

**STPge**

**COLLABORATORS**

	<i>TITLE :</i> STPge		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

# STPge

## 1.1 STP Documentation

\*\*\*\*\*

D.E.R. ST-Player V1.41

\*\*\*\*\*

© 1990-93 Wolfgang BREYHA

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## 1.2 readme1

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## 1.1 Important Notes

=====

Before you use Player please read this:

-----

I have worked almost 3 years on this code and i think it's a very nice program. So I have a little request! I don't want to earn any money with my Player, because I have written it for fun and for my own use, but please LET ME KNOW, IF YOU FIND SOME BUGS!

If you really want to send me some money, then do it! I'll take it, and it makes no difference how much! Maybe I'm the first Freeware-Coder, who earns millions with his program. So help me being the first one and send only sums beyond one million US-Dollar!!

If you have troubles with a module please send me a disk with it! You'll get it back with a new version of STP!!

After I've got my A2000 with A2630, Kick 2.0 and ECS, I've tried to fix the problems with Cache, Kick 2.0, Workbench 2.1 and all the other troubles with this fucking fast machine!!

Many other Players have troubles with turboboards as fast as the G-Force030 50/50 (Protracker 2.2-3.0 too!!), STP not!!  
On 68040 I give no garanties, cause I couldn't test it.  
Please help me if you are a 68040 guru with some 'how to code'-tips.

Version 1.1 is the first released Version. V1.0 was spread internal only!!  
But who knows?! Perhaps you have a copy of 1.0!?!

Contacts

## 1.3 readme2

### 1.2 Testconfigurations

=====

Tests are made on following systems:

AMIGA	Kick	GFX	Chip	Other	
A2000C	3/2/1.3	ECS	1Mb	A2630 25/50/4Mb; GVP Serie II/2Mb	(Wolfi)
A2000C	2.0	ECS	1Mb	GVP Serie II'030 28/33/4Mb; Nexus 4Mb	(Reini)
A2000C	2.0	ECS	1Mb	GVP GForce'030 50/50/8Mb - A2320	(Michl)
A2000C	2.0	ECS	1Mb	GVP GForce'030 50/50/4Mb	(Peter)
A4000	3.0	AGA	2Mb	8Mb	(Alex )
A1200	3.0	AGA	2Mb		(Erwin)
A500+	2.0	ECS	1Mb	Multievolution/2Mb	(Elchi)
A500	2.0	ECS	1Mb	1.5Mb Rangermem	(Michi)
ZX81	0.1	ORG	16Kb	Datasette (tests are not succesfull, sorry:->	

## 1.4 readme3

### 1.3 Limits

=====

What I'll never do:

-----

I'll never build in other playroutines then the one of Soundtracker (and Clones), because there are so many good modules for ST (I've 140; 14 Mb) and there are enough other players playing all formats.

## 1.5 requirements

### 1.4 Requirements

=====

Needed Hardware:

-----

Any Amiga, at least Kick 1.2 and a very good stereo amplifier!!!!  
(And good speakers, too:-))

Needed Software:

-----

Many Soundtracker-modules!!

If you use MachIII please read the  
tactical hints using STP  
!!!

## 1.6 features

### 1.5 Features

=====

D.E.R. ST-Player is a Soundtracker-Moduleplayer with some special features!

- CD-Player GUI
- 'Fire and Forget'-System (you will see what I mean)
- fantastic Channel-Analyser!
- 100% assembler
- STP makes an own Process!!!
- STP is full multitasking-compatible (except allocation of audio-cannels!)
- STP works with 1(and more)MByte chipmem! (Ok, that's a feature of Kick1.3!)
- STP should work on 680x0 processor cards!!
- plays Soundtracker V2.0-V2.6, Noisetracker V1.0-V2.0 and Protracker -V2.3 Modules
- If the screen is in background Player needs no CPU-Time! (Except Playroutine!!)
- full filtercontrol
- Position- and Notecontrol
- Volumecontrol



- NonStop loading
- programmable
- also handles PP20- and FileImploder-files!!  
since V1.22 also XPK-files
- Start from CLI and Workbench possible!!
- (FOR EXPERIENCED USERS ONLY!!: Player is able to run objectmodules)

