

**damp**

<b>COLLABORATORS</b>
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# Chapter 1

## dasmp

### 1.1 main

D.A.S.ModulePlayer V3.5b (MUI) 22.Apr.1995

Disclaimer  
Legal stuff

Introduction  
Overview and REQUIREMENTS

Problems  
FAQ (Frequently asked questions)

Hot tips  
How to make it better.

Master Window

Menus  
\*

Gadgets  
DASMP's "What is what"

Arexx commands  
\* Complete short descriptions of arexx commands

Tools/Commodity  
Hotkeys and tooltypes.

External players  
\* EPL, what is that?

Author system  
Usage and Limitations

Help files

---

Where DASMP looks for help

Localization  
 Locales

Converter

Register  
 This is what you should do.

History  
 \* What is changed, READ THIS.

Contact  
 How to contact me.

To do  
 What is yet to be done.

Index  
 \* = Something new or changed.

## 1.2 masterwind

Overlay of the master window:

On the left side of the window is two columns of control buttons which are pretty self explanatory. More info found in  
 Gadgets

.

Next larger block is listview. This list holds the modules.

Below the listview are playbuttons. From left to right:  
 Previous module, previous song, previous pattern, play, pause, stop,  
 next pattern, next song, next module.

Below the play buttons are text fields and control sliders.  
 Text fields consists of three rows, which are divided as follows.

Upper row:

Module's name (This can be pressed to make the currently playing module active).

Author's name (This can be pressed to make the currently played modules author as selection criteria or the list)

Middle row:

Module type (Examples: PT = protracker, S3M = s3m module)  
 Status line (example: Playing, waiting, decrunching, loading)  
 Repeat count (R«» = Eternal repeat, R## = Repeated ## times)

Lowest row:

Speed/Tempo

---

Pattern positions "currently playing/max patterns"  
Repeat information.  
Number of modules in list "Currently in viewable list/all"  
Control sliders from top to bottom:  
Tempo change (-90...+130)  
Speed change (-12...+20)  
Volume level (0...64)

#### Hidden parts:

Under the text fields are two hidden parts. Other one is effect controls which you can make visible by pressing "Effect" on left side controls. Second one is progress indicator which comes visible when you DASMP is performing "check" add function.

## 1.3 tips

#### Arexx tips.

Check out the makelist[1|2|3].drx rexx scripts. They are EXTREMELY useful for listing information about modules in DASMP's listview.

#### Hot tips for GUI: (For registered MUI users)

Check out the snapshot.iff picture from the package.

DASMP definately looks better when group spacing and Groupframe settings are 1 or 0. (MUI prefs)

Try setting different window and group backgrounds. (MUI prefs)

If the window is too large for you, switch off few groups from "specials" menu. All upper controls are also accessible from menus so you can get rid of those buttons for good.

#### EXAMPLE USAGE: (Just one example of hundreds of usages)

##### Current Situation:

You have a list of 1000 modules which is loaded to DASMP.  
You have set authors and styles for every module.  
You have also set module type (i.e. you have at least started every module once)

##### What you can do:

You could first multiselect from Authors/Styles list for example Author:"Purple Motion" and Style:"Demo music".

This would cause DASMP to show only modules made by Purple Motion and which are of style Demo music.

Now you could also sort the list as usual for example with channels, so you would get neatly organised list of

---

Purple Motion's Demo music sorted in rising channel numbering like 4, 6, 8, .....

If you use this setting very often, just create a new group (from config page: Groups) and set all the currently visible modules to this group and next time just select that group...VOILA!

Now you would decide that you want to hear also Skaven's music. --> Just multiselect "Skaven" from the author list and you would have neatly organised list of Purple Motion's and Skaven's Demo music in the visible list.

To put this short, there are so many different possibilities to use DASMPs unbeatable list system that you just have to use it to learn how to do things.

## 1.4 convert

About list converter: (For versions prior to 3.3)

Converts old format listfiles to newer formats.

If you are converting from really ancient versions you may have to convert the same file several times until the version is 11.

Unfortunatly the converter doesn't convert directly to this newest version but only to next possible. Just repeat converting until converter say that it is convertin to version 11.

Converter window:

GetList: Pops up a filerequester for you to select list file to convert

...Well, thats about it. Only thing you have to do is select the list and converter will do the rest. Note that old list file is overwritten, so if you'd like to make a backup then do it before conversion.

Converter for DASMP 3.2 will ask you two things:

Preload value (0-4)

Fade speed (0-6)

You can change these to value you normally would use and these values will be copied to every module (node) in list.

Happy conversions to ya all! Sorry about the work this causes to you.

## 1.5 helps

HELP FILES:

D.A.S.MP will try to open one of the following files.

---



HELP:English/dasmphelp.guide  
S:dasmphelp.guide

You can also set your own path + file or switch off the online help with  
tooltype ONLINEHELP

If all these fail, no help file will be used. Which means nothing will  
happen if you press HELP button.

## 1.6 discl

Following notice applies to product called "D.A.S.ModulePlayer" ↔  
and everything  
in its original distribution archive.

D.A.S = Digital Audio System Designs (well..I guess thats me.:-) )

- \* Program is published by Pauli Porkka under concept of  
SHAREWARE  
No warranties are given. I take no responsibility of any ↔  
possible  
harm this product could do to your amiga system (not that it would but..).
- \* You may NOT sell this product without permission from me.
- \* Program must not be altered in any way.
- \* Package must always be kept intact when spreading.
- \* It is OK to include this on CD-ROM & disk collections and distribute  
it through aminet and other such ftp's and file nets.

Above mentioned rules apply to D.A.S. Module Player and other texts/libraries  
within the original package versions 2.0 and newer unless otherwise stated.

Medplayer/octaplayer libraries are used under licence by the copyright owners  
Teijo Kinnunen and Ray Burt-Frost (RBF Software)

## 1.7 authoring

As you may have noticed by now, DASMP supports author and style based  
handling of modules.

AUTHOR FORMAT:

From version 3.0 onwards there are some rules to be obeyed.  
Styles' name must always begin with "-". (otherwise the style will  
not be accepted as style but author name instead)

You should use following format for authors:

alias/group <real name>

If no alias exists and only name available is the real name, then you can ofcourse use the real name without <>. This format is now supported by the example arexx scripts provided with the release package. Several functions in those scripts rely on rules mentioned above.

Step by step guide for using.

1. Press "config" from main window.
2. Select config page "Authors" (the last page)  
If you have used my example author listing, you should see a listview full of names.
3. To add new author or style (Remember the '-' for styles) press the "new" gadget in this page.
4. Change the string gadgets contents to your liking and press return.  
New selection should appear to bottom of the list.

After you have done the authors you wanted to add you might want to save your new list by pressing gadget "Save" or "Use" in config. Note that these gadgets save all your config settings, not only the the settings in current window page.

5. To set certain author/style for a module press "MCNF" from master window.
6. Press popup image button on right lower corner of the MCNF window.  
This should open a window with listview in it.
7. Select module(s) you wish to set author/style to. (multiselection supported i.e. you can set several modules with one dblclick)
8. Doubleclick on author listview on top of the wanted author or style.  
If you have separated styles with '-' then they will be set automatically on their right places.

## 1.8 overview

First of all: YOU NEED MUI (MagicUserInterface) package 2.1 or newer. Check your local BBS/FTP or PD software dealer.

Ultimate goal when developing DASMP was to make pro level module player, since there exists many moduleplayers I wanted to make player for those who have hundreds of modules which needed to be handled efficiently without unnecessary limitations. So this is kind of a highend response to those small and neat players. (I wish....)

Following is not the complete features list. Most of the features you can find by experimenting the player. Besides, I don't remember everything myself either.

---

- o MUI = Boopsi object oriented Graphical User Interface with some awesome user configurable features.
    - Hotkey popup
    - Background patterns for windows, gadgets, lists, textfields.....
    - What kind of buttons, sliders, strings and gizmos to use
    - Windows layout
    - Scalable windows, completely font adaptive.
    - Basically everything under user control.
  - o Author and Style based list handling/sorting system.
    - Author
      - o Multigroup system (MGS). Modules dividable up to over 20 different groups. Group can be linked to certain module format or it can be independent. Group can be set for every module individually. Showlist and Playmodes available for different groups.
  - o Basically ANY External archiver supported.
    - External Archs
      - Multiple files within one archive supported.
    - XPK packer libraries supported.
    - XFD support
    - PowerPacker supported through xpkmaster.library
    - xpk&pp packed modules within an archive supported.
  - o All existing and future module types can be supported through External Player libraries
    - EPL
      - Supported module formats so far:
        - PT/NT [4 channel]
        - FastTracker II (XM) [2 - 32 channels]
        - Scream Tracker ]I[ (S3M) [2-16 channels]
        - FastTracker [6-8 channels]
        - MultiTrackerModules (MTM) [4 - 32 channels]
        - Quadracomposer 2.0 modules
        - MED modules (with medplayer.library)
        - Future Composer 1.0-1.3 & 1.4
        - Sound Mon 2.0 modules
        - SID modules (with playsid.library).
        - FRED modules
        - Music Assembler
        - DW
        - Delta 2.0
        - Hippel
        - Mark II
        - M.O.N.
        - TFMX Pro & TFMX 7V
        - Old SoundTracker (OST) 15 Instr.
        - JamCracker
  - o "Active search system". (ASS)
    - (Writing on ASS string gadget will update the list keeping the first matching selection active)
    - For master modules list
    - Author listing window.
-

- o Sorting by
    - Name (Alphabetical)
    - Name reverse (Reverse alphabetical)
    - Date (From newest to oldest)
    - Date reverse (From oldest to newest)
    - Module type (If same then in alpha. order)
    - Channels (If same then in alpha. order)
    - Groups (If same then in alpha. order)
  - o Several ways of keeping module list up to date.
    - Normal filerequester (multiple selections supported)
    - Arexx adding
    - Whole directory adding (ASL req.. for reqtools use ALL gadget)
    - List file load
    - Add update (only newer than specified date added)
    - Check for non existing modules.
    - Add only files which are not in the list already.
  - o Info
    - Where the module is located in memory.
    - File sizes
    - Authors/style
    - Compression factor (xpk files)
    - Misc information depending on what the EPL gives to DASMP.
      - \* Usually sample names and sizes are available.
      - \* Few EPLs shows mixingrates and playing modes also.
  - o Clocks
    - Time elapsed since module started
    - Time still left. (After set once)
    - Total time of visible list.
    - Total played time today.
  - o Configurability
    - I guess this says it all: 7 different pages in the main configuration window plus two in module specific and separate configs for several EPLs
  - o Module specific configurations and information
    - Time (length)
    - Date
    - Type
    - Author
    - Style
    - Channels
    - Group
    - File length
    - Fade speed
    - Volume
    - Preload value
  - o Auto detaching when opened from CLI/Shell
  - o Screen jumping to frontmost screen when hotkey'd.
  - o Massive AREXX support.
-

- Possibility to list modules with arexx like nothing you have seen before!
- o Scalable QuadraScope
  - Task priority for the scope is user definable
  - Drawing speed is definable.
  - Solid, Normal and Simple draw modes
- o There are so much different things that I can't even remember them myself.

