

Compendium Deluxe Volume 1 Menu

COLLABORATORS

	<i>TITLE :</i> Compendium Deluxe Volume 1 Menu	
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Chapter 1

Compendium Deluxe Volume 1 Menu

1.1 LSD & 17Bit Compendium Deluxe Volume 1 Main Menu

LSD & 17Bit Compendium Deluxe Volume 1 Main Menu

```

Beginners
If you need more information on the menu system.
Read Me           Please be sure to read this first!

The Amiga Archives   Archived Files Collections.
The Amiga Ready to Use Files that can be used directly off the CD.

View Intro          Show the Intro.
```

1.2 Beginners Start Here

This menu system is totally mouse operated. It is very simple to use, if you see a highlighted button, such as this, it means it is an option available from that area. Clicking on that button will perform a function, such as running a demo, viewing a picture or extracting an archive. Remember when you have finished viewing a text file, listening to a music module etc. to click on the Close gadget to continue. Pressing Help at any time while using this menu will produce a help file. When you have finished in a menu area, clicking on the Retrace gadget at the top of the screen will take you back to the previous page, clicking on Retrace again will take you back a screen further, etc. etc. Basically, try out the gadgets, you can't do any harm. Remember not to click on the close gadget of this AmigaGuide menu, if you do you will have to reload it from Workbench.

1.3 Filename Information

Filename Information

This is the physical filename on the CD itself. Sometimes this may be cut short in the guide file to make room for the command, size, and description.

1.4 File Size Information

File Size Information

This shows the physical file size of the file on this CD, to view the uncompressed size of a LHA type archive just click on the 'V' button.

1.5 File Description Information

File Description Information

We have tried to make the descriptions as best as possible, always stating the version number, author and a brief description of what the actual file does. The MOD and S3M descriptions are taken from the actual sample names in the file, also IFF files are described with the width/height/bitplanes shown at the start and the ANIM files are described with the width/height/bitplanes/frames at the start.

1.6 File Commands

File Commands Information

Files on this CD come in many different formats,
LHA DMS TXT FAQ MOD S3M ASC EXE IFF ANIM
To see any information on any of these commands just click on the button.

1.7 LhA type Archives

LhA archives contain many files, you can view the contents by clicking on the 'V' button, and extract the files to your desired location by clicking on the 'X' button.

1.8 Mod & S3M File Types

Both Mod (Protracker) and S3M (Screamtracker) are music formats, HippoPlayer by K-P Koljonen is the player used to play both of these formats. The documentation follows:-

```
*****
**                               HippoPlayer                               **
*                               The Moduleplayer for smaller Amigas        *
*                                                                           *
*                               Programmed by K-P Koljonen (Moonstone/HPD)  *
*                               - A Hippopotamus Design production 1994 -   *
*                                                                           *
*                               This program may be freely distributed       *
*                               as long as all files are included unaltered! *
*                               Copyright © 1994 K-P Koljonen              *
**                               FREeware                                **
*****
```

HippoPlayer (HiP) is a moduleplayer for the Amiga. It works perfectly under Kickstart 1.2 and has about all the same features as the Multiplayer, which is Kick2.0+ only. One main reason why I bothered myself by making this program was that there were no good Kick1.3 compatible players around. The other reason was that my good friend Jarno Paananen (Guru/Sahara Surfers) made a replayroutine for Scream Tracker]I[modules.

Hip is the best Kickstart 1.2/1.3 moduleplayer I've seen so far. It doesn't need over 100kb of disk space nor memory, and can't play dozens of weird music formats. It can cope with some different music formats, though. I have to mention, that the Protracker replayer in HiP is my own, and quite fast. Average rasterline usage (on A500) is 3 and maximum is 6-7. Beat that ;-)... HiP also supports multisong PT-modules (see below).

HiP has a good support for Scream Tracker]I[, FastTracker, TakeTracker, and MultiTracker modules, meaning that you can listen them with a 68000 Amiga with listenable quality. All are played by the famous replayer by Guru.

Some features:

- Scream Tracker]I[, FastTracker, TakeTracker, MultiTracker, 1 to 32ch.
- The Player 6.0A. Samples may be packed, but not in a different file.
- TFMX modules, normal and the seven channel-ones
- Oktalyzer modules. Really good quality due to the turbocharged replayer.
- A handful of other 4 channel sample & synth music formats.
- Easy to use, nice 3D interface.
- Moduleprogram. Can be loaded and saved.
- Memory usage about 100kb.
- Loads and decompresses XPK, FImp and PowerPacker files.
- Internal multitasking.
- Tested and works on A500 running Kickstarts 1.2, 1.3 and 3.0.

```
*****
* Requirements *
*****
```

Any Amiga with some memory and Kickstart 1.2 or higher.
Reqtools.library of any version will be needed for requesters.

