

dasmp

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REVISION HISTORY

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Chapter 1

dasmp

1.1 main

D.A.S.ModulePlayer V3.2 (MUI) 08.Jul.1994

Disclaimer	Legal stuff
Overview	Overview and REQUIREMENTS
Problems	FAQ (Frequently asked questions)
Hot tips	How to make it better.
Master Window	
Menus	
Gadgets	DASMP's "What is what"
Arexx commands	Complete short descriptions of arexx commands
Commodity/tools	Hotkeys and tooltypes.
External players	EPL, what is that?
Author system	Usage and Limitations
Help files	Where DASMP looks for help
Converter	
Register	This is what you should do.
History	What is changed, READ THIS.
Contact	How to contact me.
To do	What is yet to be done.

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:

Modules name (This can be pressed to make active the currently playing module).

Middle row:

Module type (Examples: PT/FAST = protracker, S3M = s3m module)

Pattern positions "currently playing/max patterns"

Number of modules in list "Currently in viewable list/all"

Lowest row:

Speed/Tempo

Status line (example: Playing, waiting, decrunching, loading)

Repeat information.

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 "Eff" on left side controls.

Second one is progression indicator which comes visible when you make "check" add function.

1.3 tips

Hot arexx tips.

Check out the modlist.drx rexx script. It is EXTREMELY useful for listing information about modules in DASMP's listview.

Hot tips for GUI: (For registered MUI users)

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.

1.4 convert

About list converter: (For versions prior to 3.2)

Since I changed the module list's internal things (yes, again!) I decided

to add easy list converter program. This program will also be able to convert my other programs' lists if needed in future. So this is kind of a multipurpose list converter for my programs.

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.

- * 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.
 - * 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 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 version 2.0 and above unless otherwise stated.

1.7 authoring

As of version 3.0 this system has been changed slightly.

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

AUTHOR FORMAT:

From now on (V3.0) there are some rules to be obeyed. Styles' name must always begin with "-". For possible future enhancements 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 not supported yet, but may be supported in near future somehow. Just wanted you to know, so that you don't have to write all of your authors again when the change comes.

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 2.0 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.

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.
 - o Unique Author and Style based list handling/sorting system.
Author
 - o Basically ANY External archiver supported.
External Archs
 - Multiple files within one archive supported.
 - XPK packer libraries supported.
 - 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
Already finished libraries:
 - S3M (up to 16 channels) modules. ScreamTracker 3.x (PC)
 - MTM (up to 32 channels) modules. MultiTrackerModules (PC).
 - 6CHN/8CHN FastTracker modules. (PC)
 - FAST ram Protracker player. (Mono and surround supported)
 - QuadraComposer 2.0 EMOD modules.
 - (Octa)MED modules. 4 - 8 tracks. (dasMMD0.library)
 - Future Composer 1.0-1.3 & 1.4
 - o Unique "Active search system".
 - 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)
-

- 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.
 - Double checking for existing modules.
- o Info
 - File sizes
 - Authors/style
 - Compression factor (xpk files)
- o Clocks
 - Time elapsed since module started
 - Time still left. (After set once)
 - Total time of visible list.
 - Total played time today.
- o High Configurability
 - Double buffering
 - Fading at definable speed.
 - Joystick control option. -> Joystick view popup on frontmost screen.
 - Pre schedule load
 - Option to use reqtools instead of default ASL
 - No error requesters disturbing your aural enjoyment.
- o Auto detaching when opened from CLI/Shell
- o Screen jumping to frontmost screen when hotkey'd.
- o Massive AREXX support.
- o Neat little quadrascope and doublescope view.
 - 3.0: Huge quadrascope generated from little QS by scaling.
 - Task priority for these is definable
 - Drawing speed is definable.
 - Scope "pixel" width is definable.
 - GENERAL RULE: Keep priority at minimum (minus value)
- o There are so much different things that I can't even remember them myself. All things will come to you when you experiment and use DASMP reguraraly.