## 1.7 defaultstart

### 2.1 Defaultvalues

=====

Start STP with or without options. If no arguments are given, STP has following defaults:

- STP searches the file ENV:PlayerDir. There you can save the directory where the modules are stored. If the file doesn't exist ->
- default directory is 'ST-00:modules'
- STP takes as much memory as he needs or he can catch.
- the songs are played alphabetically (A-Z) (German chars are sorted correct!)
- STP dosen't looks for 'mod.'-files only
- STP loads the next song when the current one is finished
- The 'B'-Cmd(Position-Jmp) of ST is enabled
- Auto-Fade is off
- Analysermode is set to high frequencies
- Timemode is set to normal positionview
- Clones Workbench (also Lace or Nonlace)
- allocates Channels with a Precedence of -50

## 1.8 clioptions

### 2.2 CLI-Start

=====

STP [DIR-Name | Module-Name] [-m] [-sxxx] [-r] [-n] [-j] [-a] [-f] [-d] [-tx]  
[-lx] [-pxxx] [?]

Options:

- ? -> Shows helpscreen!!
- m -> Player takes only files beginning with 'mod.' (not case-sensitive!!!)
- sxxx -> Player uses only that amount of chipmem you have selected.  
( 'xxx' means the amount in KByte!!!! (xxx\*1024=amount in Bytes!  
I'm living in europe and here we're calculating with 1024 not 1000))  
Songs longer than 'xxx'-KByte won't be loaded.
- r -> Player will randomize the sequence.
- j -> disables the Position-Jump command from ST.  
(Very nice option for songs with a endless loop)

-n -> Player tries to load the next song if the current has 3 patterns left to play. It only works if you have enough Fast-Mem!!

-d -> Switches the Mode-Button to On-position

since V1.1:

-f -> Switches Auto-Fade On

since V1.3:

-tx -> TimeMode; x=0 normal  
 x=1 remaining Patterns  
 x=2 Time

since V1.4:

-lx -> LaceMode; 0=nonlace; 1=lace; 2=WBClone;  
 STP always try to clone the full screenmode from WB (on AGA he also uses Productivity etc.). Only nonlace or lace is in your hands.

-pxxx -> Precedence of STP audiochannel-allocation. (-128 to 127);  
 If you set it to 127 nobody will steal the audiochannels.  
 Only bad coded programs (like STP befor V1.4:-D

You can start Player also with a filename. Then Player switches 'Repeat' on and disables the 'Prev' and 'Next'-gadgets!!!

## 1.9 wbstart

### 2.3 Workbenchstart

=====

You can define a tooltype called 'SONGDIR'. STP loads all songs in this directory!!!

1. Click the STP-Icon once
2. Select 'Info' (or Information in Kick2.0) in the Workbench-Menu
3. Click on 'ADD' (or New) in the 'TOOL TYPES'-Bar
4. Type 'SONGDIR=' and the full directory-name you want. e.g.: 'dh1:modules' 'modules' only is not enough!!!! (The tooltype itself is casesensitive! Please type them all in upper case!
5. Now click on 'save'
6. doubleclick the STP-Icon and enjoy the music!!!

If you didn't specify a SONGDIR-Tooltype, Player searches also for the 'ENV:PlayerDir'-File. If available he uses it automatically!

I've included some other Tooltypes, too!! Defaults in ().

TOOLTYPE	CLI-Option
RANDOM -> ON/(OFF);	-r e.g.: 'RANDOM=ON';
ANALYZER -> (ON)/OFF;	-a
NONSTOP -> ON/(OFF);	-n
NOPOSJMP -> ON/(OFF);	-j
MODONLY -> ON/(OFF);	-m

```

AMODE      -> ON/(OFF);          -d   (up to Version V1.24->MODE)

MAXCHIP :                               -s
        sets maximum usage of CHIP-RAM!!
        e.g.: 'MAXCHIP=200' -> use 200K maximum

since V1.1:
AUTOFADE -> ON/(OFF);          -a

since V1.3:
TIMEMODE -> (0)/1/2;          -t

since V1.4:
LACE      -> ON/OFF/(CLONE)    -l
AUDPRI    -> xxx              -p

```

## 1.10 fireforget

### 2.4 Fire and Forget

=====

If STP is configured with a correct path, he will start playing at once.

