dasmp

COLLABORATORS

	TITLE : dasmp		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

dasmp

1.1 main

```
D.A.S.ModulePlayer V3.4 (MUI) 23.Sep.1994

   Disclaimer        Legal stuff
    Overview      *  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
Commodity/tools       Hotkeys and tooltypes.
External players  *  EPL, what is that?
 Author system        Usage and Limitations
  Help files          Where DASMP looks for help
   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
```

Using the fake/cracked dasmp.key file is direct violation of copyright
laws and WILL cause appropriate measures to be taken.
Using fake key file may cause anything.
You have been warned!

* = 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:
    Modules name (This can be pressed to make the currently
    playing module active).
Middle row:
    Module type (Examples: PT/FAST = protracker, S3M = s3m module)
    Pattern positions "currently playing/max patterns"
    Number of modules in list "Currently in viewable list/all"
Lowest row:
    Speed/Tempo
    Status line (example: Playing, waiting, decrunching, loading)
    Repeat information.

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 "Eff" on left side controls.
    Second one is progress indicator which comes visible when you
    make "check" add function.

1.3   tips

Hot 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)

    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, ...

    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.

1.4 convert

About list converter: (For versions prior to 3.3)

Since I changed the module list's internal things (yes, again!) I decided
to add easy list converter program. This program will also be able
to convert my other programs' lists if needed in future. So this is kind
of a multipurpose list converter for my programs.

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

Using the fake/cracked dasmp.key file is direct violation of copyright
laws and WILL cause appropriate measures to be taken.
Using fake key file may cause anything.
You have been warned!

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.

   * 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 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 version 2.0 and above unless otherwise stated.

1.7 authoring

As of version 3.0 this system has been changed slightly.

As you may have noticed by now, DASMP supports author and style based

handling of modules.

AUTHOR FORMAT:

From now on (V3.0) there are some rules to be obeyed.
Styles' name must always begin with "-".

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 2.0 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.

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 playbuttons to use
      - Windows layout
      - Scalable windows, completely font adaptive.

    o Author and Style based list handling/sorting system.
      Author

    o Basically ANY External archiver supported.
     External Archs
     - Multiple files within one archive supported.
     - XPK packer libraries supported.
     - 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:
        - PT/NT 4 channel
        - FastTracker 6-8 channels
        - MultiTrackerModules 4 - 32 channel modules
        - Scream Tracker]I[2-16 channel modules
        - 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
        - TFMX Pro
        - TFMX 7V

    o "Active search system". (ASS)
      - 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)

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 ram.
 - File sizes
 - Authors/style
 - Compression factor (xpk files)
 - Misc information depending on what the EPL gives you.
    * Usually sample names and sizes are available.
    * Few EPLs prints 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 High Configurability
 - Double buffering
 - Fading at definable speed.
 - Joystick control option. -> Joystick view popup on frontmost screen.
 - Pre schedule load
 - No error requesters disturbing your aural enjoyment.
 - List show selections
 - Add configs
 - Time set configs

o Module specific configurations and information
 - Fade speed
 - Volume
 - Preload value
 - Time
 - Date
 - Type
 - Author
 - Style
 - Channels

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 Neat little quadrascopes, doublescopes and HUGE quadscope view.
    - Task priority for scopes is definable
```

```
        - Drawing speed is definable.
        - Scope "pixel" width is definable.

    o There are so much different things that I can't even remember
        them myself. All things will come to you when you experiment
        and use DASMP regurarly.
```

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:
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.
```

1.10 problemos

```
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:
Module is loaded without problems and DASMP says it is playing the file
but nothing comes out.

Cure:
Either you have volume at 0 level, or what is more likely:
You are using "Fast ram relocation" and module is using PT 2.2-2.4
100 pattern mode. I don't have specs for it and I don't know what's
so different in it, but my relocation routine doesn't work with these
modules. You will have to switch this module's Fast ram relocation off from
"MCNF" (module config) or use dasFAST library instead.

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"

    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.

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.3.3
Changes since 3.2a:

```
    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
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
                        * accessable list (look: authors, GroupA/GroupB)


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.