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:
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.

```

1.10 problemas

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:

Module is loaded without problems and DASMP says it is playing the file but nothing comes out.

Cure:

Either you have volume at 0 level, or what is more likely: You are using "Fast ram relocation" and module is using PT 2.2-2.4 100 pattern mode. I don't have specs for it and I don't know what's so different in it, but my relocation routine doesn't work with these modules. You will have to switch this module's Fast ram relocation off from "MCNF" (module config).

1.11 dasmpmenus

Project menu:

```

Use config
  Same as Config "USE"

```

Save config
Same as Config "SAVE"

Load list
Same as master window "LOAD"

Save list
Same as master window "SAVE"

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.

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.3.2

Changes since 3.1:

- = PAUSEON/PAUSEOFF changed to PAUSE and made working also.
- = Added "MODREALNAME"

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
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) (rc)
GETACTIVE           * returns active modules number (0 -> Entries-1) (rc)

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

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 (rc)
CURRENTPATTERN      * Return currently playin pattern num (rc)

* 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"

```

```
MODREALNAME          * Returns Modules real DOS file name.
                      * If module is in archive you will not get the
                      * archive name but the name of the file in it.

**** All routines which return values in RC will return -1 if value is not
**** available.
```

1.13 arexxscripts

All Example scripts provided by Erno Tuomainen.

Makelist.drx This script is extremely useful.

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 on to a file (path + filename asked).

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 V3.1 HELP guide
=====

```
Master window  * Main window gadgets.
  Config       * Config window gadgets (5 pages)
Module config  * Module config gadgets.
```

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
DScp = Double Scope view on/off
HQS = Huge Quadrascope on/off
Slider = Effects delay (approximately 1/50 seconds)

All these effects may be slow compared to many others (like multiplayer's) but the delay is mainly because the windows are NOT in DASMP's control. MUI controls the windows and may open and close windows at will thus many normally unnecessary security measures are taken.

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

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

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 pagel/2/3 options and ASL regeuster Width/Height (dasmp.config).

Use

Saves current configs to ENV:

Saves: External Archive list, External Player list, Author/Style list,
Cfg pagel/2/3 options and ASL regeuster 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.

Alloc channels

When set, always tries to allocate all audio channels so that no

program may get to them.

Note that Some EPLS will always try to allocate audio channels even when this option is disabled. Option is primarily for Internal Player.

Locate module to Fast

Loads the module to FAST ram. If the module is played by internal player the sample data will be copied to CHIP ram while song data will remain in FAST. If module is played by EPL then EPL in question will handle and move data where it needs it. Normally this is really good option to have enabled although for internal player my reloc routine sucks pretty bad, sorry.

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 modules in list 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 selected).

Use reqtools

Reqtools filerequester used instead of asl.
Whole directory selection supported for reqtools.

Delete for real

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

Apart that it is dangerous, it is also 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.

No Error Requesters

When enabled all "out of memory, couldn't open file....." errors will be suppressed 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.

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. Group A and Group B.

Selections:

Show all = Shows all modules, Group A and Group B.

Show Group A= Show only those modules with "A" flag set.

Show Group B= Show only those modules with "B" flag set

This option is useful when you have modules on your harddisk and lots of modules in normal floppy disks. You could add those floppy based modules as Group B and those on harddisk as Group A 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)

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)

Scp wdh

Scope width. 0 = Normal to 14 = Full scope (Pretty neat)

Pri

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

EPL Cfg dir

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

EPL

DMA Wait

Dmawait time for PT player (and some EPL players too). 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.

S3M module player does not need this.

1.19 cpage3

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)

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 temporarily 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.