Remember that there is usually more than one way of doing things in DASMP.

Developed with Amiga500+/68000 28Mhz/150MB/10MB  
(Now you understand why I need those registrations)

## 1.9 hotkeys

D.A.S.ModulePlayer is a commodity and can be commanded by following hotkeys.

????? = Popup hotkey definable from MUI prefs program.

ctrl lalt numericpad 8 = same as "PREV" gadget  
ctrl lalt numericpad 5 = same as "PAUSE" gadget  
ctrl lalt numericpad 2 = same as "NEXT" gadget

ctrl lalt j = Jump to frontmost screen  
(Unsafe operation!) Be warned.

### TOOLTYPES:

NOXFD \* When this is in the tooltypes, xfd master library  
\* won't be used. This reduces unnecessary loadings  
\* when you don't have any modules compressed with  
\* XFD. Especially when you have modules only compressed  
\* with XPK this option makes good sense to be  
\* activated.

ONLINEHELP=OFF/[FILE] \* OFF switches the online help documentation off.  
\* By defining file (with path) you can use help  
\* file from anywhere you wish. (DEFAULT = ON)

INITHIDE=ON/OFF \* Master window WILL appear as  
\* "PlayWin". All other, like scope windows will stay  
\* open. If you'd like to see the whole DASMP iconified,  
\* you will have to use MUI prefs "start iconified"  
\* found on page "system".

INITINFO=ON/OFF \* Opens info window on startup (ON/OFF)

FILE=NAME/A \* List file to load on startup (NAME/OFF)

APPICONNAME=NAME \* Icon to be used as application icon (OFF/NAME)  
\* (Defaults to DMODPAPPICON)

SCANDIR=OFF/Dir name \* Specify directory to be scanned at start.  
\* Contents of this directory will be added to the

\* main list.

## 1.10 problemas

Over 28000 Mixingrate problems:

Mixing rate

Problem:

DASMP hits you with a requester: Unable to lock in unpacked External file.

Cure:

External archiver configs are not what they should be. Try saving configs and then running DASMP again. Copy the example dasmp.extarc file to your ENV: and ENVARC: and re-run DASMP.

Remember to check the path for external archiver.

Packet may also contain illegal name string which causes some problems, check the archive for names.

Problem:

DASMP can't play MED 'module'.

Cure:

It isn't a MED module which has identifier MMD0, MMD1 or MMD2 as the first 4 bytes of the module i.e. it is older MED module type and DASMP doesn't recognise these, sorry.

## 1.11 dasmpmenus

Project menu:

Use config

Same as Config "USE"

Save config

Same as Config "SAVE"

Load configs

Same as Config "LOAD"

Load list

Same as master window "LOAD"

Save list

Same as master window "SAVE"

Save selected as

Save selected entries from the main list as a separate list file.

Add

---

Same as  
Add  
button in master window

New  
Same as New button in master window

Delete  
Same as Del button in master window

Clear  
Same as Clr button in master window

About  
Brings up the about requester.

Quit  
Quits D.A.S.ModulePlayer

#### Operations menu:

Sort by...  
This is a shortcut to config Sort type cycle, but it also performs the sorting, so that you don't need to press "Sort" gadget.

Show list...  
This is shortcut to config Show list cycle.

Add...  
This is shortcut to config Add type option, except it also performs the add operation, without you having to press the add/chk gadget.

Mode 2  
This is shorcut for Mode 2 cycle in configs.

Dbl handling  
Shortcut for Dbl handling cycle in configs.

Mode  
Shortcut for Mode 1 cycle in configs.

#### Special menu:

Config  
Opens  
configuration  
window.

Mcnf  
Opens  
module configuration  
window

Info  
Opens the Info window.

---

Samplex  
  Opens  
    Sample Extractor  
    utility window

Selector  
  Open  
    Selector  
    utility window

Repeat  
  Same as Repeat button in master window.

Au  
  Same as Au button in master window.

Quadra Scope  
  Opens Quadra Scope Effect window

Upper Controls  
  Hide/show upper 4 rows of control buttons in the left side of  
  the window.

Middle Controls  
  Hide/Show middle 3 rows of control buttons in the left side of  
  the window.

Lower Controls  
  Hide/Show rest of the control buttons in the left side of  
  the window.

Listview  
  Toggle item which toggles the listview on/off in main window

Text and Sliders  
  Toggle item which toggles the lowest part of master window on or off.

## 1.12 arexx

D.A.S.MP Rexx commands V.3.5b

Changes 3.5 --> 3.5b

  Added SETSIZE

Changes 3.3 --> 3.5

  Added DOGET

Changes 3.2a --> 3.3:

  Added GETTYPE, SETTYPE, GETSIZE and GETCHANS commands.

  Added AUTHORCOUNT, GETAUTHNAME and MOVETOAUTH

  Added SETREALNAME

  Changed the RC returning to normal Result return value on few routines.

---



Example Scripts  
Arexx port: 'DASMP'

Commands: (supplied by MUI)

```
QUIT          * quits the D.A.S.MP
HIDE          * iconifies the player
SHOW         * pops out the D.A.S.MP
INFO ITEM/A  * According to item info gives results as:
  "title"     title of application
  "author"    author of the application
  "copyright" copyright message
  "description" short description
  "version"   version string
  "base"     name of the arexx port
```

Commands: (Supplied by DASMP)

```
PLAY          * Start playing active module
STOP          * Stop playing.
SELECTNEXT   * Next module active. Next in list, modes have no effect
SELECTPREV   * Previous module active. Prev in list, modes have no effect
NEXT         * Play next module (modes have effect)
PREV         * Play previous module (also makes active)
SORT         * Sorts modules in visible list with selected sort routine

PAUSE        * Switch pause on or off depending on current stage.
PLAYMODE ITEM/A * Switches proper playmode on
  "RANDOM"
  "ALLREPEAT"
  "ALLONCE"
  "ONEONCE"
ADDMODE ITEM/A * Add type to ... "Check" is not currently supported, since
  * there is presently no requester handling from arexx.
  "NORMAL"
  "UPDATE"
SORTMODE ITEM/A * Set the sorting type
  "NAME"
  "DATE"
  "REVNAME"
  "REVDATE"

SETVOLUME NUMBER/N * sets volumeslider to a value
GETVOLUME          * returns volume sliders level

SETSEARCH STRING/F * String to set in search gadget
  * (no trailing "*" or "#?" needed)
MODCOUNT          * returns number of modules in list. (result)
MOVETO NUMBER/N    * move to module number ### in list.
  * Note numbering: 0 = first....last = modcount-1
MOVELIST ITEM/A    * move to one of two locations
  "FIRST"
  "LAST"
MOVEPLAYING        * Moves cursor on playing module.

GETPLAYING         * returns playing mod number (0 -> Entries-1) (result)
```

---

```

GETACTIVE          * returns active modules number (0 -> Entr.-1) (result)

CLEAR              * Clears current list. Note!! this clears only
                  * accessible list (look: authors, Groups)

SETMODULEDIR NAME/F * Set default directory for modules
SETLISTDIR NAME/F  * set default directory for lists
ADDMODULE NAME/F   * Add module to the list. If no path defined, then
                  * module is loaded from default modules dir.
                  * rc=0 if all okay, rc=1 if error.

LOAD NAME/F        * Load a module list.
ADDDIR             * adds the whole current moduledirectory to list
DELETE             * deletes currently active module

TASKPRI NUMBER/N   * Task priority for NCC-1701 (special effects task)

MAXPATTERN         * Return max patterns in module (result)
CURRENTPATTERN     * Return currently playin pattern num (result)

* Following commands apply always to active selection.
MODNAME            * Module's (list) name. (result)
GETAUTHOR          * Author of module (result)
GETSTYLE           * Style of module (result)
GETDATE            * Date of module (DOS date of file) (result)
GETTIME            * Duration of module (result) in form "00:00"
GETSIZE            * Returns the FILE size of the module.
                  * Depending if it is packed or not this is
                  * the actual module size (or not) (result)

GETTYPE           * Returns the module type (result)
SETTYPE STRING/F  * Sets currently active module's type.
GETCHANS           * Returns the channel count for the module.
MODREALNAME       * Returns Module's real DOS file name.
                  * If module is in archive you will not get the
                  * archive name but the name of the file in it.

SETREALNAME STRING/F * Sets a new path+filename for active selection.
                  * NOTE! After this operation next module
                  * will get activated.
                  * NOTE2! DO NOT PERFORM THIS OPERATION ON PLAYING
                  * MODULE!!!! Make ABSOLUTELY sure that this is NOT
                  * playing module.

DOGET             * Performs 'GET' in MCNF. Moves module's name
                  * to listname. Can only be performed on playing
                  * module.

SETSIZE           * Sets the size of the active module. Since DASMP
                  * does not use this value to any specific, you can
                  * change this whatever you like.

* following commands are for author list.
AUTHORCOUNT      * Returns number of authors in author list
GETAUTHNAME       * Gets active author name (from author list)
MOVETOAUTH NUMBER/N * Sets author number ### active (for GETAUTHNAME)

```

---

## 1.13 arexxscripts

### Retypelist.drx

This script browses through your visible module list and removes blanks from moduletype. This is necessary since most of the old EPLs added tailing blank to moduletype and group system can't identify them. Example: 'S3M ' - 'S3M'

You can do this manually but it is much easier to use this script.

### Makelist.drx

This script makes a listing of modules in D.A.S.MP's main listview including information such as Name, Author, Style, Date and Duration.

Script asks from a user if he would like to list ALL/KNOWN (author)/UNKNOWN (author) modules and would the user like to get the listing on screen or in to a file (path + filename asked).

