OctaMEDPlayer

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Chapter 1

OctaMEDPlayer

1.1 OctaMEDPlayer Guide

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    OctaMEDPlayer V5.10
    ~~~~~~~~~~~~~~~~~~~
```

OctaMEDPlayer is a stand-alone, freely distributable player program for
OctaMED songs. It can be used from both Shell and Workbench
LINK wb_usage}.

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Document last changed: 10.04.1994.

1.2 OctaMEDPlayer File Formats

OctaMEDPlayer V5 supports several MED/OctaMED file formats:

* Old Sng+Samples format (MED V2.1 – OctaMED V2). OctaMEDPlayer is
  probably the only external program capable of playing this format.

* MED/OctaMED modules of type MMD0 (MED V2.1 – OctaMED V5), MMD1
  (OctaMED V3 – OctaMED V5) and MMD2 (OctaMED V5).

OctaMEDPlayer is a MED/OctaMED-only player program. In particular,
support of other music programs will NOT be added. There are more
general player programs for this purpose (e.g. MultiPlayer and
PowerPlayer).

OctaMEDPlayer supports normal four-channel songs, MIDI, and the split
(5-8) channel modes, as well as multi-modules. Powerpacked MMD-modules

are automatically decrunched (powerpacker.library required).

NEW: V5.10 supports SFCD/SFHD compression (this compression method
is supported by OctaMED and Stephan Fuhrmann's PowerPlayer).
Lh.library is required.

There are some special Notes for MED V2.1 / MED V3 Modules .

1.3   Notes for MED V2.1 / MED V3 Modules

```
MED V2.1 Modules
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```
There may be problems with the playing speed. If the playing speed isn't
correct, load the module into a newer MED/OctaMED, change the secondary
tempo to 6, and save it back.

```
MED V3.00 Modules
~~~~~~~~~~~~~~~~~~
```
There's an alignment bug in the module saving routine of MED V3.0. Some
modules may crash when played (on 68000/68010-based Amigas). This problem
can be fixed by loading the module into a newer MED/OctaMED and simply
saving it back.

1.4   System Compatibility

OctaMEDPlayer is compatible with all versions of the operating system,
even with the obsolete V1.3. Of course, OctaMEDPlayer is fully
multitasking and OS-friendly.

OctaMEDPlayer uses the system standard ASL file requester, it is
available only under Workbench 2.0 and later.

1.5   HQ (High Quality) Mode

The HQ Mode enhances the sound quality of 5-8 channel modes. It will,
however, cause increased processor load. This mode is available in
OctaMEDPlayer, as well as in OctaMED.

Due to the high processor load, the HQ mode in 7/8 channel modes is
not usable on slow (7.14 MHz/68000) Amigas.

The HQ Mode gadget doesn't do anything when it's clicked. The change
will take place next time Play or Cont is clicked.

1.6   Shell Usage

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OctaMEDPlayer is started from Shell as follows:
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  OctaMEDPlayer <song> <number> <options>

  <song>    Optional, if not specified,  OctaMEDPlayer Window
     appears and waits for your interaction. If <song>
     is present, the song is loaded. If it loaded OK,
     the playing will start. Ctrl-C quits.

  <number>  If <song> is a multi-module, this number specifies
     the song you want to play.

  <options> Additional command line options. Currently
     supported are:

    HQ  Activate the  HQ mode  (5-8 channel modes only).
    WINDOW  Open the  OctaMEDPlayer Window .
    MBEXIT  Stop playing when both mouse buttons pressed
      (when started from Shell, also exits).
    QUIET Don't display any messages (in Shell mode only).

       Examples:
       ~~~~~~~~~
       octamedplayer multimod 2  ;plays the second song of 'multimod'

  octamedplayer eightchsong hq  ;play 'eightchsong' (use HQ mode)

  octamedplayer eightchsong window hq  ;as above, but open the window

  octamedplayer hq window ;open the window and activate the HQ mode
```

1.7 Workbench Usage

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Workbench usage:
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        You can run OctaMEDPlayer by double-clicking its icon. To
        automatically play a song when its icon is clicked, set the
        icon default tool (the default setting is "OctaMEDPlayer").
        You can click the song icon and then shift-double click the
        OctaMEDPlayer icon to play that song. OctaMEDPlayer always
        opens its  window  when started from the WB.
```

1.8 OctaMEDPlayer Window

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The OctaMEDPlayer Window:
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When you start OctaMEDPlayer from  WB  or  Shell  without
arguments, the window appears. There are gadgets for controlling
the playing:

The string gadget Holds the name of the current song. You can load a
```

          new song by typing its path and filename into this
          gadget, and pressing Enter.

Play   Starts playing the song from the beginning. If
          shift-clicked and there's a multi-module in memory,
          all songs of the multi-module will be played.

Cont   Plays the current song starting from the point
          where you stopped it.

Stop   Stops the playing.

MIDI: Y/N   This gadget allows you to turn MIDI on/off. It has
          no effect when in 5 – 8 channel mode!

Load...   Allows you to load a song by using the ASL file-
          requester. This feature requires OS Release 2.

< >   With these gadgets you can select the song, if
          there's a multi-module in memory.

HQ   This switch toggles the HQ mode . Affects only 5-8
          channel songs. It has no effect when clicked during
          playing.

There's some information about the playing position displayed:

          Sg:01/01 Sc#:001/010 Sec:002/005
          Seq:002/009 B:000/140 L:0012

Sg: The number of the current song, and the total number of songs in
  the current module.

Sc#: Current section list position. (MMD2 only)

Sec: Current playing sequence/section. (MMD2 only)

Seq: Current playing sequence position.

B: Current block.

L: Current line number.

1.9 OctaMEDPlayer ARexx Interface

ARexx interface
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OctaMEDPlayer has a small ARexx interface, which is useful for multimedia
use, for example. The port name is OCTAMEDPLAYER. The following commands
are recognized (not case sensitive):

PLAY   Plays the current module (equivalent to clicking the
    "Play" button).

PLAYALL   Plays all songs of the multi-module (= shift-click

```
    Play button).
```

CONT   Continue playing the current module.

STOP   Stop playing.

LOADMOD   Loads a module (e.g. loadmod 'module').

SONGNUM   Sets the multi-module song number (e.g. songnum 2).

GETSONGS Returns the number of the songs in the current
    module (1) or multi-module (> 1).

QUIT   Quits OctaMEDPlayer

1.10 About OctaMEDPlayer...

OctaMEDPlayer version 5 is copyright ©1991–1994 Teijo Kinnunen. All Rights
Reserved. This program is Freely Distributable. You are encouraged to
distribute OctaMEDPlayer and this document file.

OctaMEDPlayer supports all features of OctaMED V5, copyright ©1991–1993
Teijo Kinnunen & Ray Burt-Frost (RBF Software). OctaMED is available
from several retailers around the world.

A freely distributable demo version of OctaMED V5 is also available.

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1.11 OctaMEDPlayer History

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  V5.10 (10.04.1994)
  ~~~~~~~~~~~~~~~~~~~
  * added support for SFCD/SFHD modules
  * recompiled with SAS/C V6.51

  V5.01 (10.10.1993)
  ~~~~~~~~~~~~~~~~~~~
  Some minor fixes (can't remember any more).

  V5.00 (09.06.1993)
  ~~~~~~~~~~~~~~~~~~~
  Initial release for V5.
```