

**HiP**

**COLLABORATORS**

	<i>TITLE :</i> HiP		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## HiP

### 1.1 HippoPlayer.guide

\*\*\*\*\*

\*\*\* HippoPlayer \*\*\*

Programmed by K-P Koljonen  
\*\* Hippopotamus Design \*\*

Copyright © 1994-1995 K-P Koljonen  
\*\* SHAREWARE \*\*

\*\*\*\*\*

HippoPlayer (HiP) is a multiformat module player for the Amiga. It works perfectly under Kickstart 1.2 and has all the same and even more features than the players requiring Kick2.0+ to run.

Project HippoPlayer was started 5.2.1994.

Inclusion

Some features

Legal mush

Registration

Requirements

Installation

Music formats

PS3M

Player group

Loading files  
Gadgets & keyboard  
Preferences  
Command line options  
ARexx  
Developers  
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History  
Where to get HiP?  
Hellos  
About

HiP.guide by Tuomas Lukinmaa - Tumu / BFB Team  
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Additions & changes by K-P

## 1.2 inclusion

One main reason why I started making this program was that there were no ↵  
good Kick1.3 compatible players around, or I didn't know of one. The other reason was that my good friend Jarno Paananen (Guru/Sahara Surfers) made a replay routine for Screamtracker ]I[ modules.

The aim was to make a good module player that works on every Amiga configuration and has lot's of USEFUL features. To achieve speed, little size and memory usage, HiP is 100% assembler. Project HippoPlayer was started 5.2.1994.

"Newcomers will run screaming away", said Nemesis1.  
At first HiP may seem complicated. There's no familiar tapedeck symbols, only some bits of text scattered around. Learn to use HiP, it should be worth the effort :)...

HiP has good support for Screamtracker ]I[, Fasttracker 1 & 2, Taketracker, and Multitracker modules (from here onwards referred as PS3Ms), meaning that you can listen them with a 68000 Amiga with listenable quality. All are played by the famous replayer by Guru. HiP was the second program to use the PS3M-routines after Guru's own player.

## 1.3 Some features

Some features:

- Screamertracker ]I[, Fasttracker 1 & 2, Taketracker, Multitracker, 1 to 32ch
- SID-emulation  
by Håkan Sundell & Ron Birk (works even on kick1.2)
- TFMX-modules  
, normal and the seven channel ones
- A bunch of 4-8 channel sample & synth music formats
- Easy to use, nice 3D-interface
- Keyboard control
- AppWindow
- ARexx
- Public screen support
- Internal multitasking
- Loads and decompresses XPK, FImp, PowerPacker,  
LhA, LZX and Zip files
- Tested on:  
A500/000, kickstart 1.2, 0.5+0.5m memory  
A1200/030, kickstart 3.0/1.3, 2+4m memory (with enforcer)

HippoPlayer was/is developed on:

- v1.00-v1.25 A500/010, kickstart 1.3/3.1, 1+2M memory, HD
- v1.27-v1.40 A1200/020, kickstart 3.0, 2+0M memory, HD
- v2.00-v??.?? A1200/030, kickstart 3.0, 2+4M memory, HD

## 1.4 registration

\*\*\*\*\*

```

*                               *** Registration ***                               *
*****

```

HippoPlayer is shareware and copyright © 1994-95 K-P Koljonen.

If you like using HiP and would like to encourage me to continue developing and help me as well (as I'm a poor student :), you should consider registering.

To register, send a disk and some money (30-40 FIM or 7-9 USD or about equivalent amount of notes of other currencies or eurocheques) to my address found at the

About  
section of this guide.

Remember to mention your address!

You will get the disk back with the latest version of HiP and a keyfile, which you MUST NOT SPREAD. It is for your own use only. This keyfile will work with possible future versions too.

Registering by e-mail is also possible. Send the money by normal mail and I will mail you the keyfile.

There's no difference between registered and unregistered version!

Support quality software, register.

### 1.5 legal

HippoPlayer can be freely distributed as long as all files are included unaltered. Not for commercial use without a permission from the author.

### 1.6 Where to get the latest versions

\*\*\*\*\*  
\* \*\*\* How and where to get the latest versions \*\*\* \*  
\*\*\*\*\*

To obtain the latest version of the HippoPlayer via modem, follow the instructions below.

1. Dial The Chameleon BBS: +358-81-5409545  
+358-81-5409545  
+358-81-5546450
2. Select the display mode that suits your needs
3. In the handle prompt, enter 'support'
4. To browse the filelist, enter 'NEW 2' and use either 'T'ag command, or cursor keys to select the files you want to download.
5. If you want to report some bugs or suggest improvements to the developer of HippoPlayer (K-P) enter 'E' and address the message to 'K-P'. If you want to, you can make it a private message by entering 'Y' to the query.
6. If you've got some software related to HippoPlayer, that you would like to be spread, you can upload it to the HippoPlayer -directory with the 'U' command. Please place the file in the HippoPlayer directory (2) and describe the file.
7. To leave the BBS simply enter 'G'

You can also try Juju, also supporting HippoPlayer:

--\_)\ \_)\\_./\\_. \_/\\_. \_/(\\_./\\_\_ --





## Installation

-----  
 Copy HiP and one of the info-files wherever you keep your tools. Also copy reqtools.library in libs: if it's not there already.

Copy HippoPlayer.group into S: or define the location in Prefs/Player group later.

Copy HippoPlayer.PS3M into S: (take a look at 'PS3M configuration file').

The use of HiP-script is described in  
 Archivers

•  
 \*\* NOTE: If you're updating from an earlier version, you only need to copy HippoPlayer.group into S:!

## 1.9 Music formats

\*\*\*\*\*

\*\*\* Music formats \*\*\*

\*\*\*\*\*

Here's a list of the music formats HippoPlayer can play and what functions they support. Also the authors of the replayers are listed.

Stop/Continue = 1 - The music can be stopped and continued.  
 Multiple songs = 2 - Modules can have more than one song.  
 Volume = 3 - Volume can be controlled.  
 End detect = 4 - Songend can be detected.  
 Forward/backward = 5 - You can jump forwards and backwards in the song.  
 CIA fast forward = 6 - Play 2x or 4x faster with LMB/RMB and '>'

Replayer	123456	Author
-----		
[** Built-in replayers **]		
David Whittaker	xx---x*	David Whittaker
Delta Music v2.0	x-x--x*	Bent Nielsen
Fred	xx---x*	Frederic Hahn & JC
Hippel	xx---x*	Jochen Hippel
Maniacs of Noise	xxx--x*	Maniacs of Noise
Mark II	x----x*	Cachet Software
MED 4-8ch (player libraries)	xx-xx	Teijo Kinnunen
Music Assembler	x-x--x*	Oscar Giesen & Marco Swagerman
Old Soundtracker	xxxxxx	K-P Koljonen
Protracker	xxxxxx	K-P Koljonen
SID		
(player library)	xx--x-	Håkan Sundell & Ron Birk
SIDMon v1.0	x----x*	Reiner van Vliet

-----

```

Sonic Arranger                -x-----*   Carsten Schlote

                                IFF 8SVX samples
                                --x----

[** Replayers in
    player group file
**]

BP SoundMon v2.0              x-xxxx    Brian Postma
BP SoundMon v3.0 (v2.2?)     x-xxxx    Brian Postma
Future Composer v1.0-v1.4    x-xx-x    SuperSero (of the Superions)
Hippel-COSO      xxxx-x      Jochen Hippel
JamCracker                x--x-x    M. Gemmel
Oktalyzer                  --xx--    Armin Sander

                                PS3M

                                x-xxx-    Jarno Paananen

                                TFMX

                                xxxxx-    Chris Hülsbeck
TFMX 7ch                   xxxxx-    Chris Hülsbeck & Jochen Hippel
The Player 6.1A            x-x---    Jarno Paananen

```

The modules of formats marked with '\*' have the replay code inside the module itself. I can't guarantee will they work or not. This is also the reason why they are not in the player group file (no replay code).

