

MidiPlay

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MidiPlay

1.1 MidiPlay

INTRODUCTION

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MAIN WINDOW

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PROBLEMS AND LIMITATIONS

HISTORY

AUTHOR

CREDITS

1.2 INTRODUCTION

VERSION

DISCLAIMER

COPYRIGHT

WHAT IS MIDIPLAY ?

REQUIREMENTS

1.3 VERSION

MidiPlay v2.11 24-Apr-94

1.4 DISCLAIMER

The author of this program can not be held responsible for any damage directly or indirectly caused by the use of this program. Use it at your own risk.

1.5 COPYRIGHT

This program is copyright (C) 1993-1994 Janne Syväniemi. All Rights Reserved. ←

The program is GIFTWARE. It is freely distributable as long as all files are included in their original form and no extra fee is charged. MidiPlay may not be included in any commercial package without a permission of the author. People who use MidiPlay much, should think about rewarding the author with some music related gift (like good music in CD format).

Bill Barton's midi.library is Copyright (C) 1987, 1988, Pregnant Badger Music. More info about midi.library can be found on Fred Fish disk 227.

reqtools.library is Copyright (C) Nico François.

See also

Author

1.6 WHAT IS MIDIPLAY ?

MidiPlay is a program that can play format 0 and 1 MIDI files (← format 2 has not been tested). It can also print their contents. Other features include:

- graphical user interface lets you load and play MIDI files easily
 - files can be played from a playlist
 - tempo can be changed using the tempo slider
 - MIDI channels can be muted or soloed
 - MIDI events can be transposed
 - program change and pitch bender message filter
 - external and internal sync
-

- GM support: program change mapping, drum mapping
- the reset message resets MIDI equipments to the factory setup
- MIDI merge
- a lyric field

If you need the latest version of MidiPlay, call this
BBS

.

1.7 REQUIREMENTS

MidiPlay requires at least OS 2.04 to run. Also reqtools.library ←
and
midi.library are required. If you want to use NOMON option,
Upd
should
be running at the background.

1.8 INSTALLATION

Copy libraries midi.library v2.0 and reqtools.library to your LIBS:
directory, midiplay.config to your S: directory and MidiPlay wherever
you like. midiplay.config is not necessary, you can use the tooltypes in
the MidiPlay icon or in the project icons. If you use map files you should
define in the configuration file where they are located.

1.9 STARTING MIDIPLAY

Before the starting options or tooltypes are read, MidiPlay tries ←
to load
S:midiplay.config. Those settings can be changed through CLI arguments or
tooltypes. If the configuration file is not found, MidiPlay's default
settings are used (marked with DEF in the document).

FROM CLI:

TYPE: midiplay [+|- options] [filename]

NOTE: '-' sign means not the same as in previous versions!
'+' sign means now that this options is set ON and '-' sign means
that this option is set OFF. There is a '*' sign in the following list
if + or - has no effect (you can use both of them).

More than one file is now allowed. If no filename has been given,

MidiPlay expects input from the current input stream, so redirection can be used.

Simple options can be given together like: +dcbl. Options with numbers must be given separate from the following options.

For example: +u10 +lbp35 +m1 +m2 +dm4.

FROM WORKBENCH:

DOUBLE CLICK MidiPlay icon or MIDI file icon (= project icon with default tool MidiPlay) or SELECT MIDI file icon and SHIFT DOUBLE CLICK MidiPlay icon. All selected MIDI files are added to the playlist. The tooltypes used in the program (default tool) icon are read. Options in the configuration file should be in the tooltype format.

Options and tooltypes (=configuration options):

*? [ONLY FROM CLI]

Usage message.

+f [FILEINFO=ON]

Prints details of the MIDI file: format, the number of the tracks and Steps/Quarter Note. Will be shown only right after loading of a new file. DEF OFF.

+x [TEXTINFO=ON]

Prints all meta events in the file. A meta event can express tempo, time signature, key signature or a text event (copyright notice, sequence/track name, instrument name, lyric etc.). DEF OFF.

