

DeliList1.0a

COLLABORATORS

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REVISION HISTORY

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Chapter 1

DeliList1.0a

1.1 main

```
*****
@DeliList V1.0a (13/3/95)
-----
By $LiNg$HoT/DiMeNTiA
-----
Introduction
Standard Disclaimer
Requirements
Usage
Features
Bugs
History
TO DO
Greetings
Contacting the author

*****
Try my web page on URL:
http://www.york.ac.uk/~dmh11/slingshot
*****
```

1.2 What the hell is DeliList?

DeliList is a program that makes the process of updating and creating DeliTracker module lists that much quicker and easier. Working recursively, DeliList will catalog ALL the files it finds into a chosen DeliTracker compatible playlist.

DeliList provides a means of adding modules to a playlist by merely specifying a switch. This is useful when cataloging a number of different directories that are not in the same tree, as an AmigaDOS script can be written to put them all together using the append switch.

Basically DeliList can be used to update module lists when new modules are added to the directory tree, without having to go through each directory by hand looking for specific new mods.

1.3 A very nice module player...

The great mod player program that DeliList produces playlists for is called DeliTracker2. It has a vast number of features and can play just about any mod format around, including the complex PC music format, ScreamTracker. Using what are known as Genies, DeliTracker offers a number of optional features that can be turned on or off at any time. This is not only memory efficient, but also makes DeliTracker extremely versatile.

So, if your reading this doc either on my home page, or just because the program came on a utils disc, you may want to get hold of the great DeliTracker. If so, you can get it from the Internet Aminet archives under the following path:

mus/play/DeliTracker_211.lha (Latest version as of: 6/3/95)

There now follows extracts from the official DeliTracker documentation:

1.OVERVIEW

Welcome to DeliTracker 2.11. For those who don't know: DeliTracker is a highly flexible soundplayer which supports many sound formats. The replay routines for the common formats ProTracker, NoiseTracker, SoundTracker 15 and 31 instrument version and StarTrekker without AM sounds, are builtin. Additional players can be loaded from disk. DeliTracker is NOT a Sampler, Digitizer, MIDI sequencer nor a song editor. It is only meant to play music modules in a very comfortable way. Here are some good reasons for using DeliTracker:

- \textdegree{} System friendly and multitasks happily
- \textdegree{} Highly expandable due to modular concept
- \textdegree{} Allocates the sound channels
- \textdegree{} Supports xpkmaster.library for decrunching
- \textdegree{} Correct play speed in PAL/NTSC (uses timerdevice)
- \textdegree{} Works well with serial.device
- \textdegree{} Modulelists
- \textdegree{} ARexx
- \textdegree{} PubScreen support
- \textdegree{} Hotkey (Commoditiy)
- \textdegree{} Appwindow, modules can be played by simply dropping the ↵
module
icon (or even a hole directory) into the mainwindow
- \textdegree{}~Written in 100% Assembler

4.1 System requirements

DeliTracker II requires at least Workbench and Kickstart 2.0 (aka V37). We recomend the usage of Workbench 2.1 (or 3.x), because the ASL Filerequester of V38 and above is much faster and supports multiselect. If you want to use packed modules, the 'xpkmaster.library' and the corresponding sublibraries must be installed. Make sure that you use V2 of XPK! V1 is NOT sufficient. DeliTracker requires at least 150KB of memory. Additional memory is needed for every loaded genie, player, the

current modulelist and the decrunchd module. Of course, your System should be equiped with a Monitor that has speakers, or even better, connected to a HiFi system.

Mental note: I really must register this great program soon..!

1.4 An example AmigaDOS script to catalog non-related tree directories

When I catalog my main module list, I like to have all of my mods available. Some of these are in different directories, which are separate from each other in the tree. Basically, I have a ProTracker directory which holds a number of different categories of mod. This is easily scanned using the recursive ALL switch with delilist as each sub-directory is scanned. I also have foreign, game, playlist and readme directories which are on the same level as the protracker one. Some of the mods in the foreign directory should not be included in the playlist and so I cant just give DeliList the main MODULES: directory for scanning. Also I dont want to include the .readme or playlist files in the list! Therefore, I use the following script to scan just the mods I want included.

```
c:DeliList modules:protracker/ modules:playlists/delitracker2-all all
c:DeliList modules:game-music/ modules:playlists/delitracker2-all append
c:DeliList modules:Foreign/s3m/ modules:playlists/delitracker2-all append
c:DeliList modules:Foreign/BPSoundMon/ modules:playlists/delitracker2-all append
c:DeliList modules:Friends/Steves/ modules:playlists/delitracker2-all append
c:DeliList modules:Sound_Noise_Star modules:playlists/delitracker2-all append
```

If you just have a main modules directory, and want all the mods included in the playlist you dont need a script and can merely run DeliList once. E.G:

```
1> DeliList dh2:modules/ dh2:Playlist all
```

1.5 So, what is my legal status MR Biffo?

DeliList is Public Domain and thus is free to be used by anyone who has a use for it.