Most of the formats included are here just because I have some modules of them and I like to play them with HiP. :)

## 1.10 Player group

```

Player group (See
  Prefs
)

```

Player group (HippoPlayer.Group) is a file consisting of above mentioned replayers. The reason for this is that by moving seldom used replayers into a separate file memory usage is reduced by 40kB. Not that much, you think. But maybe just enough to prevent some actions from happening on low memory systems/situations.

## 1.11 Loading files

```

Loading files

```

```

-----
Normally all modules will be loaded in CHIP.
  SID-
  , Oktalyzer- and
  PS3M-
modules and

```

TFMX

song data will be loaded in FAST RAM if possible.

All compressed files will be loaded in CHIP. However, it's possible to uncompress some kilobytes from the beginning of an XPKed file, and check if it is one of the above or a PT module that is to be played with PS3M or with fastram replayer.

Advantages of loading to FAST:

FAST RAM is much faster than CHIP, so mixing can be done faster.

CHIP RAM is saved if the module can or should be loaded in FAST.

LhA, LZX and Zip files can be checked and will be loaded in FAST if necessary.

## 1.12 protracker

Protracker

-----

The most popular music format on the Amiga. HiP features my own Protracker play routine.

- Multisong modules

There are some modules around with several songs separated by the B command. HiP allows you to play these kind of modules correctly. Just use the 'PS' and 'NS' gadgets (or the respective keys) to select different songs. The only player that supports this feature, by the way :)

- Fast ram player

This player can play PT modules from FAST RAM using only 1024 bytes of CHIP RAM. Useful for very big modules. CPU usage on my A1200/030/28Mhz is about 2-3%, and on my little brother's A500/000 about 15%.

- Old Soundracker modules

HiP identifies old Soundracker modules and converts them to the Protracker format. This will take memory temporarily twice the module size, but I don't think it's a big problem because old ST tunes tend to be very small.

## 1.13 tfmx

TFMX

----

HiP can play both 4 and 7-channel TFMX modules, including the excellent Turrigan 1, 2 and 3 intro tunes. A TFMX module consists of two files. They must be named 'mdat.<name>' and 'smpl.<name>'. To play, select 'mdat.<name>'. HippoPlayer will then try to load the 'smpl.<name>' file.

The mixing rate of TFMX 7 channel replayer can be changed. The bigger value, the better quality and bigger CPU load. If you lose notes or hear 'crackling' in the sound try lowering the mixing rate.

---

## 1.14 ps3m

PS3M

----

(Screamtracker ]I[, Protracker, Fasttracker 1 & 2, Taketracker, Multitracker)

Jarno Paananen (Guru/Sahara Surfers) has made replayers for these. It is able to play 1-32 voices simultaneously by mixing them through four channels. The mixing routine is amazingly fast, even on Amiga 500 8 channel modules are very listenable. The replayer gobbles quite a bit of memory for it's buffers, so don't be surprised.

Mixing rates can be changed. Again, the bigger value, the better quality and bigger CPU load. Using the system friendly mode on A500 will probably more or less jam the machine, therefore you should use the killer mode for the best quality.

PS3M allows mixing rates higher than 28 kHz, which is normally the hardware limit. In some AGA (ECS too?) screenmodes higher mixing rates are possible. This is what I found out after some experimenting. I used maximum overscan.

Maximum mixing rates for screenmodes:

PAL.....28 kHz  
 NTSC.....28 kHz  
 Euro36.....28 kHz  
 DblPAL.....54 kHz  
 DblNTSC.....54 kHz  
 Euro72.....58 kHz  
 Multiscan....58 kHz  
 Super72.....46 kHz

NOTE: If you use too high a mixing rate, the sound will be distorted.

Killer mode WILL cause enforcer hits! It bangs some of the interrupt vectors. Don't use enforcer with killer mode.

These modules can and should be played from FAST RAM.

Configuring PS3M via  
     prefs  
     or  
     configuration file  
 .

Play mode

-----

Surround Play some of the right side on the left and vice versa.

The stereo value can be adjusted with the stereo slider in Prefs.

50% is normal surround, 0% is mono and 100% is stereo.

Stereo Stereo, play half of the channels on left and half on right.

Mono Mono, play all channels on both sides.

Real Surround About the same, but uses more memory.

14-bit stereo BEST QUALITY, biggest CPU load, largest memory usage and lowest volume level.

The best play mode for most situations is Stereo. For modules with lot's of channels use 14-bit stereo. You can play modules in stereo or in mono with Surround play mode by adjusting the stereo value. The difference between this and the real Mono and the real Stereo modes is lower volume level.

## 1.15 PS3M configuration file

PS3M configuration file  
-----

It is possible to control PS3M via config file: 'S:HippoPlayer.PS3M'. HiP will configure PS3M according to the config file every time a module is loaded.

In HippoPlayer.PS3M you can enter PS3M settings for each number of channels and for specific modules. You can even choose which CIA timer PS3M will use for timing (defaults to CIAA).

In channel and song settings you may replace the number you don't want to alter with '?'s. Useful when you want to control the mixing rate from HiP and the volume boost the PS3M from config file.

The file is quite self-explanatory so you should be able to edit it with no problem.

If you don't want to use the config file you can delete it from S: or disable it (there's a enable/disable flag in the file).

## 1.16 sid

SID  
---

These are tunes ripped from C64 games & demos. Both normal file + icon and one file formats are supported. The playing is done by PlaySID.library by Håkan Sundell and Ron Birk. Great job dudes!

\*\*\* Note! Under Kickstart 1.2/1.3 playsid.library v1.1 does not work because it uses some Kick2.0+ functions. I have made a little patch to bypass the problem. This patch works ONLY with lib version v1.1 and Kick1.2/1.3.

## 1.17 IFF samples

IFF samples  
-----

HiP is currently able to play IFF 8SVX unpacked mono samples directly from disk, using 64kb chip memory for buffers. With slow media and high sampling rate might not work very well, because the sample is loaded in chunks of 32 kilobytes.

## 1.18 Gadgets & keyboard controls

```
*****
*                               *** Gadgets & keyboard controls ***                               *
*****
```

Keyboard shortcuts are bracketed. The keys work from both main window and prefs window.

- New     Clear the module list, select new modules and play the first one.
- Play    Load and/or play selected module. If nothing selected, pop up file requester. [RETURN/ENTER]
- Cont    Continue playing after stop.
- Stop    Stop playing.
- Eject   Stop playing and free current module. [TAB]
- Prev    Load and play previous module. [K]
- Next    Load and play next module. [L]
- PS      Play previous song. [ARROW LEFT]
- NS      Play next song. [ARROW RIGHT]
- <       Backward, jump to previous pattern. [,]
- >       Forward, jump to next pattern. [.]
  - If the module format supports pos/len, LMB with '>' jumps to next pattern and RMB '>' doubles the playing speed.
  - If the format doesn't support pos/len, then LMB '>' will double the playing speed, and RMB '>' will quadruple the playing speed.
  - To get the normal playing speed press 'Cont' or '>' again.
  - Key for RMB '>' is shift ',' or shift '3' in number pad.
- Add    Add modules to the end of the list, pop up the file requester. [A]
  - When adding files to the list you can also add directories.
  - With Kick2.0+ HiP will perform a recursive directory scan adding all files in dir to the list. With Kick1.2/1.3 only one sub dir is added.
- Add + right mousebutton [Q]
  - Add a list divider into the list.
- Del     Delete selected module from the list. [BACKSPACE]
- Clr     Clear the list. [D]
- Horizontal slider
  - Volume controller. [B][N]
- ?       Enter the info window. [HELP]
  - Sample names Displays sample names of MODs, S3Ms, XMs, FTMs and MTMs.