+n [DONOTPLAY=ON]

Prevents MidiPlay from sending events to MIDI port. Using this option you can print all the events without any delay between events. DEF OFF.

*tXXX [TEMPO=XXX] (values: 40-240)

Sets playing tempo to XXX (BPM). Tempo change messages in the midi file are ignored. DEF 120 (not ignored).

+d [DATAINFO=ON]

Prints all real midi events in the file. DEF OFF.

+mC [MUTE=C1|C2|C3...] (values: 1-16)

Mutes all events on channel C (C1 and C2 and C3 ...), e.g. MUTE=1|5|9 mutes channels 1, 5 and 9. If '-' is used (CLI) MUTE ON is set OFF so you can mute all selected channels by setting

MUTE ON
. to ON. DEF no mute.

+sC [SOLO=C] (values: 0-16)

Sends events only on channel C. If '-' is used (CLI) SOLO ON is set OFF, so you can play only the selected channel by setting
SOLO ON
to ON. DEF no solo.

*rX [TRANSPOSE=X] (values: -12 - +12)

Transposes all note on/off messages by X (see also -u option). DEF 0.

*uX [DRUMCHANNEL=X] (values: 0-16)

Sets drum channel to X. If this option is given, no transpose will occur on this channel. DEF 0.

+c [NOPC=ON]

Program change messages are not passed. DEF OFF.

+b [NOPB=ON]

Pitch bender messages are not passed. DEF OFF.

+l [LOOP=ON]

Loop. When the end of the song is reached, the song is played again. DEF OFF.

*pXXX [PRIORITY=XXX] (values: -128 - +127)

Sets the player priority to XXX. DEF 30.

+q [SEQ=ON]

Plays tracks (in format 1 files) in sequence. DEF OFF.

+g [MERGE=ON]

Merges MIDI input to MIDI output (actually, it routes the MidiIn port to the MidiOut port). DEF OFF.

+e [EXT=ON]

Receives clock signals from an external source and synchronizes to it. Tempo can be controlled in real time from the source. The program waits a Start or Continue message from that source before starting. MidiPlay can be stopped by sending a Stop message.

If this option is not given, MidiPlay transmits clock signals and Start and Stop messages. Thus an external source can be synchronized to MidiPlay. DEF OFF (internal).

+i [CIA=ON]

If this option is set and internal sync is used, MidiPlay will use CIA timer. Otherwise timer.device will be used. Using CIA timer may

improve timing. DEF OFF.

+w [WINDOW=ON]

Shows the main window. If -w is used:

there is no keyboard or menu available. The given file will be played unless option -S is used (this is not encouraged, because there is currently no AREXX port available to start playing and without gadgets starting is very much impossible :-)). After all files have been played and if +X option is set, the program exits. Otherwise all files are played again. If loop is used, the first file will be played again. You can stop the program by pressing CTRL-C or CTRL-D (if started from CLI or started from Workbench and text window is open). DEF ON.

+kXXX [SKIP=XXX] (values: 0-)

If this option is set, MidiPlay will skip all eventless parts which are longer than XXX measures. DEF 20.

+o [NODRUMPC=ON]

If this option is set, MidiPlay will ignore all program change messages on the drum channel. DEF=OFF.

+hC [NOMAPCHANNELS=C1|C2|C3...] (values: 1-16)

If this option is used, program change mapping won't apply to channel C (C1 and C2 and C3 ...), e.g. NOMAPCHANNELS=11|12 means that mapping won't apply to channels 11 and 12. This option doesn't affect drum mapping. DEF mapping on all channels.

+a [BUFDEF=ON]

When this options is used, default selection for the selection requester will be buffer. This means that if you select some number from the playlist, it won't be played until the current file has been played or you press CURSOR DOWN key. Default selection can always be overridden by pressing the PLAY gadget in the selection requester. DEF OFF.

+S [SAL=ON]

Playing starts immediately after the MIDI file has been loaded. If not set, the program will wait until you press PLAY or CONT gadgets, space bar or TAB key. DEF ON.

