

## **MOD4WIN Help Index**

**Welcome to the help for MOD4WIN -- the best module player for Microsoft® Windows™.**

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## Features

**MOD4WIN is a high-quality music module player for IBM-PC compatible machines running Microsoft® Windows™.**

- **MOD4WIN 2.30** supports:
  - \* NoiseTracker (\*.NST), Pro-, Fast-, and TakeTracker (\*.MOD), Grave Composer (\*.WOW), Oktalyzer (\*.OKT), ScreamTracker 2.x (\*.STM), ScreamTracker 3.x (\*.S3M), Composer 669 and UNIS 669 (\*.669), Farandole Composer (\*.FAR), MultiTracker (\*.MTM), and FastTracker II (\*.XM) modules with up to **32 channels**
  - \* Sample rates between 11 and **48 kHz**
  - \* 8 and **16 bit** sample depth
  - \* Mono, **Stereo**, and **Stereo Surround Sound**
  - \* Interpolated Dynamic Oversampling (**IDO**)
  - \* **Direct Hardware Support** for **OPL4** and **GF1** based sound cards
  - \* **Direct To Disk Recording**
- Full **archive** support
  - \* Supports ARJ (\*.ARJ), LHARC (\*.LHA, \*.LZH), and PKZIP (\*.ZIP) archives
- **Jukebox** function for up to 2999 **Modules** in one session
  - \* Generates **playlists** (\*.MOL) with files from up to 200 directories or archives
  - \* **Drag & Drop** feature of one or more modules, archives, and playlists
  - \* Launching of a module, archive or playlist from a **command line** parameter
- **Intuitive** and easy to use **interface** with complex functionality
  - \* **Hotkeys** for all player functions, many of them user-definable
  - \* **Mini Status** uses minimal desktop space and stays optionally always on top
  - \* **Effect Panel** shows current effects, instruments, notes, volumes, and speed
  - \* Integrated **File Manager** to copy, move/rename, and delete modules from and into drives, directories, archives, and list files
  - \* **Quick Selection Box** displays all modules in your current playlist and lets you select one immediately
  - \* **User Registration Dialog** simplifies the **Registration** process
- MOD4WIN **saves** all **settings**, such as
  - \* window positions
  - \* last accessed directories
  - \* sound card and wave driver settings
  - \* optionally the **complete current status**, so the next session will start exactly where you stopped the last one

Drag and Drop is a feature of Windows™ 3.1 (and newer versions) and means, that you can **drag** a file out of the file manager or another desktop manager and **drop** it **onto an application** (by grabbing the file with the left mouse button in your file manager, dragging it over to the appropriate application, and releasing the left mouse button). It's then up to the application to process the file(s).

## System Requirements

### Sound:

- A **sound card** with at least one DAC that can process sampling at 11 kHz or better and an appropriate asynchronous **wave driver**, also known as an **MPC-2 compatible wave device**.  
**-or-**
- A **sound card** that is **directly supported** in hardware (**OPL4** or **GF1** based card with onboard RAM)
- Note: DAC emulators like **speaker.driv** cannot be supported. In **Direct To Disk Recording** mode there is no special sound hardware required.

### Processor:

- AT 386 SX/16 as the absolute minimum to run the program.
- **AT 386 DX/20** for playing at the highest sample rate.
- **AT 486 DX/33** with **8 MB RAM** to use MOD4WIN as a background jukebox at 44 kHz and 16 bit stereo sampling.
- Note: To play modules with more than 8 channels using **IDO** and **Panning**, a faster processor may be required. In **Direct To Disk Recording** mode and **Direct Hardware Support** mode, any **AT 386** or better is sufficient to run the program.

### Video:

- A **VGA video adapter** with at least 16 colors simultaneously.
- Suggested **video resolution 800 x 600** to show the **Main Dialog**, **Info Dialog**, and **Effect Panel** without overlapping.
- Note: With a **Hercules** or **Monochrome** adapter many of the dialogs will appear unreadable.

### Operating System:

- **Microsoft Windows 3.1** or higher running in **386 enhanced mode**.
- Note: This version of MOD4WIN will not run on 286-based machines anymore, neither will it run under Windows in standard mode. There is no special support for **Windows 95** or **Windows NT** at this point, but MOD4WIN runs fine under both systems.

For a more detailed discussion of System Requirements see also the sections

**Known Problems** and  
**Frequently asked Questions (FAQ)**.

## Revision History

- Version 1.00**                      **September 1993**                      **pre-release**
- first fully functional model of MOD4WIN
- Version 1.01**                      **October 1993**                      **pre-release**
- file handling was completely revised
  - full [Keyboard Support](#) (TAB/SHIFT-TAB)
  - fixes in the [Info Dialog](#), play routine, and the installation program
- Version 1.02**                      **November 28, 1993**                      **shareware release**
- [Wave Driver](#) is displayed and saved correctly
  - recognizes invalid files
  - updates the display correctly
  - playtime is properly reset
- Version 1.03**                      **January 14, 1994**                      **commercial release**
- bug fixes in installation routine
  - detects and displays corrupted files and unsupported [Formats](#) correctly
  - doesn't crash with invalid list files anymore
  - several bug fixes in player routine
    - \* protection faults with corrupted files
    - \* loaders, play logic, mixer
- Version 1.10**                      **February 18, 1994**                      **shareware release**
- complete internal source revision
    - \* many routines more efficient
    - \* fixed bug with [Drag&Drop](#)
    - \* use of resource strings
  - vast enhancements to the player routine
    - \* supports all [ProTracker Effects](#)
    - \* supports true [BPM Speed](#)
    - \* modular design
  - more stable wave driver interface (no crashes anymore with non-standard wave drivers)
  - more setup options in INI-file (debug output gives valuable information about modules)
  - improved interface
    - \* name and instrument strings are fully displayed
    - \* consistent [Shuffle Mode](#)
    - \* set focus correctly when using [Hotkeys](#)
    - \* new hotkeys for easier navigation in the [Open Dialog](#)
  - improved [Help File](#) (new sections on [About Dialog](#), [FAQ](#), [Where to get more MOD files?](#), [Module Formats](#), and more)
- Version 2.00**                      **June 27, 1994**                      **shareware release**
- player routine almost twice as fast as in version 1.xx
  - supports many new [Formats](#) with up to 32 channels



- better memory management
  - \* doesn't allocate low Windows memory anymore
  - \* no more out of memory errors, provided you have enough physical RAM
- fully compatible with new ScreamTracker 3.2 modules (including default pan positions, [Fine Vibrato](#) effect, fast volume slides, and more)
- bug fixes
  - \* Shareware version runs under Windows NT
  - \* many [Effects](#) revisited and fixed ([Fine Portamento Up/Down](#), [Note Cut](#), [Tremor](#), [Retrigger](#), [Volume Slides](#), [Stereo Control](#), and more)

**Version 2.20**                      **August 21, 1995**                      **shareware release**

- [Direct To Disk Recording](#)
- [Direct Hardware Support](#) for [OPL4](#) based cards (AudioTrix Pro)
- new and improved (but slightly slower) [IDO](#)
- code based [Registration](#) with new [User Registration Dialog](#)
- [Multilanguage Modules](#) for French and Spanish
- up to 200 directories/archives in one [Playlist](#)
- improved [Pause](#) handling in DAC mode
- bug fixes
  - \* display song/file name correctly when iconized
  - \* MTM's with invalid track references
  - \* MOD's with maximum number of orders
  - \* effect update during [Pattern Delay](#)
  - \* various [OKT Effects](#) and [FAR Effects](#)

**Version 2.25**                      **September 16, 1995**                      **public beta release**

- [Direct Hardware Support](#) for [GF1](#) based cards (Gravis Ultrasound)
- loads 16 bit instruments in [OPL4 Mode](#)
- MOD4WIN now appears on the Windows 95 taskbar
- you can now en-/disable all channels and play solo instruments from the [Effect Panel](#)
- MOD4WIN has its own GPF handler that automatically releases all libraries, fonts, and temporary files that were in use
- bug fixes
  - \* [Setup Dialog](#) crashed when there was no [Wave Driver](#) installed
  - \* Shareware Dialog crashed on ALT-F4
  - \* [Windows Timer](#) and [Interrupt Timer](#) were sometimes locking up the system
  - \* state was not fully restored when started from a list icon
  - \* removed nasty GPF from [Open Dialog](#)

**Version 2.30**                      **October 27, 1995**                      **shareware release**

- added support for the XM [Format](#)
- [Surround Sound](#) option in [GF1 Mode](#) for modules with less than 8 channels
- [Effect Panel](#) display is more lively now in DAC mode
- bug fixes
  - \* some [Effects](#) where played wrong for the MOD [Format](#)
  - \* fixed GPF in [Quick Selection Box](#)

\* fixed sticky [Fast Forward](#) and [Rewind](#) buttons when extracting archives



## Authors

MOD4WIN is a joint project between [Kay Bruns](#), [Uwe Zänker](#), and [Jens Puchert](#).

### Player Interface:

Basic idea and design:	<a href="#">Kay</a> & <a href="#">Uwe</a>
Interface library:	<a href="#">Uwe</a> & <a href="#">Kay</a>
Archive support:	<a href="#">Kay</a> & <a href="#">Uwe</a>
Playlist support:	<a href="#">Uwe</a>
File management:	<a href="#">Uwe</a>
Effect panel:	<a href="#">Kay</a>
Quick selection box:	<a href="#">Uwe</a>
Shareware routines:	<a href="#">Kay</a> & <a href="#">Jensi</a>
Registration routines:	<a href="#">Jensi</a>
Multi-language support:	<a href="#">Kay</a>

### Player Engine:

Loader routines:	
MOD, MTM:	<a href="#">Kay</a> & <a href="#">Jensi</a>
OKT, 669, STM:	<a href="#">Uwe</a> & <a href="#">Jensi</a>
FAR, S3M:	<a href="#">Jensi</a>
XM:	<a href="#">Kay</a>
Play logic:	<a href="#">Kay</a> & <a href="#">Jensi</a>
Effects processing:	<a href="#">Kay</a> & <a href="#">Jensi</a>
Software mixing:	<a href="#">Kay</a>
Surround processing:	<a href="#">Kay</a>
IDO™:	<a href="#">Kay</a>
Direct to disk recording:	<a href="#">Kay</a>
OPL4 hardware support:	<a href="#">Jensi</a>
GF1 hardware support:	<a href="#">Jensi</a>

In addition, the various help files were written and translated by [Uwe Zänker](#) and [Kay Bruns](#) (German), [Jens Puchert](#) (English), [Patrick Jeantaud](#) (French), and [Thorsten Rapp](#) (Spanish).

If you find any **problems** with the program or would like to **comment** on anything, it's best to contact the person responsible for the particular section of the program you'd like to comment on. For contact information just click the appropriate name.

If you have **general questions** about MOD4WIN, questions regarding **registration and payment**, or **dealer inquiries**, please contact [Kay Bruns](#) or [Uwe Zänker](#) (if you live in **Europe**), or [Jens Puchert](#) (if you live in the **United States** or anywhere else **outside of Europe**).

Note: Before you contact any one of us, please check the [Frequently asked Questions \(FAQ\)](#) section in this help file. Your question may already be answered there and you can save

yourself and us some valuable time.

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**Thorsten Rapp**

**Sorry, no info available!**

Please contact [Kay Bruns](#) or [Uwe Zänker](#).

## Further Projects

If the months of development work for MOD4WIN **pay off**, we plan the following projects for the near future:

1. We're planning to develop a **semi-professional PC sound studio** on sample basis. With that you'll have the tools to edit **Modules** and a new type of music files. It will provide 32 channels, 16 bit, real stereo, professional mixer, sampler, sequencer, and MIDI-support.
2. A **CD Player** that looks like MOD4WIN, features a data base for your disks, and has all functions of a professional CD player. This player, however, won't cost you hundreds of Dollars.
3. And of course, we'll keep working on **MOD4WIN** to establish it as the best module player ever.



## Known Problems

### Problems with sound cards:

Several sound cards claim to support sample rates that they in fact cannot support. Instead they play at any other rate they like, that means the **play** rate seems to be **too fast or too slow**. For instance the Sound Blaster 16 reports being able to play at 48 kHz, then however starts to **howl terribly**, since it is only capable of playing at 44.1 kHz.

Solution: Adjust to a sample rate that your card is capable of. Oftentimes, disabling the [Change Sample Rate in kHz Steps](#) option in the [Setup Dialog](#) is enough to eliminate the problem.

### Problems with (BUGS in) sound drivers:

#### **General solution for these problems:**

Because we didn't have one bug free wave driver during the test phase of the program, we can only give the following advise:

**Ask the manufacturer of your sound card for an updated wave driver!**

The drivers of the Sound Blaster Pro and some compatible cards don't automatically adjust the filter frequency to the sample rate. That results in **dull sounding** playback.

Solution: Use your mixer utility to turn the filter off!

The wave driver of the Sound Blaster Pro reports being able to sample at more than **44 kHz 8 bit stereo**, but of course, is incapable of doing that.

Solution: Switch to mono at sample rates higher than 22 kHz.

Windows™ only supports the following sample rates: 11, 22, and 44 kHz. Therefore it may happen that you see an error message like **"General protection fault"** or something similar. The reason for that is not MOD4WIN (because that asks the driver whether it can play the selected sample rate or not), but the clever programming of the wave driver.

Solution: Select only the sample frequencies 11025, 22050, or 44100 Hz. Also make sure that the switch for [Change Sample Rate in kHz Steps](#) is **OFF**.

If you have only one wave driver installed, then it is possible that another application tries to access it while MOD4WIN plays. This could happen for instance if an application wants to generate a system sound. Then some wave drivers will switch the actual sound output (that's the one from MOD4WIN) from stereo to mono or modify the sample rate, without notifying MOD4WIN. As a result you will hear a much **too fast sampled output**, or even **extreme distortions**.

Solution: Install a second wave driver that the other application can utilize while MOD4WIN plays. If you don't have a second sound card or a second driver for your card, you can use **speaker.driv** as a last resort.

The Pro Audio Spectrum has the habit of **switching the left and right channels** and sounding very distorted when switching to a full screen DOS session.

Solution: Sorry, there is no solution. It's just a bug with this line of cards.

### **Problems with video drivers:**

With some video drivers you might notice that while MOD4WIN (or any other sample output producing program) plays, that the wave output is **rhythmically interrupted**. This sounds like bubbling or scratching. This can be most easily resolved by choosing a different video mode or color resolution. You can also try to switch from stereo to mono. Also, if you have an **S3 video card** try and insert the line "FiFo=1" in the [928.driv] section of your **system.ini** file.

### **Problems that look like BUGS (but are not):**

Windows™ or MOD4WIN reports '**Less than 500 KBytes memory available!**' although you have plenty of it. The reason for that is that MOD4WIN makes sure there is at least 500 KB left for other applications. If that's not the case, you'll see the error message. The same thing happens if Windows™ fragments the memory too much, that means the memory is divided into many little segments, and therefore not enough continuous memory available for other applications.

Solution:

- \* In the first case (less than 500 KB free): close applications, increase swap file size, or **buy more memory**.
- \* In the second case (memory fragmented): stop MOD4WIN (not pause!), start application, restart MOD4WIN.

Some wave drivers don't recall exactly where they have been paused. Instead they will

perform certain byte flips that are not very pleasant for the ear. Therefore the song will be recalculated from the start after a **Pause**. This wastes valuable buffer time, but at least it resumes with the regular sound.

### **Tuning Tips:**

When you sample with 48 kHz 16 bit stereo, and at the same time run an application that requires a vehement video output and intense interaction with your hard drive, the expansion bus of your machine has a heavy load to carry. If you have a **standard ISA bus**, this might easily strain your system (bus) capacity. With an advanced bus design, such as EISA, MCA, VESA local bus, or PCI, you don't have to worry about overloading the bus.

Advice: One way to overcome the bottleneck of a standard ISA-bus is to increase the clock rate of the bus.

#### **!! Caution !!**

Some peripherals won't work properly at a clock rate higher than the 8 MHz that the ISA-bus standard suggests. In this case severe damage to some hardware components might occur. We don't assume any responsibility for damages resulting from changing your system's bus clock rate. Many machines however run at a higher clock rate of up to 12-16 MHz without problems.

If you have **only 4 MB RAM** then it is not very recommendable to work with sample rates higher than 32 kHz, and/or 16 bit, and/or stereo, because the buffer needs about 128 to 192 KB of your main memory for every second of sample data. Moreover the MOD-File requires some space (up to 2 MB, but normally about 100-300 KB), and after all, Windows™ itself and the other applications need memory too. Then your total memory can fill up very quickly.

To listen to a module from your Windows™ swap file in such a situation isn't exactly the excitement you were looking for.

#### Advice:

- \* For a machine with limited memory we recommend 32 kHz at 8 bit stereo with 40 Buffers.
- \* For a fast machine with little memory we suggest Interrupt Mode and 5 buffers.
- \* For a slow machine with much memory we suggest Timer or Task Mode and maximal buffers.

For more information about Problems see also the section [Frequently asked Questions \(FAQ\)](#).

## Frequently asked Questions

### About weird MODs

Q: One of my MOD files **sounds really weird** compared to other players.

A: We have put an immense amount of work in enhancing the player routines. This release of MOD4WIN is the most accurate player we know of. However, there is always a slight chance, that a command wasn't implemented the same way the original composer intended to use it. This is especially true for some of the descendant MOD-Formats. If you have a file that doesn't sound as you would expect, please contact me about the problem and I will probably ask you to send me the module, as I will need it to find out what the reason for this particular problem is. There are thousands of modules that MOD4WIN plays just fine, but there is always this possibility...

This does not refer to files that produce an error message like "CORRUPTED FILE" or "UNSUPPORTED FORMAT". Those files are either too damaged to be played or in a currently non-supported [Format](#).

### About odd sound drivers

Q: I am having problems trying to get the MOD4WIN program to work on my GUS. It's a Windows MOD player, and I have never had problems with Windows based programs before. It locks for me when I try to switch to 16 bit mode in any frequency other than 11 kHz. I believe the WIN drivers for the GUS only support certain frequencies with 16 bit.

A: Many problems turn out to be caused by the wave driver, the sound card itself, or certain system setups.