* 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

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 on 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
> 174  World of plastic     Purple Motion/F Unknown    00:01  94-Jul-09
> ```

Makelist2.drx (NEW!)

> 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
>     .
>     . (cutted about 160 names)
>     .
>     171 Winds Of Chaos VHSMx   [16] Droidnoise
>     172 Winter Hawk            [ 8] Chuck Biscuits
>     173 World of plastic       [ 8] Purple Motion/FC
> ```

MakeAlist.drx (NEW!)

> 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 (NEW!)

```
     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 (even half an hour) to
     execute. Time depends how many modules and authors you have.

     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 V3.3 HELP guide
                ===

    Master window   Main window gadgets.
       Config   * Config window gadgets (5 pages)
    Module config * Module config gadgets.

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
   DScp = Double Scope view on/off
   HQS = Huge Quadrascope on/off
   Slider   = Effects delay (approximately 1/50 seconds)

   All these effects may be slow compared to many others (like multiplayer's)
   but the delay is mainly because the windows are NOT in DASMP's control.
   MUI controls the windows and may open and close windows at will thus
   many normally unnecessary security measures are taken.

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

R
   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

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

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
```

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 reqeuster 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 reqeuster 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 the module is played by internal
   player the sample data will be copied to CHIP ram while song data
   will remain in FAST. If module is played by EPL then EPL in question
   will handle and move data where it needs it. Normally this is really
   good option to have enabled although for internal player my reloc
   routine sucks pretty bad, sorry.

   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.

   Apart that this is dangerous, this is also 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.

```
No Error Requesters
   When enabled all "out of memory, couldn't open file....." errors
   will be supressed 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 A = Play only modules in Group A
   Play Group B = Play only modules in Group B
   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 cycle gadgets.

   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)

  Show List
     This option is made so that you may divide all your modules to two
     groups. Group A and Group B.
     Selections:
     Show all    = Shows all modules, Group A and Group B.
     Show Group A= Show only those modules with "A" flag set.
     Show Group B= Show only those modules with "B" flag set

     This option is useful when you have modules on your harddisk and
     lots of modules in normal floppy disks. You could add those floppy based
     modules as Group B and those on harddisk as Group A and be able
     to see what you have by selecting "show all". When you'd liked to play
     something from the disks you'd select it as normal, and system would
     ask you to insert proper disk in to the drive. Easy or what.
     (one my cute but not so useful options)


  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)

Scp wdh
    Scope width. 0 = Normal to 14 = Full scope (Pretty neat)

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

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

 DMA Wait
    Dmawait time for PT player (and some EPL players too). Values like:
    Old 68000 7MHz machine = 300
    A3000/25Mhz   = 1200 - 2000
    You should experiment different values here, so that you find
    suitable values for your machine. When the value is too small samples
    gets cut from odd places and module sounds strange.

    Not all external players need this.

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 temporarely 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.

 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)

 Current List date
    This is the date which is used when doing "add update" on selected

```
    files/directories.
```

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 lenght. 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 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

 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.

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.

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 mcnf

Personal configs for every module. Divided to two pages.

Page 1: Information

 True name
    Text gadget which shows the complete name of the module.

 Module type
    Editable. Extracted from EPL or internal player when played.

 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.

 Size
    Module size in bytes. May or may not be actual module size, since
    this is the FILE size and if the file is crunched then size wrong.

 Channel count
    How many channels module uses. (2 - 32)

 Date text
    Here is shown modules statestamp, taken when added to the list.

 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.)

 Style text
    Assigned style for the module. Default is "Unknown"

 Author text

Here is shown the assigned author for presently selected module,
default is "Unknown".

 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

 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.

 +/-
    These two buttons controls the repeat count of the module.
    When ex. repeat count is 3 then the module will be played 4 times.
    Endless repeat ofcourse disables this.

 State
    Controls the Group A/Group B state of the module.

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

    Note: All EPLs do not support this option.

 Fade speed
    0 disabled, 1-6 how fast player should fade the volume.

    Note: All EPLs do not support this option.

1.24 External Player Library info

External players info:

EPL is a external player library which plays and handles the files given
to it by DASMP. Some libraries support Configurations, indicated by
"C" flag in EPL list. DASMP loads the file and tries to find
suitable player for a given file and if it finds it then it will reroute
the necessary addresses and information to the player which will take care
of the playing.

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

Currently existing player libraries:
    S3M - ScreamTracker 3.0
    MTM - MultiTracker
    FAST - Protracker from FAST RAM
    68CH - 6CHN/8CHN
    QC20 - Quadracomposer 2.0
    MMD0 - Octamed MMD0/1/2
    FC   - Futurecomposers
    SM20 - Sound Mon 2.0
    MULT - Several mods *
    SID - C64 SID mods *
    TFMX - TFMX Pro & 7V *

Note:
    Protracker Mutations

I am aware that EPLs aren't here in numbers but try to remember
that I am making this alone and the project is only about year
and five months old now, so you can hardly compare this player to
(for example) DeliTracker which has two authors and it is somewhat
(two years?) older than D.A.S.MP. (Isn't that right, Peter!? :-)

* = New or changed.

1.25   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 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 :)

1.26 Different Playmodes for S3M, MTM, 68CH, FAST