+X [EAP=ON]

The program exits after the current file has been played. If MidiPlay has been started without a window and this option is set, the program will exit after all files in the playlist have been played. DEF OFF.

+D [MIDISTART=ON]

If external sync is used, the program won't start playing until it receives START or CONT message from the external source. DEF ON.

+Gfile [MAP=ON and MAPFILE=file]

The program uses file for mapping the program change messages.
See

```
    Mapfile
    . if '-'/[MAP=OFF] is used the map file will
be loaded but it won't be used unless the map in the Filter menu is
checked. DEF no map.
```

+R [NRESET=ON]

The program doesn't use international reset message. It sends normal reset instead. See

```
    Reset
    . DEF OFF (international).
```

+Q [QUANT=ON]

The program quantizes all event times to the nearest multiple of "steps/measure" / 24. DEF OFF.

*Pfile [PLAYLIST=file]

The program loads file as a playlist. See

```
    File control
    . DEF no
playlist.
```

*Lsize [PLSIZE=size]

This sets the maximum number of files in the playlist. Default value is 100, but you can change its size so that the program can allocate enough memory for the playlist. DEF 100.

+I [ICON=ON]

When a new MIDI file is loaded, the tooltypes are also read from the icon (if there is an icon). Before loading of the tooltypes most of the options and muted channels/solo channel will be set to the configuration values, transpose value in the tooltypes will be added to the configuration value. DEF OFF.

+Mxxx [MELODY=xxx] (values: 0-16)

This sets the melody channel to xxx and that channel is muted. If '-' is used (CLI), MUTE ON will be OFF. If xxx is negative, the melody channel will be set to -xxx but it won't be muted in the beginning. See

```
    MELODY CHANNEL
    . DEF 0.
```

+Ufile [MAP=ON and DRUMMAPFILE=file]

The program uses file for mapping the note on/off messages on the drum channel. If '-'/[MAP=OFF] is used the map file will be loaded but it won't be used unless the map in the Filter menu is checked.

See also

Mapfile
. DEF no map.

+O [SOFT=ON]

If this option is used, all messages except note on/off will be passed on muted channels. In this case, the program uses two different routes between MidiPlay and MidiOut. The first one passes only note on/off messages and the other one all other messages. If unset, no messages will be passed. DEF OFF.

+C [COUNT=ON]

If this option is used, the number of the measures in a MIDI file and the duration of the file in seconds will be counted after the file has been loaded. This may take couple of seconds, but then you are able to see e.g. how many seconds are remain during playing. DEF OFF.

+T [NOMON=ON]

This option is handy for those people who use MidiPlay on stage without a monitor. Use of this options requires that

Upd
is

running. This option is meant to express via Upd when there is a message on the screen or the selected number was out of range. In the former case MidiPlay sends "id MIDIP1" message to Upd's arexx port. In the latter case it sends "id MIDIP2". You can define those id's in the Upd.ids file. DEF OFF.

+E [SPEAK=ON]

If this option is set, the name of the loaded file will be said via Upd. DEF OFF.

+Astatus [MFSTAT=status]

Status tells what is the state of the measure field in the beginning.

Status can be:

0 = none
1 = measure
2 = time
3 = remain
DEF 0.

+Fstep [FADE=step]

Step defines how many steps fade in/out requires. In version 2.11 there is only two possibilities:

0 means that no fading will be done, pressing STOP gadget or SPACE BAR will stop playing but all notes keep playing until user sends all notes off message by pressing STOP gadget again or ESC.

All other values mean that all notes off message is sent immediately after stopping.

DEF 0.

1.10 MAIN WINDOW

MENUS

GADGETS

KEYBOARD

1.11 MENUS

PROJECT

OPTIONS

FILTER

SHOW

FILE CONTROL

1.12 PROJECT

LOAD (AMIGA L)

Opens a file requester. If a new file is selected it will be added to the end of the playlist and this file will be played. It is also possible to select many files at the same time.