In general, MOD4WIN does not depend on any hardware specific properties. Unless you use it in [Direct Hardware Support](#) mode, it strictly uses the **wave driver interface** for the sound output and should therefore work just fine with any setup that claims to support MPC-2. In practice however, we still find an occasional problem with some systems.

Q: My **system freezes** when I try to play MOD4WIN.

A: This problem should be solved with our newer releases. The problem here was neither MOD4WIN nor your sound card, but your card's wave driver. Many wave drivers are still very buggy and don't perform up to specification.

During the [Setup Dialog](#) MOD4WIN asks the wave driver if it is able to play at the selected settings. The wave driver keeps answering "yes", but in fact supports only very few sample rates. Since MOD4WIN doesn't know what kind of sound card it's running on, it takes this for granted and tries to play at these settings. Then the wave driver suddenly decides not to

play and hangs the system. So to be correct, it's your wave driver and not MOD4WIN that causes your system to lock, but since MOD4WIN is the application that called the service of the wave driver, Windows will blame MOD4WIN.

Starting at version 2.00 of MOD4WIN, we implemented a more stable approach to this problem by allowing wave drivers that appear to behave subnormal to select only the standard sample rates Windows supports, that is 11025, 22050, and 44100 kHz. For more information on this topic see also [Change Sample Rate in kHz Steps](#).

Q: I have a Sound Blaster 16 ASP, and although MOD4WIN was able to identify the driver, **hardware setup** was not automatic.

A: It's as automatic as possible now. Some wave drivers are just too unstable to completely rely on their reports so we ask you to manually select the sampling parameters when you first install MOD4WIN on your system.

Q: I have a Sound Blaster Pro, but MOD4WIN only shows Sound Blaster 1.5 in the setup dialog and doesn't let me select stereo output.

A: You have the **standard Windows driver** for Sound Blaster 1.5 installed. Remove this driver and install the driver that came with your card or ask Creative Labs for an updated driver.

### **About PC speaker drivers**

Q: I have been playing with MOD4WIN and I don't have a sound card yet, but I'm playing around to see what's available when I buy one. I do have the PC-speaker driver installed and every time I try to play a MOD I get an annoying error message.

I know I really can't get full capabilities w/o a sound card, but I'd like to try this app. out because it seems pretty cool. Any help would be appreciated.

A: The error message you see is generated by the waveform sound driver you installed in your Control Panel, not by MOD4WIN. We just put it in our own message box. There is no way you could make MOD4WIN run with **speaker.driv**.

The [System Requirements](#) section in this help file says very clearly that you need an "asynchronous" wave driver, and that "**speaker.driv** cannot be supported".

In case you are interested, let me explain it a little more technically:

MOD4WIN requires an asynchronous wave driver, that means a wave driver, which can play sound by itself, without utilizing the CPU. A wave driver that drives a sound card is

asynchronous and works in the following way: You point the driver to a certain memory location and pass a number of parameters that describe the sound format, and the hardware will then read the data from the memory through its DMA (direct memory access) channel and play by itself (simplified).

The speaker driver cannot do this, because there is no hardware to handle the sound output. The driver emulates a DAC (digital-analog converter), but does this through massive utilization of the CPU, that means, while **speaker.driv** plays a wave file, you can't do anything else on your computer. Even if you have interrupts enabled, that means nothing else but that you can move the mouse and that your keyboard input will be placed in the message queue.

MOD4WIN cannot support this, since it requires a lot of CPU time by itself for generating the sound in all the channels and mixing them together. So eventually it had to stop the sound output to calculate more. That doesn't make sense for a background MOD player.

So after all, you should consider getting a sound card. If you get a card that is capable of 16 bit stereo playback at 44 kHz, you won't be disappointed by the quality of the sound that MOD4WIN produces.

### **About BPM, IDO, Panning, and Pre-Amplification**

Q: One of my MODs only plays a note every five seconds, it just **keeps dragging along**...

A: You may have a very old module (created with Noise- or SoundTracker) that uses a speed setting greater or equal 32. MOD4WIN usually interprets these settings as tempos (beats per minute), but in some MODs they're meant to be ticks per division, just like values less than 32. Since there's no way to tell which interpretation is correct, MOD4WIN lets you [Disable BPM Speeds](#) if necessary. Just click the BPM symbol in the [Main Dialog](#).

Q: My modules seem to **lose** some of the **high frequencies** when I use [IDO](#).

A: Yeah, that's the whole point. Although it might sound better to you because you've gotten used to it, these high frequencies don't belong there. They are the result of harmonics produced by the mixer routine and the lack of digital filters to remove them. If the module uses samples of excellent quality, you shouldn't hear much difference between sampling with IDO and without, but if there is a difference I can assure you the way it sounds with IDO is how it was supposed to. This becomes especially noticeable with some older modules in the original MOD format that use pretty poor quality samples. Oversampling without IDO then produces some very nasty harmonics that can be heard as clinking throughout the module.

Q: The **CPU meter keeps getting into the red range** on my machine, especially with more

than 8 channels.

A: Yes, these high-channel modules put a high load on your processor. Although the mixer routines in this release are once again faster than in the previous one, on slow processors you may still exceed your machine's resources. There are several ways to lower the [CPU Load](#), so you can still listen to your favorite modules:

1. Disable [Panning](#). If the module uses panning, the panned channels are mixed into both, the left and the right output. This adds considerably to the CPU load and is sometimes not that much of an improvement. With panning disabled, the pan position for each channel will be set to left, middle, or right, depending on what's closest.
2. Disable [IDO](#). Although a great improvement for the listening experience, IDO will increase your CPU load dramatically, up to doubling it, depending on other factors. Without IDO there will be more harmonics in the output stream, but in modules with high-quality samples and many channels this tends to be less noticeable anyway.
3. Lower the [Sample Rate](#): Sample rate and CPU load are directly proportional, so by decreasing the sample rate you will always see a reduced CPU load. Unfortunately, sample rate and sound quality are directly proportional too.

Of course the best solution to this problem is [Direct Hardware Support](#).

Q: Sometimes I hear these really **annoying scratchy sounds**. I don't think that's been a problem in version 2.00.

A: The module you're playing is over-amping, or in other words, the pre-amplification is set too high. Use the [PreAmp Slider](#) to reduce the value until the scratchy sounds disappear. This is the optimal setting for this module. You can also enable [Clipping](#) to eliminate short periods of over-amping in some modules.

It is important to understand that the PreAmp slider is **not a volume control**. It's more like a **quality control**. You can use it to maximize the output quality (dynamics and SNR) by finding the highest value at which the module doesn't over-amp yet. Unfortunately this value is different for every module, depending on the number of channels, the quality of the samples, and much more. If you set the slider to 0 dB you should never have a problem with over-amping in any modules and get a pretty good approximation for the optimal setting. Clipping can be used to suppress the **effects** of over-amping, while reducing the pre-amp value eliminates the **cause**.

### **How to get more out of MOD4WIN**

Q: How can I start MOD4WIN from the [File Manager](#)?



- A:
1. Open your File Manager.
  2. Go to File | Associate...
  3. In the Associate Dialog, after Files with Extension type **MOD**.
  4. Then click on Browse and go to the directory you installed MOD4WIN into (by default c:\mod4win).
  5. In the files box select **mod4win.exe**.
  6. Hit OK to close the Browse Dialog.
  7. Repeat steps 3 through 6 for the following extensions: **NST, WOW, OKT, STM, S3M, 669, FAR, MTM, XM** (modules), **ARJ, ZIP, LHA, LZH** (archives), and **MOL** (list files).
  8. Hit OK to close the Associate Dialog.

All your modules, archives, and list files will be displayed as documents now and double clicking on one will launch MOD4WIN with the respective file already loaded.

- Q: Just a suggestion for your already great MOD player: You should allow users to create **list icons** in Windows. What are they exactly? Well, you should allow users to create a list file, but be able to make an icon for **Program Manager** out of that which has the option of "Auto Play at Startup". So now, you have an icon which, when run, will automatically load MOD4WIN, and play the modules listed in that icon automatically. This would allow users to create icons like "Old Time Favorites" and placing them in the Startup group so that it **plays automatically** when Windows starts.

- A: That's a very good idea. Fortunately, this functionality is already an integrated part of Windows. To create your list icons do the following:
1. Make associations for all relevant file types as explained in the previous answer.
  2. Create and save the playlist in MOD4WIN using the [Open Dialog](#).
  3. Then go to the Program Manager. Go to your MOD4WIN group or make a new group for your list icons.
  4. Now go to File | New | Program Item. This will bring up a Program Item Properties dialog. After Description type the name for your list icon, like **All Time Favorites**.
  5. After Command Line type the full path name of the list file you created with MOD4WIN in step number 2. All these list files have the extension **.MOL**. So if you saved a list with the name "myfavor" in the directory c:\mod4win, then type here **c:\mod4win\myfavor.mol**.
  - 5a. Alternatively to step 5 you can use the Browse button. Make sure you type **\*.MOL** under File Name or select All Files under List Files of Type. Then simply go to the directory you saved the list file in and select it. Click OK to close the Browse Dialog.
  6. If you want MOD4WIN to run as an icon, check the Run Minimized box. Then click OK to close the Program Item Properties dialog and you'll see a new icon for MOD4WIN with the name of the list appear in the Program Manager group.
  7. If you want to play this list upon startup automatically, copy the so created icon to your StartUp group using F8, or drag and drop it with the mouse.
  8. To create more list icons, repeat steps 2 through 6 as often as you like.



Q: Being able to see the **"instruments"**. Many of the song authors have used this space to include information about themselves, how to contact them, etc., etc., but so far I've found no means of seeing this information while using MOD4WIN.

A: In the Main Dialog just click the [Info Button](#) or hit I. That will bring up an [Info Dialog](#) containing the instrument names (or the author's other remarks - whatever they chose to put in there), file format, size, and many other information. Use this help file to learn more about [Dialogs](#) and [Hotkeys](#) in MOD4WIN.

Q: I just downloaded MOD4WIN - can't find a **version number** anywhere.

A: The version number is shown in the [About Dialog](#) (double-click on any non-active element in the [Main Dialog](#) or hit A) and in the [Help File](#).

Q: Can I view a **queue list**?

A: With queue list I assume you mean the playlist. If so, you can view it by launching the [Open Dialog](#) (click Open or hit O). All the titles in the list will be shown in the [Playlist](#) window on the right. Since version 2.10 it is even easier to see all the titles in the playlist at once by opening a [Quick Selection Box](#) (click into the [Info Window](#) or hit L).

Q: While I really like the sound quality of MOD4WIN, is it possible to **reduce the amount of memory** required by the program? My system runs on 4 MB RAM only and I also wish to have other applications running at the same time.

A: The memory required to buffer the output data is directly proportional to all of the following:

- \* sample rate (11-48 kHz)
- \* resolution (8/16 bit)
- \* channels (mono/stereo)
- \* number of buffers (2-99)

The first 3 parameters directly influence the quality of the sample data. Since you don't want to compromise the quality, you can only change the number of buffers to reduce the amount of memory needed. Indeed there is a wide range to choose from: the minimum is 2 buffers and the maximum is 99.

Buffers are needed because Windows doesn't guarantee an application to get processor time when needed. Instead MOD4WIN depends on the kindness of other programs to give up the processor for a while. When an application shows the hour glass, it doesn't want to give

up the processor because it needs the full processor power for itself. All other applications are then suspended and have to wait for the one that ties up the CPU. The same thing happens when a DOS session is run full screen.

Since you want to hear your MODs continuously, even when an application shows the hour glass for a while, MOD4WIN calculates some song data ahead, just as much as fits into the buffers you reserved. Even when MOD4WIN doesn't get CPU time, the asynchronous wave driver will continue to move song data from memory to your sound card.

The reason to have more buffers is to overcome longer periods without CPU attention. One buffer is big enough to hold 200 ms of sample data. So the total range is from 0.4 sec (with 2 buffers) to roughly 20 sec (with 99 buffers).

If you usually don't see the hour glass for more than a few seconds (or don't mind a little interruption in play back once in a while), you can safely decrease the number of buffers to whatever makes you feel comfortable in terms of memory utilization. It doesn't influence the play back quality.

Another way to reduce memory is by running MOD4WIN in [Interrupt Mode](#). Then you can go down to the minimal amount of buffers because there's no need to buffer much data. However, you'll need a fast machine to achieve a comfortable multitasking behavior in this mode.

### **About the mod4win.ini file**

Q: What settings must I **modify** directly in the **mod4win.ini** file?

A: There's no need to modify any settings directly in the INI file anymore. Unlike in previous versions, **all** entries in the INI file can and should be modified using the [Setup Dialog](#) and the other dialogs you can reach from there. Also, by using the dialogs for changing settings you make sure only values that are valid for your setup will be saved and avoid further complications.

Q: What happened to the **Debug Output** from version 1.10?

A: This temporary solution is no longer needed. All the information you got through the debug output is now available in the [Info Dialog](#) and the [Effect Panel](#).

### **Module Editors**

Q: I'd like to edit modules or even create my own ones. Is there such a program?

A: To create or edit modules you need a module editor, often referred to as **tracker**.

Unfortunately, no such tracker program currently exists for Windows, but there are quite a few for the **DOS environment**. Although there are many others, the following fine programs are generally considered to be the most useful and sophisticated ones:

<b>Module Editor</b>	<b>Format</b>	<b>chan.</b>	<b>instr.</b>	<b>supp. h/w</b>	<b>Effects</b>
FastTracker 1.0	MOD	8	31	SB Pro/DAC	PT compliant
MultiTracker 1.01	MTM	32	31	SB Pro/GUS	PT compliant
Farandole Comp. 1.0	FAR	16	64	GUS	proprietary
ScreamTracker 3.21	S3M	16	99	SB Pro/GUS	superset of PT
FastTracker 2.04	XM	32	128	SB/GUS/ DAC	superset of ST

These editors are all (computer-) keyboard based, that means you use certain keys to represent a note (like Z for C-2 and S for C#2). FastTracker II also allows input from an external MIDI keyboard.

If you have access to FTP, you can download them from  
<ftp://ftp.cdrom.com/pub/demos/music/programs/trackers>

### **About other stuff**

Q: It's a great program, but a **volume control** would have been nice.

A: A volume control is not very useful from a technical point of view. If you would use it to slide the volume down, you would already reduce the output data stream from MOD4WIN to the wave driver and therefore increase the signal to noise ratio (SNR). On the other hand, sliding the volume up would most likely cause over-amping as MOD4WIN attempts to play at the highest possible volume anyway to maximize the usable dynamics and minimize SNR.

Almost no Multimedia program I could think of has such a volume control. If you want to adjust the volume you should use the **mixer utility** of your sound card. Such a mixer ships with virtually every sound card that conforms to the MPC standard and allows you to select and mix different sources as well as adjust the volume, balance, and sound of your card. You can specify this mixer in the [Setup Dialog](#) and then easily access it through the [Mixer Button](#).

If you want to adjust the **pre-amplification** level temporarily for a certain module you can use the [PreAmp Slider](#) in the [Main Dialog](#).

Q: Unfortunately, at 1024 x 768 or higher, I cannot read most of your buttons very well, and even have difficulty hitting them with the mouse cursor. I'm hoping future version(s) will have this part of the **user interface** worked out.

A: If you have problems with MOD4WIN in this resolution, you should have problems with the

rest of your programs too. The size of the buttons is about the same as the title bar and should therefore be sufficiently large enough to handle. If you compare the size of our buttons to the ones in the speedbar of popular applications, you'll find that they are not undersized. Of course in higher resolutions everything will shrink, but that's why they are meant to be run on larger monitors.

The player panel is drawn the same way for all resolutions. Since it must fit also on a 640 x 480 screen, we cannot make it much bigger and having several differently sized panels for different resolutions doesn't seem to be worth the effort.

Q: Why do I keep getting **error messages** when I try to load my **list files from version 1.10**?

A: Because of the new support for multiple formats and archives we needed a more powerful list file format that holds the necessary information related to these features. Sorry, but you'll have to make your list files again.

Q: What about **synthesized instruments** in S3M?

A: Supporting these in Windows is difficult. The problem is that the S3M format is designed to support synthesized instruments using direct hardware access to an OPL2 chip. For sampled instruments we calculate the wave data ahead into a buffer and the wave driver then plays out of this buffer asynchronously while Windows lets you do other things. The synthesized instruments however, have to be played in real time which requires a totally different approach for the multitasking. S3M modules with regular sampled instruments are fully supported in this release of MOD4WIN.

Q: What happened to the **Q-Mix setting** and the **PA switch** from version 2.11?

A: Neither one is needed anymore. Our new mixer routine always mixes in quality mode, so there's no need to specifically enable it. As far as the PA switch, there is no good reason to ever disable default pre-amplification. You still have a lot of control with the [PreAmp Slider](#) and the new [Clip Mixer Output](#) switch.

Q: Will you make a 32 bit version of MOD4WIN for **Windows 95**?

A: No doubt, this has been the mostly asked question in the last couple months. First of all, MOD4WIN's player engine already does most its work in 32 bit segments. Therefore, a Windows 95 version would only differ as that it would utilize 32 bit system calls. It would not result in dramatically improved performance. However, since the switch to Windows 95 seems to be inevitable we decided that this will be the last 16 bit version of MOD4WIN. All further development will be made with view towards a WIN32 code base. Expect a native Windows 95 version of MOD4WIN early next year.

Q: Anyway, I wanted to express my delight with your marvelous app. I've tried several **MOD players for Windows**, all with disastrous results.

A: Thanks a lot. We do the best we can.

For more information about Problems see also the section [Known Problems](#).

## What is a MOD-File?

A MOD-File is a collection of **sample data** (similar to the WAVE format) and a **description** of how to play these samples (similar to the MIDI format). The samples in a MOD-File are raw, 8 bit, signed, headerless, linear digital data. There may be up to **31 distinct samples** in a MOD-File, each with a length of up to 128K (though most are much smaller, about 10K - 60K). The sequencing information in a MOD-File contains 4 tracks of information describing which, when, for how long, and at what frequency samples should be played. This means that a MOD-File can have up to 31 distinct sampled sounds, with up to **4 playing simultaneously** at any given point. This allows a wide variety of orchestrational possibilities. 15 instrument MODs are somewhat older than 31 instrument MODs and are not seen very often anymore.