Current List date

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

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 -l"
```

Byte name

When this option is set, player expects byte value as name lenght. 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". For example my unzip did not accept any destination for unarchiving. 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 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

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.

Enabl/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.

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 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 mcnf

Personal configs for every module. Divided to two pages.

Page 1: Information

True name

Text gadget which shows the complete name of the module.

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.

Date text

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

Time

Module's playing time if available.

Style text

Assigned style for the module. Default is "Unknown"

Author text

Here is shown the assigned 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: You don't have to keep the MCNF window open if you don't like it. Author CFG

Page 2: Settings

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.

+/-

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 Group A/Group B state of the module.

Volume

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

Specifies how many patterns early player should start loading next one.

Note: All EPLs do not support this option.

Fade speed

0 disabled, 1-6 how fast player should fade the volume.

Note: All EPLs do not support this option.

1.24 External Player Library info

External players info:

EPL is a external player library which plays and handles the files given to it by DASMP. Some libraries support Configurations, indicated by "C" flag in EPL list. DASMP loads the file and tries to find suitable player for a given file and if it finds it then it will reroute the necessary addresses and information to the player.

Configurations:

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

Currently existing player libraries:

- S3M - ScreamTracker 3.0
- MTM - MultiTracker
- FAST - Protracker from FAST RAM
- 68CH - 6CHN/8CHN
- QC20 - Quadracomposer 2.0
- MMD0 - Octamed MMD0/1/2
- FC - Futurecomposers

Protracker Mutations

1.25 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.

Exeption:

When you are using Multiscan productivity mode 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 :)

1.26 Different Playmodes for S3M, MTM, 68CH, FAST

Currently available playmodes:

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

Normal 4ch Stereo:

Plays samples normally without mixing from all 4 digital outputs in your amiga.

This selection is supported by FAST player.

Stereo:

Plays mixed samples from 2 channels + 2 channels with stereo.

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.

14-bit stereo:

Stereo mode. All channels used. You can probably hear the difference. I am not going to give you full briefing how this is done. This playmode disables volume setting from user.

Tech notes: (Except dasFAST which is a special case)

Playmode:	Chip Memory usage:
Mono	65kb
Stereo	65kb
Fake Surround	65kb
Real Surround	128kb
14-bit Stereo	128kb + 65kb FAST mem.

I already lowered the chip buffer sizes to 16 kb per channel but since it caused more "skipping" I had to raise it back to 32kb/channel.

All players take:

2 kb FAST memory used for temp buffers.

about 90kb FAST memory for different internal systems.

1.27 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 SLOOOOWWWW, 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. 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.

Configuration:

Min mod size - Minimum module size directed to this player.

Priority - Task priority for player

Transf./mixrate
 - 8000 - 56000. See >28000 rates

Playmodes
 See Playmodes

If the module is already in chip this player will not recognise the module thus giving the module to internal player. 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 internal player.

1.28 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 (==FAST) 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.

1.29 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 (==FAST) coding.

S3M: 16 digital channels.

dasS3M0.library

- * Play/stop
- * Fwd/Rwd
- * 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.

1.30 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 (==FAST) 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.

1.31 epldeli

This is the most complicated of EPLs. This EPL acts as a gateway making possible to use Deliplayers with DASMP. This EPL emulates the delitracker itself.

Since I am too lazy (or too stupid) to make every module type straightly supported to DASMP, I had an idea about making a gateway EPL which would make use of those dozens of easily usable deliplayers.