Example output:

Num	Module name	Author	Style	Length	Date
1	12 feet of deepness	The Finn/VLA	Unknown	06:27	94-Jul-18
2	4th Dimension in,The	Explorer	Unknown	00:02	94-Jul-09
.	.	.	.	.	.
173	World of plastic	Purple Motion/F	Unknown	00:01	94-Jul-09

### Makelist2.drx

Slightly Enhanced and different version of makelist.drx script. Prints following info: Name, Channel count, author (also modules real file name if wanted)

- Can be saved to a file.
- Parses the real file name by removing the path
- Parses the author name by removing the <real name> (shows only handle)
- Displays the channels used in module.

Example output: (173 modules listed)

Listing extracted from D.A.S.MP by MakeList.drx V0.12

Num	Module name	Chan	Author
1	12 feet of deepness	[ 6]	The Finn/VLA
2	4th Dimension in,The	[10]	Explorer
3	50,000MhZ-DaNcE mIx	[ 8]	Hadji
4	A Touch of Spring	[14]	Purple Motion/FC
5	Acoustical Blues!	[ 8]	Zapper/F10
6	After sunset	[ 8]	Unknown
7	Air	[ 8]	Pinion/SlapMaFro Music
8	Alpha	[12]	Pinion/SlapMaFro Music
.	.	.	.

```

.
171 Winds Of Chaos VHSMx      [16] Droidnoise
172 Winter Hawk              [ 8] Chuck Biscuits
173 World of plastic         [ 8] Purple Motion/FC

```

#### MakeAlist.drx

Lists authors in your author listview.

Example output:

```

Num Handle/Group                Real Name
-----
1   Unknown
2   4-MAT                        <Matthew Simmonds>
3   Arios/Deligh                 <Sebastian le Clainche>
4   Audio Monster                <Raphael Gesqua>
.
.
.

```

#### Makelist3.drx

This script will list (to file or screen) all modules in D.A.S.MP's main list sorted by the author. If author has no modules in that list it will not be shown.

This script may take a looooooong time to execute. Time depends how many modules and authors you have and of course it depends of speed of your amiga :) . For my 1200 entries module list it took about 8 hours to finish. (A500/28Mhz)

Example output:

Listing extracted from D.A.S.MP by MakeList3.drx V0.01

```

Num Module name                Chan Type
-----
Unknown

1   After sunset                [ 8] S3M
2   Crystal Dragon              [12] S3M
.
. (removed several lines)
.
21  When All is Lost            [ 4] S3M
22  White Tiger, The            [ 4] S3M
-----

Balrog/KLF

1   Awakening, The              [16] S3M
-----

Basehead/Acid Productions

1   Collapsehouse              [16] S3M
2   High velocity              [ 4] S3M
3   Shades of night II         [16] S3M

```

---

### PlaySingle.drx

Will add one module or a whole directory of modules to list and starts playing it/them.  
This script runs the DASMP if it isn't already running. You have to set right directory yourself.

### PlayRandom

Starts playing modules randomly. If DASMP is not already running this script will run DASMP for you. You will have to provide right directory for yourself.

### Quit

Quits the DASMP.

## 1.14 masterw

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

=====  
Master window  
    Main window gadgets.  
  
    Config  
    \* Config window gadgets (5 pages)  
  
Module config  
    \* Module config gadgets.  
  
    Samplex  
    \* Sample ripper system  
  
    Selector  
    \* Entry selector

## 1.15 masterwin

### Add

This function pops out a filerequester. From the filerequester user can select one file/multiple files or a whole directory. Selected files will be added to the list if file(s) matches with config selection  
Add type Double Checking

### New

Combined CLR and ADD function. Unlike normal CLR function, this will clear the WHOLE list, not just Group A or Group B.

---

**Del**

Selected entries will be deleted from the modules list.  
(Multiselection in listview supported)

**Exg**

Click this once and then both the modules you wish to switch, once.

**Mcnf**

Module config  
window will be opened.

**Load**

This function pops out a filerequester in which user can select one list file to be loaded.

**Save**

This function pops out a saverequester in which user can select/type in a file name which will be used when saving the current list.

**Clr**

When pressed all files currently in visible list will be deleted.

**Sort**

Sorting will be done for the visible list depending on a selection sort type in config window.

**Info**

Opens the info window.

**Config**

Opens a  
config  
window.

**Eff**

Opens/closes the hidden page #2 on master window.  
QScp = QuadraScope view on/off  
Slider = Effects delay (approximately 1/50 seconds)

Old Three different scopes replaced with one scalable QuadraScope.  
Note that scaling horizontally happens on 32 pixel intervals and thus you should (not must) size it on dividable by 32 pixel (it is much better looking that way).

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

Solid = Solid volume adaptive drawing mode (slowest, very nice)  
Normal = Non-solid volume adaptive drawing (faster)  
Simple = Non-solid not volume adaptive drawing (fastest)

Three different coloring schemes:

Style1 = Black on grey  
Style2 = White on grey  
Style3 = Blue on Black

(These colors should apply on normally colored WB or MagicWB)

---

**PWin**

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

**Repeat**

Repeat "toggle" button. When pressed causes the module to be repeated as long as the button is kept in its "toggled" state. Pressing "Next" overrides this.

**1/2/3/4**

Channel selection "toggle" buttons, when pressed selected channel will not be heard.

**Nm**

Next match. Finds next matching selection for search string from list.

**Au**

Toggle button. When selected: will open Author listing window. Tracing routine will keep tracing selections in this window and updates the master list. This will keep selected author's/style's modules in list only.

Author CFG

Search

Active search string gadget. When letters entered will start tracing matching modules name from the list. matching selection will be highlighted and played if user press "RETURN".

**Listview**

NOTE: Not every option support  
multiselection

.

List of selectable modules.

List contains two columns: Modules name and flags.

Flags are:

F/C = Locate to Fast/Chip

A/B = Group A/Group B/Group ?...

R/ = Randomized (won't be randomized again until all  
modules have been played once.

## = Replay count. How many times this particular module  
should be repeated.

**Play gadgets**

Some of these may appear "ghosted". That is caused by EPL or internal player not supporting the function.

From left to right:

Previous Module (This selects always previous. "modes 2" not supported)

Previous Subsong

Previous Pattern

Play

Pause

Stop

Next Pattern

Next Subsong

Next Module (Next module depending on "modes" and "modes 2" selections.)

Tempo slider

For changing the play tempo of the module.

Speed slider

For changing the play speed of the module.

Volume slider

For changing the volume of the module.

## 1.16 config

Config Page: Misc settings

\*

Config Page: Cycles & sliders

\*

Config Page: Path & req opts

Config Page: External archs

Config Page: External Players

\*

Config Page: Author listing

Config Page: Group system

\*

Defaults

Sets default settings to all selections.

Save

Saves current configs to ENV: and ENVARC:

Saves: External Archive list, External Player list, Author/Style list,  
Cfg page1/2/3 options and ASL regeuster Width/Height (dasmp.config).

Use

Saves current configs to ENV:

Saves: External Archive list, External Player list, Author/Style list,  
Cfg page1/2/3 options and ASL regeuster Width/Height (dasmp.config).

---



## 1.17 cpage1

### Force filter off

When set always disables audio filter. When unset leaves the decision for the module to decide.

### Joystick control

This is actually quite unuseful option, but I did it anyway. Thus you can scroll through the master module list by using joystick. From version 2.2 and above also a popup window is added. If you have some other screen in front than that which DASMP is located in, then little window is opened on center of the frontmost screen. You don't have to see the DASMP master window to control it with joystick.

### Locate module to Fast

Loads the module to FAST ram. If module is identified by an EPL then EPL in question will handle and move data where it needs it. Normally this is really good option to have enabled.

NOTE: When state of this gadget is changed you will be asked if you would like to change all modules in list to reflect your selection.

You shouldn't use this gadget to change single modules flags, the "Locate >FAST" in

MCNF

is for that purpose. This gadget is used when adding files to list. If enabled all added modules will have the "F" flag set (i.e. Loaded to FAST ram if available).

### Archive's first file

When External packet such as LHA is found, normally (when this set) only the first file will be taken from there, but if this is unset then all files are extracted and added to the list.

See also Discard

### Double buffering

When set, currently playing module keeps playing until new module is ready to be played. Well, actually currently playing module will be stopped and removed before fast ram relocation/initialization (if needed or user selected).

### Delete for real

CAUTION!! USING THIS OPTION MAY DELETE THE MODULE FROM DISK!!!!

This will also be verified with a requester for security.

This is very handy for removing unwanted modules. Now you don't have to jump between directory management program and DASMP anymore when removing dull/boring modules. Just Erase'em

### Sort Automatically

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

### No Error Requesters

When enabled all "out of memory, couldn't open file....." errors

---

will be suppressed and "Next module" routine initiated if playmode so commands. Only requesters asking user to select one of several options or really important ones will be shown.

#### Fade speed (slider)

Sets the fading speed. Values ranging from 0 (disabled) to 6. Find suitable value for yourself.

Note: This is just an default value which is feeded to new modules when added to list. This does NOT change actual fading speed for already added modules since the value for them is taken from "Module Configs (MCNF)"

#### Pre load speed (slider)

If other than 0, player will inform DASMP that song is about to end specified amount of patterns ahead of its time. This will hopefully prevent some of those situations, where song will start playing again before decrunching is completed.

Note: This is just an default value which is feeded to new modules when added to list. This does NOT change actual preload value for already added modules since the value for them is taken from "Module Configs (MCNF)"

## 1.18 cpage2

### Autoplay

Selections:

No autoplay = Never autoplay

List loaded = Do autoplay always when list is loaded.

Always = Do autoplay always when file added or list loaded.

### Mode

Playing modes:

All seq. = Play all modules in list in order, repeating list.

All once = Play modules in list once, then stop.

One Once = Play one selected module and then stop

All Random = Play all modules in random.

### Mode 2

Play all = Play all modules.

Play Group = Play only modules from given group

Play Selected= Play only selected files (Select from list with mouse + shift key down)

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

### Sort

Sorting modes:

Name = Alphabetical sorting on all modules.

Date = Date order sorting, from older to newer.  
 Reverse N. = Reverse alphabetical sorting.  
 Reverse D. = Reverse date order sorting, from newer to older.  
 Module type = Sorted by module type (example: MOD, MOD8, S3M, TFMX)  
 (Modules with same type sorted in alphabet order)  
 Channels = Sorted by channels in module (example: 4, 6, 8, 12)  
 (Modules with same channel count sorted in alphabet order)  
 Groups = Sorted by groups.  
 (Modules with same group are sorted in alphabetical order)

#### Show List

You can divide your modules up to 24 groups and to ease the use of this you can command DASMP to show certain groups or all.