You use DeliList at you own risk and I cannot be held reponsible for any damage caused by use or misuse of the program. Not that I'm expecting any problems to arise, but it's better to be safe than sorry! :)

DeliList has been written in AREXX but has been compiled to protect the code (not that it's amazing or anything but..). This not only protects my routines but means that it is easier to run and the user does not have to mess about with the RX command or script bits!

I may at some time or another decide to release the source depending on how I feel about it :)

GuideCompiler is written by: James Allen A.K.A SlingShot/Dementia U.K

Feel free to contact the author at any time, to discuss extra functionality for DeliList or just to talk about AREXX!

1.6 What ya need..

DeliList 1.0a needs:

OS2.0+

RexxMast (The Arexx interpreter running)

A Harddrive

The following AmigaDOS commands in C: (sys:c/)

- SORT

- LIST

- DELETE

Why use AmigaDOS commands?

1.7 Why have I used the DOS commands?

The following description contains technical terms which some people will not understand.

When I first learnt AREXX, I didnt know there was a command in the AREXX support library that allowed directories to be scanned and the files returned to a variable. Therefore I used my own technique of redirecting the output of the list command to RAM: and sorting it.

I now know how to use the inbuilt support function ShowDir() but I have decided against using it in this instance. The problem is, due to AREXX being an interpreted language it aint the fastest thing around. Therefore, just like a C coder might use the AmigaDOS functions in dos.library for extra speed, I have decided to use the AmigaDOS commands in C:.. This system works faster than it would if I used ShowDir() because using that would involve:

1. Reading the directory into a single simple symbol. (A Variable)
2. Splitting it up into a set of compound symbols. (An array)
3. Sorting it using a quick sort.

Even on my 030/40Mhz this all takes alot of time in AREXX and so by using AmigaDOS commands the running of the program is improved. I make LIST and SORT resident and so they donnot need to be repeatedly loaded off disk. This of course takes alittle bit of memory but not much.

Using my current technique I redirect the output of list to ram creating 2 files holding the files and the directories. I then read these into compound symbols. This is alot faster than using the above method, but I suppose reading them into an array takes alittle bit of time. Still,

I am happy with the speed my program runs at, and dont think it could be speeded up much more. If it doesnt run very fast on your system, mail me your system setup as I am interested on how it runs on slower machines.

I have written a number of procedures which use the above techniques and these allow me to write other AREXX programs that need to scan directories quickly and easily.

1.8 So.....How do I use it then?

Before running DeliList, the AREXX interpreter REXXMAST MUST be running. If this is not run from your Startup-sequence or User-Startup, go to the CLI and type:

```
sys:system/rexxmast >nil:
```

IF you want it to be run every time, place the above line in your startup-sequence OR user-startup. You could also merely drag the REXXMAST file from sys:system into your sys:WBStartup drawer and this would have the same effect.

Usage is pretty straight forward. Here is the standard AmigaDOS template:

```
DeliList SOURCE/A,DESTINATION/A,APPEND/S,ALL/S
```

SOURCE = The source directory where scanning should commence.
DESTINATION = The name of the destination PLAYLIST.
APPEND = Specifies whether list should be appended to.
ALL = Turns on recursive scanning.

Note: If the APPEND switch is NOT used, then a new playlist will be created OR an existing playlist will OVERWRITTEN.

Here is an example that would be used to add a module directory which has sub-directories to an existing playlist:

```
1> DeliList dh2:modules/Game-Music/ dh2:ModList append all
```

If you wish to catalog only certain directories, you could use an AmigaDOS script. [Click here for an example.](#)

1.9 There arent many but it does the job I guess!

V1.0a Features:

- Scans directories recursively and builds up a DeliTracker playlist.
- Allows mods to be added to existing playlists.
- Allows quick playlist updating of new mods.
- Has nice ANSI output... :)

1.10 Arhhhhh no not them....!

KNOWN BUGS in V1.0a

Errr, I KNOW that there arent any....well I dont think there are anyway...BUT if you find any please mail me them as soon as possible!!

