SuperPlay-Library

COLLABORATORS

	TITLE : SuperPlay-Library		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SuperPlay-Library

1.1 SuperPlay Library Documentation

```
                superplay.library V6.3

                   - FREEWARE -

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       This program was written under OS V3.1 and is therefore
       fully compatible. It needs OS V2.04+.

       Release Date : 3.4.1997

                      Copyrights
                      Disclaimer
                     Distribution
                     Requirements
            How to install and configure it
             Short: Purpose and Abilities
                  Supporting Software
             SPObject Descriptions/History
          Possible future enhancements ...
                       History
                 Thanks and Greetings
                       Credits
            How to contact the author


                 _ //
        Only \X/ Amiga makes it possible!


                  Please visit:

               SuperPlay WWW Site
        http://www.amigaworld.com/support/splib/


     Die CHAOS-Theorie:
```

"Dabei geht es zum Beispiel darum, den verdammten Schmetterling zu
 finden, dessen Flügelschläge die vielen Stürme in letzter Zeit
 verursacht haben." (Terry Pratchett in "Total verhext")

In English means something like:

The CHAOS theory:

"Like finding that bloody butterfly whose flapping
 wings cause all these storms we've been having lately
 and getting it to stop." (see "Witches Abroad" by Terry Pratchett)

Ahm...well:

...and thanks for all the fish.

1.2 Copyright

The program superplay.library V6.3 and its documentation files are
(C)opyright 1994-97 by Andreas R. Kleinert. All rights reserved.

Usage of the "superplay.library" for non-commercial programs
(Freeware, Shareware), is allowed without any restrictions.
With commercial programs an explicite license is required.

Some of the mentioned names or products above may be copyrighted by
companies or trademarks of companies.

Remark: Drawericons have been taken from Fred Fish's AmigaLibDisks.

1.3 Disclaimer

The author takes no responsibility for any results of the use of this
program.
This software is provided "AS IS" and there is no warranty of any kind,
so that you use this software at your own risk.

1.4 Distribution

The program superplay.library V6.3 is freely distributable (FREEWARE).
You may copy it, if the copyright notice is left intact and
all of its parts are included in the distribution.
This program must not be included in commercial packages or commercial
program collections without my written permission.
This program must not be sold in any way, but it is allowed to take
a nominal fee including the costs for copying.

This program may be put on public domain disks or included in public

```
domain disk libraries.
Special permission hereby goes to Fred Fish's AmigaLib-Disks and
the german series (in alphabetical order) :
AmigaSzene, BerndsPD, FRANZ, GPD, SaarAG, TAIFUN and TIME.
Also CD-ROMs by Fred Fish, AmiNet and ADX (Amiga Demos and Tools).

This program may also be distributed via electronic mail and may be
put into mailboxes as long as the redistribution conditions are
respected in all points.

By using or distributing this program you automatically agree to
all of the above conditions and terms.
```

1.5 Abilities, Purposes and much more

```
The "superplay.library" is used in many of my programs and it consists of
many functions, which make playing, saving and converting of various
sound formats (SoundTracker, MED, IFF-8SVX, VOC, ...) much easier.
External Player-Libraries (SPObjects) allow highest possible
flexibility and easy to do expansions.

Just send me your own SPObjects if you want to have them added
to the main distribution archive or onto the developer disk.
```

1.6 Installation and Configuration

```
Just copy the "superplay.library" into your "LIBS:"-directory.
Copy all the SPObjects to "LIBS:spobjects/".
```

1.7 Overview of currently available SPObjects

```
Available SPObjects (as far as included) :

 SPObject   Formats                        Type     Write

 8SVX       IFF-8SVX (unencoded)           Sample   Sample
 JAM        JamCracker V1.00+              Module   -
 MED        MMD0                           Module   -
 SPO        SPO V1.00                      Sample   Sample
 ST         Sound/ProTracker               Module   -
 VOC        PC VOC V1.10                   Sample   Sample
 WAV        RIFF-WAVE (Windows)            Sample   Sample

 SoundDT    OS3 Sound Datatypes            Sample   -
```