SID-info      Information about SID-modules.

Sample names or SID-info can also be invoked by pressing left mousebutton on the leftmost third of the name/type box or the 'I' key. (When there's no info available the main info window will be opened.)

Sample name and SID-info windows will be updated if you keep them open and load a new module.

Help            Description of gadgets & keyboard shortcuts.  
 About          About HiP...  
 Exit            Hmm..

Pre      Pop up the prefs window. You can also close it with this button.

Mo      Move the chosen module. [M]  
 Removes the module from list allowing you to move around.  
 To insert it back press Mo again or Play (or the keys).

Mo + right mousebutton [F/SHIFT+F]  
 Find module according to given search pattern.  
 [F] asks for a pattern to be searched and [SHIFT+F] continues searching.

In      Insert modules after the selected module. [I]  
 This is almost the same as 'Add'.

In + right mousebutton [S]  
 Sort list alphabetically. With lot's of files this may be a bit slow (bubble sort).

Lp      Load module program. [P]

Sp      Save module program. [W]

The leftmost propgadget  
 Scroll module list.

Windowclose-button [ESC]  
 Close all windows except requesters and exit.

\*\* Other keys \*\*

ARROW UP      Select previous module.

ARROW DOWN    Select next module.

SPACE          Toggle play/stop.

\*, (next to RETURN) Randomize and play a module.

7,8,9,0      Show: time-pos/len-song number, clock-free mem, module name, time/duration-pos/len.

Z              Toggles selected scope.

F1-F10        Load & play a module or a module program.

`~ (next to 1) Zip window (also shows when hidden).

lamiga-lshift-control + h  
 Hides HiP and shows when pressed again.

lamiga-lshift-control + l  
 Zip window key for inactive window.



### \*\*\* Number pad \*\*\*

[ ] / \* [ = del, ] = move, / = insert, \* = play random  
 7 8 9 - 7 = play previous, 8 = select previous, 9 = play next, - = vol down  
 4 5 6 + 4 = prev song, 5 = stop/cont, 6 = next song, + = vol up  
 1 2 3 E 1 = rewind, 2 = select next, 3 = fast forward, enter = play  
 0 0 . E 0 = add files, . = load program, enter = play

### \*\*\* Keyboard note \*\*\*

Press lamiga-lshift-control-<key> to use the HiP-keys WITHOUT first activating the window. This is one of the two ways (the other is ARexx) to control HiP when it is hidden! Pressing zip window this way will bring the window to front and activate it.

### \*\*\* File requester note \*\*\*

HiP uses the great reqtools-requesters. To select multiple files click files with shift pressed! You can also select directories when 'Add'ing or 'In'serting.

### Filebox

-----

Here you can see the module list. You can select a module by pressing the left mousebutton on it or by pressing arrows up and down. The selection bar will be kept visible. If 'Center name' is set, it will be centered.

### Right mousebutton

-----

Pressing the right mousebutton or the respective key will shrink the window so that only the titlebar will be shown. Press again on the activated window to expand.

If you somehow lose the window, just load the program again. If there already was one HippoPlayer running, it's window will be popped to front and expanded. Also pressing lamiga-lshift-control+'~ will pop the window to front.

## 1.19 prefs

\*\*\*\*\*

\* \*\*\* Prefs~\*\*\* \*

Here you can configure HippoPlayer by using the gadgets & buttons. Multiple choice requester can be invoked by pressing right mousebutton on the cycle gadgets.

Play

Show

Screen

Filebox size

---

Scopes  
Module directory  
Program directory  
Player group  
Font  
Function keys  
Startup  
Alarm  
Timeout  
Priority  
Filter control  
Protracker tempo  
PT replayer  
TFMX rate  
Fade volume  
Hotkeys  
Doubleclick  
Center name  
XPK identify  
Continue on error  
Doublebuffering  
Nasty audio  
VBlank timer  
Divider / dir  
Prefix cut  
Early load  
Archivers  
PS3M settings

---

Save, Use, Cancel

## 1.20 play

Play

----

List repeatedly            Play module list over and over.  
 List once                    Play list once stop.  
 Module repeatedly        Play one module over and over.  
 Module once                Play one module once and stop.  
 Modules in random order  
                               Play modules in random order.  
                               When playing has started, same module will not be played twice  
                               unless all modules have been played first.

'Play' affects the replayers where the end of the song can be detected from.

## 1.21 show

Show (titlebar information)

----

Time, pos/len, song    Show playing time, song position/length and  
                               song number/max song (#n/n) depending of what kind  
                               of a module is being played.  
 Time/duration, pos/len This does exactly the same as above with all but  
                               Protracker modules. If enabled, HiP will calculate  
                               duration of PT module and show it in the titlebar.  
 Clock, free memory    Show clock (24h) and free CHIP and FAST in kilobytes.  
 Module name            Show module name.

## 1.22 Filter control

Filter control

-----

Filter controlled by module, filter forced off or on.

## 1.23 Module directory

Module directory

-----

Here you can enter your module directory or select it by pressing '?'.  
 -----

## 1.24 Program directory

Program directory  
-----

Same as module dir but for saving module programs.

## 1.25 screen

Screen  
-----

Select a public screen. All HiP's windows and requesters will be opened on the defined screen. If the screen is not available, default screen will be used (usually Workbench).

## 1.26 Protracker tempo

Protracker tempo  
-----

Enable or disable Protracker tempo command. Use on old modules that use speeds higher than \$1F. Applies also to The Player modules.

## 1.27 PT replayer

PT replayer  
-----

Normal: Use normal Protracker replayer to play modules from CHIP RAM.

Fastram: Play PT modules from FAST RAM.

PS3M: Use Guru's

PS3M

to play modules from CHIP or FAST.

This way you can use those neat modes, eg listen Protracker modules with

real surround

.

## 1.28 scopes

Scopes  
-----

Select one of the scopes by clicking the type gadget and the bar gadget. The 'Scope on/off' button or 'z' key will start it up. You can close a scope by closing it's window or clicking the gadget again.

These are for Protracker-modules only:

Quadrascope (& bars)

- This is just like the one in Protracker. Channel order: 1,2,3,4.

#### Hipposcope (& bars)

- Couldn't invent a better name.. Bass-sounds look nice with this one.  
Channel order: 1,2,3,4.

#### Frequency analyzer (& bars)

- This one's more processor intensive. There is one for the left and the right side. It is supposed to display frequencies while not using period values. This is not FFT, but is based on Guru's strange idea... Bass-sounds are on the left and treble-sounds on the right.  
Bar channel order: 1,4,2,3.

#### Patternscope

- Protracker-emulator... Shows pattern data, four fake VU-meters and four tiny period boxes.  
Channels: 1,2,3,4.

#### F. Quadrascope (& bars)

- F. stands for filled. Inspired by Guru/S2's routine many years ago.  
Channels: 1,2,3,4.

#### Bars

- These will try to visualize the volume and the period of each channel.  
The vertical position represents sample period and the width sample volume.