Current version of dasDELI.library DOES NOT support files which demand file loadings after the module is loaded (for example TFMXs) and/or Check1 routine (like FTM).

1.32 delipls

Delitracker (c) 1991 - 1993 Peter Kunath and Frank Riffel.

Delitracker is a moduleplayer which uses "deliplayers" to play different module formats. It is quite easy to make deliplayer and therefore there is a deliplayer for almost every moduleformat in the world. Number of different deliplayers is near 100 and thus most likely one of them supports the modules you want to listen. Newest version of delitracker was, when writing this, 1.37.

Delitracker just isn't capable of efficiently handling REALLY BIG module lists. Thats why it is really cool to use DAMSP instead :-)

1.33 eplmidi

For midi files you naturally need MIDI interface and some kind of a synthesizer to play with.

I don't have any kind of MIDI equipment myself, so this was remote-tested by my dear sys-op in Moonlight Sonata (Sorry about all the bugs and crashes)

dasMIDI.library

- * MIDI files
- * Play/stop
- * Pause
- * Tempo
- * End detection

* Thanx to Janne Syväniemi for midi includes.

1.34 eplqc20

dasQC20.library

- * QuadraComposer 2.0 EMOD modules.
 - * Play/Stop
 - * FWD/RWD
 - * Speed/Tempo
 - * Volume
 - * Fade
 - * End detection
 - * Special Effects
- * Original player source code obtained from QC2.0 package.
* Thanx to Technological Artworks: Bo Lincoln & Calle Englund for QC 2.0.

Tech notes:

No excess memory used.

1.35 eplmmd0

dasMMD0.library

- * (Octa)Med 4 -8 track modules MMD0/1/2
 - * Requires medplayer.library and/or octaplayer.library
 - * Play/Stop
 - * End detection
- * Thanx to Teijo Kinnunen for medplayer and octaplayer libraries and
* octamed.

Tech notes:

No excess memory used except the memory used when loading
medplayer/octaplayer library.

1.36 epldss0

dasDSS0.library

- * GVP Digital Sound Studio tracker player.
- * Play/Stop
- * RWD/FWD
- * End detection

This EPL was made purely because I had the source, not because
I would have a special interest on this (pretty stupid) tracker.

1.37 eplfcxx

dasFC.library

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

Tech notes:

No excess memory used.

1.38 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: I feel no interest creating EPLs for 40 different formats just because someone has decided to save few bytes by making "standard" module type non-standard.

Here are the formats Pro-Wizard can convert:

- Heatseeker mcl.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
-

1.39 developer

No support for developers, sorry. If you would like to try making an EPL for DASMP then contact me, sources are given to any registered user who wishes to examine them. At this point I haven't yet finished the documentation about das????libraries, so the sources may not be of any use, but when I finish the documentation...

1.40 multiselects

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 now play "only selected files" if you wish.

Del

Deletes multiple files if selected.

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 A/Group B-cycle" affects on all selected entries in main listview.

...End of listing.

1.41 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 bastard)
 (REMD) = Removed function/routine/option
 (OPTI) = Optimized.
 (UREQ) = User requested option.

VERSION: 3.2 08.Jul.94

(FIXD) Fixed bug which caused the D.A.S.MP NOT to work with MUI 2.1.
 (ADD) Module specific: Fade Speed, Preload, Volume.
 Config Page 1: "Use MCNF Volume" and changed the other
 options in this page.
 (ADD) Fourth Clock which shows total played time today.
 (ADD) Two menu items, "Dbl handling" and "Mode 1"
 (ADD) "MODREALNAME" arexx command.
 (ADD) "SCANDIR" tooltype.

(CHNG) Memory usage for S3M, MTM, 68CH. See Tech notes
(ADD) dasMTM.library added to release package
-> 14-bit play, V2 configuration system
(CHNG) dasS3M0
== 14-bit play system.
== New configuration (v2)
== Fixed few things
(CHNG) das68CH
== 14-bit play system.
== Fixed few things
(CHNG) dasFAST
== MONO/SURROUND/REAL SURROUND mixing modes added (UREQ)
(FIXD) Mini window appearing on first use.
(FIXD) PAUSEON/PAUSEOFF arexx commands fixed and changed to one
"PAUSE" command.
(FIXD) Clock will now update the "whole list time" after module
has been played. (UREQ)
(FIXD) Pressing the clock button will now change the clock
immediately. Previously it required module actually being played.
(FIXD) Author Listing Sort didn't work if main list was empty.
(CHNG) Installer script is more intelligent now. (UREQ)
== Icons are not copied if they already exists
== You can select which EPLs you want to install.
== Register.doc is not installed for registered users :)
(OPTI) Several MUI set/get functions changed to sub routines.

VERSION: 3.1 17.Jun.94

First of all: Sorry about this taking so long, I had problems