The samples are called **instruments**, but they don't necessarily have to be samples of real instruments. It doesn't really matter if the sound of a violin, an exotic oriental instrument, a human voice, or the noise of crushing tomatoes is used as a sample. The ability to use one's own samples as instruments is a flexibility that other music files/formats do not share, and is one of the reasons MOD-Files are so popular, numerous, and diverse.

The description how to play these samples is divided into so-called **Patterns**. Each of these **patterns** contains exactly 64 note lines (divisions), that specify the play pitch and effects for each of the four channels.

Therefore the MOD format reveals a **big advantage** over the WAVE and MIDI format. Any naturally recorded sound can be used as an instrument (what MIDI is only able to do on sound boards with wave table lookup and a special synthesizer chip like the Yamaha **OPL4**). Moreover these sounds can be played in any desired order and with several effects. This way, the amount of data is reduced to a fraction compared to a WAVE file that produces the same sound.

Of course, there are also some important **disadvantages!** If played on regular sound boards with one or two channels, MOD-Files clink (**Why is that?**). Samples are stored with only 8 bit resolution in the file, and the maximum possible sample frequency for a sample in a MOD-File is about 32 kHz., which makes CD quality impossible (that's no problem for WAVE and MIDI files).

Another disadvantage is that the samples are only mono and the MOD-Player has to distribute them (somewhat arbitrarily) between left and right. Therefore listening to a bass drum through head phones can become a cruel experience, since our ear is used to receive low frequencies from all directions and not only in one ear. This problem has been resolved in two different ways. The traditional ProTracker format was extended to support **Panning** and for those modules that don't, you can play them with **Surround Sound**. Both methods greatly improve stereo playback to overcome this historic limitation.

Besides the regular ProTracker format described above, the dramatic evolution of sound cards

and processor power for the PC has produced **many more powerful formats** in the last years. There are modules now with up to 32 simultaneous channels, a maximum of 255 instruments, possible sample rates of up to 48 kHz, and 16 bit source samples of (almost) unlimited size. Most of these Formats are also supported in MOD4WIN and some more will be supported in the future.

## Why do MOD-Files clink (no more)?

### Summary of the following paragraphs:

The **sound card produces harmonics** like crazy and the average PC is too slow or doesn't have enough memory to implement a digital filter that filters them back out. The solution here would be a Pentium 133 with 16 MB RAM or better, but who has such a machine?

### Now it's getting a little **theoretical**...

The MOD-Format originally comes from the **Commodore Amiga**, that features a relatively intelligent sound chip, the PAULA. This chip can play samples on four channels with different pitches (sample rates) and volumes at the same time. That's why it is relatively simple to pass the PAULA a new pitch or volume value, or a new sample now and then, therefore an **Amiga MOD-Player** uses a minimal amount of CPU power and plays almost by itself.

On a PC however we mostly deal with relatively **dumb sound cards**, that feature only one or two channels, which even have to work at the same sample rate. Therefore we are forced to mix the samples from the MOD-Files together at a new sample rate. That means sampling up or down, or to put it this way: we have to skip over some bytes, pack the rest together with other skipped bytes and pass the resulting pulp to the sound card. Further complicating this is the missing volume control, which causes an immense loss of quality at low volumes. These problems can only be compensated by 16 bit sampling. In short, on a PC we are forced to calculate some pulp, put it in relation to the volume and mix this all together. That takes time!

The big problem with sampling is the art of playing a noise back just as it was recorded and as memory efficient as possible. But because the original can only be sampled with a certain frequency, it is not useful to record bird chirps with a sample rate of 1 kHz for instance, because the chirps contain frequencies of up to 20 kHz and higher and you would only record an arbitrary sequence of something. In short, the signal has to be recorded to the memory in a way that it is reproducible, that means the original signal has to be modified in a way that the highest frequency in this signal is lower than half the sample frequency of the sound card. This is called the **sampling theorem**. If this is not obeyed, it is very likely that the signal is not reproducible or in other words, it doesn't sound good.

The same problem exists for reproducing the signal with Digital-Analog Converters (DAC). Because it doesn't know what to do between two bytes (or words) of a sample and simply holds the last output value constant until the next input arrives, it transforms our nice smooth input to rectangles. The result is the creation of **unwanted frequencies** that can be very high and disturbing and annoying to the ear. They are called **harmonics**. Harmonics can be filtered out from the signal with a low pass (Oversampling and Filtering), but that's a different problem! For more information about filters see [Further projects!](#)

The sound cards in our PCs often have these kinds of filters integrated, but they are not intelligent enough to remove these harmonics and can't be expected to be either. Considering



the fact that in a MOD-File, samples with different sample rates (up to a ratio of 1:8) have to be mixed together over one channel to the sample rate of the sound card, which filter frequency is the sound card supposed to use? So the DAC doesn't produce harmonics intentionally, but the MOD-Player passes these **rectangular deformed waves**, that contain harmonics below the filter frequency of the sound card to it, and that clinks!

The only solution for that problem would be the implementation of a **digital filter** in the MOD-Player that has a variable filter frequency, but using this filter takes either memory or computing power to an extent that is not usual in today's PCs.

With the release of version 2.10 we introduced a revolutionary technique we call IDO™ which stands for **Interpolated Dynamic Oversampling**. With IDO, harmonics introduced by the mixer routine are greatly reduced. Instead of using the last value of a sample, IDO calculates an estimate of the missing value. This method somewhat smoothes out the rectangular shaped output curve produced by sampling without IDO. Because of the immense number of calculations, IDO will use large amounts of CPU power when enabled. But if you have the spare power, you will be reimbursed with a **much more enjoyable listening experience**. A large portion of the clinking will be unnoticeable to the human ear. IDO doesn't relinquish the necessity of digital filters, but it makes them less essential and is another step towards the perfect reproduction of digital music modules.

## Direct To Disk Recording

Direct To Disk Recording means that the mixed and processed output of MOD4WIN is not passed on to the wave driver to produce sound but rather written to a wave file on your hard disk. This is particularly useful in two cases.

First, if you have a **slow machine** that can't handle maximal sampling quality (especially with [IDO](#) enabled) without exceeding your CPU resources, you can record the module to disk and then listen to it as a wave file which is much less CPU intensive. MOD4WIN will take as much time as it needs to record a module to disk and doesn't suffer from processing limitations as is the case with real-time playback.

Second, if you would like to transfer modules to **digital audio storage media** like DAT or audio CD, using direct to disk recording will completely eliminate all analog stages in the process. You can record the module to disk and then transfer it digitally to the master. This will result in better audio quality than the conventional process of sending the module to a sound card and recording it from the analog source.

To make a recording, simply select **Direct To Disk Recording** as the output device, using the [Wave Driver Button](#) in the [Setup Dialog](#). Before the recording starts, a [File Name Selection Dialog](#) will prompt you for the correct path and file name of your recording. After the recording has started you can stop at any time, however, you will not be able to use any of the other play control functions (pause, fast forward, rewind, next, previous) or change any of the sampling parameters (sample rate, pre-amplification...). In order to change these parameters or select another song you must first stop the recording.

At a sample rate of 44.1 kHz, Direct To Disk Recording requires about **10 MB** of free storage space on your hard drive **for every minute** of the recording. Therefore, if the module you want to record runs for 4 minutes and 30 seconds, you should have at least 45 MB of free space available before attempting a recording.

## Direct Hardware Support

Direct hardware support is an alternative way to play modules if you have the necessary hardware. It takes advantage of the enormous and powerful potential of modern **wavetable synthesizer chips**. The basic strategy behind direct hardware support is to upload the samples from the module to the onboard RAM of your sound card and then have the synthesizer chip mix the samples accordingly to the processed and interpreted sequencing data sent to the card in real-time. This has the obvious advantage of **freeing your CPU** from mixing the samples which takes most of the time in regular software mixing mode. Most wavetable synthesizer chips have some kind of interpolation scheme already built in and yield sound quality as good as or better than software mixing with **IDO**, but at no extra cost in terms of CPU utilization. In general, CPU utilization is very low in this mode and will rarely exceed 4% on a 486DX/50. Another advantage of direct hardware support is that since the samples are uploaded to the onboard RAM of your sound card, they won't take up any space in main memory. Also, since direct hardware support works in real-time, no output buffers are necessary which further **lowers memory requirements**.

To use direct hardware support you need to have a sound card with one of the supported **wavetable synthesizer chips and onboard RAM**. If MOD4WIN finds any such card(s) in your system you can select them as the output device, using the [Wave Driver Button](#) in the [Setup Dialog](#). Due to the nature of direct hardware support, you will not be able to change most of the sampling parameters in this mode. In fact, the only parameters you can change are [BPM Speeds Enabled](#) and [Pre-Amplification](#).

Although direct hardware support is possible with a number of wavetable synthesizer chips, MOD4WIN currently only supports sound cards with the Yamaha **OPL4** chip and the various Gravis Ultrasound cards based on the **GF1** chip.

## OPL4 Mode

OPL4 mode is a **Direct Hardware Support** mode that employs the Yamaha OPL4 wavetable synthesizer chip. This mode requires that you have an OPL4 based sound card with onboard RAM. The only such card currently available is the **AudioTrix Pro** from MediaTrix.

Note: It is not enough to have an OPL4 based sound card (like the [Logitech SoundMan Wave](#)) without onboard wavetable RAM. MOD4WIN will produce an error message if it finds an OPL4 synthesizer chip but no RAM.

Restriction: The OPL4 architecture doesn't support individual samples that exceed 64 KB in length. If a module contains larger samples, MOD4WIN will display a warning, but you can still play the module. Also, the total length of all samples in the module can not exceed the amount of onboard wavetable RAM on your card. MOD4WIN will also produce a warning if it runs out of memory on your card, but lets you play the song.

## **GF1 Mode (Gravis Ultrasound)**

GF1 mode is a **Direct Hardware Support** mode that employs the GF1 wavetable synthesizer chip. This mode requires that you have a Gravis Ultrasound card (GUS, GUS Ace, or GUS Max) with onboard RAM.

Note: MOD4WIN relies on your ULTRASND environment variable to find and detect the card. Make sure your environment contains the correct settings for the card before you attempt to use GF1 mode.

Restriction: The total length of all samples in the module can not exceed the amount of onboard wavetable RAM on your card (typically 512 or 1024 KB). MOD4WIN will display a warning if it runs out of memory on your card, but lets you play the song.

## AudioTrix Pro

The AudioTrix Pro is an excellent one-card solution for all your audio needs. Besides from being a great sound card, it allows you to use **Direct Hardware Support** in **OPL4 Mode** with **MOD4WIN**.

The AudioTrix Pro features a very clean digital audio section based upon the **Crystal CS4231** codec/mixer chip for playback and sampling of digital audio, a combined FM and wavetable synthesizer engine, based on the **Yamaha OPL4**, an **onboard microprocessor** that runs downloadable code for SB and MPU-401 emulation, a combined joystick/MIDI port, and optionally a **DSP/effects processor**, a **wavetable RAM** upgrade, and various **CD-ROM interfaces**.

The digital section is capable of 16 bit 48 kHz full duplex simultaneous playback and recording, hardware ADPCM compression, and 5 mixer inputs while delivering some of the cleanest digital audio in the industry. The synthesizer section allows for simultaneous playback of up to 44 voices, up to 20 can be generated by the FM synthesizer and up to 24 by the wavetable synthesizer, at an amazing quality. A 2 MB ROM is included for full General MIDI compatibility.

The AudioTrix Pro is **fully hardware compatible** with the AdLib and Sound Blaster Pro music synthesizers, with Sound Blaster and Windows Sound System digital audio, and with the Roland MPU-401 interface. It is fully compliant with the General MIDI specifications and exceeds all MPC-2 specifications. All addresses, DMA channels and IRQ lines are **software selectable** to avoid potential conflicts. A full set of drivers and easy to use software is included with the card.

For more information about this outstanding sound card contact Mediatrix Peripherals, Inc.

**mail:** **Mediatrix Peripherals Inc.**  
**4229 Garlock Street**  
**Sherbrooke QC J1L-2C8**  
**Canada**

**phone:** **+1-800-820-TRIX** (8749)  
**+1-819-829-TRIX** (8749)

**e-mail:** **info@mediatrix.com**  
**http://www.mediatrix.com**  
**ftp://ftp.mediatrix.com/pub/mediatrix**  
**CompuServe: 74774,1335** (or GO MEDIATRIX)

## Where to get more MOD-Files?

Module files are widely available in a variety of musical styles. Most of them are freeware or shareware, so you pay only for the distribution. MOD4WIN comes with a number of sample modules, but of course you'll want to accumulate and play your own collection of favorite MODs.

You can get MOD-Files from

- many [local BBS's](#),
- various [on-line services](#),
- many [Anonymous FTP Sites](#),
- from [shareware dealers](#), and
- on a number of [CD-ROMs](#).

More information about modules and their composers can be obtained from some excellent [World Wide Web Pages](#), and the [MOD News Group](#).

There is even a monthly [MOD-Chart](#) by Oliver Bellmann.

## [Module Related World Wide Web Pages](#)

If you have WWW capabilities check out some of the great module related Web pages like <http://kosmic.wit.com/~kosmic>, home of the PC music and demo group **Kosmic** (formerly known as the KLF).

Many MOD artists have their own home page, like **Jase** (formerly known as tR\Sh) at <http://www.uwa.edu.au/student/jlchong/jase.html>, or **U4IA** at <http://sw.cse.bris.ac.uk/public/u4ia.html>.

Finally there are some great pages about modules in general, like for instance **The MOD Page** at <http://www.eskimo.com/~future/mods.htm>. There are many other great pages out there, but I can not name them all. Once you get started on one of these pages you will find many links that connect you further.



## **The Usenet MOD News Group**

The MOD news group at **news:alt.binaries.sounds.mods** is of mixed content and is used for posting uuencoded binaries as well as the discussion of various aspects of module music. There is an excellent FAQ available for this news group that will guide you through many module related topics. An HTML version of this FAQ is available at

**<http://www.csis.gvsu.edu/~behrensm/absm-faq/index.html>**.

## [Anonymous FTP Sites that carry MODs](#)

This is only a small selection of anonymous FTP sites that carry MOD-Files:

<b>Country</b>	<b>FTP server</b>	<b>Directory</b>
USA	ftp.cdrom.com	/pub/demos/music/songs
	kosmic.wit.com	/kosmic/songs
	ftp.wustl.edu	/pub/aminet/mods
GREAT BRITAIN	ftp.brad.ac.uk	/misc/mods
FINLAND	ftp.funet.fi	/pub/amiga/audio/modules
GERMANY	ftp.uni-muenster.de	/pub/sounds
	ftp.uni-oldenburg.de	/pub/amiga/incoming/mods
AUSTRALIA	archie.au	/pub/aminet/mods
SWEDEN	ftp.luth.se	/pub/aminet/mods

## [CD-ROMs with MOD-Files](#)

If you have a CD drive connected to your computer, CD-ROMs are the easiest, most convenient, and cheapest way to gather a large collection of MOD-Files.

From the various CD-ROMs that contain MOD-Files, the one I've heard of (and got sample copies of some) are:

[Sound Site CD-ROM](#)

[10,000 Sounds & Songs](#)

[Mega MOD Madness](#)

[The Ultimate MOD Collection](#)

[SoundMOD CD-ROM - Volume 1](#)

## **Sound Site CD-ROM**

- \* large collection of music files taken from the Saffron archives
- \* including over 1350 MOD files
- \* nearly 500 MIDI files, and also 669, STM, and other files
- \* price: \$19.95 + \$5 s/h

For more information or to order contact

**mail: Island CD Creations**  
**1960 Kapiolani Blvd, Suite 113-592**  
**Honolulu, HI 96826**

**e-mail: [duane@shell.portal.com](mailto:duane@shell.portal.com) (Duane Takamine)**

## **The Digital Data Archives**

### **"10,000 Sounds & Songs"**

- \* Volume 0 of the Digital Data Archives
- \* this CD contains 850 selected MODs
- \* also countless other Multimedia files (.wav, .mid, .avi, .fli, .voc, .sam)
- \* price: \$15

### **"Mega MOD Madness"**

- \* Volume 1 of the Digital Data Archives
- \* contains over 3,000 MOD's, S3M's, and MTM's
- \* price: \$25

For more information or to order contact

**mail: Walt Perko**  
**P.O. Box 640608**  
**San Francisco, CA. 94164-0608**

**phone: +1-415-771-1788**

**e-mail: [wperko@slip.net](mailto:wperko@slip.net)**  
**<http://www.slip.net/~wperko>**

## **The Ultimate MOD Collection**

- \* contains more than 1,700 MODs
- \* a bunch of players & utilities (editors, etc.) for all sorts of computers
- \* some 669, STM, MED, and other file formats
- \* price: \$29

For more information contact

**mail: The Marketplace**

**phone: +1-800-289-1766**

**+1-314-521-4862**

-or-

**mail: Sunset Productions**

**P.O. Box 8180**

**Austin, TX 78150-8180**

**phone: +1-512-320-0356**

## **SoundMOD CD-ROM - Volume 1**

- \* contains a 650 megabyte collection of sound files in MOD, MTM, S3M, FAR, and 669 formats
- \* the 3700+ files on this disc offer over a week of listening pleasure
- \* price: call!

For more information or to order contact

**mail: Mushroom Cloud Software**  
**125 S Saginaw**  
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## **Oliver Bellmann's MOD-Charts**

MODCHARTS is a compilation of the one hundred best MODs of the month. This Top-100 appears every month and is available all around the world. All you need is your computer, a modem, and MOD4WIN to play these songs.

You can download these MODs from various [Anonymous FTP Sites](#) and local BBS's. Normally, there are 14 MODs, the places 1 through 10 plus four newcomers.

If you need more information about MODCHARTS contact

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## What the Hell are Patterns?

A pattern can be seen as a **sheet of music**, in which 64 notes are stored for each channel. Because the regular MOD-Format supports 4 channels, that would come up to 256 notes plus information about effects and the instrument to play for each note. A MOD-File holds up to 128 patterns. At regular Speed, that translates to about 16 minutes play time.



## [How to use Hotkeys with MOD4WIN](#)

The program is ready to receive bashes from the user under any circumstances. To give you an idea what you are punching, we give you the complete hotkey overview here:

[Main Dialog](#)  
[Setup Dialog](#)  
[Open Dialog](#)  
[Info Dialog](#)  
[Effect Panel](#)

If you have [No Idea](#) at all, you might want to start with this.