```
Currently available playmodes:
  - Normal 4Ch Stereo (Only in FAST player)
  - Stereo
  - Mono
  - Fake Surround
  - Real Surround
  - 14-bit Stereo

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 propably hear the difference.
    This playmode disables volume setting.
    This doesn't make much difference on modules with 6 or less channels.
    The most difference is heard with 12 channel or more modules.
    When you count together several 8 bit samples you get samples with
    for example 12 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 simultaniously on same stereo side
    with 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.


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                       16kb
   Stereo                     16kb
   Fake Surround              16kb
   Real Surround              32kb
   14-bit Stereo              32kb + 65kb FAST mem.
   14-bit Mono                32kb + 65kb FAST mem.
```

```
All players take:
   8 kb FAST memory used for temp buffers.
   about 90kb FAST memory for different internal systems.
```

1.27 eplfast

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.

  Priority   - Task priority for player

  Transf./mixrate
                        - 8000 - 56000. See >28000 rates

  Playmodes
        See Playmodes

If the module is already in chip this player will not recognise the module
thus giving the module to internal player. 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 internal player.

1.28   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 (==FAST) 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.

1.29   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 (==FAST) coding.

S3M: 16 digital channels.

     dasS3M0.library

        * Play/stop
        * Fwd/Rwd
        * 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.
```

1.30   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 (==FAST) 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.
```

1.31 eplqc20

```
  dasQC20.library

  * QuadraComposer 2.0 EMOD modules.
  * Play/Stop
  * FWD/RWD
  * Speed/Tempo
  * Volume
  * Fade
  * End detection
  * Special Effects

  * Original player source code obtained from QC2.0 package.
  * Thanx to Technological Artworks: Bo Lincoln & Calle Englund for QC 2.0.

Tech notes:
    No excess memory used.
```

1.32 eplmmd0

```
  dasMMD0.library

  * (Octa)Med 4 -8 track modules MMD0/1/2
  * Requires medplayer.library and/or octaplayer.library
  * Play/Stop
  * End detection

  * Thanx to Teijo Kinnunen for medplayer and octaplayer libraries and
  * octamed.

Tech notes:
    No excess memory used except the memory used when loading
    medplayer/octaplayer library.
```

1.33 eplfcxx

```
dasFC.library
```

* Future Composer V1.0-1.3 & V1.4 modules.
* Play/Stop

Tech notes:

```
No excess memory used.
```

1.34 eplsm20

```
dasSM20.library
```

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

Tech notes:

```
No excess memory used.
```

1.35 eplmult

```
dasMULT.library
```

* Little different from other players since this handles several
  moduletypes which all have player routine with the module itself.

* Supported types:
* - Music Assembler
* - David Whittaker (DW)
* - FRED
* - Delta 2.0
* - Hippel
* - Mark II
*
* Supports:
*
* Play/Stop
* Sub songs (if available)

Tech notes:

```
No excess memory used.
```

1.36 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

1.37   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 crunched or archived in ANY WAY! So no XPK
    support for the TFMX files, yet. This support should come with DASMP 4.0
    since the I.O.L system will be far more flexible than the current system.

    * Supports:
    * Play/Stop
    * Subsongs

1.38   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: I feel no interest
creating EPLs for 40 different formats which are quite easily convertable
with proper software.

Here are the formats Pro-Wizard can convert:

  – Heatseeker mc1.0
  – 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

1.39   developer

No support for developers, sorry. If you would like to try making an EPL
for DASMP then contact me, sources are given to any registered user
who wishes to examine them. At this point I haven't yet finished the
documentation about das????.libraries, so the sources may not be of any
use, but when I finish the documentation...

1.40   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 now play "only selected files" if you wish.

 Del
    Deletes multiple files if selected.

 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 A/Group B-cycle"
    "Preload", "Fadespeed" and "Volume"
    affects on all selected entries in main listview.

...End of listing.

1.41 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 bastard)
    (REMD) = Removed function/routine/option
    (OPTI) = Optimized.
    (UREQ) = User requested option.
    (PREP) = Prepared for something which is coming in near future...
****
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.drx arexx 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
      Using the fake/cracked dasmp.key file is a direct violation of copyright
      laws and WILL cause appropriate measures to be taken.
      Using fake key file may cause anything.
      You have been warned!
      (Unregistered and registered users are safe)

      (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: 3.2a 17.Jul.94
       Released in a hurry to fix few minor bugs in 3.2.
       Even this version part was missing in released documents. :-)


VERSION: 3.2 08.Jul.94
       (FIXD)  Fixed bug which caused the D.A.S.MP NOT to work with MUI 2.1.
       (ADD )  Module specific: Fade Speed, Preload, Volume.
               Config Page 1: "Use MCNF Volume"  and changed the other
                  options in this page.
       (ADD )  Fourth Clock which shows total played time today.
       (ADD )  Two menu items, "Dbl handling" and "Mode 1"
       (ADD )  "MODREALNAME" arexx command.
       (ADD )  "SCANDIR" tooltype.

       (CHNG)  Memory usage for S3M, MTM, 68CH. See Tech notes
       (ADD )  dasMTM.library added to release package
               -> 14-bit play, V2 configuration system
       (CHNG)  dasS3M0
               == 14-bit play system.
               == New configuration (v2)
               == Fixed few things
       (CHNG)  das68CH
               == 14-bit play system.
               == Fixed few things
       (CHNG)  dasFAST
               == MONO/SURROUND/REAL SURROUND mixing modes added (UREQ)
       (FIXD)  Mini window appearing on first use.
       (FIXD)  PAUSEON/PAUSEOFF arexx commands fixed and changed to one
               "PAUSE" command.
       (FIXD)  Clock will now update the "whole list time" after module
               has been played. (UREQ)
       (FIXD)  Pressing the clock button will now change the clock
               immediately. Previously it required module actually being played.
       (FIXD)  Author Listing Sort didn't work if main list was empty.
       (CHNG)  Installer script is more intelligent now. (UREQ)
```

```
               == Icons are not copied if they already exists
               == You can select which EPLs you want to install.
               == Register.doc is not installed for registered users :)
       (OPTI)  Several MUI set/get functions changed to sub routines.


VERSION: 3.1 17.Jun.94
       First of all: Sorry about this taking so long, I had problems
       with my HD and upcoming move to new apartement also caused some
       hassle  AND the motivation for coding has been low for some time now.


       (ADD )  dasFAST.library added to release package
       (ADD )  dasFC.library added to release package
       (ADD )  das68CH.library added to release package
       (ADD )  Doublepacked modules = xpkpacked within lha/zip/whatever archive
       (ADD )  Disable gadget and status flags for EPL list.
       (FIXD)  Problem with XFH and CR-ROMs.
       (FIXD)  Problem with using battmem instead of timer device. (how stupid
               of me...)
       (FIXD)  VOLUMEDOWN/VOLUMEUP arexx changed to SETVOLUME.
       (CHNG)  "Load" in config will load from ENVARC: instead of ENV:
       (CHNG)  "Ending time Set" Checkmark --> Cycle, added "automatic" option.
       (CHNG)  Changed certain internal things when accessing EPLs.
       (CHNG)  Master window redesigned.
       (CHNG)  Few menu changes done, partly because of the window redesign.
       (CHNG)  dasS3M0 EPL bumped to 2.28.
               == Memory consumption halved, LOTS of bugs fixed.
               == Relocation to FAST for speed up if ram available.
               == Special Effects support.
               == Pause support added
       (CHNG)  CD to temp directory when unarchiving with external archiver.
               Prevents files going to sys: with unzip


VERSION: 3.01 25.04.94