with my HD and upcoming move to new apartment also caused some
hassle AND the motivation for coding has been low for some time now.

(ADD) dasFAST.library added to release package
(ADD) dasFC.library added to release package
(ADD) das68CH.library added to release package
(ADD) Doublepacked modules = xpkpacked within lha/zip/whatever archive
(ADD) Disable gadget and status flags for EPL list.
(FIXD) Problem with XFH and CR-ROMs.
(FIXD) Problem with using battmem instead of timer device. (how stupid
of me...)
(FIXD) VOLUMEDOWN/VOLUMEUP arexx changed to SETVOLUME.
(CHNG) "Load" in config will load from ENVARC: instead of ENV:
(CHNG) "Ending time Set" Checkmark --> Cycle, added "automatic" option.
(CHNG) Changed certain internal things when accessing EPLs.
(CHNG) Master window redesigned.
(CHNG) Few menu changes done, partly because of the window redesign.
(CHNG) dasS3M0 EPL bumped to 2.28.
== Memory consumption halved, LOTS of bugs fixed.
== Relocation to FAST for speed up if ram available.
== Special Effects support.
== Pause support added
(CHNG) CD to temp directory when unarchiving with external archiver.
Prevents files going to sys: with unzip

VERSION: 3.01 25.04.94

(ADD) Few popup buttons to config page 2, 3 and 4
(ADD) Dbl handling on cpage 2 (remd double check from cpage1)
(CHNG) "EA doesn't support multiarchiving" ---> automagically

reverts to "first file extraction".
(CHNG) Misc little changes all over the place.
(FIXD) Freemem error while playing uncompressed modules.
(FIXD) Onlinehelp had some problems.. If it still has then I don't have a faintest idea what to do. It works here.
(FIXD) Autoplay didn't work
(FIXD) dasMMD0 EPL bumped to 2.7, fixed chip bug
(FIXD) dasS3M0 EPL bumped to 2.20, fixed.
(REMD) "Effect trace" from cpage 1

VERSION: 3.0 18.04.94

(NOTE) This version is released ahead of its scheduled release time due that I wanted to concentrate on few EPLs more thoroughly and wouldn't want to keep you waiting this program.

(ADD) "Load" config. You can reload configurations after you have accidentally changed them
(ADD) Show items to menus. You can now select which parts of main window should be visible.
(ADD) Arexx commands GETAUTHOR, GETSTYLE, GETDATE and GETTIME added
(ADD) Huge Quadrascope (Scaled from quadrascope and the gfx libs scaling routine is extremely slow)
(ADD) Listname edit capability to MCNF window. (UREQ)
(ADD) Active search capability to author window.
(ADD) If any of the lists in config has been changed you will be asked if you would like to save/use'em on exit.
(ADD) Full scopes and scope width slider to control them.
(ADD) Changed scope calculation systems to use precalculated volume table -> Scopes are little faster now.
Also Internal multitasking added to scope system. Blitter is used to clear the previous mem area while next blit is being calculated --> more speed.
(ADD) "Modes 2" Gives user a possibility to PLAY modules divided to Group A/Group B and selected even while showing "All" modules.
(ADD) Few more items to menus added.
(ADD) Added prev/next subsong image gadgets.
(ADD) Automatic gadget disabling for non-supported features.

(CHNG) "Delete for real" checkmark's state is now saved with other configurations. (UREQ)
(CHNG) The config pages are now a register class instead of previous cycle gadget selector system.
(CHNG) Released all the "fixed" MUI settings on DASMP. Now the layout is in your hands. Sorry unregistered MUI users. Now you need registered MUI prefs program to change group spacing to more humane values. (Defaults really suck on DASMP)
(CHNG) Automatic Style/Author recognition Style
(CHNG) Rewrote the EPL's. New version required V2.
(CHNG) Bumped the EPL list version to 2, accepts only version 2 libs.
(CHNG) Changed the clock show a little. Now 3 different clocks. (UREQ)
1. Played time/Remaining time (counting backwards)
2. Played time/Module time
3. Whole list time. (added "days", 24 hours wasn't enough)

- (CHNG) Now the player interrupt is always software interrupt.
Probably more safe now.
Should have done this months ago.
- (CHNG) Rewrote most of the loading and module handling routines.
Nothing visible to user. (except more bugs propably)
- (CHNG) Few more routines supports the multiselection capability.
Multiselects
- (CHNG) Changed "actives/inactives" to Group A and Group B respectively.
- (FIXD) ExtArc string clearing works.
- (FIXD) External Archiver system never really worked for more than 1
archiver. Why on earth has no one ever informed me before??
- (FIXD) Arexx command 'MOVETO' Looks like it has never worked before.
Why haven't anyone informed me?
- (FIXD) File names were mixed when using reqtools. (UREQ)
- (FIXD) Wrong titles were shown in filerequesters (UREQ)
- (FIXD) Mcnf window wasn't following on screen jumping.
- (FIXD) When checking for existence, the multifile archive childs
were not found even if the parent file did exists.
- (FIXD) Multifile archive child files didn't inherit the
