

OctaMEDPlayer

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REVISION HISTORY

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Chapter 1

OctaMEDPlayer

1.1 OctaMEDPlayer Guide

OctaMEDPlayer V5.00

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OctaMEDPlayer is a stand-alone, freely distributable player program for OctaMED songs. It can be used from both

Shell  
and Workbench

LINK wb\_usage}.

Supported File Formats

System Compatibility

HQ Mode

Shell Usage

Workbench Usage

OctaMEDPlayer Window

ARexx Interface

About Program...

Document last changed: 26.05.1993.

### 1.2 OctaMEDPlayer File Formats

OctaMEDPlayer V5 supports several MED/OctaMED file formats:

\* Old Sng+Samples format (MED V2.1 - OctaMED V2). OctaMEDPlayer is probably the only external program capable of playing this format.

\* MED/OctaMED modules of type MMD0 (MED V2.1 - OctaMED V5), MMD1

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(OctaMED V3 - OctaMED V5) and MMD2 (OctaMED V5).

OctaMEDPlayer is a MED/OctaMED-only player program. In particular, support of other music programs will NOT be added. There are more general player programs for this purpose (e.g. MultiPlayer and PowerPlayer).

OctaMEDPlayer supports normal four-channel songs, MIDI, and the split (5-8) channel modes, as well as multi-modules. Powerpacked MMD-modules are automatically decrunched (powerpacker.library required).

=== Notes for MED V2.1 / MED V3 Modules

MED V2.1 Modules

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There may be problems with the playing speed. If the playing speed isn't correct, load the module into a newer MED/OctaMED, change the secondary tempo to 6, and save it back.

MED V3.00 Modules

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There's an alignment bug in the module saving routine of MED V3.00. Some modules may crash when played (on 68000/68010-based Amigas). This problem can be fixed by loading the module into a newer MED/OctaMED and simply saving it back.

### 1.3 System Compatibility

OctaMEDPlayer is compatible with operating system release 1.2 or later, and is fully multitasking.

OS Release 2 users will have some extra luxuries, such as a Zoom-gadget and a file requester. This guide can also be called while the string gadget is active.

OctaMEDPlayer uses the system standard ASL file requester, which is only available under Workbench 2.0 and later.

### 1.4 HQ (High Quality) Mode

The HQ Mode enhances the sound quality of 5-8 channel modes. It will, however, cause increased processor load. This mode is available in OctaMEDPlayer, as well as in OctaMED.

Due to the high processor load, the HQ mode in 7/8 channel modes is not usable on slow (7.14 MHz/68000) Amigas.

The HQ Mode gadget doesn't do anything when it's clicked. The change will take place next time Play or Cont is clicked.

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## 1.5 Shell Usage

OctaMEDPlayer is started from Shell as follows:

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OctaMEDPlayer <song> <number> <options>

<song> Optional, if not specified,
 OctaMEDPlayer Window
 appears and waits for your interaction. If <song>
is present, the song is loaded. If it loaded OK,
the playing will start. Ctrl-C quits.

<number> If <song> is a multi-module, this number selects
the song you want to play.

<options> Additional command line options. Currently
supported are:

HQ Activate the
 HQ mode
 (5-8 channel modes only).

WINDOW Open the
 OctaMEDPlayer Window

MBEXIT Stop playing when both mouse buttons pressed
 (when started from Shell, also exits).

QUIET Don't display any messages (in Shell mode only).

Examples:

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octamedplayer multimod 2 ;plays the second song of 'multimod'

octamedplayer eightchsong hq ;play 'eightchsong' (use HQ mode)

octamedplayer eightchsong window hq ;as above, but open the window

octamedplayer hq window ;open the window and activate the HQ mode

## 1.6 Workbench Usage

Workbench usage:

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You can run OctaMEDPlayer by double-clicking its icon. To
automatically play a song when its icon is clicked, set the
icon default tool (the default setting is "OctaMEDPlayer").
You can click the song icon and then shift-double click the
OctaMEDPlayer icon to play that song. OctaMEDPlayer always
opens its

 window
 when started from the WB.

1.7 OctaMEDPlayer Window

The OctaMEDPlayer Window:

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When you start OctaMEDPlayer from

WB

or

Shell

without

arguments, the window appears. There are gadgets for controlling the playing:

The string gadget Holds the name of the current song. You can load a new song by typing its path and filename into this gadget, and pressing Enter.

Play Starts playing the song from the beginning. If shift-clicked and there's a multi-module in memory, all songs of the multi-module will be played.

Cont Plays the current song starting from the point where you stopped it.

Stop Stops the playing.

MIDI: Y/N This gadget allows you to turn MIDI on/off. It has no effect when in 5 - 8 channel mode!

Load... Allows you to load a song by using the ASL file-requester. This feature requires OS Release 2.

< > With these gadgets you can select the song, if there's a multi-module in memory.

HQ This switch toggles the HQ mode  
. Affects only 5-8 channel songs. It has no effect when clicked during playing.

There's some information about the playing position displayed:

Sg:01/01 Sc#:001/010 Sec:002/005  
Seq:002/009 B:000/140 L:0012

Sg: The number of the current song, and the total number of songs in the current module.

Sc#: Current section list position. (MMD2 only)

Sec: Current playing sequence/section. (MMD2 only)

Seq: Current playing sequence position.

B: Current block.

L: Current line number.

## 1.8 OctaMEDPlayer ARexx Interface

ARexx interface

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OctaMEDPlayer has a small ARexx interface, which is useful for multimedia use, for example. The port name is OCTAMEDPLAYER. The following commands are recognized (not case sensitive):

PLAY Plays the current module (equivalent to clicking the "Play" button).

PLAYALL Plays all songs of the multi-module (= shift-click Play button).

CONT Continue playing the current module.

STOP Stop playing.

LOADMOD Loads a module (e.g. loadmod 'module').

SONGNUM Sets the multi-module song number (e.g. songnum 2).

GETSONGS Returns the number of the songs in the current module (1) or multi-module (> 1).

QUIT Quits OctaMEDPlayer

1.9 About OctaMEDPlayer...

OctaMEDPlayer version 5 is copyright ©1991-1993 Teijo Kinnunen. All Rights Reserved. This program is Freely Distributable. You are encouraged to distribute OctaMEDPlayer and this document file.

OctaMEDPlayer supports all features of OctaMED V5, copyright ©1991-1993 Teijo Kinnunen & Ray Burt-Frost (RBF Software).

A freely distributable demo version of OctaMED V5 is available from many PD suppliers, including the Fred Fish collection.

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(Note: Please don't write during June 1993 - March 1994, the author will

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be doing military service.)

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