There are almost the same scopes for PS3M: Quadrascope (stereoscope) actually), hipposcope, frequency analyzer and filled quadrascope (stereoscope). No bars.

The scopes will need some kilobytes of memory for buffers. They are run with priority of -30 so that they won't interfere with anything important.

## 1.29 TFMX rate

### TFMX rate

-----

Mixing rate for the 7-channel TFMX replayer.

## 1.30 timeout

### Timeout

-----

Set playing time (mins:secs). Disabled in the leftmost position. Timeout can affect all modules or only those which the end can't be detected from. You can select this by pressing 'Timeout'.

Example: Play Protracker-modules until they end and PSIDs for, say 3 minutes. Or you can play all kinds of modules for only 30 secs (intro scan:).

## 1.31 Filebox size

### Filebox size

-----

Define the number of files showed simultaneously in the main window.

---

Minimum is 3 and maximum is 50 (will need a BIG screen). If the value is too big for the current screen, it will be truncated.

## 1.32 archivers

Archivers (LhA... LZX... Zip...)

HiP can decompress and play LhA, LZX and Zip files. You need to specify a path, a command and options for each.

LhA, LZX and Zip archives will be extracted into a file right after '>' (for LhA and Zip this is output redirection). The %s means the name of the archive to be opened. The output file can be placed somewhere else than in RAM: if you don't have enough memory.

You need: LhA, LZX or UnZip, according to what kind of packed files you have (be sure they really are where you defined them to be), and 'Run' command in C:. LZX also needs 'C:Execute' and 'S:SPAT'.

These kind of files are identified by checking the name. LhA files have suffix '.lzh' or '.lha', LZX files '.lzx' and zip files '.zip'.

\*\* Hint \*\*

- Archived files may be packed with XPK, FImp or Powerpacker. For example, you could use xpkDLTA to encipher a module and then LhA it. Gives very good compression of sound related data.

\*\* LhA hint \*\*

- You can store both TFMX mdat. and smpl. files in one archive! Just remember that the files MUST BE unpacked before archiving and mdat file MUST BE added into archive first!

Archiver commands

## 1.33 Archiver commands

Archiver commands

```
LhA -> c:lha >T:virtahepo p -qMNIQw "%s"
\textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
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  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{}
c:lha          the program lha and complete path
>RAM:virtahepo A file where decompressed data will be stored.
                Can be placed for example on HD (>dh1:temp/rhinocerus)
p              Print files to stdout, in other words in file after the '>'.
```

```
-qMNIQw      q      be quiet
              M      no autoshow files
              N      no progress indicator
              I      ignore LHAOPTS variable
              Qw     disable wildcards
"%s"         The %s will be replaced with archive name.
```

```
LZX -> C:execute s:HiP-script "%s" T:HiP-temp c:lzx ;>T:HiP-temp/virtahepo
\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
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  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{} \
```

This is a tricky one. Thanks to Gavin Hamill for the illuminating script (which HiP-script is based on). 'S:HiP-script' will make a temp dir 'T:HiP-temp' and extract the LZX archive there (c:lzx is the full path & name for lzx). Then the file that was extracted is renamed to 'virtahepo' so that HiP can recognize and load it. Note that the '>T:HiP-temp/virtahepo' statement in the commandline is there just to show HiP where to look for the file. Also note that the temp dir is not deleted afterwards.

Change 'c:lzx' to where lzx resides in your system! Same thing for 's:HiP-script'.

'S:SPAT' script file is required!

If you want the temp dir somewhere else than T:, change all 'T:HiP-temp's in the commandline.

Example to extract LZX archives to HD:  
 C:execute s:HiP-script "%s" dh1:temp/dung ;>dh1:temp/dung/virtahepo

```
Zip -> C:unzip >T:virtahepo -cqq "%s"
\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{} \
```

```
-cqq      c      extract files to stdout
           qq     be very quiet
```

You can also use other programs for uncompressing.  
 Example for LhA: c:lhx >RAM:virtahepo p -qMNQw "%s"

## 1.34 PS3M settings

PS3M settings

-----

This replayer (by Guru/S2) can play S3Ms, XMs, FTMs, MODs and MTMs.

State/buf (System state / buffer size):

Pri -10 to +10

Set priority for the system friendly player process.

Killer Disable system and stop most of the DMA to get the best quality. The blue flickering represents free CPU time. Stop playing by pressing mousebuttons. No enforcer!

Buffer 4kB, 8kB, 16kB, 32kB mixing buffer size. Smaller buffer gives faster response, but decreases the "backup" buffer possibly causing more "skipping".

Play mode: Playing modes (see the PS3M doc for more info, or just try them out)

Stereo:

Works only with Surround play mode!

You can adjust the strength of stereo. 0% is mono, 100% is stereo, and 50% is the normal surround value.

Volume boost:

Makes the sound clearer and louder (use when 8 or more channels) You will hear the change almost immediately.

Mrate (mixing rate):

Mixing rate in kHz.

## 1.35 Fade volume

Fade volume

-----

This will cause those replayers that support volume to fade music in and out.

## 1.36 hotkeys

Hotkeys

-----

Enable/disable lamiga-lshift-control-<key> keys. This is for preventing collisions with other programs that may be using the same key combination.

## 1.37 doubleclick



Doubleclick  
-----

When enabled, a module can be loaded and played by doubleclicking on it.

### 1.38 Center name

Center name  
-----

When enabled, chosen module will be centered in the filebox.

### 1.39 XPK identify

XPK identify  
-----

When on, all XPKed files will be checked if they should be loaded in FAST memory. You should set this if you listen to modules played by PS3M.

### 1.40 Continue on error

Continue on error  
-----

Errors that occur while loading will be ignored, file will be skipped and the next one will be loaded. After five errors the procedure will be halted.

### 1.41 doublebuffering

Doublebuffering  
-----

Normally when loading a module the one that is playing is ejected. With this button you can force HiP to play the current module and load the next one at the same time. Useful for floppy users, no delays between playing. If there's not enough memory to hold two mods at the same time the one that is played will be ejected before loading.

### 1.42 Nasty audio

Nasty audio  
-----

Select allocation priority of the audio channels. When on, no program except HiP can use the channels. PS3M uses maximum priority at all times.

---

## 1.43 VBlank timer

VBlank timer

-----

Select timing method to be used for playing: VBlank or CIA timer.

Use this switch if you don't want HiP to use one of the two CIAA timers. VBlank plays with wrong speed on non-50Hz screens.

This switch has no effect on the following: PS3M, SID, Sonic Arranger, TFMX, TFMX 7c, MED, The Player 6.1a. They use their own way of timing.

Tempo will be disabled when playing PT mods with VBlank timer.

## 1.44 priority

Priority

-----

Select a priority for HiP's processes: -1, 0, +1. All excluding HippoScope are affected.

## 1.45 startup

Startup

-----

When enabled, HiP will start playing immediately on startup. The module or the program to be played can be chosen by clicking the 'Startup' gadget.

## 1.46 alarm

Alarm

-----

Set a time for HiP to play a module (same as startup module). The alarm time is given to requester as four digits. First two are hours, last two minutes. To enable alarm, set titlebar info to clock. To re-enable alarm, switch titlebar info to something else and then back to clock.

## 1.47 Function keys

Function keys

-----

You can install a module or a module program for each of the function keys (F1-F10) by clicking this gadget. Then when you press a fkey, the corresponding module program or module will be loaded and played.

---

## 1.48 Player group

```

Player group
-----
Status:      Player group loaded/not loaded.
Mode:        Loading conditions
              - Startup: load immediately on startup
              - Demand: load when there is demand for the players
              - Disable: don't load players and unload if already loaded
File:        Player group file
              .