       (ADD )  Few popup buttons to config page 2, 3 and 4
       (ADD )  Dbl handling on cpage 2 (remd double check from cpage1)
       (CHNG)  "EA doesn't support multiarchiving" ---> automagically
               reverts to "first file extraction".
       (CHNG)  Misc little chages all over the place.
       (FIXD)  Freemem error while playing uncompressed modules.
       (FIXD)  Onlinehelp had some problems.. If it still has then I don't
               have a faintest idea what to do. It works here.
       (FIXD)  Autoplay didn't work
       (FIXD)  dasMMD0 EPL bumped to 2.7, fixed chip bug
       (FIXD)  dasS3M0 EPL bumped to 2.20, fixed.
       (REMD)  "Effect trace" from cpage 1



VERSION: 3.0 18.04.94

       (NOTE)  This version is released ahead of its scheduled release time
               due that I wanted to concentrate on few EPLs more thoroughly
               and wouldn't want to keep you waiting this program.

       (ADD )  "Load" config. You can reload confgurations after
               you have accidentally changed them
       (ADD )  Show items to menus. You can now select which parts
               of main window should be visible.
```

```
(ADD )   Arexx commands GETAUTHOR, GETSTYLE, GETDATE and GETTIME added
(ADD )   Huge Quadrascope (Scaled from quadrascope and the gfx libs
         scaling routine is extremely slow)
(ADD )   Listname edit capability to MCNF window. (UREQ)
(ADD )   Active search capability to author window.
(ADD )   If any of the lists in config has been changed you will
         be asked if you would like to save/use'em on exit.
(ADD )   Full scopes and scope width slider to control them.
(ADD )   Changed scope calculation systems to use precalculated
         volume table -> Scopes are little faster now.
         Also Internal multitasking added to scope system. Blitter
         is used to clear the previous mem area while next blit is being
         calculated --> more speed.
(ADD )   "Modes 2" Gives user a possibility to PLAY modules
         divided to Group A/Group B and selected even while showing
         "All" modules.
(ADD )   Few more items to menus added.
(ADD )   Added prev/next subsong image gadgets.
(ADD )   Automatic gadget disabling for non-supported features.

(CHNG)   "Delete for real" checkmark's state is now saved with other
         configurations. (UREQ)
(CHNG)   The config pages are now a register class instead of
         previous cycle gadget selector system.
(CHNG)   Released all the "fixed" MUI settings on DASMP. Now the
         layout is in your hands. Sorry unregistered MUI users.
         Now you need registered MUI prefs program to change group
         spacing to more humane values. (Defaults really suck on
         DASMP)
(CHNG)   Automatic Style/Author recognition Style
(CHNG)   Rewrote the EPL's. New version required V2.
(CHNG)   Bumped the EPL list version to 2, accepts only version 2 libs.
(CHNG)   Changed the clock show a little. Now 3 different clocks. (UREQ)
         1. Played time/Remaining time (counting backwards)
         2. Played time/Module time
         3. Whole list time. (added "days", 24 hours wasn't enough)
(CHNG)   Now the player interrupt is always software interrupt.
         Propably more safe now.
         Should have done this months ago.

(CHNG)   Rewrote most of the loading and module handling routines.
         Nothing visible to user. (except more bugs propably)
(CHNG)   Few more routines supports the multiselection capability.
         Multiselects
(CHNG)   Changed "actives/inactives" to Group A and Group B respectively.
(FIXD)   ExtArc string clearing works.
(FIXD)   External Archiver system never really worked for more than 1
         archiver. Why on earth has no one ever informed me before??
(FIXD)   Arexx command 'MOVETO' Looks like it has never worked before.
         Why haven't anyone informed me?
(FIXD)   File names were mixed when using reqtools. (UREQ)
(FIXD)   Wrong titles were shown in filerequesters (UREQ)
(FIXD)   Mcnf window wasn't following on screen jumping.
(FIXD)   When checking for existence, the multifile archive childs
         were not found even if the parent file did exists.
(FIXD)   Multifile archive child files didn't inherit the
         date stamp --> now corrected --> Date sort works.
```

```
     (FIXD)  Hopefully finally removed the bug which caused the
             xpk packed files to enter to endless loop when
             errors encountered while unpacking. (this is third attempt :()
     (FIXD)  While changing running modules author/style, it will
             be updated to info list.
     (FIXD)  Online help guide's default dir changed to HELP:English
     (FIXD)  External archive multifile had the doublebuffering always on.
     (FIXD)  Help guide didn't work with older amigaguide versions.
             Couldn't locate this easily since it works with almost
             everyone I know. Thanks to M. Sommarmyr for pointing this out.
     (FIXD)  Randomised flag is no longer saved with list. (UREQ)
     (FIXD)  Ending timer set. It set null time when checkmark disabled.

     (REMD)  Scope Arexx commands. I have tried to get program a little
             shorter and only way to do it is to remove few unnecessary
             options.
     (REMD)  Vertical Blank interrupt. It was totally useless option.
     (REMD)  The need for das.library no longer exists.
```

```
(Version changes data removed for next ones, title here so I can
remember when I released them)

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 ************
```