## Hotkeys Main Dialog:

Key	Action
ESCAPE	<a href="#">Stop</a>
SPACE	<a href="#">Play</a>
P	<a href="#">Pause</a>
CURSOR UP	<a href="#">Previous Song</a>
CURSOR DOWN	<a href="#">Next Song</a>
CURSOR LEFT	<a href="#">Rewind</a>
CURSOR RIGHT	<a href="#">Fast Forward</a>
HOME	First Song
END	Last Song
O	<a href="#">Open</a>
L	<a href="#">Quick Selection Box</a>
F	<a href="#">File Menu</a>
I	<a href="#">Info</a>
E	<a href="#">Effect Panel</a>
T	<a href="#">Time Display Mode</a>
PAGE UP	<a href="#">Display File Name</a>
PAGE DOWN	<a href="#">Display Song Name</a>
M	<a href="#">External Mixer</a>
S	<a href="#">Setup</a>
F1	<a href="#">Help</a>
F2	<a href="#">Shuffle</a>
F3	<a href="#">Repeat</a>
F4	<a href="#">Introsan</a>
F5	<a href="#">Copy</a>
F6	<a href="#">Move/Rename</a>
F7	<a href="#">Remove From Playlist</a>
F8	<a href="#">Delete</a>
F9	Toggle <a href="#">Clipped Mixing</a>
F10	Toggle <a href="#">BPM Speeds</a>
F11	Toggle <a href="#">Surround</a>
F12	Toggle <a href="#">IDO</a>
INSERT	Toggle <a href="#">Panning</a>
NUMPAD DIVIDE	Decrease <a href="#">PreAmp</a>
NUMPAD MULTIPLY	Increase <a href="#">PreAmp</a>
A	<a href="#">About</a>

You can change all of these hotkeys using the [Hotkey Editor Dialog](#).

see also:

[Main Dialog](#)

[Setup Dialog Hotkeys](#)

[Open Dialog Hotkeys](#)

[Info Dialog Hotkeys](#)

[Effect Panel Hotkeys](#)

## Hotkeys Setup Dialog:

Key	Normal	Control	Shift	Control-Shift
F1	<u>Help</u>			
LEFT, RIGHT	<u>Wave Driver</u>			
UP, DOWN	<u>Sample Rate</u>	<u>8/16 Bit</u>	<u>Mono/Stereo</u>	<u>Buffers</u>
ENTER	<u>OK</u>			
S	<u>Save</u>			
ESCAPE	<u>Quit</u>			

see also:

[Setup Dialog](#)

[Main Dialog Hotkeys](#)

[Open Dialog Hotkeys](#)

[Info Dialog Hotkeys](#)

[Effect Panel Hotkeys](#)

## Hotkeys Open Dialog:

### For general use:

Key	Normal	Control
F1	<a href="#">Help</a>	
CURSOR LEFT/RIGHT	<a href="#">Add/Delete</a>	<a href="#">Add All/Delete All</a>
ENTER		<a href="#">OK</a>
S		<a href="#">Save</a>
ESCAPE	<a href="#">Quit</a>	
ALT-F	Set focus to <a href="#">Filelist</a>	
ALT-D	Set focus to <a href="#">Directory List</a>	
ALT-P	Set focus to <a href="#">Playlist</a>	
ALT-F1	<a href="#">Selection Edit Field</a> for <a href="#">Filelist</a>	
ALT-F2 + Drive Letter	Change current drive	
ALT-F3	<a href="#">Selection Edit Field</a> for <a href="#">Playlist</a>	

### For use in [Filelist/Playlist](#):

Key	Action
INSERT	Select Entry
DELETE	Deselect Entry
NUMPAD PLUS	<a href="#">Select Entries</a>
NUMPAD MINUS	<a href="#">Deselect Entries</a>
NUMPAD MULTIPLY	<a href="#">Invert Selections</a>
F5	<a href="#">Add/Delete</a> Selections

### For use in [Directory List](#):

Key	Action
CTRL-PAGE UP	One directory up
CTRL-PAGE DOWN	One directory down
CTRL-BACKSLASH	Root directory
F5	Load whole drive/directory/archive/list file

see also:

[Open Dialog](#)

[Main Dialog Hotkeys](#)

[Setup Dialog Hotkeys](#)

[Info Dialog Hotkeys](#)

[Effect Panel Hotkeys](#)

## Hotkeys [Info Dialog](#) and [Instrument Info Dialog](#):

Key	Action
F1	<a href="#">Help</a>
NUMPAD PLUS	Scroll <a href="#">Instrument List</a> Up
NUMPAD MINUS	Scroll <a href="#">Instrument List</a> Down
CTRL-NUMPAD PLUS	<a href="#">Next Instrument</a>
CTRL-NUMPAD MINUS	<a href="#">Previous Instrument</a>
1..9	<a href="#">Instrument Number</a>
SHIFT-CURSOR UP/DOWN/LEFT/RIGHT	Scroll <a href="#">Detail Window</a>
T	
ESCAPE	<a href="#">OK</a>

You can change these hotkeys using the [Hotkey Editor Dialog](#).

see also:

[Info Dialog](#)

[Instrument Info Dialog](#)

[Main Dialog Hotkeys](#)

[Setup Dialog Hotkeys](#)

[Open Dialog Hotkeys](#)

[Effect Panel Hotkeys](#)

## Hotkeys Effect Panel:

Key	Normal	Shift	Control	Control-Shift
1..0	Toggle <u>Channels</u> 1..10	Toggle <u>Channels</u> 11..20	Toggle <u>Channels</u> 21..30	Toggle <u>Channels</u> 31..32

see also:

[Effect Panel](#)

[Main Dialog Hotkeys](#)

[Setup Dialog Hotkeys](#)

[Open Dialog Hotkeys](#)

[Info Dialog Hotkeys](#)

## [How to use the Dialogs in MOD4WIN](#)

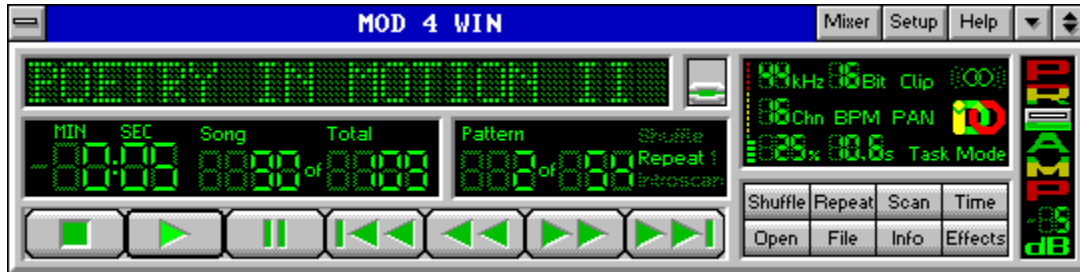
To make life for the user of our program a little easier (and save his/her last nerves for more important daily tasks) we put everything you could possibly adjust, switch or change in these little dialogs:

[Main Dialog](#)  
[Setup Dialog](#)  
[Open Dialog](#)  
[Info Dialog](#)  
[Effect Panel](#)

If you're new to MOD4WIN and have [No Idea](#) how to use it, you might want to start here.

## Main Dialog

Use the mouse to click at the area you'd like to learn more about!



If you double click on any non-active element, this dialog will be replaced with the [About Dialog](#). To switch to the [Mini Status](#), choose **Restore** from the system menu or double click the window caption.

see also:

[Main Dialog Hotkeys](#)

[Setup Dialog](#)

[Open Dialog](#)

[Info Dialog](#)

[Effect Panel](#)



## About

switches from the Main Dialog to the [About Dialog](#).

## **Mixer**

launches the external mixer. You must select a mixer in the [Setup Dialog](#) first to use this feature.

## **Setup**

opens the [Setup Dialog](#). You can use this dialog to adjust all important settings related to MOD4WIN.

## **Help**

shows this [Help](#) file.

The help file is the document you're just desperately looking for help in!

### **Switch to Mini Status**

The Main Dialog of MOD4WIN can also be displayed in a so-called [Mini Status](#). This will reduce the amount of visible controls to the absolute minimum. Use this mode if you have MOD4WIN running in the background, yet still would like to know what's going on.

## **Info Window**

shows the file name or the song name of the currently playing module. Use the [Name Switch](#) to toggle between the two. The file name will be preceded by the word '**PACKED:**' or '**UNPACK:**' respectively, if you're playing a module out of an archive.

If you click into this window, a [Quick Selection Box](#) will be launched.

For more information about the current module use the [Info Button](#) to launch the [Info Dialog](#).

The file name of a MOD-File is mostly different from the name of the song it contains.

## **Quick Selection Box**

opens a [Quick Selection Box](#). Use this dialog to quickly select a module you'd like to hear next.



## **Name Switch**

toggles between displaying either the file name or the song name of the currently playing module in the [Info Window](#).

## **Time Display**

displays the **Rest Time** or the elapsed time in the currently playing module in minutes and seconds. You can toggle the display mode using the **Time** button.

## **Rest Time**

The rest time display shows the remaining time in the currently playing module. Rest time display is marked by a trailing minus sign.

## **Song**

This is the number of the song in the playlist that is currently playing or will be played next if no song is playing.

## **Song Count**

displays the number of songs in the actual playlist.

## **Pattern**

displays the current Pattern in the song.

## **Pattern Count**

displays the number of Patterns in the current song.

## **Shuffle Play**

if highlighted signals that MOD4WIN plays in Shuffle Mode.



## **Shuffle Mode**

In shuffle mode the titles from the playlist will be played in random order.

## **Repeat/Repeat One**

if highlighted signals that MOD4WIN plays in Repeat/Repeat one mode.

## **Repeat One**

if highlighted signals that MOD4WIN plays in Repeat One Mode.

## **Repeat Mode**

In repeat mode the whole playlist will be repeated continuously.

In repeat one mode the current song will be repeated continuously.

## **Introscan**

if highlighted signals that MOD4WIN plays in Introscan  
Mode.

## **Introsan Mode**

In Introsan mode each song plays for 15 seconds, then the next song will be loaded and so on...

Introsan mode is also marked by a flashing [PLAY](#) button.

**STOP**

stops the currently playing song.

## **PLAY**

starts playing the current song in the playlist if one exists.



## **PAUSE**

pauses PLAY until PAUSE or PLAY is pushed again.

## **PREVIOUS SONG**

plays the song that immediately precedes the current song in the playlist if one exists.

If you click this button during playback of a song, it will rewind to the beginning of the song. To go to the previous song click it again.

## **REWIND**

rewinds within the currently playing song. If the beginning of the song is reached, MOD4WIN will automatically jump to the previous song in the playlist if one exists.

## **FAST FORWARD**

fast forwards within the currently playing song. If the end of the song is reached, MOD4WIN will automatically jump to the next song in the playlist if one exists.

## **NEXT SONG**

plays the song that follows immediately after the current song in the playlist if one exists.

## **[Sample Rate](#)**

shows the [Sample Rate](#), the wave driver currently plays at.

The highest play back quality for [MOD-Files](#) is already achieved with a sample rate of 32 kHz! Other [MOD-Formats](#) however may profit from a higher sample rate.

See also: [Problems](#)

## **[Bits per Sample](#)**

shows the actual [Sample Depth](#).

16 bit sampling should only be used with at least 8 MB RAM!

See also: [System Requirements](#) and [Problems](#)

## **Clipped Mixing**

shows whether [Clip Mixer Output](#) is currently enabled.

You can temporarily toggle Clipping by simply clicking this field or with the appropriate [Hotkey](#).



## **[Mono/Stereo/Surround Sound](#)**

signals [Mono](#), [Stereo](#), or [Surround](#) play mode.

If you listen with [head phones](#) you should stick with [mono](#) or use [surround](#)!

See also: [What is a MOD-File?](#)

You can temporarily toggle Surround Sound by simply clicking this field or with the appropriate [Hotkey](#).

## **Number of Channels in Module**

shows how many channels can play parallel at maximum in the current module. This number is fixed for some MOD-Formats and variable for others. It doesn't say anything about how many channels are actually playing.

## **BPM Speed Enabled**

This option selects whether the [Set Speed](#) effect will be interpreted as a speed (ticks/division) or as a tempo (BPM) setting for values greater or equal 32.

You can temporarily toggle BPM Speed by simply clicking this field or with the appropriate [Hotkey](#).

This option should always be enabled. There's only a very small number of modules that don't play correctly with BPM speed enabled. Among these are the famous classic "**Klisje paa klisje**" and several modules from **Jogeir Liljedahl**. Play them with this option disabled.

## **Panning Enabled**

shows whether [Panning](#) is currently enabled.

You can temporarily toggle Panning by simply clicking this field or with the appropriate [Hotkey](#).

## **IDO**

shows whether Interpolated Dynamic Oversampling ([IDO](#)) is currently enabled.

You can temporarily toggle IDO by simply clicking this field or with the appropriate [Hotkey](#).

## **CPU Usage**

shows the actual CPU utilization in percent and should be considerably lower than 100.

The colored bar gives a quick optical estimate of how much MOD4WIN utilizes your system. In the green range there will be a minimal load on the system. In the yellow range the load increases and multitasking will become less responsive. In the red range MOD4WIN puts a very high load on your system and you should think about changing the sampling parameters.

CPU utilization is the portion of time that MOD4WIN needs to calculate the song in relation to the time it takes to play what was calculated at the current sample rate.

See also: [System Requirements](#)

## **Buffer Time**

shows the time left that MOD4WIN can continue playing if it doesn't get any CPU time anymore. This is important when another application occupies the CPU for itself, for instance when loading applications, loading files, saving data, or such.

## **Timer Mode Display**

shows which Timer Mode MOD4WIN is currently using to multitask with other Windows and non-Windows applications.

There are three possible timer modes:

- \* Windows Timer
- \* MM Task
- \* Interrupt

It also indicates Direct To Disk Recording mode and Direct Hardware Support mode when you use them.



## **Shuffle Play**

switches the Shuffle Mode on and off.

## **Repeat**

toggles between Repeat/Repeat one/Repeat none modes.

## **Introscan Play**

switches the Introscan Mode on and off.

## **Time Display Mode**

toggles the Time Display between Rest Time and elapsed time.  
The display can be toggled only if a module is loaded.

## **Open**

opens the [Open Dialog](#). Use this dialog to load modules and create and save playlists.

## **File Menu Button**

This button opens the [File Menu](#).

## **File Menu**

From this sub-menu you can [Copy](#), [Move/Rename](#), or [Delete](#) the current module. You can also [Remove](#) it from the playlist without deleting it from your drive.

## **Copy**

This item will open a [File Manager Dialog](#) to let you copy the current module.

The File Manager Dialog will let you specify the target drive/directory/name.



## **Move/Rename**

This item will open a [File Manager Dialog](#) to let you move/rename the current module.

The File Manager Dialog will let you specify the target drive/directory/name.

## **Remove Module From Playlist**

This item will let you remove the current module from the playlist. The module will not be deleted from your drive.

A message box will come up to prompt you whether you really want to remove the current module from the playlist.

## **Delete**

This item will let you delete the current module.

A message box will come up to prompt you whether you really want to delete the current module.

## **Info Button**

enables or disables displaying the [Info Dialog](#). Use this button to show details about the currently playing module and the instruments contained in it.

## **Effect Button**

enables or disables displaying the [Effect Panel](#). Use this button to show details about the effects in the currently playing module.

## **PreAmp Slider**

This slide bar lets you adjust the correct amount of [Pre-Amplification](#) for the current module.

A default amount of pre-amplification is applied to all modules with more than 4 channels. This "optimal" value corresponds to 0 dB. You can change this value in steps of 1 dB, the total selectable range being +/- 20 dB. An increase of 6 dB will double the perceived loudness while a decrease of 6 dB would cut the perceived loudness in half. Use the mouse to drag the slider to the desired position or use the appropriate [Hotkey](#) to adjust the value.

## **About Dialog**

The About Dialog shows which version and release number of MOD4WIN you're running, whether this copy is shareware or registered and to whom it is licensed, the legal copyright of MOD4WIN, and gives credits to those who deserve it.

To close the About Dialog and return to the Main Dialog, double click again or hit any key.

## Mini Status

Use the mouse to click at the area you'd like to learn more about!



This dialog is a miniature version of the [Main Dialog](#). It shows only a minimal amount of controls and occupies only a small fraction of the space on your desktop. You can have this dialog float on top of all other applications if you check the **Always on Top** item in the system menu. To toggle the [Info Dialog](#) and [Effect Panel](#) on and off, click with your mouse in the Info Window using the left and right mouse button respectively. To return to the Main Dialog choose **Maximize** from the system menu or double click the window caption.

see also:

[Main Dialog Hotkeys](#)

[Setup Dialog](#)

[Open Dialog](#)



## **File Name/Song Name**

shows the file name or the song name of the currently playing module, depending on the position of the [Name Switch](#) in the [Main Dialog](#). The file name will be preceded by the word **'PACKED: '** or **'UNPACK: '** respectively, if you're playing a module out of an archive.

The file name of a MOD-File is mostly different from the name of the song it contains.

## **Time Display**

displays the [Rest Time](#) or the elapsed time in the currently playing module in minutes and seconds. You can toggle the display mode using the [Time](#) button in the [Main Dialog](#).

## **Song**

This is the number of the song in the playlist that is currently playing or will be played next if no song is playing.

## **[Leave Mini Status](#)**

Click here to return to the regular [Main Dialog](#) of MOD4WIN.

## Quick Selection Box

Use the mouse to click at the area you'd like to learn more about!



This dialog will appear when you click at the [Info Window](#) in the [Main Dialog](#). To close this dialog double click any of the modules in the list or click anywhere with your right mouse button or simply hit ESCAPE.

### **Selected Module**

The highlighted module will be the next one to play when you double click it or hit ENTER.

## **Selection List**

This list displays the file names of all modules currently in your [Playlist](#). Click any one of them to select it or double click to load this module immediately.

You can also use the keyboard to select a module. Simply hit the first letter of the module's name and the [Selection](#) will cycle through all those that start with this letter.

