

Mixing Quality:

- This selects the output mixing frequency: the bigger, the better, but it will also take more CPU. Make sure you read the documentation of your soundcard if you want to use 48KHz: the best quality is the same frequency than the codec of your soundcard (usually 44.1KHz or 48KHz)

Stereo, 16-Bit:

- Always turn on these options, unless you have a old soundcard that doesn't support 16-bit mixing. 16-Bit mixing has a much better quality than 8-bit, and doesn't take more CPU. If you have a slow computer (486, or non-MMX Pentium slower than 133MHz), or if you have mono speakers, you can disable the stereo since mixing will be much faster. On MMX processors, stereo doesn't take more time than mono mixing.

Mixing Channels:

- This sets a maximum of channels that will be mixed simultaneously. The default of 32 channels is a very good value. Use more if you have a very fast PC, or less (24 is pretty good). Usually, you won't notice a difference in the sound quality. (Note that channels playing at zero volume are not counted in the active channels. In case too many channels are being played, Modplug will cut the channels with the lowest volume)

Stereo Separation:

- I recommend using this option only when you're using headphones, since a high stereo separation can be annoying, otherwise, you should always leave the slider at the middle (normal stereo separation).

Limit CPU Usage:

- It kinda speaks for itself. If you have problems using ModPlug and something else this might take the slow down problem away.

Use MMX acceleration:

- It kinda speaks for itself. If you have an MMX processor, you should use this option, since it will take less CPU to mix. (it will be grayed out if your processor doesn't support MMX extensions) Note that it will not make a big difference on a Pentium II, since the regular multiply instructions are very fast, but it makes a big difference on MMX Pentiums (P55C).

Sound Device:

- This allows you to select a sound device from all the devices available in your system. I recommend using the 'Primary Sound Driver', which is the default DirectSound driver, or any other DirectSound driver available. If you can't hear any sound or if the sound skips too much, try using the 'DirectSound Secondary Buffers' option, with a 50-100ms sound buffer length. If this still doesn't work, then you can disable directsound, by using a wave driver, but you will probably experience a long latency (delayed response) when playing notes.

Sound buffer length:

- This allows you to control the length of the sound buffer length. The smaller, the better, but you might experience noise if you set it to a too small value. Usually, 100 ms should work in most computers. Note that this doesn't affect DirectSound if you didn't check the 'use secondary buffers' option.

Number of buffers:

- This allows you to control the number of buffers to use.

Use function callback:

- Some drivers (and most Windows NT drivers) don't support the thread callback option: in this case, you

will hear about half a second of sound and it will stop. If this happens, check this box. (ModPlug auto-detect NT, and check it under Windows NT)

Real-Time Priority:

- This option enables you to control if ModPlug uses a real-time thread or a regular high-priority thread. Depending on your sound driver, it may improve the response of the player when running in the background. Since, v1.25, it also changes the priority of the ModPlug Player process, and it should not drop sound anymore with this option enabled. I recommend using this option. If you don't have at least a Pentium 133Mhz, you should use the "Limit CPU usage" combined with this option, or else ModPlug could slow down the computer so that it's almost impossible to stop the player.

Use DirectSound secondary buffers:

- This mode is only intended for compatibility problems. If directsound doesn't work, you can try to enable this option to see if it's better. But if you're using a non-accelerated sound card, directsound is likely to output everything at 22KHz using a crappy resampling.

Setup Player

Bass Expansion

- This option will make the player doing a 2x bass amplification of the sound at 50KHz (About 1.6x at 44.1). It takes a little bit more CPU, but not that much. If you like low frequencies, or just want to make you neighbour upset, that's the option you'll need.

Reverb

- This will create a reverb effect on the sound, using four delay lines with cross feedback and early reflection, and two digital filters. You can change the reverb depth (Dry/Wet mix) and delay. For a maximum optimization, some of the reverb filters coefficients are hard-coded and work best around 44KHz mixing frequency. I find it sounds best with small delays and 50-75% reverb.

Enable Pro-Logic Surround

- This options sends part of the the sound to the Dolby Pro-Logic Surround channel (center + rear speakers) with a delay of about 5 to 50ms, filtering frequencies from 100Hz to 7KHz. This option works only with Stereo enabled. You can change the surround depth and delay.