In order to decompress XPK or PowerPacker files, you will need xpkmaster.library (with some sublibs) and powerpacker.library.

For MED modules (4 channels), medplayer.library V2 or higher will be required.

These mentioned libraries are included in the package. Among them are some XPK sublibs too. You should copy the desired libraries into your LIBS: drawer. Note that only the reqtools.library is absolutely necessary.

The program will run fine on 512kb Amigas but decompressing bigger files may not work due to greater use of memory.

HippoPlayer can be loaded from CLI or Workbench. An own process will be created so there's no need to run it. This also means that you mustn't merge hunks in the file.

reqtools.library and powerpacker.library by Nico François.
medplayer.library by Teijo Kinnunen.

* Music formats *

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

Stop/Continue = 1 - The music can be stopped and continued at will.
Multiple songs = 2 - Modules can have more than one song.
Volume = 3 - Volume can be controlled.
End detect = 4 - The end of the song can be detected.
Forward/backward = 5 - You can jump forwards and backwards in the song.

Replayer	12345	Author
BP SoundMon	x----	Brian Postma
Fred	xx---	JC & Frederic Hahn
Future Composer v1.0-v1.4	x-xx-	SuperSero (of the Superions)
JamCracker	x----	M. Gemmel
MED 4ch	x----	Teijo Kinnunen
Music Assembler	x-x--	Oscar Giesen & Marco Swagerman
Oktalyzer 8ch	--x--	Armin Sander
Protracker	xxxxx	K-P Koljonen
S3M/FTM/MOD/MTM	--x--	Jarno Paananen
SIDMon v1.0	x----	Reiner van Vliet
TFMX	xxx--	Chris Hülsbeck
TFMX 7ch	xx---	Chris Hülsbeck
The Player v6.0A	x-xx-	Jarno Paananen

Note that not all of the functions work on all replayers. Eg you can't stop Oktalyzer when you've started it. Well you can, but only by ejecting, so you can't continue.

Normally all modules will be loaded in CHIP. Oktalyzer- and S3M/FTM/MOD/MTM modules and TFMX songdata will be loaded in FAST RAM if possible.

All compressed files will normally be loaded in CHIP. However, it's

possible to uncompress some kilobytes from the beginning of a XPked file, and check if it is a S3M/FTM/MOD/MTM-, or PT module, which is to be passed to the mixing replayer, OR TFMX music data. This slows the loading down a bit, but speed is gained because FAST is FASTER than CHIP. This feature can be controlled from the prefs window.

Protracker

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 to select different songs.

TFMX

HiP can play both 4 and 7 channel TFMX modules, including the excellent Turrican 2 and 3 intro tunes.

A TFMX module consists of two files. They must be named 'mdat.<name>' and 'smp1.<name>'. To play, select 'mdat.<name>'. HippoPlayer will then try to load the 'smp1.<name>' file.

The mixing rate of TFMX 7 channel replayer can be changed. The bigger value, the better quality and bigger CPU load.

S3M/FTM/MOD/MTM

(ScreamTracker]I[/FastTracker/TakeTracker/MultiTracker)

Jarno Paananen (Guru/Sahara Surfers) has made replayers for these. 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.

* Gadgets *

- New Clear the modulelist, select new modules and play the first one.
 - Play Load and/or play the selected module. If nothing selected, pop up the filerequester.
 - Cont Continue playing after stop.
 - Stop Stop playing.
 - Eject Stop playing and free the current module.
 - Prev Load and play previous module.
 - Next Load and play next module.
-

PS Play previous song.

NS Play next song.

Add Add modules to the end of the list, pop up the filerequester.

De Delete the selected module from the list.

Clr Clear the list.

< Backward, jump to previous pattern.

> Forward, jump to next pattern.

LoP Load moduleprogram.

SaP Save moduleprogram.

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

Vol Volume controller (min=0, max=64).

The leftmost propgadget
Scroll modulelist.

? Enter the info menu.

Samplenames	Display samplenames of MODs, S3Ms, FTMs and MTMs.
Help	Description of gadgets.
More	More info..
Exit	??

Windowclose-button
Close all windows except requesters and exit.

* Prefs~*

Mode (what to do when a module finishes)

Repeat	Play the modulelist over and over.
Through	Play the list once stop.
Repeat module	Play one module over and over.
Module	Play one module once and stop.
Random	"Shuffleplay". Play modules in random order. When playing has started, same module will not be played twice unless all modules have been played.

The 'mode' switch affects the replayers where the end of the song can be detected from.

