

DASMP

COLLABORATORS

	<i>TITLE :</i> DASMP		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 29, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DASMP	1
1.1	main	1
1.2	masterw	1
1.3	masterwin	1
1.4	config	3
1.5	cpage1	3
1.6	cpage2	5
1.7	cpage3	6
1.8	cpage4	8
1.9	cpage5	8
1.10	mcnf	9

Chapter 1

DASMP

1.1 main

1.2 masterw

```
D.A.S.Module Player V2.0 HELP guide
=====
```

```
Master window
  Config
Module config
```

1.3 masterwin

Closing this window (windows closebutton) will cause the Playwindow to open. Playwindow is a window containing only the playing buttons. Closing playwindow will cause the master window become active again.

Add

This function pops out a filerequester. From the filerequester user can select one file/multiple files or a whole directory. Selected files will be added to the list if file(s) matches with config selection add type

Del

Selected entry will be deleted from the modules list.

Exg

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

Mcnf

Module config window will be opened.

Listview

List in which all modules are selectable.

List contains two parts: Modules name and flags.

Flags are: F/C = Locate to Fast/Chip

A/I = Active/Inactive

R/ = Randomized (won't be randomized again until all
modules have been played once.

= Replay count

Load

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

Save

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

Clr

When pressed all files currently in a list will be deleted.

Sort

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

1/2/3/4

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

Au

Toggle button. When selected will open Author listing window. Tracing
routine will keep tracing selections in this window and updates
the master list. This will keep selected author's modules in list only.
Author CFG

Search

Active search string gadget. When letters entered will start tracing
matching modules name from the list. matching selection will be highlighted
and played if user press "RETURN".

Play gadgets

These are quite selfexplanatory.

Info

Opens the info window.

Config

Opens a config window.

Eff

Opens/closes the hidden page #2 on master window.

QScope = QuadraScope view on/off

DScope = Double Scope view on/off

Pri = NCC-1701 Task priority.

Rightmost slider = Effects speed (approximately 1/50 seconds)

?

Brings up the about requesters.

PWin

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

R

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

Tempo slider

For changing the play tempo of the module.

Speed slider

For changing the play speed of the module.

Volume slider

For changing the volume of the module.

1.4 config

Config Page: Misc settings

Config Page: Paths and opts

Config Page: External archs

Config Page: External Players

Config Page: Author listing

Page cycle

Switches between different config pages (4 of them)

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

Defaults

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

Save

Saves current configs to ENV: and ENVARC:

Use

Saves current configs to ENV:

1.5 cpage1

Force filter off

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

Fade

Set fading on/off

Fade speed

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

Joystick control

When set initiates a Vertical blanking interrupt for tracing joystick movements. When unset removes that interrupt. This is actually quite unuseful option, but I did it anyway. Thus you can scroll through the master module list by using joystick.

Effect Trace

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

Double checking

When enabled will prevent adding same file twice. Note that the whole list will be scanned and not only the visible list as would normally be done.

Alloc channels

When set, always tries to allocate all audio channels so that no program may get to them.

Locate module to Fast

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

Archive's first file

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

Double buffering

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

Pre schedule load

If enabled, player will inform DASMP that song is about to end one pattern ahead of its time. This will hopefully prevent some of those situations, where song will start playing again before decrunching is completed. Note that for External Players this is only done if it supports this option.

Autoplay

Selections:

No autoplay = Never autoplay

List loaded = Do autoplay always when list is loaded.

Always = Do autoplay always when file added or list loaded.

Mode

Playing modes:

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

Sort

Sorting modes:

Name = Alphabetical sorting on all modules.
 Date = Date order sorting, from older to newer.
 Reverse N. = Reverse alphabetical sorting.
 Reverse D. = Reverse date order sorting, from newer to older.

Show List

This option is made so that you may divide all your modules to two groups. Active and inactive groups.

Selections:

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

This option is useful ex. when you have modules on your harddisk and lots a modules in normal floppy disks. You could add those floppy based modules as inactives and those on harddisk as actives and be able to see what you have by selecting "show all". When you'd liked to play something from the disks you'd select it as normal, and system would ask you to insert proper disk in to the drive. Easy or what.
 (one my cute but not so useful options)

Int type

interrupt type selection:

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

Add type

Two selections:

Normal = all selected files are always added (normal operation)
 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: misc + adv cfgs

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

Selections:

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

1.6 cpage2

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

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

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

List dir
Directory definition which is used as default in filerequesters and Arexx commands. For List files only.

Temp dir
Directory specification for temporary directory where external packets are temporarily extracted before loading them into the memory.
RAM: is good selection here, no unnecessary disk accesses required.

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

DMA Wait
Dmawait time for PT player. Values like:
Old 68000 7MHz machine = 300
A3000/25Mhz = 1200 - 2000
You should experiment different values here, so that you find suitable values for your machine. When the value is too small samples gets cut from odd places and module sounds strange.

1.7 cpage3

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

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

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

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

Page
Switches between sub-pages in this window.

Packer path

path + filename for your external archiver (like LHA). This is used on command lines when performing operations needing external packer.

Packer opts

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

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

Packer ~()

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

Ending ID

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

Match string

Match string for finding out external archivers ID.

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

name offs

Offset value counted from start of Match string. From this offset player expects to find start of the name of the file in external archive. Used only when extracting with "first file in archive" - option. For lha archiver this should be set to 20.

Name len

Offset counted from start of match string. From this offset player expects to find size of the name in external archive. Only used when extracting with "first file in archive" - option. For Example the LHA archiver should use value 19.

Listing opts

Listing opts feeded to external archiver when extracting list file of the contents of the archive. Only used when "First in archive" - option is NOT set i.e using multifile extraction.

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

Byte name

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

Multifiles?

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

First files?

Does this archiver node support single file raw extraction? If

proper values set to strings: "Match string", "Name offs", "Name len"
this can be used.

Temp dir?

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

1.8 cpage4

External player list The leftmost list.

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

Query list The rightmost list.

This is only for showing the contents of the "query" about the external player library.

Query

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

Add

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

Del

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

1.9 cpage5

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

Author List

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

New

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

Del

This deletes the active entry from author list.
WARNING: In general you should NOT remove entries from this list after you have already marked modules to have been made by certain person/alias. If you however delete an entry.

Author listing window

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

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

1.10 mcnf

Personal configs for every module.

Locate to FAST

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

Randomed

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

+/-

These two buttons controls the repeat count of the module.
When ex. repeat count is 3 then the module will be played 4 times.
Endless repeat ofcourse disables this.

State

Controls the active/inactive state of the module.

True name

Text gadget which shows the complete name of the module.

Date text

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

Author text

Here is shown the selected author for presently selected module, default is "Unknown".

Popup authorlist

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

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