1.8 Software supporting SuperPlay.library

The following programs are currently supporting "superplay.library":

```
- SuperPlay    (Aminet:mus/play/SPLibUsr.lha)        by Andreas R. Kleinert
- SimplePlay   (Aminet:mus/play/SPLibDev.lha)        by Andreas R. Kleinert
- DosXS        (Aminet:util/dir/DosXS24.lha)         by Frank Dittmar
- Headquarters (Aminet:game/misc/Headquarters.lha)   by Andreas Smigielski
```

1.9   Thanks, greetings, credits and the rest

Special thanks must go to:

- Frank Dittmar (for using the library with DosXS)

- Sven Drieling (Indy of PowerBrei magazine)
  for the Oberon-2 developer sources for superplay.library.

- Gerd Frank (for lots of suggestions from the very beginning)

... and:

```
- Alexander Carbin      - Fred Fish            - Stefan Grad
- Stefan Kremer         - Alex Lange           - H. P. Lattka
- Andreas Manewaldt     - Michael Petrikowski  - Bodo Thevissen
- Helge Thorsten Kautz  - Andreas Smigielski
```

and all I forgot !

1.10   How to contact the author

```
                          WWW Support Site
            http://www.amigaworld.com/support/splib/ (AWeb-II)

         (try http://193.203.162.219/, if you can't connect)
```

```
  _____
|        You may reach me the following way.                |
|     Send bug-reports, money or whatever to:               |
|-----------------------------------------------------------|
|         * SuperView Development & Registration *          |
|            * DRAFU Development & Registration *           |
|       * Image Engineer Registration Site Europe *         |
|                                                           |
|                                                           |
|                 PerSuaSiVe SoftWorX                       |
|                                                           |
|                 Andreas R. Kleinert                       |
|                 Sandstrasse 1                             |
|                 D-57072 Siegen                            |
|                 Germany, Europe                           |
```

```
|                                                          |
| Any snail mail to the old address will still be routed.  |
|                                                          |
|              Phone:  +49-271-22869 also FAX + AM         |
|                      +49-271-22838                       |
|                                                          |
|              Weekdays after 17.00h.                      |
|                                                          |
|        When calling via phone you may leave a message,   |
|        if I'm not available - but don't expect me        |
|        calling back to USA, Australia, ... since         |
|        german phone rates are HIGHLY expensive.          |
|_____|
```

```
   EMail:

        Please send binaries via ARK@COB.wwbnet.de, and keep
        them smaller than 16 KB. Please think twice before
        sending them - my postbox is not unlimited in size.

        * Do not send binaries via Fido or Fido-Gates ! *

           - Fido   Andreas Kleinert 2:2457/350.18
           - Usenet
                   ARK@superview.ftn.neckar-alb.de  (Fido-Gate)
                   Andreas_Kleinert@t-online.de     (T-Online)
                   ARK@COB.wwbnet.de                (Z-Netz)
                   ARK@amigaworld.com               (AmigaWorld)

           - If nothing else works, try one of these public
             Fido-Usenet gateways:

               In Germany:
                 Andreas_Kleinert@p18.f350.n2457.z2.fido.sub.org

               From USA or elsewhere:
                 Andreas_Kleinert@p18.f350.n2457.z2.fidonet.org
```

```
   When reporting any bugs, please don't forget to include a detailed
   description of the bug and tell me, if it is reproduceable or not.
   Also mention the version number of superplay.library (and e.g. SuperPlay)
   which caused the bug and describe your system configuration
   (Amiga model CDTV/CD-32/600(HD)/500(+)/1000/1500/1200(HD)/1300/2000/2200/
    2500(UX/AT)/3000(+/T)/4000(/030/040/060)(T)/DraCo, Kickstart/OS Version,
    RAM, HardDisk, GfxCard, any special Hardware/Software ;-)
   Since there recently have been some problems: please don't forget
   to mention, whether your machine is accelerated in any way, or
   not (68020/.../060, 68881/882, PMMU).
```