## 1.11 start

### 3.1 While STP is running

=====

If no ENV-File and no Dir-name was given, you first must turn the STP on!!  
 Then STP asks you for a directory-path and reads this directory.  
 Since V1.1 I use the ASL-Request (Kick 2.0 only)

Now STP loads the first module. (Display shows 'loading Song...')

Then STP starts playing.....

## 1.12 volume

### 3.2 Volume-control

=====

With the proportinal gadget you can control the volume.

## 1.13 filter

### 3.3 Filter-control

=====

These are the two switches on the right side from the Volume-control.

```

                On          Auto  <- Function if Switch is pressed
Switch ->  ++   ||   ++   <- Switch
                Off        Manual <- Function if Switch is released
                ^
                Lamp

```

In the 'Manual'-position (default) the 'E'-command from Soundtracker is ignored (but internal stored!!) and the Filter is set by the on/off-switch.

If switched to 'Auto' the filter is set as given from the last ST-command. The other switch is now disabled and the filtercontrol is given back to the playroutine!!

## 1.14 posnote

### 3.4 Position- and Note-control

=====

Below the display you can notice two pairs of gadgets. ( < > )  
 The left pair controls the position and the right pair controls the note.  
 The position-gadgets have a little delay!!  
 Try it and you will know how to use them.

## 1.15 songctrl

### 3.5 Songcontrol

=====

On the right side of the Player are four gadgets.  
 |<,>| : Load next,previous song in sequence.  
 Stop : Will stop playing. Now you can try to open the Player.  
 Play : Play/Pause toggle!

Below the display you notice two other switches:

RepS : Repeat the song. As long as Repeat is highlighted in the display  
 Player repeats the song.  
 Select : Klick on it. Now you can see a '>' in front of the current song.  
 Use the |< and >| gadgets to select a song.  
 Since V1.1 this buttons are repeated in this case!  
 If you have found the right name press the play-gadget and Player  
 reads the song at once.

## 1.16 prog

### 3.6 Sequence-control

=====

STP is full programmable.

Press the "Prog"-gadget

You are now in the Program-Mode. (shown in the display!!)

Choose a song with the |< and >| gadgets.

Now you have the following possibilities:

'Prog' : Toggles between programmed and cleared-status.  
           stored in the sequence -> you see 'xx P'<- Nr. in the sequence  
           cleared -> ' C'  
 'Select': Select all songs  
 'Random': randomize the current sequence  
 'Stop' : Clear the program and cancel the Program-Mode  
 'Play' : Start playing with the first song in sequence

How to clear a program:

-----

Press the Stop-Button twice

## 1.17 random

### 3.7 Random (V1.1)

=====

Random is now available in normal play-mode.

Simply press the RANDOM-Button and a program will be initialised!

Sequence-control

## 1.18 fade

### 3.8 Auto-Fade (V1.1)

=====

This means, player fades the volume on the last Pattern to zero.

This is usefull, if an endless song is played!

## 1.19 time

### 3.9 Time (V1.3)

=====

You can toggle between three modes

- 1.) Normal mode
- 2.) Remaining patterns and notes (Thanks to Andreas Kirchwitz from Berlin)
- 3.) Time mode.

## 1.20 scan

### 3.10 Scan (V1.4)

=====

If scan is enabled, 'Scan' appears in the display and STP will load the next song after 10 seconds.

## 1.21 info

### 3.11 Info (V1.41)

=====

If you press the button, STP displays the stored info again.  
If no info is stored, you will see all samplenames.

## 1.22 analyzer

### 3.12 The Analyser

=====

There are four buttons!!

```
++      <- Mode
++      <- Analyser On/Off
++      <- VU-Meter On/Off
++++   <- Power-Switch
```

Mode: I calculate which part of a sample is played each vertical blank.  
Each of the 4 windows shows 40 values of the actual part.  
The parts are often larger then 40 bytes and so i've found two  
ways to show them  
Released Button:  
I show the first 40 bytes of the actual part then i add the  
length of the remaining part.  
(Good to display high frequencies!)

Pressed Button:  
I calculate the length of the part divided by 40. Now I show  
the first byte then a add the result of the upper expression.  
Then i show the next byte and so on...  
(Good to display low frequencies)

## 1.23 dirchange

### 3.13 Change of Directory

=====

---

Press Stop and then Open (on the disc-drawer)  
Now Player asks again which directory you want!!

