

## A Specialized Compression Program, and Three Music and Sound Players are waiting for You On-Line!

What is the best way to compress a disk full of data? You could use a program such as Arc or LHa to compress the individual files and directories, then instruct the recipient of your compressed file to use the appropriate command to restore original directory structure. However, if you want to compress something like a game demo that does not use standard AmigaDOS files, these types of programs won't work. Enter the Device Masher, from ParCon Software.

### Device Masher System

The Device Masher System (DMS) is a track-based compressor, rather than file-based, such as Arc. This means that it will create an image of a disk track by track, then compress that image file. When uncompressed, the original disk track structure is restored. This means any special track structures are also restored, making DMS the compression utility of choice

for game demos, since these almost always use non-standard disk formats.

Recently updated to version 2.01, DMS can now utilize the high density disks supported by Workbench 2.04 and above. It will also use the PCx drives created by CrossDOS, which allows you to exchange DMS files with IBM clones.

DMS2.01 is shareware, with a \$30 registration fee. The downloadable archive includes a demo version that is usable only from the CLI or Shell, and has some features disabled. The registered version includes a graphical interface, 40% faster operation, and other goodies. Also included in the distribution are a file-based compression program, a utility to add custom messages to the boot-block of floppy disks, and a device driver. This allows you to mount a DMS file as a virtual drive for use without unpacking the file to a disk.

Programmed by Michael Pendec, DMS is distributed as a self-extracting archive that is 129,912 bytes. If you are using a 2400 bps modem, expect a download time of approximately 11 minutes. A 14.4 kbps modem will get the job done in just over one minute.

### DMS Workbench

Of course, a Shell or CLI-only program is seen as a challenge to some programmers, and Nicholas Clarke has created a GUI for DMS (Figure 1). Currently at version 2.02, the DMS Workbench adds standard gadget control to DMS functions.

Since Mr. Clarke is credited in the main DMS documentation, and the 42,669 byte archive contains only the interface program, I assume no further shareware fee is requested.

At 2400 bps, DMS mouse control is about 3.5 minutes away, and less than 30 seconds at 14.4kbps.

### Music, Maestro!

With its built-in sound capabilities, music and sound players have been a mainstay of Amiga programmers from the beginning. Three recent updates illustrate the current state-of-the-art in this category.

### Play16

Programmed by Thomas Wenzel and currently at version 1.5, Play16 does not try to do everything. However, what it does, it does very well.

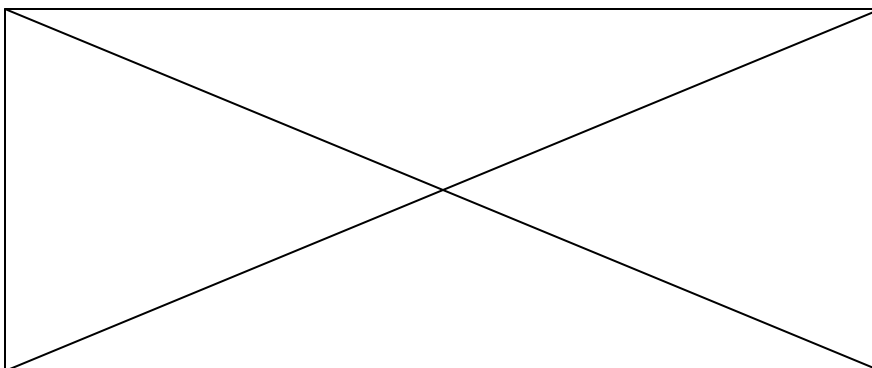


Figure 1: Nicholas Clarke's DMS Workbench, V2.02, is a GUI for DMS that adds standard gadget control to DMS functions.