

dasmphelp

COLLABORATORS

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REVISION HISTORY

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Chapter 1

dasmphelp

1.1 main

D.A.S.Module Player V3.5 HELP guide

=====

Open guide

1.2 masterw

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 Dbl handling

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.

Clear

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.

Effects

Opens/closes the hidden page #2 on master window.

QScp = QuadraScope view on/off

Slider = Effects delay (approximately 1/50 seconds)

Old Three different scopes replaced with only one scalable QuadraScope. This flickers quite a lot, but that is due that I changed it to use fully the MUI provided displaying methods (Bitmap.mui) and they always clear the area first and then redraw the image, which isn't always necessary, but hey atleast it is scalable..

There are three different drawingmodes selectable from menus in scope window.

Solid = Solid volume adaptive drawing mode (slowest, very nice)

Normal = Non-solid volume adaptive drawing (faster)

Simple = Non-solid not volume adaptive drawing (fastest)

PWin

Opens a mini sized play window. Normal window will be closed for the duration of the mini window.

Repeat

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. EPLs do not normally support this.

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. Read dasmp.guide for more info.

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.

1.3 config

Config Page: Misc settings

Config Page: Cycles

Config Page: Path & req opts

Config Page: External archs

Config Page: External Players

Config Page: Author listing

Config Page: Groups

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 page1/2/3 options and ASL requester Width/Height and Specials menus Toggle item states. (dasmf.config).

Use

Saves current configs to ENV:

Saves: External Archive list, External Player list, Author/Style list, Cfg page1/2/3 options and ASL requester Width/Height and Specials menus Toggle item states. (dasmf.config).

1.4 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.

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 added modules 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 needed or user selected).

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 this is dangerous, this 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.

Sort Automatically

When enabled will cause all entries added or loaded to main list become automatically in sorted order according to sorting method.

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)"

1.5 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.

Mode 2

Play all = Play all modules.
 Play Group = Play only modules from given group
 Play Selected= Play only selected files (Select from list with mouse +
 shift key down)

It doesn't make any sense to use for example "Play Group A" if your
 "show list" option is "Show Group B" since there isn't any Group A
 members in the list. Usually these two options switch each other useless
 since you would normally use only other one of these two options.

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.
 Module type = Sorted by module type (example: MOD, MOD8, S3M, TFMX)
 (Modules with same type sorted in alphabet order)
 Channels = Sorted by channels in module (example: 4, 6, 8, 12)
 (Modules with same channel count sorted in alphabet order)

Show List

You can divide your modules up to 26 groups and to ease the use of
 this option you can command DASMP to show certain groups or all.

Selections:

Show all = Shows all modules.
 Show Group = Shows modules from given group
 Show current type = Shows modules which are of same module type
 as the active one.

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)

Pri

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

Current List date

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

1.6 cpage3

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.

EPL Cfg dir

Drawer in which the EPL configurations will be saved. Default = "S:"
Read dasmp.guide "EPL" for more info.

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)

Current List date

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

1.7 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 -1"
```

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)
```

1.8 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 (hehe..) and EPL will open a window showing its personal configuration window. Personal configurations include usually something like: Mixingrates, playmodes and volume boosts.

Sort

Sort EPL list by Priority and Usage order.

When you are playing modules the DASMP keeps count on usage of every EPL. This is very usefull information since some of the EPLs have internal detection routine and thus they will have to be loaded in to memory in order to use this built-in routine. If you however never or seldom play modules which need these EPLs it is waste of memory and CPU time to load these libraries for nothing. This waste of resources can be eliminated by sorting the EPL list on descending usage order which causes the most used EPLs to be the first ones to be examined for recognising and playing the module. Least used EPLs will be at the end of the list thus being rarely loaded to consume resources.

Usage information is NOT saved with other EPL list information thus making this information be valid only when you have played an average spread of different module types and THEN press sort and save the EPL list with Save/Use configuration (Note: Which saves other configuration information as well.)

Note: You should do this every once and a while to keep your lists optimized.

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.

Priority slider

For defining sorting priority for EPLs. When EPL list is sorted, the players are sorted in descending priority order. Within same priorities (ex. 0) EPLs are sorted in descending usage order (Look "sort" above).

As a default priority is always zero except with dasFAST.library which has priority of 1. This is due that dasFAST should always be checked before dasPT since they both play the same module type but dasFAST

supports additional recognition attributes such as module size.