1.11 The future of the SuperPlay.library

```
The Future (or: The Undiscovered Zone ;-)
=========================================
```

```
Well, ideas cannot be planned and creativity is not able
to be calculated ;-)

So I can only express, what I'm thinking about the future of the library:
There are many things, which I want to implement, on the other hand
there are things, which are just necessary to be implemented sooner
or later. So much work has to be done (still).

I'll try to do this, but I hope that there's enough support from the
Amiga programmers all over the world (via Inter/AmiNet, Fido, etc.)
to help me to continue doing so.
This does not only mean fincancial support, but also additional
programming efforts like third-party improvements on the library
(why not also write your own SPObjects ?)

- Andy
```

1.12 History

```
    V6.3 (3.4.1997) :
    -----------------
     - added updated V6 Oberon-2 programmers stuff by Sven Drieling
     - also added updated autodocs

    V6.2 (17.3.1997) :
    -----------------
     - merged main distribution and V6.1 fixes
     - updated docs
     - module buffer freed twice in SP.spobject
       (-> Andreas Smigielski)
     - fixed error texts
     - Programmers: - added some new error codes
                    - renamed some error codes, more verbose names now
                    - new include file for old error codes:
                      spobsolete.h

    V6.1 (22.1.1997) :
    -----------------
     - the program archive obviously did contain some screwed up
       library binaries
       (-> Andreas Smigielski)
     - improved all SPObjects, each one a little bit
     - changed naming conventions
     - updated/fixed SuperPlay
     - updated docs, email, WWW site
     - most stable version for now
     - bumped version to 6 (request for most stable version)

    V5.3 (4.1.1997) :
    ----------------
     - Library: - info string still reported V5.1
                - new startup-code
                - removed last assembler fragments
                - removed unused code
     - ALL SPObjects: - rewrote completely, new start code, removed
```

```
                            unused code, fixed bugs, etc. - changed a lot


   - SPObjects: - ST, JAM, SPO: - removed direct PP20 support,
                                  now requires xpkmaster.library for that
   - SuperPlay: reworked
   - Programmers: - updated FD-stuff
                  - new sample sources (ST, SPO)
   - updated docs
   - updated xpk notes
   - etc.


 V5.2 (15.11.1996) :
 -------------------
   - completely recompiled with SAS/C V6.57
   - various changes on spobjects and SuperPlay


 V5.1 (8.8.1996) :
 -----------------
   - MAJOR release
     (small, but effective changes)
   - upgraded library to V5
   - V5 now is lowest support version,
     removed all references to older versions
   - upgraded version of all included SPObjects to V3
   - V3 is now lowest supported version for SPObjects
   - fixed bugs for some SPObjects
   - added Oberon-II Interfaces by Sven Drieling (thanks !)
   - reworked includes
   - added programmers docs in Autodoc-format and a german
     translation, which both also  have been done by
     Sven Drieling (thanks again !)
   - fixed some bugs in example programs
     (-> Sven Drieling)


 Note: Why did I change lowest supported versions to V5 (library)
       and V3 (spobjects) ?
       Well, I did the same for superview.library, and it is
       because of some changes in the internal module startup-code,
       which uses Semaphores now, and should no longer directly
       read some "private" (from Amiga OS 4 on) fields of ExecBase.

       Also, I now could drop that compatibility workaround stuff
       for Clipboard access (dummy file).

 ****************************************************************************
 * Revision history entries below V5.1 have been deleted                   *
 *                        to save diskspace !                              *
 ****************************************************************************
```