Show (titlebar information)

Time	Show playing time.
Songposition/length	Protracker only. You should know this.
Songnumber	Show current songnumber.

PT tempo (Protracker tempo command)

 Enable or disable Protracker tempo command. This affects Protracker and the Player replayers. Use on old modules that use speeds higher than \$1F.

Filter

 Filter controlled by module, filter forced off or on.

Go - scopes

 Select one of the four scopes by clicking the larger gadget. The 'Go' button will start it up. You can close a scope by closing it's window or clicking the 'Go' again. All the four scopes work only with Protracker modules.

Quadrscope (& bars)

- This is just like the one in Protracker, but has no bugs and is very fast. Draws 4*80 pixels.

Hipposcope (& bars)

- Couldn't invent a better name.. This is a nice one. Draws 4*104 pixels.

Bars

- These will try to visualize the volume and the period of each channel.

The original quadrscope routine can draw 91000 pixels/second (91 kilopixels?), and the original hipposcope routine can draw 56000 pixels/second (on my MC68010 1mb chip 2mb fast A500). The routines in HiP are the same, I just reduced the amount of pixels. I also managed to do the whole thing with just one system call! The result: four fast scoperoutines.

The scopes will need 5kb of chip and 32kb of any memory for buffers, and are run with priority of -5 so that they won't interfere with anything important.

PT replayer normal/mixing

 Normal: Use normal Protracker replayer to play modules.

Mixing: Use Guru's replayer to play modules (PT mod = 4ch FTM).

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

(Mixing) rates

 With these you can control the mixing rates. S3M/FTM/MOD/MTM settings are the same. The unit is kHz and the TFMX unit is unknown, probably kHz, too.

See 'Music formats'.

Guru's modes (mixing, S3M/FTM/MOD/MTM)

 1st box

 System Allow multitasking when playing.

Killer Disable system and swallow all CPU to get better quality.
 Stop playing with the left mousebutton.

The blue flickering represents the free CPU time.

2nd box (Surround, Stereo, Mono, Real surround, 14-bit stereo)

Some different ways of playing. Neat.

3rd box (Value 0-8)

This is the volumeboost. It makes the sound clearer and louder with 8 or more channels.

Module dir - Select

Here you can enter your module directory or select it with requester.

XPK id on/off

When on, all XPKed files will be checked if they should be loaded in FAST.

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 S: directory.

* Module selector *

Here you can see the modulelist. You can select a module by pressing the left mousebutton on it.

* Right mousebutton *

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

If you somehow loose the window, just load the program again. If there already was one HippoPlayer running, it's window will be popped to front and expanded.

* Commandline options *

You can add modules or load a moduleprogram with commandline options.

Add modules to the list:

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

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

Load a moduleprogram:

HiP PRG <moduleprogram>

The program will be loaded and the first module will be played. If the playmode is set as 'Random', then a random module will be picked and played. This is a nice feature if you happen to have many modules on your

hard your disk.

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

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 moduleprogram.
- Commandline options.
- Four scopes.
- Communication between most of HiP's processes. All windows except reqtools requesters will be closed when the mainwindow 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 6.0A. 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+.

v1.11

- Now should work on 36/50/60/72Hz screens correctly.
- New icon.
- Filter control in Prefs.
- Doesn't try to open windows over screen borders.
- Info menu, in which option to show samplenames.
- TFMX channel autodetect.
- New PS3M -> Mixingrate: 5-56 kHz, volumeboost: 0-8
- Lotsa fixes'n stuff.

```
*****  
* .... *  
*****
```

The program was made by using the Asm-One v1.06. Pure assembler 100%+++...
My best regards go to Jarno Paananen!

If anyone possesses any kind of music by Chris Hülsbeck, especially the album "Shades", or wants to swap modules (I've over 100Mb) or real music (hardrock, heavy, trash, death), contact me! Also normal stuff like bug reports, comments & suggestions could be sent to:

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1.9 DMS file types

DMS files are whole archives of disks, due to the nature of these archives they can only be uncompressed to disk devices or similar, the program 'UnDMS' is used to extract these archives and the menu system defaults to using DF0: to uncompress to.

Device Master System(DMS) is Copyrighted to ParCon Software.

1.10 Executable Files

Files on this Collections with the extension .exe are ready to run programs, such as demos, and intros. AGA users should use the Degrading buttons if needed.

1.11 Text Files.

A text file is a collection of ascii characters, making up either a file such as what you are looking at now, and have even been used to create artwork for BBS' ↔
s.

1.12 Animation files

Animations are graphic files which produce the apperance of movement by playing them frame by frame.

1.13 IFF Pictures

IFF pictures are viewable files, such as those drawn when using a package such as Deluxe Paint.