Disable Resampling

- I don't recommend using this option, but I had request from people to put it back. The player will be much faster, but no resampling is performed, so the quality is pretty bad, creating very high frequencies in the signal.

Use Multi-Point Resampling

- You shouldn't use this option if you're working on other applications with ModPlug in the background, because it takes much more CPU for a small difference in sound quality (But i way be useful when recording WAV files). By default , the player is using a 256x linear resampling to create a smooth sound. At the same time, the linear oversampling decreases a little bit the magnitude of the sound, especially on high frequencies. With Multi-Point oversampling, it enables two different algorithms for resampling, creating a spline using 3 or 4 points.

Enable Graphic Equalizer

- This enables the 5-bands graphic equalizer (See [Setup EQ](#) for more details). This option will be available only on pentium processors, since the floating point unit of slower CPUs (486 and some Cyrix processors) would barely make it in real time.

Noise Reduction

- Use this option only at 44.1KHz or 48KHz, or else it will filter all the high frequencies. It's basically a -3dB lowpass filter running at $F_s/4$ ($F_c=11\text{kHz}$ at 44kHz). I really don't recommend using this, but it seems some people like it, so that's the only reason why it's still here.

Automatic Gain Control

- When you open a module with this option enabled, the player will adjust the global volume so that there is no clipping, even when the pre-amp slider is to the maximum. It can give a better Signal/Noise ratio (SNR).

Limit play time to:

- Enter the maximum playing time of a song (in seconds) before the player jumps to the next song. You can also enable/disable the Intro (or Time Limit) mode by the right-click menu.

Fade song for:

- If checked it wil fade the songs to a volume of 0 in the selected amount of seconds.

Bass Expansion

This option will make the player doing a 2x bass amplification of the sound at 50KHz (About 1.6x at 44.1). It takes a little bit more CPU, but not that much. If you like low frequencies, or just want to make you neighbour upset, that's the option you'll need.

Depth:

- The depth of the bass sound

Range:

- On which frequency the player should expand

Reverb

This will create a reverb effect on the sound, using four delay lines with cross feedback and early reflection, and two digital filters. For a maximum optimization, some of the reverb filters coefficients are hard-coded and work best around 44KHz mixing frequency.

Depth:

- The depth of the reverb sound

Delay:

- After which time period the sounds should be played

Pro-Logic Surround

This option sends part of the sound to the Dolby Pro-Logic Surround channel (center + rear speakers) with a delay of about 5 to 50ms, filtering frequencies from 100Hz to 7KHz. This option works only with Stereo enabled.

Depth:

- The depth of Surround effects

Delay:

- After which time period the sounds should be played.

Setup EQ Settings

This section allows you to control the gain (or attenuation) for each of the 6 frequency bands: 125Hz, 300Hz, 600Hz, 1,2kHz, 4kHz and 8kHz. The gain for each frequency band goes from -12dB to +12dB. Like any other effect, try not to abuse of the EQ, especially if you're a composer, since listeners might not have the same EQ preferences. A good setup for the EQ is 0,0,+1dB,+2dB,+4dB. This will compensate for high frequency loss during the resampling stage of the mixing.

Read also [Setup Player](#) (where the "Enable Graphic equalizer" button is placed).

Setup Directories

Songs Directory:

- You can enter the path where your mods are located, and the player will automatically go to this directory when running.

Clear Play list:

The playlist can be automatically cleared each time you Drag&Drop Files in the player window, or when you use the open button. (It's always cleared if you open a .MOL file)

Remove Invalid Modules:

- When a Module file is a false one, this option deletes the file. Warning! Files with the same extension as a Module will also be deleted if you open him in the ModPlug Player

Auto-Save Module List:

- If you have created a Module List, this option automatically save the list when you close the ModPlug Player.

Always Register Extensions:

This makes Windows use ModPlug player as the default player for all the modules recognized. After clicking this button, you can open a song just by double-clicking it in the Windows Explorer. If "Use DDE" is selected, each time you open a mod it will stay in the same window, or else Windows will open another ModPlug Player Window. Read also about setting up the [File Extensions](#).

Setup File Extensions

Here you can select the file extensions if you want them to be associated to ModPlug Player. If you want to know about the supported file types, you can go the [Player Features topic](#).