DIRECTORY BUFFER (AMIGA B)

If directory buffer is set, the MIDI file requester will remember the contents of the current directory. If unset, the requester will scan the current directory again.

LOAD PLAYLIST

Using this requester you can load a new playlist. Be careful what you select, playlist is not verified in any ways, so MidiPlay will probably crash if you load a file which is not a playlist.

SAVE PLAYLIST (AMIGA S)

Using this requester you can save the current playlist.

REMOVE PLAYLIST

Removes the current playlist.

ABOUT (AMIGA ?)

Shows information and copyrights of the program.

PREFERENCES (AMIGA P)

Opens the preferences window.

QUIT (AMIGA Q, F1)

Quits the program. All windows are closed and the reset message is sent.

1.13 OPTIONS

INTERNAL SYNC (AMIGA I)

EXTERNAL SYNC (AMIGA E)

Sync mode can be changed between these two modes. See NO MIDI START below. If CIA timer is selected, it will be used in INTERNAL SYNC mode. Otherwise all timing will be done through timer.device.

LOOP (AMIGA O, F6)

If this option is set and the end of the song is reached, the song will be played again.

MUTE ON
(AMIGA M, F2)

SOLO ON
(AMIGA N, F3)

LOAD .INFO

If this option is set, everytime a MIDI file is loaded, tooltypes from its icon will also be loaded and options will be set according to them. Before loading of the tooltypes most of the options and muted channels/solo channel will be set to the configuration values, transpose value in the tooltypes will be added to the configuration value.

MERGE (F4)

If this option is set, all events received in MIDI IN will be transmitted to MIDI OUT. This can be changed on the fly.

NO MIDI START

If this option is NOT set and external sync is used, the program won't start playing until it receives START or CONT message from the external source. The waiting state can be exited using gadgets/keyboard.

MIDI OUTPUT

If this option is NOT set, MIDI events won't be transmitted to MIDI OUT. Unsetting this option lets you look at the content of the file without delays between MIDI events.

START AFTER LOAD (AMIGA T, F5)

If this option is set, the program will automatically start playing after a new file has been loaded. Otherwise the program waits until playing is started using gadgets/keyboard.

EXIT AFTER PLAY (AMIGA X)

If this option is set, the program will exit after the current file

has been played. If MidiPlay has been started without a window and this option is set, the program will exit after all files in the playlist have been played.

```
RESET
>> INTERNATIONAL/NORMAL
```

```
SEND RESET (AMIGA R)
Sends reset message.
```

1.14 MUTE ON

If this option is set, all the selected mute channels will be muted. If SOLO ON is set at the same time, only the solo channel will be played. If this option is not set, all channels will be unmuted (unless SOLO ON is set).

1.15 SOLO ON

If this option is set, only the selected solo channel will be played.

1.16 RESET

If INTERNATIONAL is set, the program will send international reset message (GM standard) and ALL NOTES OFF messages before the first MIDI event and also before quitting. If NORMAL is set, the program will send the following messages before loading a new MIDI file and also before quitting:

- PROGRAM CHANGE 0
 - CONTROLLERS 0 and 32 to 0
 - MAIN VOLUME to 100
 - PAN to 64
 - EXTDEPTH to 64
 - EXPRESSION to 127
 - RPN COURSETUNE to 64, RPN FINETUNE to 64, RPN PBSSENS to 2
 - SUSTAIN to 0
 - PORTA to 0
 - MODWHEEL to 0
 - MAX to 0
 - RESET CONTROLLERS
 - ALL NOTES OFF
-

1.17 FILTER

PROGRAM CHANGE

Program change messages are not passed.

PITCH BENDER

Pitch bender messages are not passed.

TEMPO CHANGE

Tempo change messages in the MIDI file are not passed.

MAP

If this option is set, program change messages will be mapped according to the
map file
.

1.18 MAPFILE

Normal map converts every program change message to the number defined in the mapfile. Numbers are listed in the file one per row. If you want map e.g. number 2 to the number 125, just write to the third row the number 125 (program change goes from 0 to 127). To use the mapping, MAP option must be set.