1.9 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 this 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 on 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" in dasmp.guide.

1.10 cpage7

Multigroup system:

Listview 1 (Multicolumned and bigger one)

Contains available groups. Divided in to three columns:

1 char ID, Name (editable) and the linked format (or '----' for none).

User can add new groups up to 26 (look "adding"), every group will have alphabet ID bigger than previous.

User can change the name of the group at will.

LINK: In the second listview on this page there is (or will be) module formats available and user can link group to certain module format. Only one link per group is possible but there are no restrictions if you want to have severeral groups linked to same format (not very usefull).

What this means is that when you select for example the "show list" mode as "group" you will get an window asking for a group to show and only that group will be shown in list. If you have a link to a format, only modules of that format will be shown. This same goes for playing mode "group" as well.

In the list there is always two groups available and these are internal groups "A" and "B" which are maintained here for backward compatibility. These cannot be removed nor renamed.

Basically the Multi Group system is very flexiple allowing grouping by format or just by an ID allowing to make for example group of "Excellent" modules and so on..

TRY AND LEARN!

Add

Adds a new group to list. Name can be edited at will.

Del

Delete an active group (Groups A and B can't be deleted)

Link

Link group to a specific mdoule format. Active format on the second listview is used. Name of this format appears to the third column of the first listview.

Rem link

Remove link. Removes a link to a certain module format.

Listview 2

Contains list of available module formats. Unknown format is always present. If the format list is not previously saved the Unknown will be the only one.

Formats will be added with two different ways. DASMP automatically adds a new module format when played if it doesn't already exist or you can add formats by using "SCAN" option. (look below)

Scan

Scan the main module list for module formats not existing yet. All non-existing formats will be added. Unfortunately you will always have to play the module before its format can be determined, so please use lists instead of always adding modules before you do anything.

Delete

Delete a format from the list.

1.11 mcnf

Personal configs for every module. Divided to two pages.

Page 1: Information

Listview

Contains:

- Modules true filename
- Author
- Style
- Channels used
- Date
- Size

Module type

Editable. Extracted from EPL or internal player when played.

Time

Module's playing time. Editable. Format of this string when the user is entering it is xx:xx, if that is not entered then no value is changed. Example: 06:27 (Note the leading zero.)

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.

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

Group list

Groups available. Module belongs to the active selection in this list.
Change can be made by just changing the active selection in this list.

Volume (Slider)

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 (Slider)

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

Note: All EPLs do not support this option.

Fade speed (Slider)

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

Note: All EPLs do not support this option.

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.

Stop at end

When enabled, will stop playing the music when time defined at "TIME" string (MCNF Information page) has elapsed.

+/-

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.

SetFN

Save Moduletype, listname and moduletime to file comment.
When his module is added to the list next time these values will be used automatically.

1.12 samplex

Samplex = Sample ripper.

List view

Contains entries.

Name string

Contains the name of active selection from the list.
This is also the filename of the sample. Check all entries
for double names or invalid sample names.

Directory

Contains the directory/path where samples will be saved.

Extract Samples

DASMP will give command to a currently playing EPL to
fill out certain structure with sample information about
current module. This ofcourse is only succesfull if the EPL
supports this extraction (look below) and there really is
module playing at that time.

Samples will be copied to another memory area and displayed in
the list in this window. You don't have to keep the module playing
since the samples are copied and you can extract samples from several
modules before saving if you want.

Name which appears to list is the name found in instrument structure
of module, but if there is no name for sample it will be named
"smpx???" where ??? is number between 001 and 999. Also if name
contains invalid filename characters these chas will be replaced
with '_'. There is no double name checking performed, so check the
names before saving (otherwise the first sample with double name will
just be overwritten)

Only EPLs supporting this option released with 3.5 are:

- PT (Protracker, quite useless since you could load this
to protracker or clone and save from there)
- S3M (Scream Tracker modules)
- 68CH (FastTracker 1.x modules)

Save samples

Save selected entries from the list. You have to
multiselect the modules you wish to save. File will be saved
to the directory defined by the directory string above these gadgets.

Delete

Removes selected entries from the list and frees the
memory used by these samples.

Clear

Removes the whole list and frees the memory used by these samples.

1.13 index

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