Read also about setting up the [Directories](#) where the access to this window is placed.

Setup Display

Show Spectrum Analyzer

- If selected this will show a Mono or Stereo Spectrum Analyzer

Stereo Spectrum

- When "Show Spectrum Analyzer" is selected this selection will toggle thru a Mono and a Stereo Spectrum Analyzer.

Fast Spectrum

- This option will give you a fast responding Spectrum Analyzer, but watch out that takes more processor power.

Enable VU-Meters in Mixer

- This will show the VU Meters in the MIX scene, which you can access by clicking on the right mouse button in the main window.

Show Remaining Time

- This shows the remaining time in minutes and seconds, in the upper right corner of the LCD Display.

Task Bar Controls

- When selected you will have 3 buttons on the taskbar.

Minimize on TaskBar

- This enables to minimize the player to the taskbar

Enable Full-Drag

- Drag everything of the player

Snap to viewport

-

Colors

You can customize most of the colors used in Modplug Player by selecting an item and changing the corresponding colors.

Spectrum:

- Here you can change the colors of the Spectrum Analyzer. You can see the Spectrum Analyzer if you have checked the "Show Spectrum Analyzer" checkbox.

VU-Meter:

- Here you can change the VU-Meter colors.

LCD Display:

- The LCD Display colors can also be changed (more colors than in your car-stereo). The left one is for the background, and the right one for the text.

Buttons:

- Also buttons can be customized. The right one beside the "Buttons:" text is for the light in the buttons when on. The left one beneath the "Buttons:" text is for the button and The right one beneath the "Buttons:" text is for the button text.

Active/Inactive titlebar:

- You can also change the color of the text in the titlebar where the left one is for the active window and the right for the inactive window.

Setup Plug-ins

This option allows you to use plug-ins originally made for WinAmp (MPEG layer3 Player) with ModPlug Player. You have to manually locate one of more plugin libraries. The priority option allows you to control the priority of the plugin (So it doesn't take too much CPU)

WARNING:

- Some plug-ins using DirectDraw won't work while the player is using DirectSound, in this case, use a regular Wave Device.
- Some plug-ins require to be installed in the same directory than the player (modplug.exe), so you can either copy modplug.exe in your winamp directory, or install a second copy of the plugin in the same directory than the player (This is necessary for the Cthugha Plug-in).

Active Visualization Plug-in:

- The active plug-in Name and File name are shown. You can change that by pressing the down triangle.

Module:

- In the module box is the active module from the plug-in shown. You can change that by pressing the down triangle.
- Warning! If the plug-in only has one module you can't change this.

Add...

- Click here when you want to add a Plug-in to the list.

Remove

- If you have a plugin that doesn't work or don't like it: "Just remove him"

Configure

- When the (module of the) plugin can be configured just click on the button to change it's options.

Test

- You want to look at the plug-in before setting it to the default? Just press the button!

Priority:

- Here you can setup his priority for best performance.

Window Information



This is the main window of ModPlug Player.

Maybe the only differences between mine and yours are the colors of the window that are configured in the [Display configuration](#), and maybe that I have the [Spectrum Analyzer](#) shown which is also set there. When you want an explanation on all buttons go to the [basic buttons](#) topic.

The basic buttons

Titlebar buttons:


- Minimizes to the taskbar.
- Shrink or Expand the window with this button.
- ☒ Only use this button if you really, really, really want to exit ModPlug Player.

The buttons you know are:



Special play controlled buttons:

 **Setup** When clicking on it you go to the Setup window to configure ModPlug Player.

 When you hold down your left mouse button you can skip very fast to the part you want to hear.

Additional buttons:

 **Info**

This will scroll the implemented text of the song in the LCD-Display.

 **Repeat**

Here you can select how often you want to repeat a song or list. You will have 5 options:

1. No repeat
2. Repeat ones
3. Repeat twice
4. Repeat three times
5. Repeat unlimited

 **Save As**

If you want to save a song click here. Info on the file types is at the Player features pages.

 **Delete**

You don't want the song anymore? Just press here!

 **Details**

Clicking here will get you to the Song Properties window.

 **Shuffle**

When playing with a module list it shuffles the order to play the modules.

 **Save list**

Created a module list and want to keep it? Save it here!

 **Clear**

This option will clear the list of songs so you can create a new list.