The drum map converts every note on/off message on the drum channel to the number specified in the drum map file (Numbers run from 0 to 127, one per row). To use the mapping, MAP option must be set.

1.19 SHOW

FILE INFO

Prints details of the MIDI file to the console window: format, the number of the tracks and Steps/Quarter Note. Will be shown only right after loading of a new file.

META EVENTS

Prints all meta events in the file to the console window. A meta event can express tempo, time signature, key signature or a text event (copyright notice, sequence/track name, instrument name, lyric etc.).

DATA EVENTS

Prints all real MIDI events in the file to the console window.

LYRIC

Prints all lyric events to the LYRIC field in the main window.

1.20 FILE CONTROL

Playlist file is a file that includes names and directories of the MIDI files, like `dh0:music/MID/file.mid`, one per row. The first file is number 1, the second is number 2 and so on. You can tell the program the name of the playlist file in the configuration file, through tooltypes or CLI arguments. All files given as arguments or icons are added to the end of the playlist. Playlist can be changed using load/save/remove playlist in the project menu.

PLAY (AMIGA Y, F7)

When this option is set, MidiPlay will start playing a new file from the playlist after the last one has been played. MidiPlay plays first the number 1 in the beginning of the program. The current file number played is shown in the window title after the file name, like `file.mid :1`. The current number can be change back to 1 using FIRST or SELECT, see below. If you want that a new file is loaded but playing is not started, unset START AFTER LOAD.

FIRST (AMIGA 1, CURSOR UP)

Playing is started from the first file in the playlist.

NEXT (AMIGA >, CURSOR RIGHT)

Playing is started from the next file in the playlist.

PREVIOUS (AMIGA <, CURSOR LEFT)

Playing is started from the previous file in the playlist.

SELECT (AMIGA C, F10)

You can select the number of the MIDI file in the playlist through the selection requester. Just write the right number. If you press PLAY gadget, the selected file will be loaded immediately. If you press BUFFER gadget the number will be put to a buffer. There can be 9 numbers in the buffer at most. You can select the next number from the buffer by pressing CURSOR DOWN key. If there is a number in the buffer when the current file has been played, it will be loaded.

SHUFFLE (AMIGA F)

If this option is set, the next file in the playlist will be selected at random.

1.21 GADGETS

The NAME field shows the name of the sequence (format 0) or the name of the first track (format 1) which usually is the name of the sequence.

The COPYRIGHT field shows the copyright event if there is one.

Tempo can be changed using the TEMPO SLIDER. Tempo will not be changed until the left mouse button is released.

Pressing STOP gadget stops playing, if you press it twice, ALL NOTES OFF messages will be sent on all channels. See also Fade option.

Pressing PLAY gadget starts playing from the start of the file.

Pressing CONT gadget continues playing from the current position in the MIDI file.

The LYRIC field shows all the lyric events in the file (LYRIC option in the SHOW menu must be selected).

The information field (next to the CONT gadget) shows the state of the player. END and WAIT means that the program is waiting the user to do something. WAIT EXT means that the program is waiting START or CONT message from an external source. PLAY means that the program is currently playing a MIDI file. You can see the number of the current measure, time elapsed or time remain by changing the state of the cycle gadget.

The CYCLE gadget is used to change the type of the information in the information field left from the cycle gadget. If NONE is selected, only WAIT, PLAY or END messages will be seen. If MEASURES is selected, the current measure number will be seen. If COUNT option is set, also the number of the measures in the file will be shown. If TIME is selected, elapsed time will be shown. If REMAIN is selected and COUNT option is set, remaining time will be shown.

The ZOOM gadget toggles between the whole window and a window with only title bar at the top-left corner of the screen.