```

These can be changed from the gadgets.

## 1.49 font

```

Font
----
Select a 8x8 pixel font (kick2.0+ only). All fixed width and 8 pixel high
fonts will be scanned and only those that are 8x8 pixel fonts are
displayed.

```

## 1.50 Divider / directory

```

Divider / directory
-----
When adding directories, it is sometimes useful to have a list divider for
each scanned directory. This switch does just that.

```

## 1.51 Filename prefix cut

```

Filename prefix cut
-----
Select filename prefix cut. Value 3 will cut prefixes like "mod.", "xm."
etc. from the names in the filebox.

```

## 1.52 Early load

```

Early load
-----
Select a pattern from end to start loading next module. Works with formats
supporting position/length.

```

Currently this is quite a lame function, because the newly loaded module starts to play immediately.

## 1.53 Save, Use, Cancel

Save, Use, Cancel  
-----

I guess you can guess these. If you close the prefs window it's same as 'Cancel'ling. The prefs-file will be saved in the S: directory.

## 1.54 Command line options

```
*****
*                                     *** Command line options ***
*****
```

Add modules to the list  
-----

HiP <file2> <file2> ... <file16>

All the files will be added to the list and the first added one will be played.

Load a module program  
-----

HiP PRGM <module program>

The program will be loaded and the first module will be played. If the playmode is set as 'Modules in random order', then a random module will be picked and played. Existing list will be cleared. (The PRGM-keyword is not necessary, but is faster in terms of disk activity.)

All filenames must be entered with full paths!

\*\*\* NOTE: You can also do these things while HiP is ALREADY running! This allows you to use HiP as a command line module player. Eg in Directory Opus it makes a good play button.

Hide on startup  
-----

HiP HIDE [other parameters]

HIDE makes HiP even more a command line player. It will force HiP not open it's window. Also reqtools.library is not needed (it will be loaded later if the window is opened). HiP can be controlled with hotkeys (if enabled) and/or ARexx if the window is not opened.

Quit  
----

HiP QUIT

If there is already one HiP running, it will be terminated.

## 1.55 ARexx

```
*****
*                                     *** ARexx ***                               *
*****
```

HiP has an ARexx port 'HIPPOPLAYER'. It will be initialized at startup if RexxMaster is found running. There are some simple ARexx-examples in the ARexx-dir.

\*\*\* Note! The ARexx-interface is not very thoroughly tested. If there appears any misbehaviour, tell me please!

Parameters in [] may be omitted, parameters in <> may not!

```
CHOOSE <num>           Choose file number <num> in list.
ADD [file]             Add file [file] to list. If not specified, open
                      file requester.
DEL                   Delete chosen file from list.
CLEAR                Clear list.
MOVE <num>            Move chosen module after file number <num>.
INSERT <file>         Insert file <file> after chosen file.
SORT                 Sort file list.
LOADPRG [file]        Load program [file]. If not specified, open
                      file requester.

PLAY [file]           If [file] is given, clear list and play it. Otherwise
                      play chosen file. If there's no files in list then
                      open file requester.
EJECT                Stop playing and free current module.
STOP                 Stop playing.
CONT                 Continue playing after stop.
SONGPLAY <num>       Play song number <num>.
RANDPLAY             Pick a random module and play it.
FFWD                 Jump forwards in song.
REW                  Jump backwards in song.
VOLUME <vol>         Set volume <vol> (0-64).

QUIT                 Close all windows and exit program.
ZIP <0/1>             0: small main window, 1: normal main window
HIDE <0/1>           0: hide main window, 1: show main window
PUBSCREEN <screen>   Set public screen for HiP's windows & requesters.
                      Note that this is case sensitive.

TIMEOUT <secs>       Set timeout (0-600 secs).
PS3MBOOST <value>    Set PS3M volume boost (0-8).
PS3MMODE <mode>      Set PS3M mode. 1: surround, 2: stereo, 3: mono,
                      4: real surround, 5: 14-bit stereo.
PS3MRATE <rate>     Set PS3M mixing rate (5000-56000).

LOADPREFS <file>     Load prefs file. Restart HiP with new settings.
                      HiP only saves prefs to S:HippoPlayer.prefs, so
                      you have to collect them manually somewhere for
                      ARexx-usage.

SAMPLES              Open sample name window.

GET <xxxx>           With this command you can get different information from HiP.
                      The <xxxx> can be one of the following:
```

```

xxxx:  result:
PLAY   0 if not playing, 1 if playing.
CFIL   Number of chosen file, 0 if none chosen.
NFIL   Number of files in list.
CURR   Number of loaded module.
NAME   Module name.
TYPE   Module type.
CNAM   Name of chosen file.
CSNG   Current song number.
NSNG   Number of songs available.
CSPO   Current song position.
MSPO   Maximum song position.
FNAM   Full name of loaded file.
COMM   Comment for loaded file.
SIZE   Size of loaded file.

```

## 1.56 Developers

```

*****
*                                     *** Developers ***                               *
*****

```

HiP has a tiny interface for programmers who want to code some scopes of their own. Check out the example source!

What you do is `FindPort()` "HiP-Port". If unsuccessful, HiP is not running. Otherwise, you get the pointer to HippoPlayer's port. It looks like this:

```

STRUCTURE      HippoPort,MP_SIZE
LONG           hip_privatel    * Private..
APTR           hip_kplbase     * Protracker replayer data area
WORD           hip_reserved0   * Private..
BYTE           hip_reserved1   * Private..
BYTE           hip_opencount   * Open count (see below)
BYTE           hip_mainvolume  * Main volume, 0-64
BYTE           hip_play        * If non-zero, HiP is playing
BYTE           hip_playertype  * 33 = Protracker, 49 = PS3M
*** Protracker ***
BYTE           hip_reserved2
APTR           hip_PTch1       * Protracker channel data for ch1
APTR           hip_PTch2       * ch2
APTR           hip_PTch3       * ch3
APTR           hip_PTch4       * ch4
*** PS3M ***
APTR           hip_ps3mleft    * Buffer for the left side
APTR           hip_ps3mright   * Buffer for the right side
LONG           hip_ps3moffs    * Playing position
LONG           hip_ps3mmaxoffs * Max value for hip_ps3moffs
*** Protracker ***
BYTE           hip_PTtrigger1
BYTE           hip_PTtrigger2
BYTE           hip_PTtrigger3
BYTE           hip_PTtrigger4

*** PT channel data block

```

```

STRUCTURE      PTch,0
LONG           PTch_start      * Start address of sample
WORD          PTch_length      * Length of sample in words
LONG          PTch_loopstart   * Start address of loop
WORD          PTch_replen      * Loop length in words
WORD          PTch_volume      * Channel volume
WORD          PTch_period      * Channel period
WORD          PTch_privatel    * Private...

```

\*\*\* NOTE: DON'T WRITE ANYTHING TO THE PORT!

\*\*\* hip\_opencount \*\*\*

As soon as you get the pointer to HippoPlayer's port, add 1 to hip\_opencount. When you are done, subtract 1 from hip\_opencount.

\*\*\* PT hints \*\*\*

Each channel has it's own trigger byte: hip\_PTtrigger1, hip\_PTtrigger2 etc.. When a new sample starts to play, the corresponding channel trigger is incremented by 1.

PTch\_start is updated so that it always points to the current playing position of the sample. PTch\_length will decrease until it hits zero. When this happens, PTch\_start is replaced with PTch\_loopstart and PTch\_length is replaced with PTch\_replen. In other words, the sample loops. If the loop size is 2 bytes (PTch\_length = 1, PTch\_replen = 1), the sample stops (plays null). Don't read past the sample data; always check PTch\_length.