Yes, you are right! A CD-Player usually opens without pressing STOP, but it's a security system!

V1.1: If your machine works under Kickstart 2.0, you can make this with the ASL-Requester!

## 1.24 tactical

### 4.1 Tactical Hints

=====

Player checks each file if it's a ST-Module.  
It's possible (0.0001%) that the check-routine failes and he tries to play a file which is not a ST-Module! Please remove this file from your directory for safe usage!!

Using powerpacked Files requires the PowerPacker.library in libs: !!!  
For XPK you need the xpkmaster.library and at least one sublibrary

If you have only 512KB ChipMem use the -s option (MAXCHIP) to leave free Mem!  
e.g.: -s200 (I've always used this one, but now I've 1MB-Chip!!)

STP always allocates the size of the largest modules, because there are many troubles always freeing a block and allocating the next one. Memory get's more and more fragmented, until STP is not longer able to allocate the songmem!! I think this solution is better for longtime-usage and always remember Amigas with fewer then 1MB-Chipmem are ... (Try Intuitracker, he uses the other way. After about 10 Songs it's over!!)

If you are running MACHIII V3.0 get a version V3.1 or higher, cause of a major bug in V3.0. Every time you will run Player while MACHIII is running, your machine will stop every activity without a guru!!  
First I've thought that it was my fault, but after it works with V3.1 ...

STP needs much time in his VB-interuptroutine. It's possible that you get in trouble running other programms using VB-Int's too. (I haven't recognized any problems of this nature, but it's possible!!).

## 1.25 xpktips

### 4.2 Tips for XPK

=====

Since V1.4 you can use multiple packed XPK-Files! So you can use the DLTA and NUKE on one file. If the file gets larger again after the second cruncher it is possible that STP has not enough memory left! This function was ment for use with an encrypter (DLTA) and one cruncher (NUKE or so), only. Don't forget the force option using XPack.

## 1.26 infosys

### 4.3 Info for musicians

=====

I have included the information-system from IntuiTracker!!  
 You can use the samplenames for messages.  
 Each message (samplename) starting with '#' is displayed.  
 Player stops at the first samplename which begins not with '#!!'

V1.41: Now every sample with '#' is displayed, independent if there  
 is one without '#'

## 1.27 objects

### 4.4 How to start object-modules

=====

AND NOW SOME HINTS FOR VERY EXPERIENCED USERS ONLY!

-----

STP is able to run objectmodules! But take care, it's up to the module  
 to work with STP!!!  
 You ask why? There are many other good soundprograms available on AMIGA  
 (for example SoundFX,TFMX..). If you got an executeable file which plays the  
 song rename it into 'run.????????'. When STP recognizes such a file  
 he tries to load it with 'loadseg()' and jumps directly into it's code!!  
 Now it's your problem how you stop playing and return to STP!

There is another problem with this feature!  
 I have to give back all my memory starting the Obj-Mod.  
 And after all I must get it back!! Do you know what I mean?!?!  
 No! It's quiet simple!! It's possible that there isn't enough memory left  
 after this action! STP will then quit playing!!!  
 That's why I'm always allocating the length of the largest Module!!!!  
 Because that's the only way to be sure not running out of memory!  
 So please hold your memoryconsumtion low (use -s option. Usually I use -s200!!)

I have found a new problem since STP makes an own precess!!!  
 Some playroutines test if the process is started from CLI. If not they wait  
 for a WB-Message!!! It's on you to remove this part of the code!!  
 A little hint: look out for a FindTask(0L) (sub.l a1,a1; jsr -294(a6))  
 then look if the programm tests 172(a?) of the process-structure.  
 Remove exactly this test! But be careful. The code must always go the way  
 it goes started from CLI!

But after all that troubleshooting I have to say you: I did it!!!

## 1.28 warranty

### 5.1 Warranty

=====



D.E.R. ST-Player © 1990-93 Wolfgang BREYHA

This Program is FREeware and it may be freely distributed if:

- The Program, it's Icon and the .doc-Files are all copied together
- No Changes (except crunching) are made without MY permission!!!
- sold only for prime cost+copy fee(5DM or 5US\$)  
(any disputes arising hereunder will be settled before a competent Vienna court of law!!!)