## **Sort Buttons**

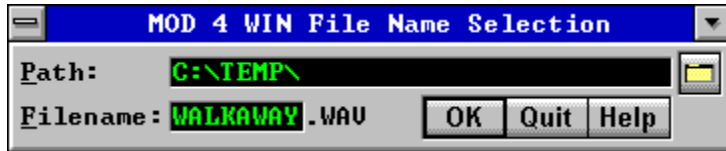
These buttons let you sort the [Selection List](#) in one of three ways: unsorted, sorted by name, or sorted by extension.

If you sort by name or extension the first letters of all names or extensions will be capitalized respectively.



## File Name Selection Dialog

Use the mouse to click at the area you'd like to learn more about!



This dialog appears after you hit the start button in [Disk Recording Mode](#) if you have the [Always Ask for WAVE File Name](#) option enabled in the [Setup Dialog](#).

## **Recording Path**

This edit field shows the complete path where your recording will be placed. You can edit this path directly, or use the [Recording Path Browse Button](#) to select one. You can also change this path permanently using the [Recording Path](#) option in the [Setup Dialog](#).

Note: The path you enter here must already exist. MOD4WIN will not attempt to create it for you and will instead produce an error message when you start the recording.

## **Browse Button**

This button will open a [Browser Dialog](#) for you where you can conveniently select the directory to place your recordings.

## **WAVE File Name**

In this edit field you can enter the name of the file that will contain your recording. By default this file has the same name as the module file that you want to record.

Note: The extension of the recorded file is predefined to **.WAV** and cannot be changed.

**OK**

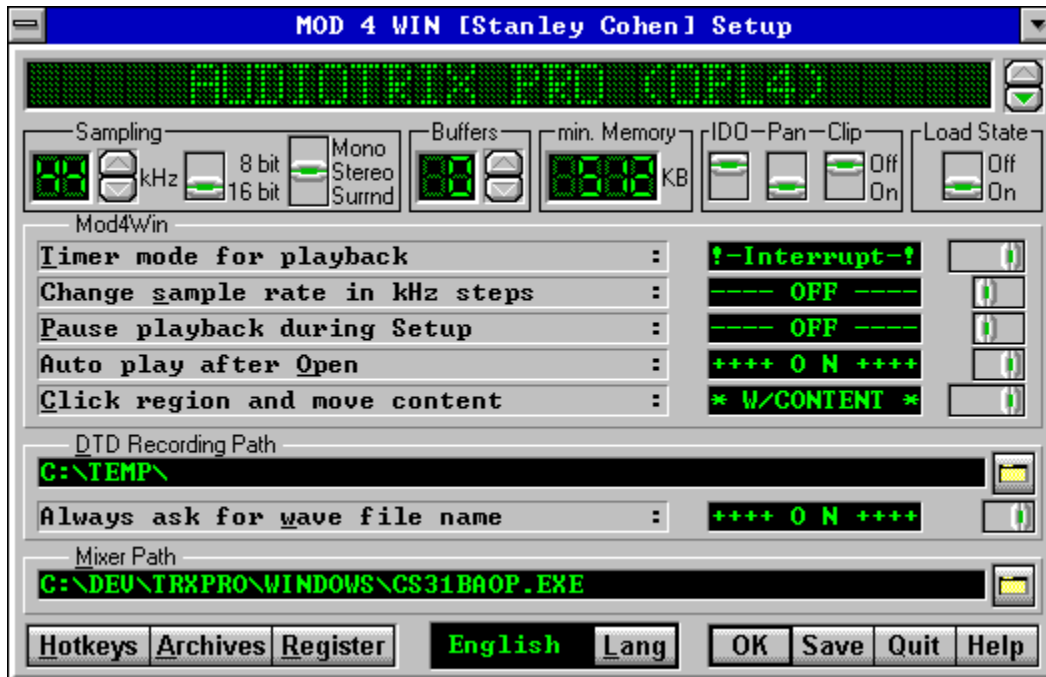
Hitting OK will start recording the module.

## **Quit**

Hitting Quit will close the File Name Selection Dialog and return to MOD4WIN without recording anything.

## Setup Dialog

Use the mouse to click at the area you'd like to learn more about!



The Setup Dialog will let you specify and save all settings in MOD4WIN. From here you can also launch the [Archive Options Dialog](#), the [Hotkey Editor Dialog](#), and the [User Registration Dialog](#).

see also:

[Setup Dialog Hotkeys](#)

[Main Dialog](#)

[Open Dialog](#)

[Info Dialog](#)

[Effect Panel](#)

## **Wave Device Name**

shows the name of the selected wave driver or output device.

Use the [Wave Driver Button](#) to change the wave device driver.

Note: You must install your wave device drivers using the Drivers applet in the Windows Control Panel first before MOD4WIN can let you select them.



## **Wave Driver Button**

selects the wave driver or output device used for sound output.

Use this button to select [Direct To Disk Recording](#) mode and [Direct Hardware Support](#) mode.

Note: Do not attempt to use the PC speaker driver as an output device.  
For more information about the speaker driver see also the section [Frequently asked Questions \(FAQ\)](#).

## Sample Rate

displays the current sample rate. Higher sample rates yield better sound quality, but also require more CPU power. For instance 32 kHz means that MOD4WIN has to mix 32,000 samples per second.

On better sound boards MOD4WIN is able to sample with up to 48 kHz, however 32 kHz are practically sufficient, since this is the highest frequency of any sample recorded in a regular [MOD-File](#) and therefore also the highest quality. Other [Module Formats](#) however may benefit from a higher sample rate.

For comparison we show here the data of some digital devices:

DAT-Recorder : 32 -48 kHz  
CD-Player : 44 kHz  
DSR-Tuner : 32 -44 kHz

Use the [Sample Rate Button](#) to change the current sample rate.

Note: In [Direct Hardware Support](#) mode the sample rate is locked at 44 kHz.

## **[Sample Rate Button](#)**

allows you to adjust the current [Sample Rate](#).

For more information about sample rate see also the section [Frequently asked Questions \(FAQ\)](#).

## **Sample Depth**

determines the resolution of the sampled output. It is preferable to select 16 bit output if you have enough memory at your disposal and your sound device is capable of 16 bit sampling.

For regular 4-channel [MODs](#) there is not much of an audible difference between 8- and 16-bit playback, because the mixing only yields 9 or 10 bit output anyway. However, as the number of channels increases, the advantage of 16 bit playback becomes more prevalent.

See also: [Bits per Sample](#)

Note: In [Direct Hardware Support](#) mode this switch is locked at 16 bit.

## **Mono/Stereo/Surround Switch**

toggles the output between mono and stereo. In stereo mode you can also choose [Surround Sound](#).

See also: [Mono/Stereo/Surround Sound](#)

Note: In [Direct Hardware Support](#) mode this switch is locked at stereo.

## **Surround Sound**

If you use [Stereo](#) mode, you can also enable surround sound.

The original [MOD](#)-Format was designed to play each channel either only left or right. (The good old AMIGA couldn't do any better.) This is not a very pleasant listening experience, especially with head phones. Using surround sound, each channel will be mixed into both, left and right output, delaying one side to produce a more realistic sound.

Note: Using this option will increase the [CPU Usage](#) in your system. Also, modules that use the [Panning](#) command may sound better with this option turned off.

## **Output Buffers**

shows the number of buffers MOD4WIN uses to temporarily store the sample output. **One buffer is enough to play for 200 milliseconds.**

**Buffers** are necessary, because under Windows™ it is uncertain when a task will get access to the CPU again. Therefore we have to calculate a certain amount of output in advance that can then be played.

Use the [Output Buffers Button](#) to change the number of buffers.

## **Output Buffers Button**

selects the number of [Output Buffers](#). You can select any number between 2 and 99, that means buffering between 0.4 and 19.8 sec of sound.

Note: More buffers will increase the amount of [Memory](#) needed by MOD4WIN, however, in some [Timer Modes](#) this will also enhance the multitasking behavior of MOD4WIN.

For more information about buffers see also the section [Frequently asked Questions \(FAQ\)](#).

Note: In [Direct Hardware Support](#) mode no buffers are necessary and this button is locked at 0 buffers.



## **Minimal Memory**

shows the memory in KBytes that is occupied by the selected number of [Buffers](#).

For the total amount of memory used you also have to consider the size of **mod4win.exe**, **player32.dll**, the [MOD-File](#) that's playing, the system files of Windows™, and other applications that are running.

For more information about how to optimize memory requirements and sound quality see also the section [Frequently asked Questions \(FAQ\)](#).

Note: In [Direct Hardware Support](#) mode this display shows the amount of wavetable RAM found on your sound card.

## **IDO**

sets the default for IDO™.

Interpolated Dynamic Oversampling (IDO) is a method to interpolate samples such that [Harmonics](#) introduced through the mixer routine are greatly reduced and the resulting sound quality is considerably enhanced. Using this method you can achieve much better sound quality, comparable to audio devices that use hardware mixing.

On the downside, IDO requires large amounts of CPU power, your [CPU Utilization](#) may double when using this feature.

You can also toggle IDO temporarily from within the [Main Dialog](#).

**Note:** In [Direct Hardware Support](#) mode this switch is disabled.

## **Panning**

sets the default for panning.

Panning enabled means that a channel can be mixed into the left and the right output simultaneously with different volumes to create the impression of the instrument sitting somewhere between the speakers. This requires more [CPU Time](#) because a panned channel needs to be mixed twice, demanding more computations. If you're short of CPU power you can switch panning off and gain some percent.

You can also toggle panning temporarily from within the [Main Dialog](#).

Note: In [Direct Hardware Support](#) mode panning is always enabled.

## **Pre-Amplification**

Pre-amplification is necessary, because without it high-channel modules appear to sound quieter than modules with less channels. This is simply due to the fact that the chance of all channels operating near full amplitude decreases with the number of channels. Therefore, the higher the number of channels, the more the module needs to be pre-amplified to achieve a somewhat balanced impression in loudness when listening.

Unfortunately, under certain circumstances pre-amplification could be too high and cause over-amping in the mixer. This is the case when you notice a scratching sound that disappears when you enable [Clipping](#) or reduce pre-amplification.

The default amount of pre-amplification is determined by the number of channels in the module or, in the case of **S3M**, by an internal variable in the module. You can adjust the amount of pre-amplification during playback from within the [Main Dialog](#) using the [PreAmp Slider](#).

## **Clip Mixer Output**

selects whether the mixer routine should clip to maximum amplitude in case of over-amping or not.

If your [Pre-Amplification](#) is set too high, the mixer output could become too large for the range of 8 or 16 bit respectively. Without clipping this would cause overflows and become audible as very nasty clicks, scratches, and distortions. To prevent this, the mixed output can be clipped to maximum amplitude. When over-amping occurs, clipped output will cause only slight distortions that will be unnoticeable for the most part. If you want the ultimate quality, you should disable clipping and adjust the [PreAmp Slider](#) to a low enough value that prevents over-amping.

You can also toggle clipping temporarily from within the [Main Dialog](#).

Note: In [Direct Hardware Support](#) mode this switch is disabled.

## **Load State Switch**

Having the Load State option enabled, MOD4WIN will save its complete internal state when you close it and continue at exactly the same position the next time you open it.

The following settings will be saved with this option:

- \* [Playlist](#)
- \* current module
- \* current position in the module
- \* [Name Switch Position](#)
- \* [Time Display Mode](#)
- \* [Shuffle, Repeat, and Introsan Mode](#)

Note: The settings saved with the Load State Switch have nothing to do with the settings saved during the Setup Dialog.

## **Timer Mode**

Because Windows is a non-preemptive multitasking system, MOD4WIN has to cooperate with the other applications in some way to allow for a fair sharing of CPU time. Because a compromise has to be made, we offer you several settings to choose the one that fits your needs best:

There are three possible timer modes:

- \* [Windows Timer](#)
- \* [MM Task](#)
- \* [Interrupt](#)

Every of these Timer Modes has advantages and disadvantages. What's best for you depends on your machine and your working habits. But don't worry, experiment with the settings a little bit, and you'll find out what's best. You can change this setting at any time, even during playback of a song.

Note: In [Direct Hardware Support](#) mode this switch is locked at Interrupt mode. In [Direct To Disk Recording](#) mode it is locked at Task mode.

## **Windows Timer**

In this mode, MOD4WIN will be sent a timer message from Windows in fixed intervals of time.

When such a message arrives, MOD4WIN gets control of the CPU, fills one buffer, and returns control to Windows. This mode is the most stable and reliable one and the default setting. The drawback however is, that under certain circumstances, such as when an application occupies the CPU for a long time without returning control to Windows (you will see an hour glass then), or when a non-Windows application (DOS task) runs in full screen mode, Windows can't send the timer message, because it doesn't have control of the CPU. In this case, MOD4WIN will continue to play as long as the buffers last, then however the playback will stop.



## **Multimedia Task**

In this mode, MOD4WIN is assigned its own, preemptively controlled task from Windows.

A minimal application is running in the background that gives MOD4WIN all its CPU time. This mode allows for a very fair sharing of resources and good multitasking behavior, because Windows splits the CPU equally between MOD4WIN, DOS tasks (if any), and all other Windows applications. However, Task Mode will not work if an application doesn't free the CPU for a long time (hour glass) or other applications are too CPU-intensive and don't give the Multimedia Task enough time, as it happens with full screen DOS applications.

## **Interrupt**

In this mode, MOD4WIN will be activated through a hardware interrupt.

This interrupt comes always, even when no timer message would be sent. In this mode MOD4WIN will keep playing, no matter what. The problem here is that other applications will be interrupted regardless of what they are just doing. This can be very dragging on these applications, especially when a new song is loaded and MOD4WIN tries to fill the buffers as quickly as possible. This mode is comfortable to work with if you have lots of CPU power (4DX/50 or better) and like to run non-Windows applications full screen.

Note: On a slow machine this mode could be dangerous, because during the interrupt that MOD4WIN uses to do its calculations, other interrupts may occur and compromise the stability of the complicated and sensitive Windows operating system which might lead to a Protection Fault Error and could sometimes crash the system.

## [Change Sample Rate in kHz Steps](#)

This setting determines how to the [Sample Rate](#) is changed using the [Sample Rate Button](#).

Some sound drivers (like the one for the [PAS 16](#)) report being able to play any sample rate from 11 to 48 kHz. Most others will report to support only the Windows specific (standard) sample rates 11025, 22050, and 44100 Hz. At the default setting (**OFF**) MOD4WIN will let you select only those sample rates the wave driver reports of being able to play. However, some of the drivers that claim to support only the standard rates are able to play many others (like the driver for the [AudioTrix Pro](#)). If you're convinced your driver is able to handle other rates, but MOD4WIN doesn't let you select them, you can change the default setting (to **ON**), and MOD4WIN will then allow you to select any sample rate in steps of 1 kHz.

Caution: Some wave drivers (like the one for the [Gravis Ultrasound](#)) will cause protection faults when you force them to other than the standard sample rates. Use this option on your own risk!

## **Pause Playback during Setup**

This setting determines whether MOD4WIN will continue playback when you open the Setup Dialog or not.

Because of the incompatibility problems with wave drivers, MOD4WIN defaults (**ON** position) to pause any playing song when the Setup Dialog is opened. During this dialog the wave driver is asked if it can handle certain settings. Some wave drivers then immediately change their settings to these values, whether we want them or not. MOD4WIN however will continue to calculate the sound at the old settings and produce very unpleasant distortions. Unfortunately there is no way for MOD4WIN to tell if your wave driver handles these queries correctly or not. If you have a wave driver that behaves correctly (such as [PAS 16](#), [AudioTrix Pro](#), [Gravis Ultrasound](#)), you can change this setting to **OFF**. MOD4WIN will then continue playing when you open the Setup Dialog.

### **Automatic Playback after Open**

In the default setting (**ON**) MOD4WIN will immediately start playing the current selection from the [Playlist](#) after you load files through the [Open Dialog](#), pass command line parameters, or use [Drag & Drop](#). If you don't like that, simply turn it **OFF**.

## Click Region and Move Content

This switch determines how the windows belonging to MOD4WIN will react to mouse clicks and how they are displayed during moving.

The setting **TITLE BAR** provides the same behavior as regular windows. They can only be moved when the title bar is clicked and only their frame will be shown during moving. The **WINDOW** setting will allow you to move the window simply by clicking on any non-active element and dragging it to its desired location. In the **W/CONTENT** position the window is also fully displayed with its content during moving. You will need a fast graphics sub-system to use this option.

## **Recording Path**

Use this edit field to set the default path for [Direct To Disk Recording](#). This is where all your recordings will be placed unless specified otherwise in the [File Name Selection Dialog](#). You can also use the button on the right to open a [Browser Dialog](#) that lets you conveniently find the right path on your drive.

Note: The path you enter here must already exist. MOD4WIN will not attempt to create it for you and will instead produce an error message when you start the recording.

## **Always Ask for WAVE File Name**

This option determines whether or not a File Name Selection Dialog will be shown every time before starting a recording.

It is a good idea to leave this option enabled as it protects you against accidental recordings. If you want to record a batch of files at once you should turn it off.



## **External Mixer**

If your sound card can be controlled by software through a so-called mixer, use this edit field to specify the full path name of this file. You can also use the button on the right to open a [Browser Dialog](#) that will let you easily find the file in your directory structure.

You can then use the [Mixer Button](#) in the [Main Dialog](#) to launch an instance of the mixer. This is convenient as you don't have to look around your desktop or even in the File/Program Manager for this program.

Note: The mixer utility usually comes with your sound card and has nothing to do with MOD4WIN, we just allow you to find it easier.

## **Hotkeys**

This button will launch the [Hotkey Editor Dialog](#) where you can assign your own favorite [Hotkeys](#) to most of the functions in MOD4WIN.

## **Archive Setup**

This button will launch the [Archive Options Dialog](#) where you specify the path names and parameters of your archiver programs.

## **User Registration**

This button will launch the [User Registration Dialog](#) where you enter your registration data and a registration code to unlock the demo version of the program.

## **Language Selection**

Click on this button to select a language. MOD4WIN will use this language to display most of the text in the dialogs and for the help file.

Currently MOD4WIN comes with language modules for English, German, French, and Spanish. More such modules may follow in the future. MOD4WIN will automatically scan for all available language modules and display them accordingly.

**OK**

closes the Setup Dialog and passes the settings to the Main Dialog.

## **Save Settings**

closes the Setup Dialog, saves the settings in the file **mod4win.ini**, and passes them to the [Main Dialog](#).

## **Quit**

closes the Setup Dialog, discards all changes, and returns to the [Main Dialog](#).