The hip\_kplbase points to the data area of my Protracker replayer. This makes it possible to do scopes like patternscope. Contact me if you want the structure definition.

\*\*\* PS3M hints \*\*\*

hip\_ps3moffs is an offset from the start of the buffers pointing to the current playing position. Don't read past bufferstart+hip\_ps3mmaxoffs.

### 1.57 Known bugs

```

*****
*                               *** Known bugs ***                               *
*****

```

1. Main window refresh may get dangerously confused when when zipping window via zoomgadget while loading module/program, saving program or sorting. One zip is allowed, two is too much, so be careful.
2. Timeout and alarm don't work if there's no timer visible in the titlebar
3. Some Fred modules cause enforcer hits.
4. Sometimes opening the sample name window causes a guru.

5. All subsongs are not played if there is only one module in the list.
6. The scopes follow the sample data too fast on screenmodes with higher refresh rate than 50hz.
7. Sonic Arranger tunes tend to crash sometimes.
8. Scopes bug with PT 9xx command. This one originates from the Protracker itself (my PT replayer really is 100% PT compatible :)

\*\* NOTE: I've been getting complaints about the gadgets in HippoPlayer, mostly because the pressed gadgets look ugly on 8+ color screens. I use STANDARD gadgets in HiP, the ugly coloring is AmigaOS's fault, not mine. If someone knows how to correct the problem - some other way than using any of those terrible GUI libraries - please tell me.

## 1.58 History

```
*****
*                                     *** History ***                               *
*****
```

Read this! Some things are not mentioned elsewhere!

- v1.00 Works...  
I couldn't check the bug I suspected because a friend of mine wanted to upload the program everywhere. This bug causes memory to get fragmented when loading XPK files.
- v1.01 No major bugs left..
- v1.10
- Removed some small bugs here and there.
  - A description of the gadgets in the program.
  - Support for multisong Protracker modules.
  - Replayer which plays S3M/FTM/MOD/MTM modules, by Guru (jee).
  - Load/save module program.
  - Commandline options.
  - Four scopes.
  - Communication between most of HiP's processes. All windows except reqtools requesters will be closed when the main window is closed.
  - Window positions will be saved in the prefs-file. Also the state of the scope (on/off) will be saved.
  - Doesn't interfere with serial transfers on slower Amigas anymore. Exceptions are MED, TFMX, The Player. They use their own way of timing (level 6 here I come).
  - Works correctly on both PAL and NTSC.
  - Behaves more intelligently with bigger fonts, eh...
  - If playingmode is 'Random', Next/Prev will randomize a new module instead of what they would normally do.
  - Removed a bug in ProTracker's arpeggio.
  - Newlook propgadgets on Kickstarts 2.0+.
  - FutureComposer end-detect.
- v1.11
- Now should work on 50/60/72Hz screens correctly.
-



- New icon (less eyesore?).
- Filter control in Prefs.
- Doesn't try to open windows over screen's borders.
- Info window, in which an option to show samplenames.
- TFMX channel autodetect.
- New PS3M -> Mixingrate: 5-56 kHz, volumeboost: 0-8
- Lotsa fixes'n stuff.

## v1.12 (19.7.1994)

- Fixes'n stuff part 2.
- New scope: Frequency analyzer
- More stuff in info window.
- New formats: The Holy Noise, MED 5-8 channels.
- Executable size (and memory usage) reduced. Achieved this by packing nearly all the replayers.
- Removed a bug that caused PT vibratos to disappear. This bug was created when I removed the arpeggio-bug. Hmm..
- More informative loading phase.
- Enables/disables gadgets according to current replayer.
- New prefs design.
- Modulebox can now contain 8 names.
- Titlebar information printed with SetWindowTitles().
- PT modules can be played from FAST RAM.
- End-detect: JamCracker, Oktalyzer, SoundMon v2.0.

## v1.14 (30.7.1994)

- Fixed a bug in 'del' (caused a crash sometimes).
- Almost full keyboard control.
- New formats: Delta Music v2.0, Sonic Arranger.
- Some enchancements in the filebox and in the slider.
- PS3M now frees ALL buffers needed for playing.
- LhA, Zip & Gzip compatibility.
- Added a clock (titlebar info).

## v1.15 (5.8.1994)

- A couple of fixes here and there.
- Next/prev working fine again.
- Added a key for random play.

## v1.16 (12.8.1994)

- LhA/Zip/Gzip filehandling much better.
  - A bug in samplenamesroutine fixed.
  - PS3M priority reduced from 2 to 0.
  - PS3M system friendly mode end-detect (S3M, FTM, MOD, MTM).
  - Show free memory in titlebar.
  - SoundMon v2.0 bug fixed.
  - Stringgadgets' fontbug corrected (hopefully).
  - Volumeboost controlled with propgadget.
  - Scope priority from -5 to -30.
  - Priority selector in prefs (for mainprogram).
  - Startup errormessages.
  - Memory usage reduced 5kB compared to v1.15
-

v1.17 (? .8.1994)

-----

- Some fixes.
- Numerous bugs seemed to appear in v1.16. Hunt in progress..  
Removed one in TFMX 7ch interface.  
SoundMon v2.0 bug removed (again, was not fixed in v1.16).

v1.18 (22.8.1994)

-----

- Bughunt continues.  
Several removed and among them one that possibly scrambled memory.
- Non-existent doublebuffering changed to fade volume.

v1.19 (?.?.1994)

-----

- No volume fading when tune ends while using randomplay.
- PS3M priority changed again, this time to +1.
- Windowcoloring.
- PT replayer still had bugs left: vibrato & tremolo were too strong! Fixed.
- No more H.P.Lovecraft.

v1.20 (2.9.1994)

-----

- LhA/Zip/Gzip enhanced and some bugs removed.
- New background color looked wrong on 8+ color screens. Fixd.

v1.23 (? .9.1994)

-----

- SID support! Now you can listen all those cool C64 tunes!
- Samplenames => Moduleinfo. Now also info about SID modules.
- Open moduleinfo window also by pressing left mousebutton on the name/type box or pressing 'I'.

v1.25 (13.9.1994)

-----

- Major changes in LhA/Zip/Gzip interface. Should work OK, finally.  
The version in v1.15 onwards really acted strange!
- Stereoscope for PS3M, might not work very well though.

v1.28 (21.10.1994)

-----

- The timer will wrap properly now.
- All replayers excluding PT and PS3M didn't work on 68040 because of the copyback-cache. Should work OK now.
- Timer and pos/len are now shown at the same time.
- Moduleinfo reorganized. All PT samplenames in same window.

v1.30 (7.11.1994)

-----

- Fixed a very silly bug (changed the volume depending on the size of the module being played!).
  - New scope: SID.
  - Improved Shell interface. Allows HiP to be more a commandline moduleplayer.
  - Time, pos/len and song number shown at the same time.
  - The timer uses DateStamp().
-

- Requesters use the same font as the mainprogram.
- Some gfx bugs fixed.
- NEW VERSION OF THE PS3M! Mixingroutines for 68000 and 68020+.  
Faster and more beautiful! Stop/cont/fastforward/rewind etc.
- Two more scopes for PS3M.
- Removed The Holy Noise.
- The Player version increased to v6.1A.
- When a module jumps backwards it is considered ended. Works with PS3M and ProTracker.

## v1.31 (12.11.1994)

- Several not so serious bugs fixed.
- After playing TFMX 7c tunes, programs using lev4 interrupt crashed (like PS3M). Fixed.
- Some Prefs-window reorganization.
- Hippoicon by Tommi Lindström (Hawk/Hippopotamus Design).