Hello Fred Fish, please include it in your library:-)

Warning  
=====

I give no guarantees using Player.  
System crashes and other unknown bugs are possible!!  
Use Player on your own risk!!!

Player only reads data! It's impossible that Player destroys data on a Disk or HD. (only in your RAM, HeHeHe;-)

All my friends are using Player since Summer 1990 with their HD and they have no problems!!

But nobody is perfect!! And my name is certainly not 'Nobody'!  
So please let me know all the bugs you notice!!

## 1.29 distributors

5.2 Distributers  
=====

1. FTP: I always upload my last version on "amiga.physik.unizh.ch" in the directory "mus/play"
2. TIME-PD: The Time-PD-Serie has included STP 1.31 on Disk #146.

## 1.30 credits

5.3 Credits  
=====

Last but not least thanks to:

Michael Matzl(Mad Matz), Reinhardt Franz(Killersoft),  
Erwin Kloibhofer(Putenschnitzel), Stefan Kainz(Elchi),

---

Dieter Henkel, Peter Scherbaum, Alex Wochner  
and some members of the 'D.E.R. Computerclub'

for beta-testing, bugreports, good ideas and very good friendship.

following STP-Fans, which have sent Mail:

(sorted by date of first mail)

Andreas M. Kirchwitz, Berlin	,	18 Jan 93 21:26
William M. Biesele	, Utah	, 19 Jan 93 16:48
Stefan Schulz	, Kaiserslautern,	9 Feb 93 14:31
Roland Tögel	, Vienna	, 26 Feb 93 11:39
Steve Anichini	, Chicago	, 26 Feb 93 21:41
Altaz Valani	, Ontario	, 14 Mar 93 02:21
Matti Rintala	, Finland	, 23 Mar 93 16:09

to all people sending me standard mail

Roland Tögel	, Vienna
TIME PD-Serie	, Germany
Lothar Werzinger	, Germany
Arne Hinrichsen	, Germany

all of you out there in the whole world for using my STP.  
and always remember: it's FREEWARE so spread it around the world.

to all of you sending me bugreports, ideas and funny mails.

to Dino Dini for Final Whistle, the best soccer game on AMIGA,  
and to all members of our private FW-League for the greatest  
duels every Friday evening.

to F.G.T.H for all their Maxi-Singles.

to Citroen for the 2CV, my current car.

to Robert Altman for MASH, the best film ever in cinema.

to mom and dad for .....

//

Commodore for development of the \X/AMIGA.

## 1.31 codeinfo

### 5.4 Informations about the Program

=====

Start of coding:	April 1990
SourceCode:	160kB - pure assembler-source (~9100 lines)
ObjectCode:	39kB
Assembler:	ASM-One (in the beginning Masterseka 1.80)
GFX:	45kB - 3 Planes,Hires(640*170) (also pixled by me)



## 1.35 gschichtl

### 5.7.1 About STP

=====

The first step was a CLI-Utility called PlayV2. This one has done nothing else except playing one ST-V2.0-Module until you press the left mousebutton.

Christmas 1989 I've got my first harddrive for my A500 with Kick 1.2. In January I bought Kick 1.3. Then it was perfect: A OMTI-5520-MFM-Controller with A.L.F.-Software and a CDC 40MB harddisk with reboot under 1.3.

In April 1990 I had born the idea to make a tool which reads a whole directory of ST-Modules and plays one after the other. I program called Player was born.

But this was not enough. Some control is very usefull, and so I've implemented many functions. It was a really small window, I think 160x30 pixels, and there were nearly the same control-features as in the STP from today. Note- and Positioncontrol, Volume, programable, select, pause and filtercontrol.

After half a year of speartimecoding it was a really nice tool. But then comes the time of all new trackers like Noisetracker, Startekker, Soundtracker2.6, Protracker and so on. But I've made it, I've already made one Playroutine for all of them. Everything STP is able to play is played from one play-routine. It was hard but I've really made it.

I think it was in November 1990. My dear friend Erwin Kloibhofer (Coder of the great Jump-and-Run Game 'Lionheart' of Thalion Software) said to me that the Player is a very nice tool, but a novice-user doesn't know what a program is worth without a fantastic userinterface and Player looks like a Hacker/Cracker-Tool.