1.22 KEYBOARD

SPACE BAR depending on the state of the program, stops/continues playing

TAB starts playing from the start of the file

ESC sends ALL NOTES OFF messages on all channels

F1 quit

F2 MUTE ON ON/OFF

F3 SOLO ON ON/OFF

F4 merge ON/OFF

F5 start after load ON/OFF

F6 loop ON/OFF

F7 playlist play ON/OFF

F8 mutes/unmutes melody channel

F10 select from playlist

CURSOR UP plays the first file from the playlist

CURSOR LEFT plays the previous file from the playlist

CURSOR RIGHT plays the next file from the playlist

CURSOR DOWN reads the next playlist number from the buffer

1,2,3,4,5,

6,7,8,9,0,

q,w,e,r,t,y use these keys to mute/unmute channels. These keys corresponds the channels 1-16.

a transpose up

A transpose down

m tempo up

M tempo down
 i activates the preferences window (if it is open)
 f fast forward to the beginning of a next measure
 u changes the state of the cycle gadget

1.23 PREFERENCES WINDOW

NOTE: Menu shortcuts in the main window are NOT available when \leftrightarrow this window is active. All other keyboard shortcuts are available.

MUTE gadgets channels 1-16. If MUTE ON is set, checked channels will be muted.

The SOLO field tells what channel will be heard if SOLO ON is set. Pressing s selects this gadget.

The DRUM CHANNEL field tells what is the drum channel that won't be transposed. Pressing d selects this gadget.

The

MELODY CHANNEL
 field. Pressing l selects

this gadget.

MidiPlay transposes note on/note off messages according to the TRANSCOPE SLIDER. Messages on the drum channel will not be transposed.

NOTE: If any of the channel is muted and option SOFT is not set when playing is started, the program change, volume, pan and other control messages will NOT be transmitted. This means that instrument settings are not correct when those channels are unmuted.

1.24 MELODY CHANNEL

The melody channel can be muted/unmuted pressing F8 in the main window. For example the melody channel can be given using the tooltypes in the icon of the MIDI file (MELODY=4). The melody channel is mostly different than in previous files. If you want to play or sing along the file, you may need to mute the melody channel.

1.25 OTHER INFORMATION

- When started from Workbench, midiplay opens its own console window for text input. That window is not visible unless any text is printed.
- Midiplay opens one midi source named "midiplay". Source is connected to MIDI library's resident node "MidiOut". MidiPlay opens also one MIDI

destination named "midiplayin" which is connected to "MidiIn" when the player is playing and uses external synchronization.

1.26 TODO

- AppWindow and AppIcon
- AREXX port
- playlist and map file editor
- MIDI file editor
- scrolling lyric field
- MIDI mixer
- Amiga's internal sounds played on midi channels

1.27 PROBLEMS AND LIMITATIONS

On small Amigas (500 & 600) Midiplay does not multitask very well. Files are played in time, but sometimes tempo is jerky. Some files have sometimes so many events in one measure that MidiPlay is not able to send all the events exactly right time on slow Amigas. You can improve timing by using CIA timer and/or using quantization.

If you change the time from the workbench preferences, MidiPlay hangs. If you don't want this to happen, use CIA timer instead.

MidiIn may lose some clock signals on slow Amigas and the midiplayer is then out of sync. If this happens, use slower tempo and do not print anything on the screen.

Limitations:

- SYSEX messages are not analysed nor printed.
- SMPTE messages are ignored.

1.28 HISTORY

v1.0: 29-Jun-93, first version, only DOS, format 0 files.

v1.1: 23-Jul-93, first public release, WB and tooltypes, format 1 files.

v1.2: 29-Aug-93, external/internal sync and midi merge added, SYSEX messages now transmitted correctly, too slow tempo problem fixed.

v1.2b:17-Oct-93, some corrections, smaller code

v2.0beta:20-Nov-93, added graphical user interface, transpose bug fixed, CIA timer not finished yet

v2.0 24-Jan-94, added: playlist, map file support, reset message, lyric and measure fields, melody muting, loading of MIDI file

icons quantization. Priority now set back to 0 when exiting. CIA timer works.

v2.0.1 27-Feb-94, fixed int. reset bug, added mapchannel and skip options

v2.01 28-Feb-94 added drum map and soft muting option.

v2.01a 06-Mar-94 added NODRUMPC option, added short delay after loading when NRESET is used.

v2.10beta 14-Mar-94 added own task for the playing routine: printing and using the right mouse button or opening windows/requesters won't stop playing, this means that printing e.g. data events are not necessarily in real time. Printed events look clearer. Fixed memory loss bug, also needs now less stack.