date stamp --> now corrected --> Date sort works.
- (FIXD) Hopefully finally removed the bug which caused the
xpk packed files to enter to endless loop when
errors encountered while unpacking. (this is third attempt :())
- (FIXD) While changing running modules author/style, it will
be updated to info list.
- (FIXD) Online help guide's default dir changed to HELP:English
- (FIXD) External archive multifile had the doublebuffering always on.
- (FIXD) Help guide didn't work with older amigaguide versions.
Couldn't locate this easily since it works with almost
everyone I know. Thanks to M. Sommarmyr for pointing this out.
- (FIXD) Randomised flag is no longer saved with list. (UREQ)
- (FIXD) Ending timer set. It set null time when checkmark disabled.
- (REMD) Scope Arexx commands. I have tried to get program a little
shorter and only way to do it is to remove few unnecessary
options.
- (REMD) Vertical Blank interrupt. It was totally useless option.
- (REMD) The need for das.library no longer exists.

VERSION: 2.2 06.02.1994

- (ADD) Style specifier for modules added.
 - (ADD) List converter program to release package.
 - (ADD) Application icon/window. You can now drop modules to master
window and on to applicaton icon.
 - (ADD) Joystick popup view. (UREQ)
 - (ADD) Clock system (UREQ)
 - (ADD) "New" on master window. (UREQ)
 - (ADD) Delete for real
 - (ADD) Straight support for reqtools. Some users had
problems with the rqt multiselections before. (UREQ)
 - (ADD) Tooltype ONLINEHELP (UREQ)
 - (ADD) Sort function for author system. (UREQ)
 - (ADD) Info shows author/style/date/time.
 - (ADD) Configuration saving for ASL requester width/Height
 - (CHNG) Info list keeps the place it was before loading next mod. (UREQ)
-

(CHNG) Info list is now multicolumn list.
(CHNG) "Set author/style" will now set all selected files on main listview.
(CHNG) When "Au" button is selected, the doubleclicking on the author window won't set the author any more.
(CHNG) Modulelist version bumped to 9.
(CHNG) Author listview (the window) is now multiselection list.
(CHNG) das.library bumped to version 9.

(FIXD) Arexx commands. Every command may have caused irratic crashes.
(FIXD) NCC-1701 task didn't release its memory allocations.
(FIXD) External Archive list was not freed.
(FIXD) Enforcer hit which was caused by player routine
(FIXD) Add type "CHECK". Due the restructuring of main listview, the name shown in check requester was not correct (actually there was none)

(REMD) Window "SHINEBACK" background definition. Now you are able to define what ever you wish. NOTE: The 1 pixel spacing is still there on purpose. It is because of those of you who haven't registered the MUI (Shame on you!).

(BUGN) For some strange reason normal PT modules were not always recognised when they were packed with xpk libraries???
I changed few internal things, but since this never happens on my amiga I just have to hope it works. If you experience this problem with this version, then send me a message.

(BUGN) Effect displays may fuck up your view. keep the effects on low priority.

VERSION: 2.1a 06.01..1994

(FIXD) Some list changes was done for 2.1, and those changes caused the NAME/REVNAME sorting NOT to work. fixed.

VERSION: 2.1 05.01.1994

(ADD) External archive list system.
(ADD) Menus.
(ADD) Double Scope.
(ADD) DSCOPEON/DSCOPEOFF rexxcommands.
(ADD) Effects speed slider
(ADD) "Double checking" option. (UREQ)
(ADD) "Pre schedule load" (UREQ)
(ADD) Main module listview is now a multicolumn list.
(ADD) List can be controlled using cursor keys, WHILE IN search gadget. This little, but useful, thingy was forgotten on previous release.
(OPTI) Over 9 kb removed by converting several MUI macros to subroutines. Few obsolete routines removed also.
Most of this gain was lost again with ExtrArc List System
(CHNG) INITHIDE changed.
(CHNG) Effect counter moved to separate VBlank interrupt. Tempo speed won't effect to scope drawing anymore.
(CHNG) Moved Effects controls to hidden page on master window.
(CHNG) As several users requested, closing the master window will now terminate the whole DASMP. (UREQ)
(FIXD) Extremely bad bug which appeared only when FADE option disabled.
(FIXD) Little flag screw ups.
(FIXD) "Memory list insane" when starting to play module which is already playing.
(FIXD) "Jump screens" should be much safer when using scope windows.

(FIXD) When "start iconified"=on, right appicon will appear.
(FIXD) "Save list" did not save the list date as it should.
(FIXD) XPK/PP low-memory jamming bug. (This bug has been here for ages)
(FIXD) Rext command "ADDMODULE" returned random values.
Returns 1 if error. 0 if all okay.
(FIXD) Crash when attempting to open second DASMP
(FIXD) Error in writeA(uthor)L(ist) routine. Might have caused
some troubles.
(FIXD) Fixed quadrascope little.
(REMD) Removed "no files selected from lha base" requester,
now if no files found from lha archive it will just be