So I've drawed a CD-Player and after only one week the code was changed for the new look of player (I think that's not my owing, it's Commodores. The OS is fantastic for things like that). All my friends were surprised. All of them were using CDP (I've called the new Program CDP) for a long time.

In Spring 1991 was the time of all these fucking great demos with analyzers. So I've tried to make a fast routine for use in multitasking. Again I've drawed a new CD-Player with this wonderfull analyzer (Thanks to Elchi for the nice feet). Again some new features, perfect.

In Summer 1991 I've got Kick 2.0. Hoppla, there was something wrong. CDP doesn't work from Workbench only from CLI. Bugfixes without end.

Since Oktober 1991 I'm a member of the D.E.R.Computerclub in Vienna. What? The name?! What's wrong?!? Ahhh!! Yes. D.E.R.ST-Player. Correct. It's my publicity campaign for the club.

The year 1992 was filled up with some new features like tooltypes, autofade, more Kick2.0 features like ASL-Request ..... and bugfixes. And in Summer I've got my new A2000 with A2630 25/50MHZ 4MB and GVP Serie II Controller

with a Maxtor 120MB HD and 2MB 16Bit-Ram. But STP runs without any bugs.

And now we have the year 1993!

## 1.36 versionen

### 5.7.2 Versions

=====

```
;* $Revision Header built automatically ***** (do not edit) *****
;*
;* © Copyright by M.A.S.H (Modern Art Soft Hietzing)
;*
;* File           : ACDP.s
;* Created in      : December 1990
;* Created by      : Wolfgang BREYHA
;* Current revision : V1.41
;*
;*
;* Purpose
;* -----
;*   D.E.R. ST-Player is a Soundtracker-Moduleplayer
;*   with a CD-Player-like graphics-userinterface
;*   see notes below
;*
;* Revision V1.41
;* -----
;* changed on Sunday, 09-May-93 22:49:20 by Wolfgang BREYHA.  LogMessage :
;*   Enforcerhit removed (Sorry, small debuginfo forgotten:-)
;*   Scanfunction fits now with other functions
;*   Next Song Ready -> Previous: plays now previous not next:)
;*   New Info-Button included; Small Bugfixes
;*
;* Revision V1.40
;* -----
;* changed on Wednesday, 18-Apr-93 17:55:19 by Wolfgang BREYHA.  LogMessage :
;*   Now all Errorwindows are fontsensitive (+bugfixes).
;*   Cancel in ASL-Request returns to last state.
;*   Bugfixes in Open-part
;*
;* Revision V1.39
;* -----
;* changed on Wednesday, 31-Mar-93 01:59:30 by Wolfgang BREYHA.  LogMessage :
;*   New GFX for numbers and gfx-symbols for operation.
;*   (very special thanks to Matti Rintala for the idea:-)
;*
;* Revision V1.38
;* -----
;* changed on Friday, 25-Mar-93 00:30:39 by Wolfgang BREYHA.  LogMessage :
;*   25-Mar-93 No AbortIO only ACMD_FREE
;*   11-Mar-93 Bug in CloseAudio -> Guru when started twice (thanx to me:-)
;*   08-Mar-93 Bug in ppdecrunch while nonstop removed (thanx to S. Schulz)
;*   01-Mar-93 Play always starts music now (thanx to Mad Matz)
;*
;* Revision V1.37
```