2-Apr-94 added BUFDEF (selection can be put to a buffer), COUNT (length of the file counted) and NOMON (sends arexx messages to Upd) options. Fixed "merge not set after loading" bug. Added different time information and a cycle gadget to select the information type. Many options are set to configuration values when the tool types of a file is loaded.

8-Apr-94 fixed one serious bug in data event printing.

15-Apr-94 changed the minibuffer to hold 9 numbers at maximum. Transpose values in tool types are now added to the configuration value. Options MFSTATUS and SPEAK added.

16-Apr-94 added keyboard shortcuts for tempo, transpose, channel muting, melody/drumchannel/solo channel selection, window activation. New option FADE.

17-Apr-94 all files are now added to the playlist. More than one filename can be given on the command line. More than one icon can be selected and they all will be added to the playlist. File control functions has been changed: MidiPlay doesn't load a new file unless play option is set (default is on), minibuffer is an exception. All other functions work independent of the state of the play option. Setting the play option won't start playing. Added multi-selection for the file requester.

18-Apr-94 if START AFTER LOAD was not set and the first file was started using CONT gadget or SPACE BAR, MIDI routes were not set correctly. This has now been fixed. Added font sensitivity, MidiPlay adapts itself to the screen font. Cosmetic changes in the preferences window.

20-Apr-94 added f key for fast forward. Normal reset now overrides all filters. Directory buffer can be set off from menu. Playlist removing is now possible.

v2.11 24-Apr-94 load/save playlist added. ZOOM gadget added. MidiPlay

can be quitted by running it again.

1.29 AUTHOR

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Hardware: Amiga500+, SupraTurbo28, SupraDrive500XP 52Mb(+2Mb Fast Mem),
MIDI interface, ROLAND D-10.
Software: Dr T's KCS v3.57

1.30 CREDITS

Thanks to:

Johnny B. Musik for MIDI files, help and all the great ideas.

Erno Tuomainen for
BBS
support and ideas.

Also to the authors of the following programs and libraries:

midi.library by Bill Barton
reqtools.library by Nico François
GadToolsBox by Jan van den Baard
Skew by Piotr Obminski
Text2Guide by Stephan Sürken
Upd by Jonas Petersson

Plus all the other people who have been interested.

REQUEST: If you make map files for different setups, please share them with other people too by sending them to me. I'll include them in future releases and your name will be include in the list above.

1.31 SUPPORT BBS

Do you want the latest version of MidiPlay? Or do you

Need more modules?
Need tunes/modules from famous artists?
Need MIDI-files for your synth?
Need Music Utils for Amiga?
Need newest D.A.S ModPlayer for Amiga?
Need to discuss with group from PAST Years :) (Since 1985)?

Call my BBS, Call Moonlight Sonata DLG!

Lots of music modules for Amiga and PC.

2 Years of music orientated BBS'ing with Amiga 3000.

NOTE --> YOU ARE NOT GONNA FIND AMIEXPRESS HERE! <--

Node #1: +358-18-161763 ZyXEL V32bis 1200-19200bps - 24H
Node #2: +358-18-161862 HST DS V32 1200-14400bps - 24H

Sysop: Erno Tuomainen (Moonlight / DDG)

You can also write to me

2:221/112.0 through Fido
kuutamo@freenet.hut.fi Internet address

1.32 Upd

Upd © 1991-1993 Jonas Petersson & Absolut Software is a player daemon which can be used to play samples or to speak. Send messages to its AREXX port "PLAY". When used with MidiPlay define MIDIP1 and MIDIP2 in Upd database/configuration file (default s:Upd.ids).

Upd is not included with MidiPlay.