 **About**

Opens the About ModPlug Player window. Here you can see wich version you have.

 **Play list**

If you want to create or edit a play list this button brings you to the [Edit Play List](#) window.

 **Save Wav**

When you want to use the song as wave file you can press here to save the module as wav.

 **Remove**

Removes the shown song from the play list.



Can't you here the music loud enough or is it to noisy just move the slider up or down.

If you want to know how to create a Play List step by step go to: [Create a Play List](#)

Shortcut keys

A:	AGC On/Off
E:	EQ On/Off
I:	Scroll Song Info
M:	Switch between Mono/Stereo
P:	Play/Pause
R:	Reverb On/Off
S:	Surround On/Off
X:	Bass Expansion On/Off
Ctrl+D:	Delete the current file (useful to remove crappy mods)
Ctrl+K:	Start/Stop plugin.
Ctrl+L:	Show Playlist Window
Ctrl+M:	Show ModPlug Mixer Window
Ctrl+O:	Open a file
Ctrl+S:	Save the current file
Ctrl+W:	Save as Wave
Del:	Remove the current file from the playing list
Shift+Del:	Clear the playing list
Space:	Jump to next song
ESC:	Stop/Exit
F1:	About
<-	Previous Pattern
->	Next Pattern
Ctrl + ->	Next Song
Ctrl + <-	Prev Song
Ctrl+N	Next Song

Create a Play List

You can create several play lists so that your songs will be played automatically in the order you putted them in a list. Here's how to make a list:

1. Hit the "Playlist" button that is located at the main window.
2. Hit the "Add" button in the Edit Play List window.
3. Browse to one of your desired songs and select it by: clicking ones and hit the "Open" button, or clicking twice fast.
4. Do action 3 as much as you want to add more songs.
5. If you want a specified song will be played sooner or later, than you have to click on the song and hit the "Move Up" or "Move Down" button as much as you want.
6. When you have created your desired list than you only have to smash the "Save List" button and put the MOL file somewhere on your harddrive(s).

If you want information on all buttons that are located in the Edit Play List window, you can go to the Edit Play List window.

Zip modules for more free space

You may pack your songs by using a ZIP or RAR compressor and change it's extension. You can find two of them respectivly at: "<http://www.winzip.com>" and "<http://www.rar.de/US/default.htm>". This is how to do it right!

1. Pack you desired song
2. Rename the extention from ZIP (or RAR) to: ITZ, XMZ, S3Z or MDZ (MDR for RAR)
3. Finished!

The files you may compress are shown in the [Player features](#) topic.

Edit Play List

You can get this window by clicking on the "Playlist" button that is located at the main window.

OK

- Closes this window and uses the created list in the player

Add

- To browse and add a song

Save list

- Saves the list to disk as a MOL file

Remove

- Removes the selected module

Move Up

- Moves the selected module up in the list

Move Down

- Moves the selected module down in the list

Shuffle List

- Shuffles all modules on a place.

Sort List

- Sorts the list alphabetically

Also read the [Create a Play List](#) topic.

Song Properties

You can in this window by clicking the "Details" button that is located at the Main window.

Most of the time is not every option shown!

This is because not every song uses all comments.

Song

This screen will show you the song preferences:

- Song Title
The name of the song. Also shown in the LCD Display.
- Pack Info
This button will bring you to the Packing window.
- Text field
This part will show you default song settings by channel.

Instruments

This part will show you all Instruments plus the settings:

- Instrument Name
- Samples
- FadeOut
- GlbVol
- Pan
- NNA
- DCT
- DNA
- File Name

Samples

This part will show you all Samples plus the settings:

- Sample Name
- Type
- Size
- Length
- Loop
- LoopStart
- LoopEnd

- Volume
- FineTune
- Middle C
- RelTone
- Pan
- GlbVol
- Vtype
- Vsweep
- Vdepth
- Vrate
- File Name

Comments

This part will show you additional Comments that are made by the composer(s).

Packing

This window is accessible by the Song Properties window.

- **Quality of Packing**

Here you can set the sound quality of the samples when packing.

Lowest -> Best compression, lowest sound quality (fastest downloading)

Highest -> Lowest compression, almost the best sound quality (slowest downloading)

- **Pack As**

Hit this button to save the song.