## Hotkey Editor Dialog

Use the mouse to click at the area you'd like to learn more about!



The Hotkey Editor Dialog will let you assign customized [Hotkeys](#) to most of the functions in MOD4WIN. You can access this dialog only through the [Setup Dialog](#).

## **List of Events**

This list shows all events that can be assigned to individualized hotkeys. Use the arrow keys to select the event to assign a hotkey to and then hit ENTER or TAB to switch to the [Hotkey Display Field](#).

## **Hotkey Display Field**

The Hotkey Display Field will show the current hotkey for the Selected Event. The hotkey is composed of any key on your keyboard and optionally any combination of the CTRL, SHIFT, and ALT keys. To change the old hotkey simply hit the combination of keys you want to constitute your new hotkey.

Note: Some key combinations like CTRL-ESCAPE, ALT-TAB, PRINT SCREEN, and so on, are reserved for special purposes by the Windows operating system and although you could re-define them as hotkeys for MOD4WIN, it's a good idea to refrain from doing that.

## **Status of the Control Keys**

These LEDs show which of the control keys CTRL, SHIFT, and ALT have been used to compose the hotkey for the [Selected Event](#).

See also: [Hotkey Display Field](#)

**OK**

closes the Hotkey Editor Dialog and returns to the [Setup Dialog](#).

Note: The new settings will be effective immediately upon closing the Hotkey Editor Dialog. However, they'll be stored in the **mod4win.ini** file only if you choose [Save](#) in the Setup Dialog.

## **Quit**

closes the Hotkey Editor Dialog, discards all changes, and returns to the [Setup Dialog](#).

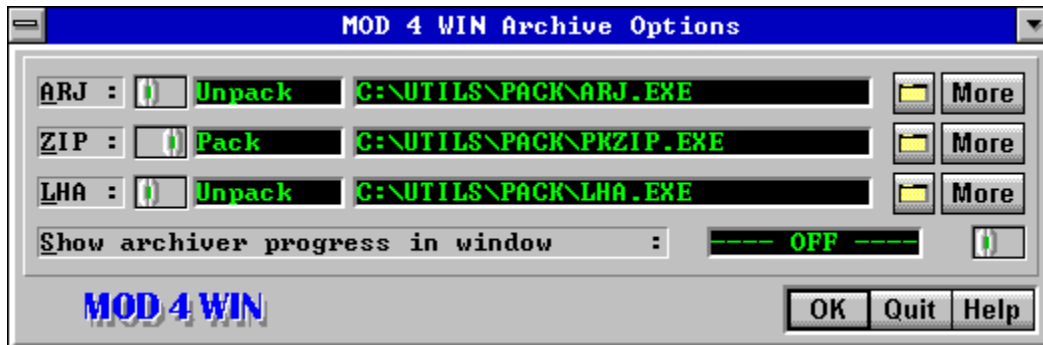
## **Reset Hotkey**

restores the default hotkey for the [Selected Event](#).

For a list of all default hotkeys see also the [Hotkey Overview](#).

## Archive Options Dialog

Use the mouse to click at the area you'd like to learn more about!



Use the Archive Options Dialog to specify all settings regarding archives. You can access this dialog only through the [Setup Dialog](#). From here you can also launch an [Archive Parameters Dialog](#) for each archive type.



## **Pack/Unpack Switch**

Use this switch to toggle between the pack and the unpack program for the archive type at the left when you specify the program files. The current selection is shown to the right of the switch.

Note: You need to specify both, the pack program and the unpack program, even if they are the same.

## **Edit Fields for the Packer/Unpacker**

Use this edit field to specify the full path name of the pack/unpack program for the archive type at the left. You can also use the [Browse Button](#) at the right to open a [Browser Dialog](#) that will let you easily find the file in your directory structure.

Use the [Pack/Unpack Switch](#) to toggle between the two.

## **Browse Buttons**

Use these buttons to open a [Browser Dialog](#) that will let you easily find the program file for the archive type at the left in your directory structure.

## **More Buttons**

These buttons launch an [Archive Parameters Dialog](#) that will let you specify the command line parameters for the archiving program to the left.

Note: There is only one Archive Parameters Dialog for each archive type, independently from the position of the Pack/Unpack Switch.

### Archiver Progress Display

Enable this option (**ON**) only for trouble shooting when you have problems getting your archivers to work. MOD4WIN will then display the output of your archiving program in a separate window and wait for you to close it before it proceeds. For normal background operation of MOD4WIN turn this option **OFF**.

**OK**

closes the Archive Options Dialog and returns to the [Setup Dialog](#).

**Note:** The new settings will be effective immediately upon closing the Archive Options Dialog. However, they'll be stored in the **mod4win.ini** file only if you choose [Save](#) in the Setup Dialog.

## **Quit**

closes the Archive Options Dialog, discards all changes, and returns to the [Setup Dialog](#).

## Archive Parameters Dialog

Use the mouse to click at the area you'd like to learn more about!



Use this dialog to specify the command line parameters to be passed to your archivers. You can access this dialog only through the [Archive Options Dialog](#).



## **Unpack Parameters**

Use this edit field to specify the parameters for the unpack program of the specified archive type.

See also: [Reset Default Parameters](#)

## **Pack Parameters**

Use this edit field to specify the parameters for the pack program of the specified archive type.

See also: [Reset Default Parameters](#)

## **Delete Parameters**

Use this edit field to specify the parameters for deleting a file from an archive with the pack program of the specified archive type.

See also: [Reset Default Parameters](#)

**[OK](#)**

closes the Archive Parameters Dialog and returns to the [Archive Options Dialog](#).

**Note:** The new settings will be effective immediately upon closing the Archive Parameters Dialog. However, they'll be stored in the **mod4win.ini** file only if you choose [Save](#) in the Setup Dialog.

## **Quit**

closes the Archive Parameters Dialog, discards all changes, and returns to the [Archive Options Dialog](#).

## **Reset Parameters**

restores all archive parameters for the specified archiver to their defaults.

The default parameters are optimized for ARJ 2.41, PKZIP/PKUNZIP 2.04g, and LHA 2.13. If you use a different version of an archiver you may have to change some of the parameters. Consult the manual or the help screen of your archiver for help about the parameters.

## User Registration Dialog

Use the mouse to click at the area you'd like to learn more about!



The screenshot shows a classic Windows-style dialog box titled "MOD 4 WIN User Registration". It contains four text input fields with the following data: "User Name: Stanley Cohen", "Company: MediaWorks, Inc.", "Payment: UISA 7513 4865 7215 8642", and "Reg. Code: \*\*\*\*\*". At the bottom left, the text "MOD 4 WIN" is displayed in a stylized blue font. At the bottom right, there are three buttons: "OK", "Quit", and "Help".

User Name:	Stanley Cohen
Company :	MediaWorks, Inc.
Payment :	UISA 7513 4865 7215 8642
Reg. Code:	*****

MOD 4 WIN

OK Quit Help

This dialog allows you to enter the data and code necessary to unlock the demo version of MOD4WIN and make it a fully functional unlimited version. You can access this dialog through the [Setup Dialog](#) or from the shareware reminder that pops up at startup of the program.

## **Registration Data Entry Fields**

Enter your name, your company name (where applicable), your payment method, and your registration code into the corresponding fields.

Note: The exact content of these fields will be provided to you when you [register](#) your copy of MOD4WIN. You must enter all data exactly as provided to ensure success. Any variation in your entries (spelling errors, leading/trailing blanks, wrong capitalization) will invalidate the code and not unlock the program.



**OK**

closes the User Registration Dialog and returns to the [Setup Dialog](#) or to the shareware reminder.

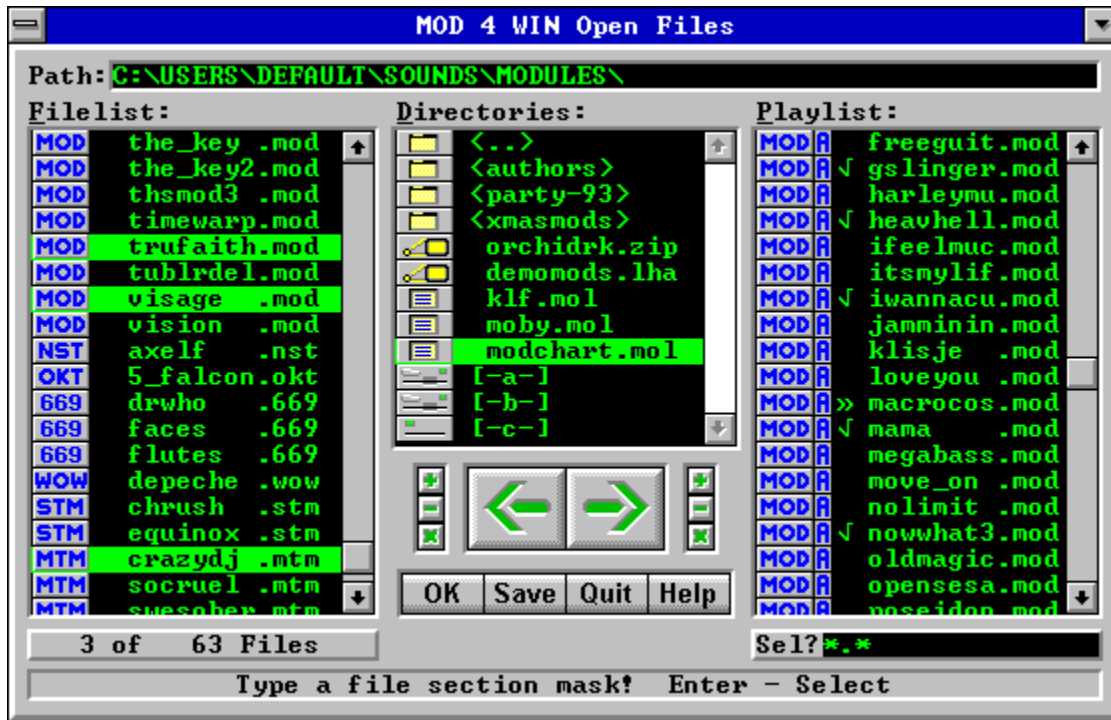
Note: If you accessed this dialog from the Setup Dialog, MOD4WIN must be restarted to reflect the changes. You have the choice of restarting right away or you can wait until later.

## **Quit**

closes the User Registration Dialog, discards all changes, and returns to the [Setup Dialog](#) or to the shareware reminder.

## Open Dialog

Use the mouse to click at the area you'd like to learn more about!



Use the Open Dialog to load files and create and save [Playlists](#). To make a selection simply click on the entry, then drag and drop all selections with the mouse.

see also:

[Open Dialog Hotkeys](#)

[Main Dialog](#)

[Setup Dialog](#)

[Info Dialog](#)

[Effect Panel](#)

## **Path**

shows the full path name of the current directory.

## **Filelist of the Current Directory**

This list shows the filenames of all modules in the current directory ([Path](#)) except the ones already moved to the [Playlist](#).

Only files with one of the extensions **.mod**, **.nst**, **.wow**, **.okt**, **.stm**, **.s3m**, **.669**, **.far**, **.mtm**, and **.xm** (these are the file types MOD4WIN can handle) are displayed. The type of the module is indicated by a little icon left from the filename.

To find a specific entry, simply start typing its file name and the cursor will go to the first module in the list that matches the input.

## **Selected Files**

Selected files will be added to the Playlist when you click the ADD button or hit the cursor right key.

## **Directory List**

This list shows all drives, archives, module lists, and sub-directories in the current directory ([Path](#)). To view an entry in the [Filelist](#), simply drag and drop it there with the mouse or hit ENTER.

Archives, module lists, sub-directories, and the different types of drives are all symbolized by unique icons to the left of the entry.

## **Playlist**

This list holds the filenames of all modules in the current playlist. These are the files that MOD4WIN already played or is going to play. The files will be played in exactly the same order as they appear in the playlist, unless you selected [Shuffle Mode](#).

Only files with one of the extensions **.mod**, **.nst**, **.wow**, **.okt**, **.stm**, **.s3m**, **.669**, **.far**, **.mtm**, and **.xm** (these are the file types MOD4WIN can handle) are displayed. The type of the module is indicated by a little icon left from the filename.

Entries preceded by a check mark have already been played, the entry preceded by a double arrow is currently playing, all other entries are yet to be played.

To find a specific entry, simply start typing its file name and the cursor will go to the first module in the list that matches the input.



## **Selected Files**

Selected files will be removed from the Playlist when you click the Delete button or hit the cursor left key.

## **Played Songs**

Songs with a check mark have already been played.

## **Current Song**

The song marked with a double arrow is the currently selected song. Its name is also visible in the Info Window of the Main Dialog.

## **Files in Current Playlist**

These songs are yet to be played.

## **File in Current Directory**

This is a song in the current directory (Path) that hasn't been added to the Playlist yet.

## **Delete Button**

causes **all selected files** in the [Playlist](#) to be removed from it.

## **Add Button**

causes **all selected files** in the Filelist of the Current Directory to be added to the Playlist.

## **Delete All**

causes **all files** in the [Playlist](#) to be removed from it.



## **Add All**

causes **all files** in the Filelist of the Current Directory to be added to the Playlist.

## **File Selection Buttons for the Filelist**

Use these buttons to quickly (de-)select a large amount of files in the [Filelist](#).

'+' Button: select files from the filelist

'-' Button: deselect files from the filelist

'\*' Button: invert selections in the filelist

When you use the '+' or '-' button, a [Selection Edit Field](#) will pop up to let you edit the default selection mask (\*.\*\*) to your needs. To use the default selection mask simply hit ENTER.

## **File Selection Buttons for the Playlist**

Use these buttons to quickly (de-)select a large amount of files in the [Playlist](#).

'+' Button: select files from the playlist

'-' Button: deselect files from the playlist

'\*' Button: invert selections in the playlist

When you use the '+' or '-' button, a [Selection Edit Field](#) will pop up to let you edit the default selection mask (\*.\*) to your needs. To use the default selection mask simply hit ENTER.

**OK**

closes the Open Dialog and passes the Playlist to the Main Dialog.

## **Save Playlist**

will open the List Name Edit Field and then save the Playlist with the specified name and the extension **.mol** in the current directory (Path).

## **Quit**

closes the Open Dialog and returns to the Main Dialog without passing the Playlist.

## **List Name Edit Field**

If you click on SAVE, this edit field will pop up to let you specify a name for the Playlist.

You must specify a name here before you can proceed. After you typed the name for the new playlist, hit ENTER to save the list or ESCAPE to abort. If a list file with the specified name already exists, MOD4WIN will prompt you whether to overwrite the existing file or not.

## **Number of Total and Selected Modules**

This display will give you a quick overview of how many modules are currently in the [Filelist](#) and the [Playlist](#) and how many of them have been selected.



## **Selection Edit Field**

This field lets you specify a selection mask after you hit one of the [File Selection Buttons](#).

The syntax follows the regular syntax for file masks in MS-DOS, like the following examples: `new???.mod`, `*.mtm`, `c*.*`. After you typed the selection mask hit ENTER to perform the (de-)selection or ESCAPE to cancel.

## **Status Line**

This line gives a brief description of the active element in the dialog and the available commands.

If the active element is an entry in the [Directory List](#) the status line will show its type. If it's a module in either the [Filelist](#) or the [Playlist](#) it will show the full path name. For an archive and a module list file it will also show the size of the file.

## File Manager Dialog

Use the mouse to click at the area you'd like to learn more about!



This dialog will appear after you chose [Copy](#), or [Move/Rename](#) from the [Main Dialog](#).

## **Filelist of the Current Directory**

This list shows the filenames of all modules in the current directory.

Only files with one of the extensions **.mod**, **.nst**, **.wow**, **.okt**, **.stm**, **.s3m**, **.669**, **.far**, **.mtm**, and **.xm** (these are the file types MOD4WIN can handle) are displayed. The type of the module is indicated by a little icon left from the filename.

## **Directory List**

This list shows all drives, archives, module lists, and sub-directories in the current directory. To view an entry in the [Filelist](#), simply drag and drop it there with the mouse or hit ENTER.

Archives, module lists, sub-directories, and the different types of drives are all symbolized by unique icons to the left of the entry.

## **Status Line**

This line gives a brief description of the active element in the dialog.

**OK**

Hitting OK will start to copy or move/rename the specified file.

## **Quit**

Hitting Quit will close the File Manager Dialog and return to MOD4WIN without copying or moving the specified file.



## **Module Name**

shows the complete path and file name of the source file.

### **Archive Name**

If the source file is contained in an archive, this field will show the complete path and file name of the archive.

## **Target Directory and/or File Name**

shows the complete path and file name of the destination file. You can edit this field to change the default path and/or file name.

### **Restriction:**

You always have to specify a drive letter first. If the last character in this field is a back slash ("\"), the preceding element will be interpreted as a directory. In this case the file name will be the [Original File Name](#).

### Archive or List Name

If you want to copy/move a file into an archive, this field will show the complete path and file name of the archive.

Similarly, if you want to copy a module into an module list, this field will show the complete path and file name of the list file.

#### **Restriction:**

You can only select an archive or a filelist as destination if they already exist. You cannot create either one with this dialog.

## Browser Dialog

Use the mouse to click at the area you'd like to learn more about!



The Browser Dialog will help you find and specify executable files in the [Setup Dialog](#), and the [Archive Options Dialog](#). A similar dialog without the filelist window lets you find directories from the [Setup Dialog](#), and the [File Name Selection Dialog](#). Both types of Browser Dialogs are indicated by buttons with a file icon.

### **Edit Field for the File and Path Name**

This field allows you to directly enter the complete path name of the file you want to select.

This field will also be automatically updated when you make any choice in the [Filelist](#) or the [Directory List](#).

## **Filelist of the Current Directory**

This list contains all executable files in the current directory. To select a file highlight it and then choose **OK**, or simply double click it.

Note: executable files are those with either of the following extensions: **.PIF**, **.EXE**, **.COM**, and **.BAT**.

## **Directory List**

This list shows all drives and sub-directories in the current directory. To view an entry in the [Filelist](#), highlight it and hit ENTER or simply double click it.



## OK

closes the Browser Dialog and passes the selected path name to the calling dialog.

## **Quit**

closes the Browser Dialog, discards all changes, and returns to the calling dialog.