## v1.32 (18.11.1994)

- Pressing "Play" on the module currently being played caused HiP to load next module (in list-playmodes).
- Module program directory saved in the prefsfile.
- Samplenameviewer works OK, no more garbage.
- Some PS3M bugs removed (stop-eject=no guru).
- ProTracker replayer can cope with a bit mutated modules too.

## v1.33 (7.12.-94)

- Unofficial release...

## v1.34 (11.12.-94)

- Numerous fixes here and there.
- BPSoundMon enhancements: position/length, ffwd and rew, volume.
- More info in the infowindow.
- Number of subsongs checked: TFMX, TFMX 7c, Fred.
- When there's no "moduleinfo" available and the left mousebutton is pressed on the left third of the textbox, infowindow will be opened.
- TFMX & TFMX 7c enhancements: position/length, ffwd and rew, songend.
- Sometimes PS3M didn't start to play in killermode (my fault). Fixed.
- New design in the main window.
- Amount of files showed in the main window now selectable.
- Amount of songs (if available) shown after current songnumber.
- Some samplenameviewer bugs removed.
- IMPORTANT: Versions 1.30 to 1.33 didn't work on A500 or A600, in other words on 68000. This version should work OK.

## v1.35 (2.1.-95)

- Samplenameviewer still had a bug! Vanquished it!
- New scope for ProTracker: patternscope.
- Prefs: doubleclick, center name, some gfx changes,  
multiple choice requesters with RMB.
- Stringgadgets in prefs will only accept fonts of size 8 or smaller. No more trash.

- Aargh! Stupid LhA command mistake corrected! %s" -> "%s" !
- ProTracker replayer caused Enforcer hits! Fixed...
- Module name shown in the title of the samplenamewindow.
- Removed that little window when opening LhA, zip and gzip files.
- ProTracker: Songnumber not shown and NS/PS gadgets disabled when there's only one song in module (most modules have only one song).
- Removed the SID scope. It was "illegal" as it used some undocumented functions in the playsid.library.
- Removed the PT fastram player. It was terrible.
- TWO SERIOUS BUGS REMOVED! When playing ProTracker modules (or alike), my PT replayer and Guru's PS3M sometimes scrambled system's memorylist! Aargh (part 2)!!
- Found more bugs in the PT replayer. I have been using it for two years and there's still bugs left... Some effect commands weren't played correctly while notedelaying (EEx). Fxd.
- Player v6.1A: Stop/cont working again.

#### v1.38 (9.1.1995)

- Oktalyzer modules played wrong on non-50Hz screens. Fixed.
- One TFMX 7c interface bug removed.
- Added startup play.
- Added load & play module or program by pressing the function keys.
- No need to have PRG in front of the filename anymore when loading programs via commandline.
- Programs can be loaded with New/Play.
- File & directoryrequesters use the font defined in system's prefs.
- Fixed one bug in PS3M (divide by zero-exception when playing S3Ms).

#### v1.39 (12.1.1995)

- Quick bug fix! Damn I'm stupid! v1.38 doesn't work on 68000, this version does.
- The main window is now an AppWindow! Now you can drop modules and module programs on the window and they get loaded and played. This feature is for kick2.0+ only.

#### v1.40 (21.1.1995)

- The terrible fastramplayer is back. Works somehow.
- Prefs: Show module name in titlebar, set playing time (timeout).
- Works better with arc-handler (ARC:).
- Killed a killer bug in the PT replayer.
- LhA enchancement: Load both TFMX mdat and smpl files from one archive.

#### v2.00 (19.3.1995)

- \* ARexx support
  - \* Public screen support
  - \* Keyboard control changes: you can use the keys without activating the window first by pressing lamiga-lshift-control-<key>.
  - \* New PS3M: support for Fasttracker 2 (XM) modules.
  - \* Improved outlook.
  - \* Patched playsid.library so that it's possible to play SID-tunes
-

- also on kick1.2/1.3.
- \* Prefs: continue on error, hotkeys, nasty audio, doublebuffering, program dir selector.
- \* Main window: move, insert, sort (hidden under insert)
- + Timeout has now two modes.
- + You can 'Add', 'New' and 'In' directories.
- + New The Player v6.1a replayer.
- + PT replayer causes no serialstops.
- + Command line: HIDE, QUIT.
- + Prefs: PS3M volume boost has immediate effect on music.
- + Included some support progs.
  - PSID-files are loaded in public mem if possible.
  - HiP can be hidden with lamiga-lshift-control+h.
  - Key for toggling current scope.
  - Uses less CPU than v1.40 when not playing.
  - Filebox routines optimized & jump scroll with shifts.
  - New algorithmic random generator (thanks Thomas!).
  - If PT replayer is set as 'Fastram', modules smaller than the replayer's chip buffers (256kB) will be loaded in chipram.. :)
  - Recognizes .Lha .lHa .lHA like suffixes too.
  - Only 8 channel Oktalyzer-tunes are loaded in fast ram.
  - Faster gadget disabling/enabling (OffGadget()) was sloooow).
  - Fixed and enforcer hit when toggling prefs window.
  - Bug fix in the doc: the player table had some wrong info.
  - General good stuff and nice things.

#### v2.05 (3.5.1995)

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- \* Some fixes and improvements here and there.
  - \* Keyboard: K/L swapped back with ARROW LEFT/ARROW RIGHT.
    - Added lot's of functions to number pad.
  - \* MED: multisong support, song position/song length, forward, rewind, songend. Also no lib-error bug removed.
  - \* New PT FAST RAM replayer which uses only 1024 bytes of CHIP RAM.
  - \* Replaced GZip support with LZX.
  - \* New music formats: Mark II, Maniacs of Noise, David Whittaker, BP SoundMon v3.0 (v2.2?).
  - \* Prefs: VBlank timing selector, switch for scope bars.
    - Added zoom-gadget (kick2.0+).
    - Directories are added recursively (kick2.0+).
    - Fix: PS3M with killer mode caused crashes (my fault).
    - + Added Humble mode for PS3M: priority = -3.
    - + PS3M mixing buffer size can be as high as 64kB.
    - Fix: randomgenerator bugged heavily (jammed the machine).
    - Fix: PT replayer patterndelay + volslide.
    - Double buffering: if not enough memory, dump current module and try again.
    - When adding modules via AppWindow or commandline they are added to the end of the list, instead of first clearing the list and then adding.
    - Filter status saved in prefs file. Wasn't saved in prev. versions!
    - File selection bar is always kept visible.
    - Better init error handling.
    - The sort routine is six times faster than before.
    - Priority affects all processes excluding HippoScope.
    - Windows adapt with different border sizes (works with sysihack).
    - Titlebar info: clock and free mem shown at the same time.
-

- Keys works from prefs window too.
- A new icon by Cyclone.

v2.06 (19.5.1995)

- 
- \* External player group.
  - + Selectable 8x8 pixel font (kick2.0+).
  - + Title of the sample name window now contains name, comment and size.
  - + Timing is done with CIAA timer. Serialstops should finally be gone now..
  - Hide had a big bug! Terminated it. (Hi Yolk! (I'm an idiot))
  - Fixed a bug in HiP-script (LZX extraction).
  - Pressing 'Use' in prefs window will also change the scope.
  - Fade volume on exit.
  - A new icon by Roman Patzner.
  - Fixed a bug in ZIP (ARexx).
  - Some PS3M bugs removed.
  - Some fixes...

v2.07 (26.6.1995)

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Bug fixes:

- Continue on error no longer causes neverending load and fail-loops.
- PS3M buffer max size reduced to 32kB (64kB didn't always work well).
- Removed a bug in the font selector (no more memory and time waste).
- 'New' clears the list only if some mods were selected.
- PT fastram player bug removed (the one that jammed the machine).
- Timeout works with doublebuffering now.
- LhAed TFMX mdat+smpl loading with doublebuffering had a really serious bug. Killed it.
- Another bug with LhA and TFMX removed. Probably caused crashes if the length of the MDAT file was odd.
- Pos/len and NS/PS didn't work with MED MMD2 modules (I don't have the format description!), so I removed them.
- ARexx command PLAY was documented misleadingly. Corrected.