1.13 Credits

```
ST.spobject, JAM.spobject, SPO.spobject
---------------------------------------
The "xpkmaster.library" (part of the useful Xpk package, which can be
found on Aminet) is developed under the concept of the GNU license by
```

```
its authors (c/o Dirk Stöcker, stoecker@rcs.urz.tu-dresden.de).
This freely distributable Library is needed by several SPObjects
to read and decode XPK-packed files.


ST.spobject
-----------
Upto V1.2 the main Player Source-Code in Assembler had been taken from
the Public Domain Library "STReplay" by Oliver Wagner, which can be
found on AmigaLib-Disk #258.
Oliver said in the Docs to STReplay, that he did not obtain any rights
to the Source, so I used it for my own purposes.
Nevertheless I did not just "include" the Source, but made many - more
or less useful and important - changes to it.

Since V1.3 the new ProTracker V2.2a Player Routine is used.
I got it from Gerd Frank (thanks Gerd !) and modified it for my own
purposes : Some changes had to be made to assemble it with the SAS/C
ASM V6.55 and to make it living in the multitasking better than before.
Finally, I had to change and add some more code to create an interface
to the C-SourceCode of the SPObject's main routines.

Here's an excerpt from the SourceCode as far as concerning the original
authors (no special copyright notice was found, so it is perhaps
Public Domain) :

* ProTracker2.2a replay routine by Crayon/Noxious. Improved and modified
* by Teeme of Fist! Unlimited in 1992. Share and enjoy! :)
* Rewritten for Devpac (slightly..) by CJ.


JAM.spobject
------------
 The main Player Source-Code in Assembler was taken from a Public
 Domain Assembler Source-Code, which has originally been written
 by M. Gemmel and re-written by "Arcade of CADCAM".
 Some changes had to be made to assemble it with the SAS/C ASM V6.55
 and to make it living in the multitasking better than before.
 Finally, I had to change and add some more code to create an interface
 to the C-SourceCode of the SPObject's main routines.

 Here's an excerpt from the SourceCode as far as concerning the original
 authors (no special copyright notice was found, so it is perhaps
 Public Domain) :

*
* JamCracker V1.0 Replay routine, written by M. Gemmel
*
[...]
*
* This is not a demonstration source, showing how to write
* a song-play routine.  This source is merely ment for
* inclusion in other sources, or as assembly module for
* linkage with other programs.
*
* This source was modified for the MasterSeka V1.53 assembler
```

```
* and can be easily modified for other assemblers. (Not true, it's a lot of work ←
    - Arcade)
* The song should be inserted at 'mysong' near the bottom of
* this source, in chip memory.
*
*                      Modified for MasterSeka 1.53 by Arcade of CADCAM
*
* Note from Arcade: I saved all of you who want to use the replayer
* with MasterSeka a lot of work. So leave this text here, I want the credits.
```

1.14 Requirements for the SuperPlay.library Package

```
Generally, you need at least an 68000 Amiga, running with OS 2.04+.
Better performance results require better Software/Hardware.

  \textdegree{} For usage of the IFF-based SPObjects, like 8SVX,
    you should take care to have iffparse.library V37+ on your bootdisk.
  \textdegree{} For DataType support with OS 3.x+ you need datatypes.library V39 ←
     +
    to be present. If it is not present, datatype-support is disabled,
    but you might not need it, anyway.
  \textdegree{} SPObjects with Packer support - like ST, JAM and SPO - usually
    do require the following:

      Packer      needed Libraries
      ---------------------------
      XPK         xpkmaster.library V2+, speficic xpk-compressor libraries
                  (supports PP20 powerpacker.library as well)
      <None>      No special libraries are needed, but they will simply
                  pass through unpacked data modules.

  \textdegree{} MED.spobject does require med.library V1+ (see Credits)

Additionally there are some more requirements, which do not
necessarily depend on the OS or the Hardware:

  \textdegree{} Some SPObjects additionally require
    different Hardware/Software configurations, but usually this is
    stated within their own documentation.

Turbo versions would be installed by the Installer-Script automatically,
if it makes sense (CPU auto-detection).
```

1.15 ST.spobject

```
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Version      : 3.5
Release Date : 26.01.1997
```

```
Description
~~~~~~~~~~~
ST.spobject is an external Library-Module for the superplay.library V1+.

It supports reading of ST Modules (SoundTracker V2.4+, ProTracker V2.2a,
NoiseTracker and compatible Modules).