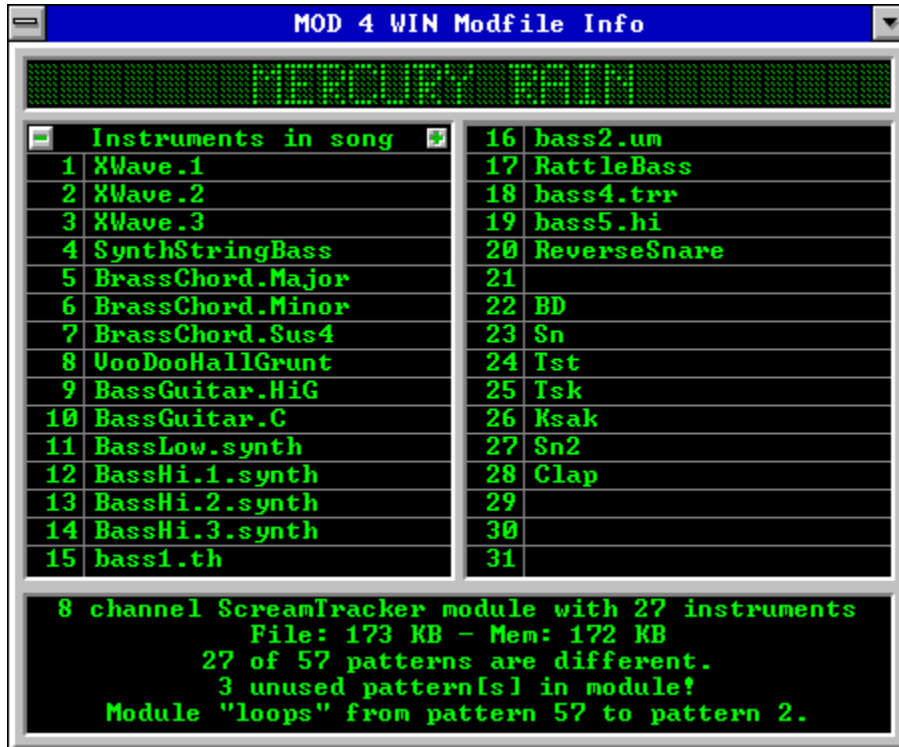
## **Status Line**

This line gives a brief description of the active element in the dialog.

If the active element is an entry in the [Directory List](#) the status line will show its type.

## Info Dialog

Use the mouse to click at the area you'd like to learn more about!



The Info Dialog displays information about the module and the samples in it. To get detailed information about an instrument, click the sample name to display the [Instrument Info Dialog](#).

see also:

[Info Dialog Hotkeys](#)

[Main Dialog](#)

[Setup Dialog](#)

[Open Dialog](#)

[Effect Panel](#)

## **Song Name**

shows the song name of the currently playing module.

If the song name is longer than the display allows, it will scroll through.

The file name of a MOD-File is mostly different from the name of the song it contains.

## **Instrument Scroll Buttons**

Use these two buttons to scroll through the list of [Instruments](#).

Some [Module Formats](#) may contain more than 31 instruments.

## **Instruments**

shows the names of the individual samples in the current MOD-File. To show Detail Information for any of the instruments simply click on its name.

This space is also frequently used as an about box (or similar) by the Composer of the song.

## **Module Information**

This field shows detailed information about the current module. This includes

- the [Module Format](#),
- the [Number of Channels](#),
- the [Number of Instruments](#),
- the [File and Memory Size](#),
- the [Number of Patterns](#) and how many of them are different from each other,
- information about loops in the module,
- possible defects, and
- comments from the author (only in **.669**, **.FAR**, and **.MTM** modules).



## **File and Memory Size**

displays the size of the module and the size of main memory required to store the module in KBytes.

Because most modules contain some redundant information, the memory size is frequently smaller than the file size.

One KByte equals 1024 bytes!

## **Number of Instruments**

shows the number of samples in the module.

Depending on the [Module Format](#) there may be up to 255 instruments in one module, however most formats are limited to a maximum of 31 possible instruments. The actual number is usually still lower.

## **Number of Patterns**

shows how many Patterns are used in this module and how many of them are different from each other.

The number of different patterns is usually lower, because the same pattern can be used more than once in the arrangement of the module.

## Module Formats

MOD4WIN supports most popular module file formats. The following table gives an overview of all important formats and how they are supported in the various versions of MOD4WIN:

Format	File Name	Channels	max. Instr.	Resolution	M4W 1.x	M4W 2.00	M4W 2.1+	M4W 2.30
NoiseTracker	.NST	4	15	8	X	X	X	X
ProTracker	.MOD	4	31	8	X	X	X	X
StarTrekker	.MOD	4/8	31	8	4 chn	X	X	X
FastTracker	.MOD	4/6/8	31	8	4 chn	X	X	X
TakeTracker	.MOD	4-32	31	8	4 chn	X	X	X
Grave Composer	.WOW	8	31	8	-	X	X	X
Oktalyzer	.OKT	4-8	36	7/8	-	X	X	X
ScreamTracker	.STM	4	31	8	-	X	X	X
2.x								
ScreamTracker	.S3M	1-32	99	8/16	-	-	smp	smp
3.x								
Composer 669	.669	8	64	8	-	X	X	X
UNIS Composer	.669	8	64	8	-	-	X	X
MultiTracker	.MTM	1-32	63	8/16	-	8 bit	X	X
Farandole Comp.	.FAR	16	64	8/16	-	-	X	X
UltraTracker	.ULT	1-32	64	8/16	-	-	-	-
FastTracker II	.XM	2-32	128	8/16	-	-	-	X

- X this format is fully supported
- 4 chn this format was only supported for up to 4 channels
- 8 bit this format was only supported for 8 bit source samples
- smp this format contains sampled and synthesized instruments
- this format is currently unsupported

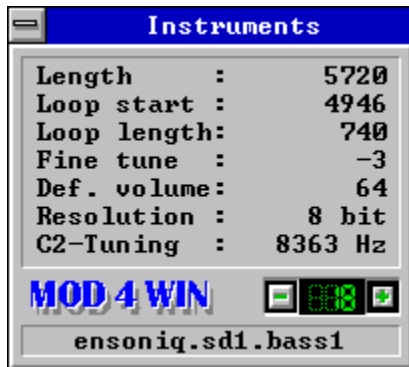
Note: The information in this table refers to the capabilities of the format. Some of the current editors might not support all of these capabilities, however if they did, MOD4WIN would be able to reproduce them, such as 16 bit samples in ScreamTracker or 63 instruments in MultiTracker.

**OK**

closes the Info Dialog.

## Instrument Info Dialog

Use the mouse to click at the area you'd like to learn more about!



This dialog shows detailed information about an instrument. You can access this dialog only through the [Info Dialog](#).

see also:

[Instrument Info Dialog Hotkeys](#)

[Main Dialog](#)

[Setup Dialog](#)

[Open Dialog](#)

[Effect Panel](#)

## **Instrument Number**

shows the number of the instrument sample to which the current detail information belongs.



## **Next Instrument**

selects the next instrument sample to display detail information about.

## **Previous Instrument**

selects the previous instrument sample to display detail information about.

## **Sample Length**

shows the length of the instrument sample in bytes.

## **Sample Loop Start**

shows the position in bytes from which on the loop of the instrument sample starts.

Instrument samples are looped so they can be played longer than the length of the sample would allow otherwise.

## **Sample Loop Length**

shows the length of the internal sample loop in bytes.

## **Fine Tuning**

shows the fine tune value the instrument sample should be played with to achieve the note C-2.

Legal fine tune values are between -8 and 7, representing equally spaced intervals between two semitones. The fine tune value can also be changed for a single note using the [Set Finetune](#) effect.

## **C-2 Tuning**

shows at what frequency in Hz the instrument sample is tuned to the note C-2.

This is a more useful method to tune a sample than the [Fine Tune](#) value. It is supported by more advanced formats.

## **Default Volume**

shows the standard volume of the instrument sample.

Legal volume values are between 0 and 64. The instrument will always be played at this default volume throughout the module unless overridden with a [Set Volume](#) effect.



## **Sample Resolution**

shows the sample depth of the instrument.

Different [Module Formats](#) have varying sample resolutions of either 7, 8, or 16 bit.

## **Instrument Name**

shows the name of the instrument detail information is displayed about.

This field was originally intended to hold the instrument name. However, it has become quite common that the authors use this space as some kind of about box for their work and dump all kinds of useful and useless comments in here.

## The Effect Panel

Use the mouse to click at the area you'd like to learn more about!



The Effect Panel shows information about currently playing effects, notes, and instruments during playback of a song. You can close it through a click with the right mouse button or by hitting ESCAPE. Use the left mouse button to toggle individual channels by clicking their respective channel numbers. Clicking a channel number with the right mouse button causes this instrument to play solo. You can also toggle all instruments at once by clicking on the **Chn** field.

see also:

[Effect Panel Hotkeys](#)

[Main Dialog](#)

[Setup Dialog](#)

[Open Dialog](#)

[Info Dialog](#)

## Channels

Each channel of the current module is shown in a separate row. There can be up to 32 channels, depending on the [Format](#) of the module being played. Click the channel number with the left mouse button to disable this channel and once more to re-enable it.

12 channel 12 is enabled and playing  
- - - channel 12 is disabled and will not play

## **Effects**

This section shows all effects that are used in the current module in a separate column. Some modules use 20 different effects or more, others don't use any.

For effect explanations see [The Possible Effects in a Module](#).

### **Effect LED On**

A light green LED signals that this Effect is currently playing in the particular Channel.

## **Effect LEDs**

The effect LEDs will show when an Effect is playing in the associated Channel. If an LED is on (Effect LED On) the effect is currently playing.

## Notes

shows the note (pitch of the instrument) that's currently playing for each Channel.

C 2     note C in Octave 2  
C#2    note Cis in Octave 2 (C sharp)  
- - -    no note is currently playing in this channel



## **Channel Volumes**

These bars show the current volume and the left-right distribution for each [Channel](#). The length of the bar represents the channel volume, the position shows the panning position of the instrument.

This display says nothing about the current output level of this channel. The channel volume can be quite high, yet if there's no instrument playing, there'll be no output from this channel.

See also [Set Volume](#) and [Set Panning](#)

## **Instruments**

shows the number of the instrument that's currently playing on each Channel.

27 instrument 27 is playing  
- - - no instrument is currently playing in this channel

## **Speed and BPM**

shows the current speed (ticks per division) and tempo (beats per minute) of the song.

See also [Set Speed](#)

**Note (Division)**

shows which division of the Pattern is currently playing.

## **Song Time**

shows the duration of the current song in minutes and seconds.

## The Possible Effects in a Module

Use the mouse to click at the effect you'd like to learn more about!

Standard	ProTracker	Oktalyzer	Farandole	ScreamTrack.
Arpeggio	Set Filter	Arpeggio 1	FAR Special	Tremor
Port. Up	Fine Prt. Up	Arpeggio 2	FinePitchUp	Xfin Prt. Up
Port. Down	Fine Prt. Dn.	Tone Up	FinePitchDn.	Xfin Prt. Dn.
Port. To Note	Glissando	Tone Down	Note Portam.	Retrig+VolSlid
Vibrato	Vibra-Wave	Tone Higher	Retrigger	StereoControl
Port.+VolSlid.	SetFinetune	Tone Lower	VibratoDepth	Set GlobalVol
Vibr.+VolSlid.	PatternLoop	Old Volume	Vibrato Note	Set BPM-Spd
Tremolo	Trem-Wave	<b>669 / UNIS</b>	Vol. Slide Up	Fine Vibrato
Set Panning	Set Panning	Frequ. Adjust	Vol. Slide Dn.	<b>FastTracker II</b>
SampOffset	Retrig. Note	FinePanLeft	Vibrato Sust.	GlobVolSlide
VolumeSlid.	Fine Vol. Up	FinePanRight	Vol. Portam.	EnvelopePos
PattrnJump	Fine Vol. Dn.	SlotRetrigger	FineTempDn.	PanningSlide
Set Volume	Cut Note		FineTempUp	Note OFF
PattrnBreak	Note Delay			
Set Speed	Pattrn. Delay			
	Invert Loop			

**The Effects in MOD 4 WIN**

This chart shows all possible effects that can occur in a module. The [Effect Panel](#) will show you which of these effects are used in the current module.

## **Period of the Current Sample**

is a relic from the good old AMIGA days. The period of a tone is indirectly proportional to its audible pitch. MOD4WIN still reproduces this period (even though with 32-folded precision).

## **Standard Effects**

These effects are used in almost all [Formats](#) and provide the basics to influence pitch, volume, speed, and flow control in a module.



## Arpeggio

Where  $[0][x][y]$  means "play note, note+x semitones, note+y semitones, then return to original note". The fluctuations are carried out evenly spaced in one pattern division. They are usually used to simulate chords, but this doesn't work too well. They are also used to produce heavy vibrato. A major chord is when  $x=4, y=7$ . A minor chord is when  $x=3, y=7$ .

## **Portamento Up**

Where [1][x][y] means "smoothly decrease the Period of the Current Sample by  $x*16+y$  after each tick in the division".

The ticks/division are set with the Set Speed effect. If the period of the note being played is  $z$ , then the final period will be  $z - (x*16 + y)*(ticks - 1)$ . As the slide rate depends on the speed, changing the speed will change the slide. You cannot slide beyond the note B3 (period 113).

## **Portamento Down**

Where  $[2][x][y]$  means "smoothly increase the Period of the Current Sample by  $x*16+y$  after each tick in the division".

Similar to Portamento Up, but lowers the pitch. You cannot slide beyond the note C1 (period 856).

## Portamento To Note

Where [3][x][y] means "smoothly change the Period of the Current Sample by  $x \cdot 16 + y$  after each tick in the division, never sliding beyond current period". The period-length in this channel's division is a parameter to this effect, and hence is not played. Sliding to a note is similar to Portamento Up and Portamento Down, but the slide will not go beyond the given period, and the direction is implied by that period. If  $x$  and  $y$  are both 0, then the old slide will continue.

## **Vibrato**

Where [4][x][y] means "oscillate the sample pitch using a particular waveform with amplitude  $y/16$  semitones, such that  $(x * \text{ticks})/64$  cycles occur in the division". The waveform is set using the effect [Set Vibrato Waveform](#). By placing vibrato effects on consecutive divisions, the vibrato effect can be maintained. If either x or y are 0, then the old vibrato values will be used.

## **Portamento + Volume Slide**

Where [5][x][y] means "perform a [Volume Slide](#) with parameters x and y, at the same time as continuing the last [Portamento To Note](#)". The period-length in this channel's division is a parameter to this effect, and hence is not played.

## **Vibrato + Volume Slide**

Where [6][x][y] means "perform a Volume Slide with parameters x and y, at the same time as continuing the last Vibrato".

## **Tremolo**

Where [7][x][y] means "oscillate the sample volume using a particular waveform with amplitude  $y * (\text{ticks} - 1)$ , such that  $(x * \text{ticks}) / 64$  cycles occur in the division". The waveform is set using effect [Set Tremolo Waveform](#). Similar to [Vibrato](#).



## Set Panning

Where  $[x][y]$  means "distribute the sample in this channel, such that  $(x*16+y)/128$  of it are mixed into the right output and the rest into the left". Hence a value of 0 means that this channel is completely mixed into the left output, a value of 128 means it is completely mixed into the right output. A value of 64 means this channel is equally mixed into the left and right output and so on. Legal pan values are from 0 to 128.

This effect plays the sample somewhere between the two speakers, rather than either left or right. This dramatically improves stereo playback, especially when used with headphones. The panning effect is ignored during mono playback.

## Set Sample Offset

Where  $[9][x][y]$  means "play the sample from offset  $x*4096 + y*256$ ". The offset is measured in words. If no sample is given, yet one is still playing on this channel, it should be retriggered to the new offset using the current volume.

## **Volume Slide**

Where  $[10][x][y]$  means "either slide the volume up  $x*(ticks - 1)$  or slide the volume down  $y*(ticks - 1)$ ". If both  $x$  and  $y$  are non-zero, then the  $y$  value is ignored (assumed to be 0). You cannot slide outside the volume range 0..64.

## **Pattern Jump**

Where  $[11][x][y]$  means "stop the pattern after this division, and continue the song at pattern  $x*16+y$ ". Legal values for  $x*16+y$  are from 0 to 127.

## Set Volume

Where  $[12][x][y]$  means "set the current sample's volume to  $x*16+y$ ". Legal volumes are 0..64.

## **Pattern Break**

Where  $[13][x][y]$  means "stop the pattern after this division, and continue the song at the next pattern at division  $x*10+y$ " (the 10 is not a typo). Legal divisions are from 0 to 63.

## Set Speed

Where  $[15][x][y]$  means "set speed to  $x*16+y$ ". Though it is nowhere near that simple. Let  $z = x*16+y$ . Depending on what values  $z$  takes, different units of speed are set, there being two: ticks/division and beats/minute. If  $z=0$  it is treated as if  $z=1$ . If  $z<32$ , then it means "set ticks/division to  $z$ " (speed), otherwise it means "set beats/minute to  $z$ " (BPM). Default values are 6 ticks/division, and 125 beats/minute (4 divisions = 1 beat). The beats/minute tag is only meaningful for 6 ticks/division. If multiple "set speed" effects are performed in a single division, the ones on higher-numbered channels take precedence over the ones on lower-numbered channels.

Speed 0 is ignored in MOD4WIN. The interpretation of speed settings > 31 can be changed temporarily in the Main Dialog.

## **ProTracker Effects**

These effects are used by Pro-, Fast-, and TakeTracker as well as MultiTracker in addition to the [Standard Effects](#). Some of these effects are also available in Oktalyzer and ScreamTracker. They provide enhanced control over pitch, volume, flow control, and some special effects in these modules.



## Set Filter

Where [14][0][x] means "set sound filter ON if x is 0, and OFF if x is 1".

This is a hardware command for some Amigas and is not supported by the sound hardware on a PC.

## **Fine Portamento Up**

Where [14][1][x] means "decrement the Period of the Current Sample by x". The incrementing takes place at the beginning of the division, and hence there is no actual sliding. You cannot slide beyond the note B3 (period 113).

## **Fine Portamento Down**

Where  $[14][2][x]$  means "increment the Period of the Current Sample by  $x$ ". Similar to Fine Portamento Up but shifts the pitch down. You cannot slide beyond the note C1 (period 856).