Improvements:

- Little fixes and improvements here and there.
  - Find files in list.
  - Alarm clock! :)
  - New music formats: Old Soundtracker, Hippel, Hippel-COSO.
  - SID-info and sample name windows update when a new module is loaded.
  - Totally new cycle gadget mult.choice requester with right mousebutton!
  - 'Center name' improved so that doubleclicking is more easier.
  - Option to show duration of Protracker modules.
  - MED-player will try to allocate the serial port for playing MIDI modules.
  - New PS3M replay version: 0.951. Lot's of bugs removed.
  - Moved PS3M into player group.
  - Config file for PS3M, like the one in PS3M the player by Guru.
  - PS3M Surround stereo slider.
  - PS3M Humble and Friendly modes replaced with priority selector.
  - PS3M now uses CIAA timer which doesn't cause serial stops like CIAB. (The CIAB can be selected in the PS3M config if the user really wants.)
  - New DMA wait routine for PT replayer by Peter Kunath.
  - Changing scope will have immediate effect.
  - No pop-screen-to-front at startup anymore.
-

- Improved LhA, LZX and Zip file indentification.
- Tools: WaitHiP, HiPlay, PSIDcomment.
- New MWB icons by Roman Patzner.
- New NewIcons icon by David Wiles.
- HiP.guide by Tuomas Lukinmaa.

v2.08 (21.7.1995)

-----  
Bug fixes:

- 'Play Module once' bug removed.
- Changed to use the old DMA wait in the PT replayer because the new one didn't always work fine.
- Added RMB listselector for main program priority.
- Tried to play MED mods even when an init error occurred. Fixd.
- PT module duration calculation routinetion (:-) locked up in some situations. Fxd.
- PT module end-detect fix.
- PS3M configuration file parser had a bug. Messed up priorities with killer mode. Fd.
- Doublebuffering works with dropped-icon modules.
- Dropped modules get played immediately even with random play.
- PSID file indentification with .info now recognizes more files.
- Crashed when couldn't open font. F.
- Some problems fxd with song names and PS3M.
- 'Continue on error' failed with unknown modules.
- PT sampleoffset now actually works 100% correctly. Hi Yolk & Guru! :)
- Recognizes \*.LZH.
- Major bug removed in random play..

Improvements:

- Added mouse waitpointer.
- Better MarkII, Hippel and Hippel-COSO identifying.
- Included a HiP brush by Roman Patzner.
- No volume fade on exit.
- Volume fade works a bit better with PS3M.
- Scope window is closed when no data is available.
- List selector in prefs can be cancelled by clicking outside the window.
- If a module that is played contains subsongs, all of them are played before next module is loaded. Works with play modes 'List repeatedly' & 'List once' and with end-detectable modules, and with timeout.

v2.09 (28.7.1995)

-----  
AARGH!! v2.08 had an old version of the PS3M! :-(((((((( This version has the new one (same as the version in v2.07)...

Improvements:

- New scope
- A little change in PatternScope concerning VU-meters.

v2.10 (2.9.1995)

-----  
Bug fixes:

- Some little ones here and there.
  - DMA wait bug fixes: Protracker, JamCracker, Soundmon, Hippel-COSO. Lost notes on screenmodes with high refresh rate.
  - Enforcer hit with right mousebutton removed.
-

- Commandline stuff bugs removed.

Improvements:

- List dividers.
- Filename prefix cut.
- Early load.
- New fast forward mode.
- RMB function indicators (DOpus style).
- New Prefs organization.
- Changed the position of 'cursor' in patternscope.
- IFF 8SVX sample playing.
- Added SAMPLES ARexx command.
- ARexx command PLAYSONG bugged. Replaced with SONGPLAY that works.
- Little interface for programmers.
- Thickened the quadra/stereoscopes.
- Moved the info from the title of the sample window into the window itself.
- The position of the sample name window and the info window are saved.
- Sample windows not opened by the user no longer inactivate the main window.
- Join module lists with RMB and 'Lp'.
- Improved sort routine:
  - \* Sorting accuracy 24 characters
  - \* Divided sections are sorted separately
  - \* Prefix cut compatible
  - \* Not very fast. I'm still using bubble sort...
- Skip setting of values in PS3M config file with '?'s.
- Included Filer-ARexx script by Janne Simonen.
- Increased PS3M maximum mixingrate from 56 kHz to 58 kHz after finding out it is actually possible.
- HippoScope for PS3M: doubled the vertical pixel size, doubled the amount of pixels on 020+ Amigas.
- NOTE THIS: The PRG keyword has been changed to PRGM!

v2.11 (6.9.1995)

-----  
Bug fixes:

- Some little fixes.
- v2.10 had a test version Protracker replayer... Argh! :( Well it works fine and is faster but doesn't always sound the same as the original Protracker. So back to the old replayer in this version.

Improvements:

- Scope opens again when possible.
- Dir add with divider/dir now adds dividers to all dirs.

v2.12 (16.9.1995)

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Bug fixes:

- Some.

Improvements:

- Redone the programmer interface.
  - External scopes included.
  - Example scope source included.
  - Loading progress indicator for XPK files.
  - Filled stereoscope for PS3M.
-



- Hipposcope for PS3M: 2x1 pixels instead 1x2 pixels. Also no extra dots with 020+ CPUs anymore.

## 1.59 Hellos

```
*****
*                               *** Hellos ***                               *
*****
```

Jarno Paananen (Guru/Sahara Surfers)

- Hi my friend! Thanks very much for the PS3M and everything else!

Nico François

- Thanks for the great reqtools.library!

Ron Birk & Per Håkan Sundell

- Thanks for making almost perfect SID-emulation.

Thanks:

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Peter Kunath (Delirium Softdesign), Henryk Richter (Buggs/Defect), Tommi Lindström, Richard Harris, cYClone/nEW-dEAL^PSD PC, Roman Patzner, David Wiles, Tuomas Lukinmaa (Tumu / BFB Team), Janne Simonen

Official beta testers:

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Jarkko Kemppainen, Mikko Karvonen

Special hellos:

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Agust Arni Jonsson (Nemesis1), Mikael Grahn, Jari Karjalainen, Ivan Wheelwright, Jani Kannisto, Thomas Gylfe, Arto Ikola, Tommi Lempinen

Hi:

---

Paul Petershagen, Thomas Schuerger, Gavin Hamill, Aki Laukkanen, Stelios, Markus Stenberg, Fred Brooker, Fredrik Elmqvist, Flame, Jobbo

Thanks to all the ones who have sent me registrations, bug reports & suggestions!

## 1.60 About

```
*****
*                               *** About ***                               *
*****
```

HippoPlayer was made by using Asm-Ones v1.06/1.09/1.25. Pure assembler 100%+!. Sourcecode length without any includes or play routines is about 350kB.

Registrations, bug reports, comments & suggestions and C-64 warez are welcome!

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