Remarks
~~~~~~~
 - As with other Players, the filename of the Module has to begin
   or end with the prefix/entension "MOD" ("MOD.module" or "module.MOD")
 - ST.spobject supports xpkmaster.library (thus also powerpacker.library).
   After loading the data is checked, so that modules which could
   not be decompressed are rejected without any further notice.

History
~~~~~~~
V3.5 (26.01.1997) :

   - module buffer freed twice
      (-> Andreas Smigielski)


V3.4 (22.01.1997) :

 - checked for iconsistencies
 - fixed some bugs, problems, EHits
 - sample list now only generated, when requested (not in general)
   Obviously something caused crashes, here.


V3.3 (04.01.1997) :

 - fixed and changed A LOT...

V3.2 (15.11.1996) :

 - completely recompiled with SAS/C V6.57
 - fixed memory loss


V3.1 (08.08.1996) :

 - bumped to V3

V2.5 (27.05.1996) :

 - completely recompiled with SAS/C V6.56
   (with new GST and using utility.library)
 - using new startup-code as with svobjects


V2.4 (21.10.1995) :

 - removed calls for disabling/enabling of Inst/Data cache.
   Has been reported to cause drastically reduced system performance
   on 040 systems while playing samples.
   (-> Dimitri Eskalow - not sure about last name)


V2.3 (26.8.1995) :
```

```
    - completely recompiled with SAS/C V6.55
    - now saves A1 within assembler routines

  V2.2 (11.12.1994) :

    - extraction of samples only worked with modules, which had been
      XPK-packed. Now also PP20 or unpacked modules can be handled.
    - fixed internal bug
```

```
****************************************************************************
* Older revison history entries have been deleted for space reasons     *
****************************************************************************
```

1.16 MED.spobject

```
  © 1994-97 by Andreas R. Kleinert.

  FREEWARE. All rights reserved.

  Version      : 3.4
  Release Date : 22.01.1997


  Description
  ~~~~~~~~~~~
  MED.spobject is an external Library-Module for the superplay.library V1+.

  It supports reading of MED Files.


  History :
  ~~~~~~~~~
  V3.4 (22.01.1997) :

   - checked for iconsistencies

  V3.3 (04.01.1997) :

   - fixed and changed A LOT...

  V3.2 (15.11.1996) :

   - completely recompiled with SAS/C V6.57

  V3.1 (08.08.1996) :

   - bumped to V3

  V2.4 (27.05.1996) :

   - completely recompiled with SAS/C V6.56
     (with new GST and using utility.library)
   - using new startup-code as with svobjects
```

```
   V2.3 (26.8.1995) :

    - completely recompiled with SAS/C V6.55
    - now saves A1 within assembler routines

   V2.2 (11.12.1994) :

    - fixed internal bug
```

```
***************************************************************************
* Older revison history entries have been deleted for space reasons     *
***************************************************************************
```

1.17 JAM.spobject

```
   © 1994-97 by Andreas R. Kleinert.

   FREEWARE. All rights reserved.

   Version     : 3.4
   Release Date : 22.01.1997


   Description
   ~~~~~~~~~~~
   JAM.spobject is an external Library-Module for the superplay.library V1+.

   It supports reading of JAM Modules (JamCracker 1.00+).

   Remarks
   ~~~~~~~
    - As with other Players, the filename of the Module has to begin
      or end with the prefix/entension "JAM" ("JAM.module" or "module.JAM")
    - JAM.spobject supports xpkmaster.library (thus also powerpacker.library).
      After loading the data is checked, so that modules which could
      not be decompressed are rejected without any further notice.

   History
   ~~~~~~~
   V3.4 (22.01.1997) :

    - checked for iconsistencies

   V3.3 (04.01.1997) :

    - fixed and changed A LOT...

   V3.2 (15.11.1996) :

    - completely recompiled with SAS/C V6.57

   V3.1 (08.08.1996) :

    - bumped to V3
```

```
V2.3 (27.05.1996) :

 - completely recompiled with SAS/C V6.56
   (with new GST and using utility.library)
 - using new startup-code as with svobjects

V2.2 (26.8.1995) :

 - completely recompiled with SAS/C V6.55
 - now saves A1 within assembler routines

V2.1 (11.12.1994) :

 - first version
```

1.18 8SVX.spobject

```
© 1994-97 by Andreas R. Kleinert.

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Version      : 3.4
Release Date : 22.01.1997


Description
~~~~~~~~~~~
8SVX.spobject is an external Library-Module for the superplay.library V1+.