##### Selections:

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

#### Add type

Normal = all selected files are always added (normal operation)  
 (If not in conflict with Double checking option.)  
 Date upd.= Date update sequence, only files newer than the current  
 list file are added. Current lists date can be found from  
 Config page 3  
  
 Check = Changes the "ADD" button to "CHK" button. After pressing  
 the CHK button DASMP will check through the list querying  
 if the file really exists, if it doesn't you will be hit  
 with a requester asking what to do with the module.

##### Selections:

DEL = delete this module from list.  
 DEL ALL = Delete all non-existing modules when encountered.  
 SKIP = Leave this module untouched  
 STOP SCAN = Stop scanning.

#### Dbl handling

This cycle decides what to do when user adds entry which already  
 exists (Checked by comparing file names).  
 Off = Option off (do nothing special)  
 Double check = Prevents adding double entries. New one will not be  
 added to list. User will not be notified about this.  
 Double Copy = Copies Author/style/time data from old entry to  
 new entry. (Entry will also be added and Old one kept)

#### Ending time set

This option decides wheter to set ending time (=length) for module or not.  
 Off = No ending time is set  
 On = Ending time set always when module played  
 Automatic = Ending time set if none set previously. (use this)

#### Pri

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

Current List date

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

## 1.19 cpage3

Mod dir

Default directory which is used in filerequesters and arexx commands.

List dir

Default directory which is used in filerequesters and Arexx commands. For List files only.

Temp dir

Directory specification for temporary directory where external packets are temporarily extracted before loading them into the memory.

RAM: is good selection here, no unnecessary disk accesses required, but if you run low on memory then you should but this to point on your HD.

EPL Cfg dir

Drawer in which the EPL configurations will be saved. Default = "S:"

EPL

Mod patt.

Default pattern which is used in filerequesters to filter unwanted files.

List patt

Default pattern which is used in filerequesters to filter unwanted files. For list files only. (LOAD/SAVE)

## 1.20 cpage4

This page contains the External Archiver Listing system controls.

Using this with right values makes possible to use almost any archiver with DASMP. Such as LHA, ZIP... and others can be used.

This system is VERY complex, so I suggest that you copy the example "dasmp.extarc" list to ENV and ENVARC: so that you can look what are considered to be proper values.

Listview

---

This list contains ExtArc nodes found from file "dasmp.extarc".

#### New

Makes a new ExtArc node available to be filled with proper values.

#### Del

Deletes selected entry from list. (No undo option available)

#### Page

Switches between sub-pages in this window.

#### Packer path

path + filename for your external archiver (like LHA). This is used on command lines when performing operations needing external packer. i.e Place where to find your archiver.

Examples:

```
LHA          = dh0:packers/lha
ZIP          = dh0:packers/unzip
```

#### Packer opts

Command options for external archiver. This is used when extracting files from archive.

Examples:

```
LHA          = "e -x0 -N <>NIL:"
ZIP          = "-x >NIL:"
```

#### Packer ~()

Selection pattern definitions for external archiver. This could contain something like ~(#?readme#?), this instructs external archiver not to extract files like BBSreadme.txt. Only used when extracting multiple files i.e using listing file.

#### Ending ID

Pattern definition for selecting files which should be directed to external archiver. External archiver files are recognised using this pattern.

Example

```
LHA          = "(#?.LHA|#?.LZH)" should instruct this node to be
              used when lha/lzh archives found.

ZIP          = "#?.ZIP" would instruct this node be used when
              extracting from zip archive.
```

#### Match string

Match string for finding out external archivers ID.

"?" matches any character. Only used when "First file in archive" enabled.

Examples:

```
LHA archivers = "-lh?-"
ZIP           = "PK"
```

#### name offs

Offset value counted from start of Match string. From this offset player expects to find start of the name of the file in external archive.

Used only when extracting with "first file in archive" - option.

Examples:

```
LHA          = "20"  
ZIP          = "30"
```

#### Name len

Offset counted from start of match string. From this offset player expects to find size of the name in external archive. Only used when extracting with "first file in archive" - option.

Examples:

```
LHA          = "19"  
ZIP          = "26"
```

#### Listing opts

Listing opts feeded to external archiver when extracting list file of the contents of the archive. Only used when "First in archive" - option is NOT set i.e when using multifile extraction. Listing file MUST NOT contain anything else but (path)file names of files in archive. Sizes, CRC's and other such things must not appear on listing.

Examples:

```
LHA          = "lq -N"  
ZIP          = "-Z -1"
```

#### Byte name

When this option is set, player expects byte value as name length. This is not supposed to be changed, keep this set unless you know exactly what you are doing. (even I dont know what I am doing, so hands off)

Examples:

```
LHA          = set (enabled)  
ZIP          = set (enabled)
```

#### Multifiles?

Does this archiver support listing? Only listing which outputs pure filenames is supported. If proper values set to string "Listing opts" this can be used.

Examples:

```
LHA          = set (enabled)  
ZIP          = set (enabled)
```

#### First files?

Does this archiver support single file raw extraction? If proper values set to strings: "Match string", "Name offs", "Name len" this can be used.

Examples:

```
LHA          = set (enabled)  
ZIP          = set (enabled)
```

---

Temp dir?

Some archivers/unarchivers don't support "define destination".  
If this option is disabled DAMP will CD to temp directory instead  
of trying to feed it to archiver in command line.

Examples:

```
LHA          = set (enabled)
ZIP          = unset (disabled)
```

## 1.21 cpage5

External Players (EPL)

External player list The leftmost list.

Here are listed all currently selected das???.library files.  
You will have to add everyone of the libraries separately when  
first time using the player. If you are not going to play any  
modules which are supported through external player library you  
don't have to do anything in here. There should always be one listnode  
located here and that is the "Internal player", you cannot delete it  
from the list.

Flags:

```
-/D          = Enable or (D)isabled
-/C          = EPL does not support configuration/EPL supports configuration
```

Doubleclicking in this list will perform the same action as  
pressing the config button.

Query list The rightmost list.

This is only for showing the contents of the "query" about the  
external player library.

Query

Performs query operation for the selected library. Results will  
be visible in the rightmost listview.

Add

Brings up a filerequester where you are able to select das#.library  
named libraries for the external libraries list. When player loads a  
module it will scan through this list for matching external player  
library or internal player. When the library is selected from the  
filerequester, D.A.S.MP will make a query about its properties and  
add it to the list if suitable values were found.

Del

When selected will remove selected entry from the external player list.

Config

If this is in "enabled state" you can press it and EPL  
will open a window showing its personal configuration window.  
Personal configurations include usually something like: Mixingrates,  
playmodes and volume boosts. This same operation can be performed  
by doubleclicking the EP listview. (The first listview in this page)

### Sort

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

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

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

### Enable/Disable

You can disable/enable EPL's. If in disabled state (D flag visible) then that EPL will not be used when searching for playerlib.

### Priority slider

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

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

## 1.22 cpage6

Purpose of author listing is to maintain list of Authors and Styles you might want to use to sort your modules. dasmp.author file will be created when you either "USE" or "SAVE" current configs.

### Author List

This is the actual listing of available authors and styles in your dasmp.author file. When you select an entry, that entry will be copied to the string gadget above the list where you may edit it at will. Remember to press enter/return when finished with modifications with string gadget.

### New

This causes a new entry to be displayed in the list. Entry has following name "--- NEW ---", after new entry has been created you may edit it for your purposes.

---



**Del**

This deletes the active entry from author list.  
 WARNING: In general you should NOT remove entries from this list after you have already marked modules to have been made by this certain person/alias. If you however delete an entry it might cause some modules to become "authored" by someone else it originally was or something....

**Sort**

Sorts the author list. The "Unknown" remains always in the first position.

**Author listing window**

This window can be opened from two places: Activating "AUTH" toggle button from master window or pressing popup button from "MCNF" window.

When toggled the "AU":

Clicking on the entry will cause the entry's specified author to be used as list insertion specifier, so that all modules with the same internal number as this author will be shown in master windows module list. Author popup

When opened from "MCNF"

You doubleclick on any author or style and that will be inserted to active(s) entr(y/ies) in master modules list.

String gadget in "Author window" is active search gadget similar to one in master window. #? will always be added on end of the text you are currently writing i.e. "Jogei" in string is actually "Jogei#?" in search routine.

Examples:

"#?/Spaceballs" Would search for author which belongs to group "Spaceballs"

"#?/#? <A#?> Would search for author whose real name starts with A.

SEE ALSO AUTHOR FORMAT

## 1.23 cpage7

**Groups:**

Listview 1 (Multicolumned and bigger one)

Contains available groups. Divided in to three columns:

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

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

LINK: In the second listview on this page there is module formats available and user can link group to certain module format. Only one link per group is possible but there are no restrictions if you want to have several groups

linked to same format (not very usefull).

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

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

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

TRY AND LEARN! Sorry that I am so lousy explaining these things. :(

Add

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

Del

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

Link

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

Rem link

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

Listview 2

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

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

Scan

Scan the main module list for module formats not existing in formats list. All non-existing formats will be added.

Delete

Delete a format from the list.

## 1.24 mcnf

Personal configs for every module. Divided to two pages.

Page 1: Information

---

### Listview

#### Contains:

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

### Module type

Editable. Extracted from EPL when played.

### Time

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

### List name

Editable string gadgets showing the list name of the module. You can change this to whatever you want, since DASMP doesn't use the list name to anything else than to "search" gadget

### Get (name)

When module is playing you can retrieve its "real" name to the list name string gadget.

### Popup authorlist

This pops up a author listing similar to that found in "Author listing" page of the configuration window.

You can set the author for a module doubleclicking in the author list window. Note: You don't have to keep the MCNF window open if you don't like it.

Author CFG  
Page 2: Settings

### Group list

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

### Volume (Slider)

Set individual volume setting for each module. By default the volume is taken from master window volume slider so to make this volume slider to work you have to Enable "Use MCNF Volume" in config page 1.

### Preload (Slider)

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

Note: Not All EPLs support this option.

### Fade speed (Slider)

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

Note: All EPLs do not support this option.

---

#### Locate to FAST

Relocate to FAST ram. This controls the F/C flag of the module.

C = Normal location to chip

F = Fast ram location (song data when possible)

#### Randomed

This controls the "R" flag of the module. If set then the module is considered to be "randomed" and will not be selected for random play until this flags is cleared by user or program.

#### Stop at end

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

#### +/-

These two buttons controls the repeat count of the module.

When for example. repeat count is 3 then the module will be played 4 times. Endless repeat ofcourse overrides this.

#### SetFN

Save Moduletype, listname and moduletime to file comment.