1.11 What has been changed and added..

DeliList Version History

V1.0 - 14/9/94 (RELEASED: 06/03/95)

- A program to scan directories and sub-directories of mods.
- Will compile the names to a file readable by @DeliTracker2
- The switch APPEND allows additional mods to be added to a list.

V1.0a - 13/3/95 (RELEASED: 14/3/95)

- Just a quick bug fix.
- Fixed bug with incorrect scanning of directories which have spaces in them.
- Made the program clean up some of it's temporary files in ram.
(Both Spotted by: Monier Gael)

1.12 What next then?

I actually havent got any ideas concerning future development for DeliList as it does what I want. Therefore, I could do with feedback from users who want to see extra functionality in the program.

HOWEVER:

I have an idea for an integrated AREXX program that will add DeliTracker control options to Directory Opus. At the moment, I use the included AREXX scripts that come with DeliTracker and link each to a DOpus button. I want to combine all of these and add other options including playlist display and individual module selection from the DOpus directory windows. We'll have to see how my ideas develop for this. If any of you have any ideas concering this idea, feel free to mail them to me.

1.13 Hi mum!

Greets go out to the following people:

Laurie Lee (The C God) - See! C isnt the be all and end all :))
Dave Hollway - Money and map NOW!!! :)

Mark & Scott/Visage Computers - What are YOU doing with one of my programs?
Catlord - When ya gonna code a demo then.... *;)
Draxx/Desire - Built any CrayAmigas lately?
Darren Bloor - Psst....Got any.....dirty videos... :)
Creator/Dimentia - Get that Babylon 5 beater finished! ;)
KenD/LSD - See yers on mono m8.
CounterPoint/Westower - Hey, keep those cool mods coming..
Chalky - Was it 2 disks or 3 you gave me? ;>
WhiteWolf - HEY! Mail me dude!
WolfLord - If your reading this.it must be on my home page..Get yours done!:>
The_Don - SO...When are we gonna get our OWN section then? ;>
Jason Compton - Keep producing your great mag!
Deztech - Hi Philip...So...what do you think? (I hope I remembered ya nick!)

IRC:

FUNdament - Hey, get that paint package done..I want to do the AREXX :)
Secka - Wonder if we'll get banned again... ;>
Wangi - Where did you get that name from..? :)
Xanim - Hey Terje..so when are you gonna optimise xanim then.. ;>
Toto - B5 has the best effects... ;->

Oh and greets to all on #amiga..I'm not mentioning #amigascne..I was banned from there for no reason! :(

AND..

All the programmers on the world wide Amiga scene, who make our machine such a joy to use.

While I'm at it, greets to ALL Amiga owners everywhere. Keep the dream alive!

1.14 So you want to talk to me huh? :)

Well, I hope you find DeliList useful and if you have ANY suggestions or comments please MAIL ME..I didnt recieve any for DeArchive.. :(

Right then, here are my current E-Mail addresses. They remain valid until:

Either:

- A). July/September 95' when I finish year 2 of my degree.
- B). The operators de-user me for.....Errmmmm well, I dont think we need to go into that right now *8-}}

Mail me - James Allen - at either:

- cc022jwa01@ntu.ac.uk OR
- sys2jal@doc.ntu.ac.uk

You can also contact me on the "MonoChrome" Internet BBS run from City University London, England.

Telnet : electron.mono.ac.uk
PAD : uk.ac.city.mono
(When prompted, enter the above TELNET address.)

My account name is : SlingShot (Also my nick on IRC!)

I look forward to hearing from you.....

Oh and check out my WWW home page some time (Thanks Threapwood!). It has links to my programs on aminet, upcoming projects and Amiga links etc..

<http://www.york.ac.uk/~dmh11/slingshot>

Look out for my other releases (I finally got my AREXX compiler!) such as:

GuideCompiler - Scans recursively and builds an @AmigaGuide of text files.
NameStrip - " " " and strips file names of spaces etc..
MultiVer - Compares VER strings in files in 2 directories and allows you to copy newer versions into the source.
DeArchive - Unpacks all LHA/LZH/ZIP files into a directory automatically

You can get the above programs from aminet:

util/arc/DeArchive15.lha
util/cli/MultiVer10.lha
text/hyper/GuideCompiler11.lha (NameStrip included)

Oh and my one released music mod is on aminet in mods/pro and is called:

WhoIsElvis94.lha

It's a remix of the techno track, "Who is Elvis" By Interaction.