It supports reading and writing of unencoded IFF-8SVX Sample-Files.


History :
~~~~~~~~~
V3.4 (22.01.1997) :

 - checked for iconsistencies
 - sample list now only generated, when requested (not in general)
   Obviously something caused crashes, here.
 - player tasks was not __saveds compliant
 - reenabled clipboard support
 - "stopping"/"continuing" now works as expected, and "continuing" while
   aready running or "starting" twice returns silently returns (no error)

V3.3 (04.01.1997) :

 - fixed and changed A LOT...

V3.2 (15.11.1996) :

 - completely recompiled with SAS/C V6.57

V3.1 (08.08.1996) :

 - bumped to V3
```

  – had been compiled for utility.library, but not correctly linked

  V2.5 (27.05.1996) :

   – completely recompiled with SAS/C V6.56
     (with new GST and using utility.library)
   – using new startup-code as with svobjects

  V2.4 (26.8.1995) :

   – completely recompiled with SAS/C V6.55
   – now saves A1 within assembler routines

  V2.3 (11.12.1994) :

   – fixed internal bug.


```
*****************************************************************************
* Older revison history entries have been deleted for space reasons      *
*****************************************************************************
```


1.19 SPO.spobject

  © 1994–97 by Andreas R. Kleinert.

  Version   : 3.4
  Release Date : 22.01.1997

  Description
  ~~~~~~~~~~~
  SPO.spobject is an external Library-Module for the superplay.library V1+.

  It supports reading and writing of SPO Sample-Files.

  File Format Information
  ~~~~~~~~~~~~~~~~~~~~~~~~~
  Sound Samples in the "SPO Sample File Format" consist of two Files :
  The Header-File (<Sample>.spo) and the Data-File (<Sample>).
  The Header-File contains information about the Raw-Data in the
  Data-File. For loading and saving the Sample it makes no difference,
  which FileName – Header-File or Data-File – is given.
  This is managed by the SPObject.

  Because recognition of the Types of packed Files is only possible
  by reading the whole File into a buffer and then check it, we use
  two different Files for both : Sample Information and Sample-
  The Data-File CAN be packed, the Header-File MUST NOT be packed.

  The SPO.object does NOT save packed data, but it is possible, to pack
  the Data File with ANY XPK-Packer you like, because the SPO.spobject
  uses the xpkmaster.library for decoding.

This allows efficient packing and unpacking with PowerPacker and all$\times$
other XPK-Packers.

Remember, that the original Data written by the SPO.spobject is NOT packed
and therefore needs a lot of Diskspace. So pack it immediately after it
has been written.

The Data saved into the <Sample> File is written almost in the same
way like in an IFF-8SVX. The only difference is : Future versions might
contain 12- or 16-Bit Sample Data.

History :
~~~~~~~~~
V3.4 (22.01.1997) :

 - checked for iconsistencies
 - "stopping"/"continuing" now works as expected, and "continuing" while
   aready running or "starting" twice returns silently returns (no error)

V3.3 (04.01.1997) :

 - fixed and changed A LOT...

V3.2 (15.11.1996) :

 - completely recompiled with SAS/C V6.57

V3.1 (08.08.1996) :

 - bumped to V3
 - had been compiled for utility.library, but not correctly linked

V2.4 (27.05.1996) :

 - completely recompiled with SAS/C V6.56
   (with new GST and using utility.library)
 - using new startup-code as with svobjects

V2.3 (26.8.1995) :

 - completely recompiled with SAS/C V6.55
 - now saves A1 within assembler routines

V2.2 (21.07.1994) :

 - added possibility to save all Samples from all multiple-SampleList
   and to accept NULL parameters for the Source-SPObject with
   SPO_Write(), so that custom applications may save their self-
   created SampleLists by simply setting them via SPO_SetSampleList().
   The old way behaviour is still supported (as also handling of
   V1 SPObjects).
 - will correctly write Samples with more Bits than 8,
   if it is confronted with them

****
* Older revison history entries have been deleted for space reasons   *