When this module is next time added to the list these values will be used automatically.

NOTE!: If you are trying to save info to Filenote and the module in list has been taken from lha/zip/.. package the filenote will be set to archive, not the file IN the archive. If you have multiple files in one archive there is only one file note and thus the system doesn't quite work. This cannot be helped, try to live with it.

## 1.25 samplex

Samplex = Sample ripper.

#### List view

Contains entries.

#### Name string

Contains the name of active selection from the list.

This is also the filename of the sample. Check all entries for double names or invalid file names.

#### Directory

Contains the directory/path where samples will be saved.

#### Extract Samples

---

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

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

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

Only EPLs supporting this option released with 3.5b are:

- PT (Protracker, quite useless since you could load this to protracker or clone and save from there)
- S3M (Scream Tracker modules)
- 68CH (FastTracker 1.x modules)
- XM (FastTracker II modules. Note that 16 bit samples which this module specification supports are converted to 8 bit form by the player initialization routine, so you can't extract those 16 bit samples.)

#### Save samples

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

#### Delete

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

#### Clear

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

## 1.26 selector

Utility for selecting entries in the main module list.

#### All

Select All entries

---

None

De-select all entries

Toggle

Toggle selected/unselected entries

Pattern String

Enter dos pattern string for selecting entries.

Example: "a#?" select all entries starting with "a" or "A"

Example: "~(a#?|b#?)" don't select entries starting with a or b / A or B

Select

Start selecting using the Pattern String

Remember: Selected entries can also be saved to a separate list using menu entry "Save selected..."

## 1.27 External Player Library info

External players info:

EPL is a standard amiga shared library. When DASMP loads a file it will use so called query table which is provided by an EPL to find out if the EPL supports that module. If EPL has "RECOGNITION" - flag on, the library will be loaded and the module will be given to it for recognition. The advantage of this is that all EPL's doesn't have to be loaded which saves a lot of memory. Only EPLs which support their internal CHECK will be loaded always.

When the routine finds an EPL which recognises the file, that specific EPL will be used with every successive call to play routines within DASMP. In the most simple case the EPL just plays the given file (example: PT) or it can relocate the module in memory, slice it, convert it or whatever it likes.

Since the suitable EPL is always looked from the player libs list in listing order, you may run into a situation where you have two EPLs recognising the same module (example: dasPT and dasFAST). The first recognising EPL will be used. This is why you may run into a situation where you want to play 1.5MB modules with dasFAST thus saving valuable CHIP memory but the dasPT library steals the modules before the dasFAST has a chance to say that it recognises the module too. See EPL Pri.

Some EPLs support their own configurations. This support for configuration can be detected from the fact that every configurable EPL will have 'C' flag next to its name in Player Libs list (example: dasFAST, dasS3M). Configurations can be accessed by either activating the wanted entry from

the Player libs list and then pressing the Config button located in the same window or you can double click the wanted entry. In both cases you will be presented with a window with few or more different options.

NOTE: When you change configuration for an EPL, the change will NOT take effect until the next time module is started using that EPL.

Remember to check your XM, S3M, MTM, 68CH and FAST configurations because there is mixingrate value selectable by the user and that directly affects the CPU usage and sound quality.

Currently existing player libraries:

```
XM    - Extended Module (Fast Tracker II)
S3M   - ScreamTracker 3.0
MTM   - MultiTracker
FAST  - Protracker from FAST RAM
68CH  - 6CHN/8CHN
QC20  - Quadracomposer 2.0
MED   - Octamed MMD0/1/2
FC    - Futurecomposers
SM20  - Sound Mon 2.0
MULT  - Several formats
      - MA, FRED, Delta2.0, Hippel, Mark II, M.O.N
SID   - C64 SID mods
TFMX  - TFMX Pro & 7V
OST   - Old SoundTracker
JC    - JamCracker
Note:
      Protracker Mutations
      * = New or changed.
```

## 1.28 Over 28000 Mixingrates

For EPLs with selection for mixingrate from 8000 to 56000:

Normally your amiga's DMA channels can handle about 28000-30000 samples per second, that is why you normally MUST use under 28000 mixingrates.

Exception:

When you are using Multiscan productivity mode or one of the

---

other high frequency modes you can get up to 56000 samples/second (if your CPU can handle it).

Cause for this phenomena:

Audio DMA transfers to outputs are coupled with scan lines.

2 bytes per scanline which yields normally somewhere around 28000 but in productivity and some other modes even 56000.

If you have 4000/40 you may even get that 56000 with productivity mode, I haven't tried because I do not have 4000/40 :)

## 1.29 Different Playmodes for XM, S3M, MTM, 68CH, FAST

This page contains information common to XM, S3M, MTM, 68CH and FAST players.

Currently available playmodes:

- Normal 4Ch Stereo (Only in FAST player)
- Stereo
- Mono
- Fake Surround
- Real Surround
- 14-bit Stereo
- 14-bit Mono

Normal 4ch Stereo:

Plays samples normally without mixing from all 4 digital outputs in your amiga. All samples are converted to same mixingrate which may cause the module to sound little different from the original 4 channel player.

This selection is supported by FAST player.

Stereo:

Plays mixed samples in stereo. Both left channels plays the same sample and both the right channels plays the same sample.

Mono:

Plays mixed samples in mono mode.

Fake Surround:

Plays mixed samples in mono mode but 2 of the channels have volume reduced by 50% causing neat half stereo/half mono effect.

Real Surround:

Plays mixed samples in stereo mode. Remaining 2 channels are negated causing appropriate dolby surround decoder equipment (if available) to reroute these channels to back speakers otherwise you will not hear a difference except on certain cases this will cause an effect which negates itself and you can't hear anything.

14-bit stereo:

Stereo mode. All channels used. You can probably hear the difference. This doesn't make much difference on modules with 6 or less channels. The most difference is heard with 12 channels or more.



When you count together several 8 bit samples you get samples with for example 11 bits. Normally this would be scaled down to 8 bits and lots of sound quality would be lost. With 14 bit playmodes the excess bits over 8 are played simultaneously on same stereo side with the 8 bits. They are just played with less volume (vol=1, Amigas volume control is 6 bits) and thus will be heard as sound comparable to actual 14 bit sound. (There are a lot better explanations for this but believe me, it truly works!) If you can't hear any difference with for example 16 channel S3M module then BUY A NEW HI-FI equipment. If you are using speakers in your Phillips 8833 monitor then don't even bother trying this option, it wouldn't make any difference to you.

14-bit mono:

Same as 14-bit Stereo except all channels mixed to one.

Tech notes: (Except dasFAST which is a special case)

Playmode:	Chip Memory usage:
Mono	32kb
Stereo	32kb
Fake Surround	32kb
Real Surround	64kb
14-bit Stereo	64kb + 65kb FAST mem.
14-bit Mono	64kb + 65kb FAST mem.

All players take:

16 kb FAST memory used for temp buffers.  
about 90kb FAST memory for different internal systems.

Some technical info:

Libraries which support different playmodes use special mixing routines to mix several so called virtual channels to 1 actual output channel. This mixing is usually VERY CPU intensive. The more channels module uses, the more CPU power it will need to perform the mixing in real time.

Example: 16 channel S3M module can be played on A4000/030 with about 27000Hz mixingrate but it takes almost all CPU power to accomplish this. On the other hand A500 with 28Mhz SupraTurbo can only play 16 channel S3M module with about 17000Hz mixingrate but will not multitask at all.

If you are lucky enough to own an A4000/40(/60) you can play 16 channel modules with 28000Hz and not even notice it.

The actual required CPU power is not constant, it varies even within a single module because the module might not be using all of the max 16 channels at once. It may require of mixing 4 channels at any single time, but it may also require mixing all 16 channels at any given time. Since the mixing routine can optimize "zero channel" usage the CPU usage will vary.

One thing which makes a B I G difference is whether the module and required mixing buffers were located to FAST memory or CHIP memory. If the module and all its mixing buffers were located to CHIP memory, it will take even double the CPU time to mix the same music. So if you are using for example stock A1200 with

CHIP-only then you will not get good mixingrates and that means poor voice quality. Normally XM, S3M, MTM and 68CH EPLs relocate their modules to FAST memory if it was originally loaded into a CHIP but it doesn't inform you in anyway if this is not possible due lack of memory. Location of module and auxiliary buffers can be seen in Info window while the module is playing.

## 1.30 epifast

dasFAST.library

- \* Play/stop
- \* Fwd/Rwd
- \* Volume
- \* Pause
- \* Fade
- \* End detection
- \* Configurations
- \* Effects

Plays ProTracker compatible modules from FAST ram. The name "FAST" really means just the ram type used, not the speed of player. This is SLOOOWWWW, so you might NOT want to play all your PT modules with this, only the ones which don't fit to your CHIP ram. This is slow mainly because this is just kind of a sideproduct of 68CH player and the method used is NOT the most effective for this particular use. This player wasn't planned to be made at all, but because it was so easily implemented at its current form I decided to include it. Hopefully this is useful for someone. Atleast some modules sound much better with the Fake Surround option.

Configuration:

- Min mod size - Minimum module size directed to this player.  
Value for example 400 would mean that only modules over 400 kilobytes would be played using this player. Less than specified size modules would be directed to some other EPL.
- Priority - Task priority for player
- Transf./mixrate - 8000 - 56000. See  
>28000 rates  
Tuning (real time  
- Try!. Changes the pitch while mixing, works in real time. Not very usefull, but decided to do it just for the fun of it.
- Playmodes  
See  
Playmodes
-

If the module is already in chip this player will not recognise ↔  
the module  
thus giving the module to dasPT. So always use "Reloc >FAST" when  
playing modules which you want to be directed to FAST player.

NOTE: Always use "Reloc >Fast" flag with this player, otherwise  
this player will NOT play module, but instead the module is directed  
to dasPT player.

## 1.31 epl68ch

Actual player source is copyrighted by Jarno Paananen "Guru/Sahara ↔  
Surfers"

I used his source code (with his permission) and modified it a little to  
suit my needs.  
My warmest thanks to Jarno for the excellent coding.

das68CH.library

- \* Play/stop
- \* Fwd/Rwd
- \* Volume
- \* Fade
- \* End detection
- \* Configurations
- \* Effects

This player plays modules with identifier 6CHN/8CHN. Module type is essentially  
the same as protracker except it supports also 6 and 8 channel modules.

Configuration:

Mixingrate - defines the rate of mixing. The bigger the value the better  
the sound quality. In theory this works like this, but  
of course if the samples have been taken with small  
sampling rate this can't make them any better.

Volboost - Volume boost value.