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;* -----
;* changed on Friday, 26-Feb-93 14:48:04 by Wolfgang BREYHA. LogMessage :
;*   GFX imploded now! 50% gain on executable. STP exhaust now
;*   not so much chipmem as before (about 40K). bugfix in GetMonID
;*   I've added a little animation (especially for Reini)
;*
;* Revision V1.36
;* -----
;* changed on Tuesday, 23-Feb-93 02:03:41 by Wolfgang BREYHA. LogMessage :
;*   Hello audio.device! Now i get the channels with userdefine-
;*   able precedence. (Special thanks to Mad Matz for help.
;*   I think it was a little bit nerve-racking). All Gadgets are
;*   sleeping now when busy. Busypointer no longer fragments
;*   chipmem. Interlace-toggle (No lace GFX, sorry).
;*
;* Revision V1.35
;* -----
;* changed on Friday, 19-Feb-93 18:26:06 by Wolfgang BREYHA. LogMessage :
;*   Automatic Screenmode detection->STP tries to Clone
;*   DefPubScreen, ShowSamples works now with all Monitortypes
;*   Bug in Clear-Routine removed (thanx again to Stefan Schulz)
;*
;* Revision V1.34
;* -----
;* changed on Thursday, 18-Feb-93 18:29:45 by Wolfgang BREYHA. LogMessage :
;*   XPK-multiple packed files. Minor Bugfixes (powerpacked Files).
;*   Long Enforcer and Mungwall tests without hits
;*
;* Revision V1.33
;* -----
;* changed on Friday, 15-Feb-93 12:31:11 by Wolfgang BREYHA. LogMessage :
;*   Minor GFX-changes; ShowSample-Routine debugged; Playroutine debugged;
;*   what an ugly bug, rests of selfmodifying code confused 68040 Cards
;*   4K Cache is enough for half of the playroutine! (Special thanks
;*   to Roland Tögel who reported this bug by snailmail)
;*   Now all selfmodifying code is removed!! Minor Bugfixes!
;*
;* Revision V1.32
;* -----
;* changed on Thursday, 28-Jan-93 11:47:55 by Wolfgang BREYHA. LogMessage :
;*   Minor bugfix! (thanks to Elchi)
;*   and on 11-Feb-93 23:45:32 -> bugfixes in program- and select-mode
;*   (thanks to Mad Matz and Stefan Schulz)
;*
;* Revision V1.31
;* -----
;* changed on Sunday, 24-Jan-93 23:06:56 by Wolfgang BREYHA. LogMessage :
;*   File-limit up to 999, prog is able to store 65535, only
;*   Display is to small (thanks to W.M.Biesele);
;*   Stop first stops music, after second
;*   touch program is cleared; Pause is removed if Stop is
;*   pressed
;*
;* Revision V1.30
;* -----
;* changed on Thursday, 21-Jan-93 17:49:53 by Wolfgang BREYHA. LogMessage :
;*   New button called "Time". Toggles between patterns,
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;*      remaining patterns and time. Error- and Info-windows are
;*      now fontindependent (thanks to William M. Biesele).
;*      New GFX for Time-Button -> Revision jump
;*
;* Revision V1.24
;* -----
;* changed on Sunday, 17-Jan-93 15:08:33 by Wolfgang BREYHA.  LogMessage :
;*      Major bug in XPK-unpack part! used dbf-loop, but $FFFF
;*      longwords are to few for some modules!
;*
;* Revision V1.23
;* -----
;* changed on Saturday, 26-Dec-92 23:43:13 by Wolfgang BREYHA.  LogMessage :
;*      Bug in errormessages. Message for XPK-NoMem.
;*
;* Revision V1.22
;* -----
;* changed on Wednesday, 16-Dec-92 00:27:23 by Wolfgang BREYHA.  LogMessage :
;*      XPK is very nice! And so I'll use it!
;*
;* Revision V1.21
;* -----
;* changed on Monday, 14-Dec-92 14:52:12 by Wolfgang BREYHA.  LogMessage :
;*      Bug in mt_init fixed!! replen wrong!!
;*      Converted to ASM-ONE; Includes used; SECTION used; no more makecdp!!
;*
;* Revision V1.20
;* -----
;* changed on Monday, 16-Nov-92 00:51:42 by Wolfgang BREYHA.  LogMessage :
;*      BusyPointer, Better Busy-Message-Handling
;*
;* Revision V1.10
;* -----
;* changed in 1991 by Wolfgang BREYHA.  LogMessage :
;*      Kick 2.0 features, AutoFade, Next- and Prevgadget repeated
;*
;* Revision V1.00
;* -----
;*      --- Initial release ---
;*
;*****

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## 1.37 next

### 5.8 Comming Next

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1. All further versions will only work on Kick2.0 or higher.  
(Kick 1.3 was very good but 2.0 is much better. If you already using 1.3, forget it; Get the new one:-)))
2. The first step for 2.0 is a Preferences-program.
3. If there is enough response I'll make some new features for the 'Scan'-function.