## Glissando Control

Where [14][3][x] means "set glissando ON if x is 1, OFF if x is 0". Used in conjunction with [Portamento To Note](#). If glissando is on, this effect will slide in semitones, otherwise will perform the default smooth slide.

## Set Vibrato Waveform

Where [14][4][x] means "set the waveform of succeeding Vibrato effects to wave #x". Possible values for x are:

- 0: sine (default)
- 1: ramp down
- 2: square
- 3: random: a random choice of one of the above
- 4-7: same as x - 4, but without retrigger

If the waveform is selected "without retrigger", then it will not be retriggered from the beginning at the start of each new note.

## Set Finetune

Where [14][5][x] means "sets the finetune value of the current sample to the signed nibble x". x has legal values of 0..15, corresponding to signed nibbles 0..7,-8..-1.

## **Pattern Loop**

Where [14][6][x] means "set the start of a loop to this division if x is 0, otherwise after this division, jump back to the start of a loop and play it another x times before continuing". If the start of the loop was not set, it will default to the start of the current pattern. Hence 'loop pattern' cannot be performed across multiple patterns. Note that loops do not support nesting, and you may generate an infinite loop if you try to nest 'loop pattern's.

## [Set Tremolo Waveform](#)

Where [14][7][x] means "set the waveform of succeeding [Tremolo](#) effects to wave #x". Similar to [Set Vibrato Waveform](#), but alters the 'tremolo' effect.



## Set Panning

Where  $[14][8][x]$  means "distribute the sample in this channel, such that  $x/15$  of it are mixed into the right output and the rest into the left". Similar to [Set Panning](#).

## **Retrigger Note**

Where  $[14][9][x]$  means "trigger current sample every  $x$  ticks in this division". If  $x$  is 0, then no retriggering is done (acts as if no effect was chosen), otherwise the retriggering begins on the first tick and then  $x$  ticks after that, etc.

## **Fine Volume Up**

Where `[14][10][x]` means "increment the volume of the current sample by x". The incrementing takes place at the beginning of the division, and hence there is no sliding. You cannot slide beyond volume 64.

## **Fine Volume Down**

Where [14][11][x] means "decrement the volume of the current sample by x". Similar to [Fine Volume Up](#) but lowers the volume. You cannot slide beyond volume 0.

## **Note Cut**

Where  $[14][12][x]$  means "after the current sample has been played for  $x$  ticks in this division, its volume will be set to 0". This implies that if  $x$  is 0, then you will not hear any of the sample.

## **Note Delay**

Where `[14][13][x]` means "do not start this division's sample for the first  $x$  ticks in this division, play the sample after this". This implies that if  $x$  is 0, then you will hear no delay. Note that this effect only influences a sample if it was started in this division.

## **Pattern Delay**

Where [14][14][x] means "after this division there will be a delay equivalent to the time taken to play x divisions after which the pattern will be resumed". The delay only relates to the interpreting of new divisions, and all effects and previous notes continue during delay.

## **Invert Loop**

Where [14][15][x] means "if x is greater than 0, then play the current sample's loop upside down at speed x". Each byte in the sample's loop will have its sign changed (negated).

This effect is currently not supported by MOD4WIN.



## **Oktalyzer Effects**

These effects are only available in Oktalyzer modules in addition to some of the [Standard Effects](#) and a few of the [ProTracker Effects](#).

## Arpeggio 1

Play note, note-x semitones, note, and note+y semitones, then return to original note. Similar to [Arpeggio](#).

## Arpeggio 2

Play note, note+x semitones, note, and note-y semitones, then return to original note. Similar to [Arpeggio](#).

## **Tone Up**

Decrease the Period of the Current Sample in semitone steps during the division with the speed X. Similar to Portamento Up.

## **Tone Down**

Increase the Period of the Current Sample in semitone steps during the division with the speed X. Similar to Portamento Down.

## **Tone Higher**

Decrease the Period of the Current Sample by X at the beginning of the division. Similar to Fine Portamento Up.

## **Tone Lower**

Increase the Period of the Current Sample by X at the beginning of the division. Similar to Fine Portamento Down.

## Old Volume

Return the volume to its value before the last Set Volume effect.



## **ScreamTracker Effects**

These effects are only available in ScreamTracker and FastTracker II modules in addition to all of the [Standard Effects](#) and the [ProTracker Effects](#).

## **Tremor (STM/S3M)**

Periodically set the current sample's volume to 0 after X ticks in the division and then restore the previous value after another Y ticks in the division.

## **Extra Fine Portamento Up (STM/S3M)**

Decrement the Period of the Current Sample by  $1/4*Y$ .  
Similar to Fine Portamento Up, but four times more accurate.

## **Extra Fine Portamento Down (STM/S3M)**

Decrement the Period of the Current Sample by  $1/4*Y$ .  
Similar to Fine Portamento Down, but four times more accurate.

## **Retrigger + Volume Slide (S3M only)**

Perform a [Retrigger Note](#) with parameter Y and additionally apply a [Volume Slide](#) for each retriggered note. The amount of the slide is determined by the parameter X.

## **Stereo Control (S3M only)**

This command changes the mixing mode for the channel. The mixing mode tells at what volume the channel is mixed to left and right output.

This effect is no longer supported in later revisions of the ScreamTracker. However, if you have any modules that contain this effect or if you want to use it in your own productions, MOD4WIN will reproduce it correctly.

### **Set Global Volume (S3M only)**

Set the global volume to the given value. This effects all channels in addition to the [Set Volume](#) effect for a single channel. Legal volumes are 0..64.

## **Set BPM-Speed (S3M only)**

Set the BPM-speed (tempo) to the given value. This effect is similar to [Set Speed](#), but it always sets the BPM-speed (tempo). Legal tempos are 32..255.

ScreamTracker implements two commands to set the speed and tempo since both, ticks/division and beats/minute may have values greater 31.



### **Fine Vibrato (S3M only)**

Vibrate the current note with speed X and depth Y. Similar to Vibrato, but four times more accurate.

## **669 and UNIS 699 Effects**

These effects are only available in UNIS (extended) 669 and partly in FastTracker II modules. They are provided in addition to some of the [Standard Effects](#).

### **Frequency Adjust(669 only)**

Uses a slightly higher pitch for this note, depending on the parameter.

This effect can be used to create flanging effects.

### **Fine Panning Left (UNIS and FT II only)**

Shift the current pan position one notch to the left.

There are 16 different pan position in UNIS 669.

**Fine Panning Right (UNIS and FT II only)**

Shift the current pan position one notch to the right.

There are 16 different pan position in UNIS 669.

### **Slot Retrigger (UNIS only)**

This command rapidly fires 4 slots. The command parameter specifies the speed at which to do it. The speed difference across the values is exponential.

MOD4WIN can only approximate this effect because there is no exact definition available on what exponential speed difference means.

## **Farandole Composer Effects**

These effects are only available in Farandole modules. They are provided in addition to [Set Speed](#), [Set Panning](#), and [Note Cut](#).

## Farandole Special Commands

This is a group of five sub-commands:

- \* Turn Volume Ramp Wait Off/On
- \* Allow Loop Fulfillment
- \* Use Modified/Standard FAR Tempos

MOD4WIN does not interpret any of these commands. **Volume Ramp Wait** is only used internally by the Farandole composer, **Loop Fulfillment** is not supported by MOD4WIN, and **Standard Tempos** are the default.



## **Fine Pitch Up**

Increase the pitch immediately by the given parameter.

## **Fine Pitch Down**

Decrease the pitch immediately by the given parameter.

## **Note Portamento**

Slide from the current pitch to the pitch specified on the line where the command is issued. The parameter tells in how many rows the pitch should have gotten to the destination.

## Retrigger

Repeat the current note X times in this division. If a drum is issued as the note and the parameter is 2 then the drum should be played 2 times during that division, in evenly spaced intervals.

## **Vibrato Depth**

Set the depth for the [Vibrato Note](#) and [Vibrato Sustained](#) effects.

## **Vibrato Note**

Vibrato this note. Although it goes away if you stop using it, this effect when used repeatedly actually just tells FAR to continue the previous vibrato, which may span several notes depending on how large it is.

## **Volume Slide Up**

Increases the volume one notch.

There are only 16 different volumes defined in FAR.

## **Volume Slide Down**

Decreases the volume one notch.

There are only 16 different volumes defined in FAR.



## **Vibrato Sustained**

Is the same as [Vibrato Note](#), but it doesn't stop until another Vibrato Sustained with parameter 0 is given.

## **Volume Portamento**

This uses the same method as the [Note Portamento](#) command, but it acts on the volume.

## **Fine Tempo Down**

Slightly decreases the FAR tempo.

In MOD4WIN this is realized by changing the BPM-speed.

## **Fine Tempo Up**

Slightly increases the FAR tempo.

In MOD4WIN this is realized by changing the BPM-speed.

## **FastTracker II Effects**

These effects are only available in FastTracker II modules in addition to all of the [Standard Effects](#), the [ProTracker Effects](#), and the [ScreamTracker Effects](#).

## **Global Volume Slide**

Performs a [Volume Slide](#) on all channels at once.

## **Envelope Position**

Sets the total position of the current instrument's envelopes.

## **Panning Slide**

Does the same as [Volume Slide](#), but slides the pan position of the current instrument.



## **Note Off**

The currently playing instrument will be stopped (or more correctly faded out within a time defined by the fadeout speed).

## Shareware Notes

### Differences between Shareware- and Full Version

Principally shareware- and full version are **equally powerful**. We figured that a limited shareware version makes no sense, because you can't test and evaluate a feature that hasn't been implemented in your free demo. However, experience shows that it is necessary to limit the free demo version in some way and instead of removing features, we let you enjoy a free 30 day trial period in which you can evaluate the program free of restrictions. Exempt from that is the ability to save your own playlists which is only allowed if you license a full version.

If you find the program useful to you and would like to use it beyond your 30 day free trial period you will have to obtain a full version through [Registration](#). The free demo version will **remind you** that you haven't registered yet every time you start and shut down MOD4WIN. Of course you will be spared all of this, if you purchase a copy of the full version of the program. Your registered copy of MOD4WIN will also show your name in the caption of the [Main Dialog](#) and in the credit scroll of the [About Dialog](#).

### Documentation

Since MOD4WIN is so easy and intuitive to use, we don't find it necessary to issue printed documentation for it. This [hyperlinked help system](#) is never more than one keystroke away (just hit F1 from any dialog). If you would like to have something on paper, feel free to spool this help text to your printer or to a file.

### Retail Sales of the Full Version

MOD4WIN is not available as a retail product at this point. To obtain a registered full version please follow the instructions under [Registration](#).

### Update Service

**Registered users** always get a great discount on updated releases. Depending on how big a step there is between your and the current version, prices range from free updates to about half the price of the full version. For details please refer to the section [Updating MOD4WIN](#).

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This program is **not freeware!** MOD4WIN is **shareware**, that means software you can test for a certain time and then have the choice of registering or deleting it from your system. The copyright for this program (**mod4win.exe**, **player32.dll**) and its help (**m4w\_usa.hlp**) is held by **JSInc.** You are granted a period of **30 days**, in which you can test the program. If you want to use MOD4WIN after this test period, you are required to purchase a registered copy.

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We greatly encourage **spreading the unregistered demo version** of MOD4WIN to other PC users, such that they also have a chance to test the program. The only restriction in regard to that is that you distribute all files belonging to the program in their original unaltered form, preferably as the original archive.

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**Users of any version of MOD4WIN implicitly agree to all license regulations when they install the software on their machine.**

## Liability, Warranty, and Trademark

We wrote MOD4WIN because the [MOD-Format](#) is quite nice and there wasn't any real good [MOD-Player](#) for Windows™ out yet. To let everybody enjoy it, we decided to issue a shareware version. However, we do not assume any responsibility for damages possibly caused by the use of MOD4WIN. Registration doesn't give you the right to purchase an error free program.

**We, the [Authors](#), make no warranty of any kind, expressed or implied, including but not limited to any warranties of fitness for a particular purpose. In no event shall the authors be liable for any incidental or consequential damage arising from the use of, or inability to use, this program. We hereby deny any liability to the maximum extent permitted by law.**

The program is distributed (or sold respectively) as is. The only thing we guarantee is that it will take up space on your mass storage device (and that hopefully as long as possible). We also guarantee that it will use CPU time on your machine (only as much as absolutely necessary). You may assume though, that our program doesn't cause any harm to you and/or your system. That means by the best of our conscience and knowledge of Computer Science it is a fine program. After all we like it so much ourselves, we constantly run it as a background jukebox on our own machines.

**You are fully responsible for everything you are doing with this program!**

We reserve all rights for our program. That includes especially the right to completely redesign the program. Therefore it is very possible, that a feature from an older version will not be included in a new version, and that a new version will have higher demands on your hardware.

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## Registration for MOD4WIN 2.30

The basic registration procedure is simple. Just fill out the [Registration Form](#), and send it with the proper [Payment](#) to your distributor. Depending on where you live, you will be served by different distributors and slightly different registration procedures apply. For details please click the country or region where you order from:

[USA](#)

[Canada](#)

[Europe](#)

[Japan](#)

[Other](#)

If you are subscribed to [Compuserve Information Service](#) you can conveniently register online.

Unfortunately, we cannot accept [credit card orders](#) yet. We expect to be ready for credit card orders by next year.

For up to date info on credit cards, product updates, and more check our preliminary [World Wide Web page](#) at <http://scuzzy.fmмо.ca/mediatrix/mod4win.htm> (courtesy of Mediatrix Peripherals, Inc.).

## Price Chart for MOD4WIN 2.30

new user registration fee:	<b>\$30</b>
update from <b>1.xx</b> :	<b>\$15</b>
update from <b>2.00</b> :	<b>\$12</b>
update from <b>2.1x</b> :	<b>\$10</b>
update from <b>2.2x</b> :	<b>FREE</b>

If you already have a **copy of the free demo version** of MOD4WIN 2.30 there will be no additional charge for sending you the registration code (registration/update fee still applies).

If you do not have a copy of the free demo version of MOD4WIN 2.30 and require a **disk with the registered version** to be sent out to you there will be an additional **\$5** shipping and handling charge per order.

You are no longer required to provide a self-addressed envelope. Shipping is done via first class mail within the United States and Canada, and via air mail everywhere else. Disks are generally in 3.5" DS-HD format. For maximal protection, all disks are sent in a bubble mailer.

## Orders through Compuserve

- connect to **Compuserve**
- download the latest version of MOD4WIN from the **WinAV** forum
- "**GO SWREG**"
- use **ID 4138** for a **new user registration** or **ID 7270** for an **update**
- your registration code will be sent to you through e-mail
- use the **User Registration Dialog** to enter your code and unlock MOD4WIN



## **Orders from the United States**

Please fill out the **Registration Form**, and send it with the proper **Payment** to **Jens Puchert**.

Acceptable **methods of payment** are personal checks, bank checks, certified checks, and money orders. Please do not send cash.

Make checks payable to **JSInc. (Jens Puchert)**.

## **Orders from Canada**

Please fill out the **Registration Form**, and send it with the proper **Payment** to **Jens Puchert**.

Acceptable **methods of payment** are personal checks, bank checks, certified checks, and money orders. You can either send payment in US funds or the equivalent amount in Canadian funds plus a **\$2** finance charge (about **\$45 CDN**). Please do not send cash.

Make checks payable to **JSInc. (Jens Puchert)**.

## Orders from Europe

Please fill out the Registration Form, and send it with the proper **Payment** to either Kay Bruns, or Uwe Zänker.

**new user registration fee:** **DM 45**  
**update:** **DM 15**

**Important note for orders from outside Germany:** Add **DM 15** for **bank charges** if you pay by check or through a direct deposit. All payments must be made out in **DM (German Marks)** only.

Acceptable **methods of payment** are payment orders, cash, EuroChecks, bank checks, and direct deposits to the following account:

**Deutsche Bank Ilmenau**  
**bank code 82070000**  
**account #4465134**

Please send your orders in English or German language only. Make checks payable to Kay Bruns or Uwe Zänker.

## **Orders from Japan**

Please fill out the **Registration Form**, and send it with the proper **Payment of Yen 4,500** to our **Japanese Distributor**.

Acceptable **methods of payment** are postal money order, bank check, cash, COD, credit card (MC, VISA, DC, AmEx), and on-line registration (NiftyServe). The registration fee includes tax, shipping, and handling.

Make checks payable to **P&A Shareware**.

A **Japanese language** module may become available at a later point.

## **Orders from all other Countries**

Please fill out the **Registration Form**, and send it with the proper **Payment** to **Jens Puchert**.

Acceptable **methods of payment** are bank checks drawn on a US bank, and international money orders in US funds. You can also send cash at your own risk, but I will have no liability for lost or stolen mail.

Make checks payable to **JSInc. (Jens Puchert)**.

Note: I will not accept personal checks from countries other than the US or Canada. I cannot honor payments drawn on a foreign bank or payments in a foreign currency.

## **P&A Shareware Distribution**

**mail: P. & A. Shareware Distribution**  
**302 Bellwins, 1367-23**  
**Nakagami, Akishima**  
**Tokyo 196**  
**JAPAN**

**phone: +81-425-46-9141**

**FAX: +81-425-46-9142**

**e-mail: NIFTY-Serve: PAF02461**

## Registration Form for MOD4WIN 2.30

Name: \_\_\_\_\_

Company: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone Number: \_\_\_\_\_

E-mail Address: \_\_\_\_\_

How did you learn about MOD4WIN?

\_\_\_\_\_

Comments, Suggestions for MOD4WIN:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Please check one of the following:

- I already have MOD4WIN 2.30. Please send my registration code through e-mail.
- I already have MOD4WIN 2.30. Please send my registration code through postal mail.
- Please send a disk with MOD4WIN 2.30. \$5 shipping and handling have been added.

The following information about your hardware is optional, however if you choose to provide it, you will help us serve our customers and their needs better in the future:

Processor Type:  386     486 DX     486 DX2     Pentium     Other: \_\_\_\_\_

Processor Speed: \_\_\_\_\_MHz    Main Memory: \_\_\_\_\_MB    Hard Drive: \_\_\_\_\_MB

Sound Card: \_\_\_\_\_    CD-ROM: \_\_\_\_\_