For a much faster downloading time you can compress to: ITZ, XMZ, S3Z, MDZ. or MDR
Information is available at: [Zip modules for more free space.](#)

Complete FAQ list

The channel display is buggy: sometimes it writes 05/04 channels!

This is not a bug. The internal click-removal never cuts channels but fade them down for 2 milliseconds, so this adds channels to be mixed. Also, with IT NNA effects, you can mix a lot more channels. The first number is the current average polyphony (on 1 sec). The second number is the number of channels in the song.

Sometimes, the Details window displays something like 100 patterns, and says than 150 are different!

This isn't a bug either (I should amke this text more clear): it means that there is 100 patterns (music blocks) played in the song, but 150 are saved in the file: i.e. 100 of them are not used (hidden patterns?).

How do I uninstall Modplug Player, or the Mod-Plugin ?

ZIP Version:

- Find the file "modplug.exe" and drag it to the recycle bin. Remove also this file: readme.txt, that should be in the same folder. Modplug saves its settings in the registry, under the following key: "HKEY_CURRENT_USER\Software\Olivier Lapicque\Modplug Player" For the plugin, find the file "NPMOD32.DLL", and send it to the recycle bin.

EXE Version:

- In the start menu go to the ModPlug place and click on "Uninstall Player"
- Or hit "start" -> "Settings" -> "Configuration window" then click on the "Software" icon and in that screen double click on "ModPlug Player".

What language did you use to program ModPlug Player ?

C++, and a little bit of inline assembly (asm for MMX, EQ and the C parts where the compiler really sucked).

I have a non-MMX Cyrix P166, how come the Equalizer is disabled ?

Like 486s, most Cyrix processors do not have a good enough floating point performance to perform the EQ (Come on! time to get a K6-2 or P2). (You should be able to test it by selecting an EQ preset, and then use the 'E' shortcut, but it will be disabled each time you go back to the setup screen - but believe me, you'll quickly turn it back off when you'll see your CPU usage jump to 95%)

Do you speak french ?

Yes. I am originally from France, but I'm now working in California, in the so-called 'Silicon Valley' (Obviously, I also speak english, in case you were wondering).

I'm using Windows NT 4.0, and I can't get directsound to work

DirectSound isn't supported under NT 4.0. I personally don't recommend using DirectSound with the player, since DSound isn't really designed for background applications. Use the regular Wave device instead for the player, but definitely use DirectSound with Modplug Tracker (because of the lower latency)

When I save a file under a different format, it sounds really different.

Don't convert between different file formats using Modplug Player: it is much better done using Modplug Tracker. Also: don't convert anything recent to a MOD, since you'll lose most of the effects, instrument envelopes, and all samples will be converted to 8-bit and truncated to 64KB.

I can't get the player to pan 100% left or 100% right

Reverb, Surround and Bass Expansion create feedback from one channel to the other (especially the reverb).

How do I upgrade ModPlug Player?

There are two program installation options additional on which version you downloaded.

The ZIP version:

- Unpack the files to a temporarily directorie
- Copy or Move the files to your ModPlug Player directory
- Sometimes you will be asked: "Change ?kb, in ?kb", always change it!

The EXE version:

- Run it
- Give the directory where you've installed the ModPlug Player, or when you used the default installation directory with a previous installation you only have to press NEXT.
- Lets get some musical action!

How do I take my settings to another PC?

You can take your settings to another PC.

This is how:

Hit "START" then "RUN" and type "regedit" and hit OK or press Enter.

In the registry click on the "+" sign of "HKEY_CURRENT_USER".

Click on the "+" sign of "Software".

Click on the "+" sign of "Olivier Lopicque" and select "ModPlug Player".

Click on "Register" and choose to Export.

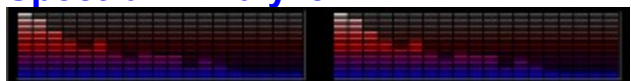
Name the file something like "mpp.reg" and take this file to another PC

In the other PC you double click on "mpp.reg" and your settings are on the other PC.

WARNING!

Your other PC maybe has a other Sound Card so you have to go to the [Player's Setup screen](#) and select the wright soun card.

Spectrum Analyzer



(This Spectrum Analyzer is in Stereo)

VU Meter



LCD Display