ignored.
(BUGN) When performing whole directory selection (with ASL filerequester)
lock to selected directory won't be released, because
it isn't DASMP that makes the lock on directory, so
I can't free it 'cause I don't know what locks it.
Really strange. ?-|

VERSION: 2.0d 18.12.1993

(FIXD) Finally got the enforcer hits removed at the beginning.

VERSION: 2.0c 16.12.1993 (Limited release to ADS)

(FIXD) Clears effects after stopping
(FIXD) False address clearing when stopping module.
(FIXD) Fixed the dasQC20.library a little, added a channel selector.

VERSION: 2.0b 14.12.1993

(ADD) Added QC20 EPL to release package.
(FIXD) LhaBase stacking while clearing. Now all lhabases are removed.
(FIXD) Minor fix for randomizer. (Suggested by 'Tequila Sysop')
(FIXD) Popup image in MCNF window was disabled, now functioning.
(FIXD) One little false count in internal EPL
(FIXD) PWin button now closes Master window when opening PlayWin.

VERSION: 2.0 09.12.1993

(ADD) A 90% rewrite of version 1.80. (MUI applied)

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

1.42 contacts

Thanx to: (in alphabetical order)

Philippe Brand	* First reg from France
Zak Jarvis	* First reg from USA
Andreas Jelvemmark	* First reg from Sweden
Andre Lackmann	* Australian rego site.
Juha Lehtinen	
Roger Martensson	
John Maver	* North American rego site
Jarno Paananen	* S3M/FT/MTM Source
Jari Pakarinen	
Mika Pöytäkiivi	* About everything....you know.
Janne Saarme	* Thanx for spreading through ADS

Markus Sommarmyr * Thanx for the phonecalls
Stefan Stuntz * MUI
Teemu Suikki * Thanx for defending DASMP in SF.AMIGA ;)
Janne Syväniemi
Henri Talaskare
Harri Tolvanen
Erno Tuomainen * About everything...
Panu Vartiainen * Thanx for your donation

For suggestions/bug reports:

paporkka@freenet.hut.fi
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.

Author. (snail mail address)

Send your letter to following address until 30-july-94.

Pauli Porkka
Kaskitie 2 B 10
FIN-37600 VALKEAKOSKI
FINLAND

FROM THE FIRST OF AUGUST! (01-Aug-94)

Pauli Porkka
Innanlantie 5 D 29
FIN-37600 VALKEAKOSKI
FINLAND

MAIN SUPPORT BBS:

This is THE place to visit to get the newest version of DASMP.
There is also a message area dedicated to D.A.S projects and
separate beta test file area (for selected group only)

If you want to login just to get the DASMP then:
login: PLAYER
password: DAS

D.A.S.MP can also be freq'd from 2:221/112.0 using magic cookie "DMODPLAY".
DMODPLAY gives always the newest version available.

You can find DASModPlayer package from Filearea 3.

Moonlight Sonata (Fido: 2:221/112.0)
NODE1: +358-(18)-161763 (Zyxel 1200 - 19200bps)

NODE2: +358-(18)-161862 (US Robotics (V32) 9600, 14.400 HST)

Sysop: Erno Tuomainen

Running Dialog Professional

1.3 Gigabytes on-line. Moonlight is very audio/sound oriented BBS.
Hundreds of modules and midi files available. Also midi sounds and
patches for several synths.

1.43 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.

For North American users:

Your regional registration site is:

John J. Maver
P.O. Box 3112
West Lafayette, Indiana
47906

E-Mail: mave@sage.cc.purdue.edu

Fee is 20 USD. You will receive your key file via e-mail or via letter which ever you prefer.

(Sending registration directly to me as other countries do is allowed but you are highly encouraged to send to J. Maver)

FOR 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)

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

Payment options are:

1. 70 FIM (Finnish Marks).
2. 15 US Dollars.
3. 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 see'em and 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.

If you are sending some other currency than US dollars or Finnish marks, the sum does not have to be EXACTLY equal to 20 US dollars, I'd appreciate if the sum was atleast 17-20 dollars. Whatever sum in that range is the easiest to exchange to your local currency's notes.

Send your letter to following address until 30-july-94.

Pauli Porkka
Kaskitie 2 B 10
FIN-37600 VALKEAKOSKI
FINLAND

FROM THE FIRST OF AUGUST! (01-Aug-94)

Pauli Porkka
Innanlantie 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 snail-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: _____

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.

1.44 continental

★=====★

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CONTINENTAL DRIFT BBS
(+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 Registraion Site for:

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

DASModPlayer
MagicWB
PicCon
RIPGraf
BackUP
Visual Arts

MagicUserInterface
Iconian
HyperANSI
MTool II
Solit

Please make all cheques payable
to Continental Drift. Any VISA/
MasterCard or Bankcard payments
accepted.

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

=====

1.45 todo

Things on assembly line for DASMP.

- None presently. Suggestions and bug reports are accepted.