Playmodes  
See

Playmodes

NOTE: Always use "Reloc >Fast" flag with this player, ↔  
otherwise

playing will take more CPU power when accessing CHIP memory bus.

## 1.32 eplxm

Plays Modules compliant with PC Extended Module specification and ↔  
more  
specifically Fast Tracker II revision \$0401

Actual player source is copyrighted by Jarno Paananen "Guru of Sahara Surfers"  
I used his source code (with his permission) and modified it a little to  
suit my needs.

My warmest thanks to Jarno for the excellent coding.

dasXM.library

- \* Play/stop
- \* Fwd/Rwd
- \* Volume
- \* Fade
- \* End detection
- \* Configurations
- \* Effects
- \* Sample Extract

Config:

Listview

Format:

Channel count, Mixrate, volboost

Mixrate

Mixing rate. See

>28000 rates

Volboost

Volume boost value.

Playmodes

See

Playmodes

Priority slider:

Defines priority of player task. 1 - 127. Default 127

### 1.33 epls3m

Actual player source is copyrighted by Jarno Paananen "Guru of ↔  
Sahara Surfers"

I used his source code (with his permission) and modified it a little to  
suit my needs.

My warmest thanks to Jarno for the excellent coding.

S3M: upto 16 channels!

dasS3M0.library

---

- \* Play/stop
- \* Fwd/Rwd
- \* Volume
- \* Fade
- \* End detection
- \* Configurations
- \* Effects
- \* Sample Extract

Config:

Listview

Format:

Channel count, Mixrate, volboost

Mixrate

Mixing rate. See  
>28000 rates  
Volboost  
Volume boost value.

Playmodes

See

Playmodes

Priority slider:

Defines priority of player task. 1 - 127. Default 127

## 1.34 eplmtm

Actual player source is copyrighted by Jarno Paananen "Guru of ←  
Sahara Surfers"

I used his source code (with his permission) and modified it a little to suit my needs.

My warmest thanks to Jarno for the excellent coding.

Up to 32 digital channels.

dasMTM.library

- \* Play/stop
- \* Volume
- \* Fade
- \* End detection
- \* Configurations
- \* Effects

Config:

Listview

Format:

Channel count, Mixrate, volboost

Mixrate

---

Mixing rate. See  
    >28000 rates  
    Volboost  
Volume boost value.

Playmodes  
    See

        Playmodes  
        Priority slider:  
Defines priority of player task. 1 - 127. Default 127

NOTE: Always use "Reloc >Fast" flag with this player, otherwise playing will take approximately twice the CPU power.

### 1.35 eplqc20

dasQC20.library

- \* QuadraComposer 2.x EMOD modules.
- \* Play/Stop
- \* FWD/RWD
- \* Speed/Tempo
- \* Volume
- \* Fade
- \* End detection
- \* Special Effects

- \* Original player source code obtained from QC2.1 package.
- \* Thank to Technological Artworks: Bo Lincoln & Calle Englund for QC.

Tech notes:

    No excess memory used.

### 1.36 eplmmd0

dasMED.library

- \* (Octa)Med 4 - 8 track modules MMD0/1/2
- \* Play/Stop
- \* End detection
- \* Scopes

- \* Thanks to RBF Software for your support.

Sources are used under licence by the copyright owners Teijo Kinnunen and Ray Burt-Frost (RBF Software)

---

## 1.37 eplfcxx

dasFC.library

- \* Future Composer V1.0-1.3 & V1.4 modules.
- \* Play/Stop
  
- \* Thanks to Michael Mutschler for bugless code.

Tech notes:

No excess memory used.

## 1.38 eplsm20

dasSM20.library

- \* Sound monitor 2.0 modules.
- \* Play/Stop
- \* Pause
- \* End detection

Tech notes:

No excess memory used.

## 1.39 eplmult

dasMULT.library

- \* Little different from other players since this handles several
- \* moduletypes which all have player routine within the module itself.
- \* Note that all of these may not work correctly on all situations since
- \* few of these seem to require calling from vblank interrupt but
- \* since that is not the same on all Amigas, I used CIA instead and
- \* some of the modules played by this EPL may sound weird. I am not
- \* 100% sure about this.

- \* Supported types:
- \* - Music Assembler
- \* - David Whittaker (DW)
- \* - FRED
- \* - Delta 2.0
- \* - Hippel
- \* - Mark II
- \* - Maniacs of Noise (M.O.N.)
- \*

- \* Supports:
- \*
- \* Play/Stop
- \* Sub songs (if available)

Tech notes:

No excess memory used.

## 1.40 eplsid

dasSID.library

\* The normally used CurrentPattern/MaxPattern text in main window's  
\* text area is used to display the playing tune number within a module.

\*

\* Requires:

\* - Playsid.library from PlaySID3.0 archive.  
\* - Oldstyle datafile+iconfile SID songs have to be converted to  
\* - - new style module which holds the info header with the module.  
\* - - Converter comes with PlaySID3.0 archive.

\* Supports:

\* Play/Stop  
\* Pause  
\* Sub songs (If available)  
\* Info  
\* Channel switching

## 1.41 epltfmx

dasTFMX.library

\* The normally used CurrentPattern/MaxPattern text in main window's  
\* text area is used to display the playing tune number within a module.

\*

You CAN have TFMX mdat.\* files in LHA/ZIP archives, but the smpl.  
(Sample) files must be in the same directory as the mdat. files  
and they MUST NOT be archived in ANY WAY! XPK packing for smpl.  
files is allowed (since V3.5).

\* Supports:

\* Play/Stop  
\* Subsongs

## 1.42 eplost

dasOST.library

\* Very quickly coded.  
\* Will (hopefully) play old format (15 instr) soundtracker modules.

---



- \* Supports:
  - \* Play/Stop
  - \* Pause
  - \* Tempo
- \* Thanks for Michael Mutschler for sending me those sources!!  
\* As you may notice this EPL was done in half an hour, so don't  
\* expect too much of it.

## 1.43 epljc

dasJC.library

- \* Very quickly coded.
  - \* Will (hopefully) play JamCracker modules.
- \* Supports:
  - \* Play/Stop
  - \* Pause
  - \* Tempo
- \* Thanks for Michael Mutschler for sending me those sources!!  
\* As you may notice this EPL was done in an hour, so don't  
\* expect too much of it.

## 1.44 eplptmutant

If you encounter modules which you think should be Protracker module, but it isn't recognised you may have encountered packed/protected module type.

There exists atleast 40 different module types which are basically PT format but compressed/encrypted. For following formats I would recommend using converter like Pro-Wizard 2 to convert them to normal PT format. If you are asking why I can't make EPL for these formats: Would you want the DASMP's archive grow up to 600kb even if you could perform this same thing with one software (Pro-Wizard 2)? (Which by the way works propably better than I could ever make those EPLs to work). I hope I can some day have IOL object to perfrom the conversion on the fly.

with proper software.

Here are the formats Pro-Wizard can convert:

- Heatseeker mcl.0
  - Xann packer
  - Pha packer
  - SKYT
  - KRIS
  - NoisePacker 1, 2 & 3
  - Wanton
  - Promizer 1, 2 & 4
  - Propacker 1, 2 & 3
-

- ProRunner 1 & 2
- Noise Runner
- Digital Illusions
- Unic Tracker
- Laxity Tracker
- Pygmy Projects
- Eureka
- AC1D
- Game Music Creator
- Channel Player
- P50A/P60A
- SoundTracker 2.6
- StarTrekker Packer
- Module Protector
- Avalon Packer
- FC-M Packer
- Ice-Tracker
- Fuzzac Packer
- Old-Kefrens

## 1.45 developer

There is no support for developers in the archive. I have given information about EPLs in form of unfinished EPL.doc and a few include files to one interested user so far :). If you are interested in developing players for DASMP, please contact me.

## 1.46 multiselecs

The main module listview is multiselection list, but all functions are not using this feature because I haven't done that thing yet or it doesn't make any sense. I am going to keep a list here which lists all options which utilizes the multiselection feature.

Playing

You can play "only selected files" if you wish.

Del

Deletes multiple files if selected.

Save Selected As..

Saves selected entries to a separate list

Set author/style

Doubleclick on author window will set all selected modules to your selection according to "set author/set style".

Module config window settings

Changing "Locate >Fast", "Randomized", "Group " - listview.  
"Preload", "Fadespeed" and "Volume"  
affects on all selected entries in main listview.

...End of listing.

## 1.47 localisation

NOTE for 3.5b - New options/routines do not have locale support. If someone is kind enough and translates the texts provided in the locale directory to his/her own language, I'd appreciate having them for next release. Thank you.

DASMP supports now 7 different languages .

Locales were done by the following people:

Philippe Brand	-	French locale
Oyvind Falch	-	Norwegian locale
Michael Mutschler	-	German locale
A-J Brouwer	-	Nederlands locale
Markus Sommarmyr	-	Swedish locale
Pauli Porkka	-	Finnish locale
Pauli Porkka	-	English (default)

## 1.48 history

(ADD ) = Added new option/routine/thingy

(CHNG) = Modified old working routine

(FIXD) = Fixed old not working routine (Bug noticed and fixed)

(BUGN) = Bug reported (Not corrected, 'cos I am a lazy SOB)

(REMD) = Removed function/routine/option

(OPTI) = Optimized.

(UREQ) = User requested option.

\*\*\*\*\*  
VERSION: 3.5b 22.Apr.95

(REMD) North American registration site has changed!  
New site is handled by Jon Peterson

(OPTM) Optimized some code and now the code is smaller than  
in V3.5. Saved about 7 kilobytes from the original 3.5b.

(ADD )  
Selector  
- window.

(ADD ) "Save selected As..." selected entries in the main list can  
be saved as a separate list file.

(ADD ) Added couple menu entries for buttons which can be  
hidden with the hide selections.  
Menus

(ADD ) Author show for the main window. Also added a neat ↔  
little  
system: When you press this new "button" (it looks like  
ordinary text field just besides playing modules name, but it  
actually is pressable button.) that module's author will be  
set as "show authors only" criteria i.e. only that author's

modules will be shown in list. This is just the same as if you pressed the "Au" button and then selected the author from that author window which pops up afterwards. This new way is easier and faster to access. (Ola, is this even remotely what you wished?)

(ADD )

XM SUPPORT

(ADD ) LZX-list.drx arexx script to provide full support for lzx archives with more than one file to extract. Thanks to Antti Tuominen for providing this script. Read comments from the script for more info. dasmp.extarc file provides values to use this script already.