```
***************************************************************************
```

1.20 VOC.spobject

```
Version      : 3.4
Release Date : 22.01.1997
```

```
Description
~~~~~~~~~~~
VOC.spobject is an external Library-Module for the superplay.library V1+.

It supports reading and writing of PC VOC-Sample-Files (V1.10).

Features / Handicaps
~~~~~~~~~~~~~~~~~~~~~
- Currently only VOC-Version V1.10 is supported.
- All Blocks except Block 1 and the Header are ignored,
  e.g. Stereo-Sample-Data.

History :
~~~~~~~~~
V3.4 (22.01.1997) :

 - checked for iconsistencies
 - player tasks was not __saveds compliant
 - "stopping"/"continuing" now works as expected, and "continuing" while
   aready running or "starting" twice returns silently returns (no error)

V3.3 (04.01.1997) :

 - fixed and changed A LOT...

V3.2 (15.11.1996) :

 - completely recompiled with SAS/C V6.57

V3.1 (08.08.1996) :

 - bumped to V3
 - had been compiled for utility.library, but not correctly linked

V2.5 (27.05.1996) :

 - completely recompiled with SAS/C V6.56
   (with new GST and using utility.library)
 - using new startup-code as with svobjects

V2.4 (26.8.1995) :

 - completely recompiled with SAS/C V6.55
```

  – now saves A1 within assembler routines

  V2.3 (11.12.1994) :

  – fixed internal bug

****
* Older revison history entries have been deleted for space reasons   *
****

1.21 WAV.spobject

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  Version   : 3.4
  Release Date : 22.01.1997

  Description
  ~~~~~~~~~~~
  WAV.spobject is an external Library-Module for the superplay.library V1+.

  It supports reading and writing of PC RIFF-WAVE (WAV) Sample-Files,
  playing is supported as far as the Amiga is able to (8 Bit only).

  History :
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  V3.4 (22.01.1997) :

   – checked for iconsistencies
   – player tasks was not __saveds compliant
   – "stopping"/"continuing" now works as expected, and "continuing" while
     aready running or "starting" twice returns silently returns (no error)

  V3.3 (04.01.1997) :

   – fixed and changed A LOT...

  V3.2 (15.11.1996) :

   – completely recompiled with SAS/C V6.57

  V3.1 (08.08.1996) :

   – bumped to V3

  V2.5 (27.05.1996) :

   – completely recompiled with SAS/C V6.56
     (with new GST and using utility.library)
   – using new startup-code as with svobjects

  V2.4 (26.8.1995) :

```
  - completely recompiled with SAS/C V6.55
  - now saves A1 within assembler routines

  V2.3 (11.12.1994) :

  - fixed internal bug
```

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*************************************************************************
* Older revison history entries have been deleted for space reasons    *
*************************************************************************
```

1.22 SoundDT.spobject

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Version      : 3.4
Release Date : 22.01.1997
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Description
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SoundDT.spobject is an external Library-Module for the superplay.library V1+.
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It supports reading of Sound Datatypes.

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Features / Handicaps
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- once a sample has been loaded, it will be repeated until an explicite
  stop command arrives
- an arriving stop command waits (asynchroneous) until the current repeat
  loop ends
- there's no possibility to continue a once stopped Sample

History :
~~~~~~~~~
V3.4 (22.01.1997) :

  - checked for iconsistencies

V3.3 (04.01.1997) :

  - fixed and changed A LOT...

V3.2 (15.11.1996) :

  - completely recompiled with SAS/C V6.57

V3.1 (08.08.1996) :

  - bumped to V3
  - had been compiled for utility.library, but not correctly linked
```

```
V2.3 (27.05.1996) :

 - completely recompiled with SAS/C V6.56
   (with new GST and using utility.library)
 - using new startup-code as with svobjects

V2.2 (26.8.1995) :

 - completely recompiled with SAS/C V6.55
 - now saves A1 within assembler routines

V2.1 (11.12.1994) :

 - first version
```