

MODLIB 1.0

MOD Playback Library for Windows

1. First

You are multimedia developer and you need an easy way to put to integrate MOD playback into your Windows application.

MODLIB include examples in VisualBasic, Delphi Pascal and C.

The ZIP-file you've got should consist of the following files:

```
/root
readme.txt
modlib.wri
ordrform.wri
share.wri

/c           {C sample}
sample.c
modlib.h
sample.h
sample.ide
modlib.lib
sample.rc

/delphi      {Delphi sample}
unit1.dcu
unit1.dfm
project1.dpr
project1.opt
unit1.pas
project1.res

/vb          {VB sample}
form1.frm
project1.mak

/modlib{MODLIB DLL and Server}
bc40rtl.dll
modlib.dll
modsrv.exe
sample.exe
space.mod
```

2. DLL Functions

The libraries are designed to be easy to use, fast and reliable. Ease of use comes from a design that hides all playback complexity from the application and a very small number of functions to work with.

```
BOOL FAR PASCAL MOD_start_playback(LPSTR lpszMODFile, int iKBytePlayBuffer) ;
BOOL FAR PASCAL MOD_stop_playback(void) ;
BOOL FAR PASCAL MOD_close_channel(int iPlayChannel) ;
BOOL FAR PASCAL MOD_open_channel(int iPlayChannel) ;
BOOL FAR PASCAL MOD_channel_volume(int iPlayChannel, int iVolume) ;
BOOL FAR PASCAL MOD_decrease_volume(int iStep) ;
BOOL FAR PASCAL MOD_increase_volume(int iStep) ;
```

```
BOOL FAR PASCAL MOD_set_repeat(int iFlag) ;  
BOOL FAR PASCAL MOD_play_fx(int iFxWaveNumber) ;
```

3. Limited shareware version

This shareware version of MODLIB is limited to :

- A sample rate of 11KHz on 8 bits mono.
- Only one wave fx sound.

Function

BOOL FAR PASCAL MOD_start_playback(LPSTR lpszMODFile, int iKBytePlayBuffer) ;

Description

Start playback of the specified MOD file with the specified buffer length.
The buffer length must be specified in KBytes, it represents the playback audio segment.
Be sure that the MOD playback server "MODSRV.EXE" is in a the current directory before calling this function.

Arguments

LPSTR lpszMODFile	The MOD filename
int iKBytePlayBuffer	The play segment length (1 to 30)

Return

a value > 31 if the function was succesfull.

Example

```
MOD_start_playback("space.mod",16) ;
```

See also

MOD_stop_playback

Function

BOOL FAR PASCAL MOD_stop_playback(void) ;

Description

Stop current playback.

Arguments

-

Return

-

Example

```
MOD_stop_playback() ;
```

See also

MOD_start_playback

Function

```
MOD_close_channel(int iPlayChannel) ;
```

Description

Close the specified channel (0 to 3).
This function sets the specified channel OFF.

Arguments

int iPlayChannel	The channel you need to close (0 to 3)
------------------	--

Return

1 if succesful

Example

```
MOD_close_channel(0) ;
```

See also

-

Function

BOOL FAR PASCAL MOD_open_channel(int iPlayChannel) ;

Description

Open the specified channel after a close.
This function sets the specified channel ON.

Arguments

int iPlayChannel	The channel you need to open (0 to 3)
------------------	---------------------------------------

Return

TRUE if the function was successful

Example

```
MOD_open_channel(0) ;
```

See also

-

Function

BOOL FAR PASCAL MOD_channel_volume(int iPlayChannel, int iVolume) ;

Description

This function sets the volume of the specified channel.

Arguments

int iPlayChannel	The channel you need change volume (0 to 3)
int iVolume	The volume (0 to 99)

Return

TRUE if the function was successful

Example

```
MOD_channel_volume(0, 50) ;
```

See also

-

Function

BOOL FAR PASCAL MOD_decrease_volume(int iStep) ;

Description

This function decrease smoothly the volume of the playback.

Arguments

int iStep	The delay in 1000th of second allowed to decrease
-----------	---

Return

TRUE if the function was successful

Example

```
MOD_decrease_volume((2000) ;
```

See also

MOD_increase_volume

Function

BOOL FAR PASCAL MOD_increase_volume(int iStep) ;

Description

This function increase smoothly the volume of the playback.

Arguments

int iStep	The delay in 1000th of second allowed to increase
-----------	---

Return

TRUE if the function was successful

Example

```
MOD_increase_volume(2000) ;
```

See also

MOD_decrease_volume

Function

BOOL FAR PASCAL MOD_set_repeat(int iFlag) ;

Description

This function sets the playback repeat switch ON or OFF.

Arguments

int iFlag	1 turn ON the repeat switch
	0 turn OFF the repeat switch

Return

TRUE if the function was successful

Example

```
MOD_set_repeat(1) ;
```

See also

-

Function

BOOL FAR PASCAL MOD_play_fx(int iFxWaveNumber) ;

Description

This function plays a special fx wave sound mixed with the MOD playback.
At startup, the server loads all the fx wave sounds present in the local directory.
In this shareware version only one wave sound file is loaded.
The file must have the name "S1.WAV".

The length of each file must be less than the `iKBytePlayBuffer` specified in the `MOD_start_playback` function.

Arguments

int FxWaveNumber In this shareware version the FxWaveNumber must be 0.

Return

TRUE if the function was successful

Example

```
MOD_play_fx(0) ;
```

See also

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