(ADD )

SETSIZE -

arexx

command

(CHNG) Randomizer. Implemented new and faster routine.

(FIXD) Time is no longer counted while in pause.

(FIXD) Apparently user could do a lot with the program even when the pause was on. Now you can't do Prev/Next song/pattern when pause is on. (Thanks Ola :)..BTW. Didn't get your reply?

(FIXD) Finally fixed the lack of Cycle Chain entry for Next/Prev SubSong

(FIXD) LHA listing file was not deleted after use.

(FIXD) Enforcer hits when no EPL's were present

(FIXD) I suddenly realised that if XFD support was on and I tried to load a file from lha archive, it didn't load anything and left a bunch of unreleased locks behind. (Yikes!!!)

(CHNG) Some documentation here and there...

VERSION: 3.5a 21.Feb.95

(CHNG) Updated dasMED library. Supports scope and does not need those medplayer/octaplayer libraries anymore.

(FIXD/BUGN) I think I got the bug which caused the popup drawer/file things to crash when files were loaded with new or add. I am not 100% sure, hence the BUGN. Please inform me if you still get crashes/jamms after adding a file and then pressing for example one of the popdrawer buttons in directory setup page (page 3 in configs).

(FIXD) Couple of enforcer hits removed.

(FIXD) Problem with filenote info gathering to list (lot of garbage).

(FIXD) Bug in 8-bit playmodes in 020 versions of S3M0/MTM/68CH

(FIXD) Delete for real. Ignored the "no" selection.

(FIXD) Two more bugs with requesters needing a selection of two or more choices.

(FIXD) When add type was checking the "new" button also caused the checking to start.

VERSION: 3.5 11.Feb.95

TODO

(NOTE) OWNERS OF BETA OF 3.5: Delete your dasMMD0 library and ↔ replace

it with the dasMED library found in this package. Remember also to update your EPL list. This doesn't concern those who see this 3.5 first time (i.e. "normal users").

(NOTE) New registration site for ENGLISH users..

(NOTE) New registration site for

ITALIAN  
users..

(NOTE) MUI 2.2 (or newer) required

(ADD ) XFD decompression libraries support.  
(See also  
NOXFD  
tooltype.)

(ADD ) MCNF Info saving into a file comment string (filenote). (UREQ)

(ADD ) Priority slider to EPL list.

(ADD )  
MultiGroup system  
.

(ADD )  
Samplex  
- Sample ripper.

(ADD )  
Localization  
in WB versions 38 and newer. (UREQ)

(ADD ) EPL List Sort.

(ADD ) "Stop at end" option in  
MCNF  
(ADD ) "Sort Automatically" option {"Configs" link cpagel}. ( ←  
UREQ)

(ADD ) New sorting mode "By Groups"

(ADD ) Scalable scope. Old scopes removed. (UREQ)  
Also three different drawmodes supported and  
three different coloring schemes.

(ADD ) Maniacs of Noise support into the MULT library.

(ADD ) DOGET  
Arexx  
command.

(ADD ) retypelist.drx - rexx script. PLEASE go through all  
your old lists with this script before using the group system.  
(If you don't use lists, then you don't need this.)

(ADD ) Multiselection capability to S3M Configs (in the S3M EPL).  
Now you can change several channel's mixrates and volboosts  
with one move. (UREQ)

(ADD )  
Old SoundTracker  
EPL.

(ADD )  
Jam Cracker  
EPL.

(ADD ) Tunevalue realtime effect slider to FAST configs. :)

(CHNG) TFMX smpl. files can now be compressed with xpk packers.

(CHNG) Updated QuadraComposer Player with QC2.1 source.  
Now it also shows sample names and sizes.

(CHNG) Redesigned Module Config window.

(CHNG) All EPLs are now found in "EPL" directory within dasmp's  
directory. (Installer will take care of this)

(CHNG) Environment variables from ENV: and ENVARC: to  
ENV:dasmp and ENVARC:dasmp respectively.

(FIXD) FC (FC1.0-1.3 part). Thanks to Michael Mutschler for the  
bugless source.

(FIXD) dasSM20.library (soundmon20).

(FIXD) After selecting "new" and cancelling the request, next "add"  
or "new" request cleared the main list. (UREQ)

- (FIXD) S3M, MTM, 68CH, FAST. All these had the same bug which may have caused enforcer hit when the task was initiated.  
Also new mixingroutines applied. Should be better in some ways.  
Thanks again to Jarno for these.
- (FIXD) TFMX 7V didn't return Audio IRQ vector. (Thanks Peter!)
- (FIXD) Volume change was missing from TFMXs. (UREQ)
- (OPTI) Optimized module adding to the list.  
(Example of 227 xpk packed modules from 34secs to 20 secs, the speed change does not affect external arc packed mods) (UREQ)
- (REMD) Internal PT player. Replaced with dasPT.library (EPL)

VERSION: 3.4 23.Sep.94

- (ADD ) Index to this guide file. Since most people don't realise that there is index gadget in the top row of multiview/amigaguide window, I also added link to it to the main page.
- (ADD ) Two new sorting modes:  
- Sort by "Module type"  
- Sort by "Channels"
- (ADD )  
TFMX EPL  
. Plays both the Pro and 7V TFMX modules.  
Thanks to Peter Kunath for the sources.
- (ADD ) Fwd/rwd pattern function to S3M EPL.
- (ADD ) Following format supports were done for the  
MULT epl  
.  
These have not been tested since I didn't have modules of these types.  
- HIPPEL  
- DELTA 2.0  
- MARK II
- (ADD ) Editable module time string in "ModuleConfigs"
- (ADD ) Added a makelistall.drxx script which prints just about all info available on module.
- (CHNG) Some changes to online help. Added missing texts and removed obsolete ones.
- (CHNG) Changed some labels in main window and configs since several people complained about them being too cryptic. Unfortunately I still didn't change them all since I still think that the window should be small and it is already grown too much.
- (ADD )  
SID  
player for C64 SID modules.  
playsid.library library required (for example from PlaySID3.0 archive) Conversion from old data file+icon file to single module required.
- (OPTI) 14-Bit Playmodes optimized for following EPLs. Also added 68020 versions to the archive. (Actually versions are 68030 versions since my assembler crashed everytime with 68020 option, but the only changed commands are 68020 specific so they should work in 68020.)  
- S3M
-

- MTM
- 68CH
- (FIXD) When autoplay was "on" and list loading was cancelled the next module was started. Now fixed.
- (FIXD) When tempo was changed to 130 it caused a crash. This may have appeared on betaversions only. Fixed.
- (FIXD) Finally (I hope) I got rid of the MMD0 EPL bug which said always "No chip" when it ment "Couldn't open medplayer.lib". No wonder I didn't find the cause from dasMMD0.library because the piece of code which did this was in mainprogram..
- (FIXD) Arexx crash with ADDMODULE command. (On some rare occasions)
- (FIXD) Fixed internal bugs in following EPLs
  - S3M
  - MTM
  - 68CH
  - FAST
- (FIXD) Automatic ending time set didn't work for Internal player. It worked for the EPLs though.
- (FIXD) Lots of bugs were fixed within versions 3.3a and 3.3b which were spreaded as executable updates without this documentation.

## VERSION 3.3a

Executable update

## VERSION 3.3b

Limited release executable update

## VERSION: 3.3 12.Aug.94

- (FIXD) Some last minute fixes: The archive was already assembled when I received few messages (Danke amk) about some bugs, I think they should be removed but I am not 100% sure. Few changes were done for the main program also (Clock didn't seem to be working with all EPLs)
- (CHNG) Main lists Module name extended to 28 chars. (UREQ) CONVERSION NEEDED!! Use converter 1.2.
- (ADD ) 14-Bit MONO mode for S3M player.
- (CHNG) SetTimer will now check if repeats are running and stop the clock every time one rep is done and then it will start the clock again for the next round.
- (CHNG) After "DEL" in main list the next entry is made active instead of the first one. Makes life lots easier.
- (CHNG) Most of the EPLs are now about 1.5 kilobytes shorter due some changes in internal handling.
- (ADD ) SoundMon 2.0 EPL.
- (ADD ) Multi module EPL which handles Music Assembler, DW and FREDs.
- (CHNG) Changed S3M,MTM,68CH and FAST buffers to 8kb each permanently.
- (FIXD) Skipping with some modules with S3M, MTM, FAST and 68CH. (Finally)
- (PREP) Prepared lots of internal systems for upcoming (V4.0) I.O.L.System
- (ADD ) Added several usefull arexx scripts.
  - Scripts
    - (ADD ) Channel field to MCNF
  - (ADD ) Type field to MCNF
  - (ADD ) File size field to MCNF
  - (ADD ) "GETSIZE", "GETTYPE", "GETCHANS", "SETTYPE" and

"SETREALNAME"

arexx

commands.

- (CHNG) Changed few Rexx commands to return value correctly with result instead of RC (really stupid of me).
- (CHNG) All memory allocations (except those for modules) uses now Memory Pool system (Introduced in OS V39) which decreases memory fragmentation. Kickstart 3.0 is NOT required for this to work.
- (CHNG) All EPL's changed to accept new channel and modtype MCNF values. NOTE! I suggest that you DO NOT use old libraries.
- (CHNG) Randomizer should be somewhat faster. Actually speed depends on every case individually, there is no max or min time for finding randomizable module.

(Version changes data removed for next ones. Title is here so I can remember when I released them :) )

VERSION: 3.2a 17.Jul.94

VERSION: 3.2 08.Jul.94

VERSION: 3.1 17.Jun.94

VERSION: 3.01 25.04.94

VERSION: 3.0 18.04.94

VERSION: 2.2 06.02.1994

VERSION: 2.1a 06.01..1994

VERSION: 2.1 05.01.1994

VERSION: 2.0d 18.12.1993

VERSION: 2.0c 16.12.1993 (Limited release to ADS)

VERSION: 2.0b 14.12.1993

VERSION: 2.0 09.12.1993

(ADD ) A 90% rewrite of version 1.80. (MUI applied)

\*\*\*\*\* END OF HISTORY \*\*\*\*\*

## 1.49 contacts

Thanks to: (in alphabetical order)

Lauri Ahonen	*
Mathias Axelsson	* For the debugging and everything...
Philippe Brand	* First reg from France + localisation
Albert-Jan Brouwer	*
Øyvind Falch	* Norsk Localization and testing
Bernardo Innocenti	*
Zak Jarvis	* First reg from USA
Andreas Jelvemark	* First reg from Sweden
Peter Kunath	* For the help, sources and bug reports you gave me.
Andre Lackmann	* Australian rego site.
Juha Lehtinen	
Michael Mutschler	* For the sources and Localisation
Jarno Paananen	* S3M/FT/MTM... Source
Jari Pakarinen	* Jolahop strikes again!
Jon Peterson	* For taking responsibility of North American regs.



Mika Pöytäkivi \* About everything....  
Janne Saarme \* Thanks for spreading through ADS  
Markus Sommarmyr \* Thanks for the phonecalls and The Swedish Locale.  
Ola Spjuth \* Odd and hard to do but really nice ideas :)  
Stefan Stuntz \* MUI  
Teemu Suikki \* Thanks for defending DASMP in SF.AMIGA ;)  
Janne Syväniemi \*  
Henri Talaskare  
Harri Tolvanen  
Erno Tuomainen \* Thanks for keeping Moonlight up and running ...  
Panu Vartiainen

Sorry that I just can't put you all here, the list would be just too long. I am gratefull to all those who have contacted me and thus been helping me to develop the D.A.S.MP further..

For suggestions/bug reports:

pporkka@walli.uwasa.fi

or

paporkka@freenet.hut.fi (Msgs to here will be redirected to the address I currently use which is currently walli.)

Fido 2:221/112.4

If you don't have access to internet you can use the fido too, BUT prepare yourself for a long waiting period. I ALWAYS ANSWER TO ALL MESSAGES I GET, so if you don't get an answer then the message has not arrived. For FIDO messages it isn't unusual to take several weeks to travel from country to country or not to arrive at all. :(

If you mail me for any reason and you do not get reply, you can be 100 % sure that I didn't receive the message! I WILL always answer any e-mail/mail concerning DASMP.

Author. (Postal address)

Pauli Porkka  
Innalantie 5 D 29  
FIN-37600 VALKEAKOSKI  
FINLAND

If you have something important to send me:

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6ui (Amiga)

mQCNAi7ZR6kAAAEAAKv7hq3Ast08Gh5tZFLUfOgqEapwDSoyUzUS8Tze68IOBpm  
K1leccg+j33qnkHtxC4/FpnE77ibSqLQkRplqSwexVQWmB4CiswSV86wBHhRa1cu  
QxxUS2XqseSGfkjnalIm8rBj4B49+adNlJw5uVxyv+MRu9VQ7rY0hPBGWp79AAUT  
tCtQYXVsaSBQb3Jra2EgPHBhdWxpX3Bvcmt rYUBzb25hdGEuZmlwbmV0LmZp  
=zQk5

-----END PGP PUBLIC KEY BLOCK-----

## 1.50 register

D.A.S. Module Player is SHAREWARE. If you like this program and you would like to get fully functional version, you should register it.

After you register you will get a keyfile which enables all disabled options.

English users Your regional registration site is RBF Software. The same which distributes OctaMed, one of the greatest tracker softwares available.

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To register and obtain a keyfile, send £10.00 ( uk pounds sterling ), made out to RBF Software  
169, Dale Valley Road, Southampton S016 6QX England

If you obtained the program from the OctaMED BBS, you can ask us to place your keyfile in your mailbox and it will be ready for downloading from the site.

If you are on cix we can binmail your keyfile to you.

Finally, if you are not the owner of a modem, then you can enclose an extra £1.00 and we will snail mail a copy of your keyfile on diskette.

---

North American (USA) users:

Previous J. Maver is no longer valid! Do not send anything in there.

New site is handled by Jon Peterson.

Fee per registration is 20 USD.

Jon Peterson  
3006 Oak Mountain Trail  
San Angelo, TX 76904  
U.S.A

Send registration form to:

Jon.Peterson@twisted.com

If you have to send uuencodes within the mail, use following address instead:

j.peterson22@genie.geis.com

If you want registration keyfile via normal mail in a

---

3.5" FFS formatted disk, please note so. Otherwise  
keyfile is sent uuencoded through e-mail.

Newest DASMP is FREQable from 1:383/25, 1:383/26 or 1:383/30

AUSTRALIAN (and other countries nearby) USERS:

Your regional registration site is:

Continental Drift BBS  
Shareware Registration  
PO BOX 259  
Newport Beach NSW 2106  
Australia

+612 949-4256 - Open 24hrs, 7days

Fee is AUD 25. Add AUD 5 for mailing to other countries other than  
Australia. Payment can be done via Credit Card (Mastercard,  
VISA or Bankcard), Australian Dollars drawn on an Australian Cheque  
or cash (cash MUST be in AUD !!).

(Sending registration directly to me as other countries do, is  
allowed but you are highly encouraged to use Continental Drift BBS)

ITALIAN users.

Your regional registration site is Agora Telematica.

Read the text in

This link

for

more information how to contact and how to pay the fee.

OTHER COUNTRIES: (EUROPE,.....)

Payment options are: (select ONE! :) )

1. 70 FIM (Finnish Marks).
2. 15 US Dollars.
3. Any other currency worth of 20 US Dollars

DON'T send checks!! Sending the money using checks is expensive for you and  
it is expensive for me, only banks benefit from it.

Cash is the most easiest way to pay the fee, it has its own risks  
but if you wrap little paper around money then no one will steal them.  
If you know any other easy way to send money, use it. Just make sure  
it doesn't cost me something like half the fee to get it cashed.

---

Pauli Porkka  
Innalantie 5 D 29  
FIN-37600 VALKEAKOSKI  
FINLAND

You should include something like following with the payment. You can also send this same text to my e-mail address so I can be prepared to your registration, but send it also by normal postal mail. The keyfile will be sent to you by post and if you wish, it can be sent through e-mail uuencoded (not fido since I don't really trust that.)

\*\* CUT HERE \*\*\*\*\* CUT HERE \*\*\*\*\* CUT HERE \*\*\*\*\*

Yeah, I would like to register D.A.S.ModulePlayer and by paying above mentioned amount of money I will ensure myself a quick keyfile delivery on normal 880kb Amiga FFS formatted disk. Or if I want I will also get it through internet uuencoded.

I HAVE INCLUDED FOLLOWING AMOUNT:\_\_\_\_\_

NAME:\_\_\_\_\_

ADDRESS:\_\_\_\_\_

ZIP CODE & CITY:\_\_\_\_\_

COUNTRY:\_\_\_\_\_

E-MAIL/FIDO ADDRESS (if any):\_\_\_\_\_

AMIGA TYPE I AM USING:\_\_\_\_\_

HARDWARE WITH AMIGA:\_\_\_\_\_

BUGS THAT I HAVE FOUND FROM MY VERSION \_\_\_\_\_ OF D.A.S.MP.

IDEAS FOR FUTURE VERSIONS:

\*\*\* CUT HERE \*\*\*\* CUT HERE \*\*\*\* CUT HERE \*\*\*\* CUT HERE \*\*\*\*\*

Allow 1 to 3 weeks for delivery via snail mail. For European users the normal time is under 2 weeks.

## 1.51 continental

\*=====\*

C O N T I N E N T A L   D R I F T   B B S  
 (+61) 2 949 4256  
 Murray Chaffer \* Andre Lackmann \* Dale Cohen

Amiga \* IBM \* Macintosh

800Mb+ Online - USENET News - Internet Mail  
 Local Mail - FIDOnet Mail - Shareware Regos  
 Online Games - QWK & BlueWave Mail Packers

Amiga Report \* CD-32 View \* Frontier Consoles  
 \* Computer underground Digest \*

\*\*Online shareware registrations\*\*  
 Files daily from Aminet \* ADS/SAN

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Send to:

Shareware Registration Site for:

Continental Drift BBS	DASModPlayer	MagicUserInterface
Shareware Registration	MagicWB	Iconian
PO BOX 259	PicCon	HyperANSI
Newport Beach NSW 2106	RIPGraf	MTool II
	BackUP	Solit

Please make all cheques payable  
 to Continental Drift. Any VISA/  
 MasterCard or Bankcard payments  
 accepted.

Visual Arts

For more info: [swreg@drift.apana.org.au](mailto:swreg@drift.apana.org.au) or FIDO: 3:714/911

\*=====\*

## 1.52 swagora

Modulo di registrazione per l'Italia.

Potete registrarvi a D.A.S.ModulePlayer per Amiga direttamente in Italia  
 corrispondendo la tariffa sotto riportata, tramite vaglia o busta chiusa  
 raccomandata, a:

Simone Bazzi  
 Via Nomentana 293  
 00161 Roma

Si consiglia anche di allegare il seguente modulo (o di spedirlo via FAX al numero 06-68.80.20.51) per sveltire le operazioni di registrazione. Ad accredito avvenuto vi verra' immediatamente spedita la copia del programma da voi richiesto. Inoltre, per ogni questione o supporto tecnico sul programma, potete far riferimento al numero di FAX sopra menzionato.

Per registrarvi a questo programma, ed agli altri da noi supportati, e per avere un'assistenza continua (gratuita) potete collegarvi via modem alla BBS di Roma Agora' Telematica, che risponde ai seguenti numeri di telefono:

06-69200112 (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis  
06-69920412 (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis  
06-6990532 (10 linee) 300 > 14.400 MNP5 N81 V42 V42bis

Io sottoscritto \_\_\_\_\_, residente in \_\_\_\_\_

Via/Piazza \_\_\_\_\_ n. \_\_\_\_\_ CAP \_\_\_\_\_

Telefono \_\_\_\_\_ FAX \_\_\_\_\_

E-mail \_\_\_\_\_

desidero ricevere la versione registrata del seguente pacchetto Software per Amiga:

D.A.S.ModulePlayer per Amiga..... Lit. 35.000 (IVA inclusa)

Firma \_\_\_\_\_

## 1.53 todo

Currently going on:

I started a second project called Audio Reality.  
I don't want to say much about it at this time but if you need Sample Editor and you like DASMP then you WILL love DASAR = Digital Audio Systems Audio Reality. (a bit long name, don't you think?). This project will take at least half a year more likely a year to be in any state to be presented to public, but I hope it will be worth it.

Things on assembly line for DASMP.

AAAARRGHHHH!! I've got too many suggestions/ideas flowing in! :)

My TODO list gets bigger and bigger every day, I just can't keep up with it anymore! (Well, haven't been able to do so for the past half a year)

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Unfortunately I've had to spend some time doing my homeworks/tests and programming exercises in the school, so I haven't been able to do everything that was supposed to.

Ofcourse I am not refusing to take more good suggestions in so let the e-mail and letters flow. As quite many of you have done, you are free to send me normal mail too and I will answer them.

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Index created by AGIX 1.2 (5.8.94) Copyright © Ralph Seichter

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