1.42 contacts

```
Thanks to: (in alphabetical order)

    Philippe Brand      * First reg from France
    Zak Jarvis          * First reg from USA
    Andreas Jelvemark   * First reg from Sweden
    Peter Kunath        * For the help and sources you gave me.
    Andre Lackmann      * Australian rego site.
    Juha Lehtinen
    John Maver          * North American rego site
    Jarno Paananen      * S3M/FT/MTM Source
    Jari Pakarinen
    Mika Pöytäkivi      * About everything....you know.
    Janne Saarme        * Thanks for spreading through ADS
```

```
    Markus Sommarmyr      * Thanks for the phonecalls
    Stefan Stuntz         * MUI
    Teemu Suikki          * Thanks for defending DASMP in SF.AMIGA ;)
    Janne Syväniemi
    Henri Talaskare
    Harri Tolvanen
    Erno Tuomainen        * About everything...
    Panu Vartiainen       * Thanks for your donation


    For suggestions/bug reports:

    paporkka@freenet.hut.fi
    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.


    Author. (Postal address)

      Pauli Porkka
      Innalantie 5 D 29
      FIN-37600 VALKEAKOSKI
      FINLAND



MAIN SUPPORT BBS:
    This is THE place to visit to get the newest version of DASMP.
    There is also a message area dedicated to D.A.S projects and
    separate beta test file area (for selected group only)

    If you want to login just to get the DASMP then:
    login: PLAYER
    password: DAS

    D.A.S.MP can also be freq'd from 2:221/112.0 using magic cookie "DMODPLAY".
    DMODPLAY gives always the newest version available.

    You can find DASModPlayer package from Filearea 3.

    Moonlight Sonata (Fido: 2:221/112.0)
        NODE1: +358-(18)-161763 (Zyxel 1200 - 19200bps)
        NODE2: +358-(18)-161862 (US Robotics (V32) 9600, 14.400 HST)

    Sysop: Erno Tuomainen
    Running Dialog Professional
    1.3 Gigabytes on-line. Moonlight is very audio/sound oriented BBS.
    Hundreds of modules and midi files available. Also midi sounds and
    patches for several synths.
```

1.43   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.

For North American users:

        Your regional registration site is:

                        John J. Maver
                        P.O. Box 3112
                        West Lafayette, Indiana
                        47906

        E-Mail: mave@sage.cc.purdue.edu

        Fee is 20 USD. You will receive your key file via e-mail or via letter
        which ever you prefer.

        (Sending registration directly to me as other countries do is
        allowed but you are highly encouraged to send to J. Maver)

FOR 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)

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

        Payment options are: (select ONE!)

1.   70 FIM (Finnish Marks).

2.   15 US Dollars.

3.   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.

If you are sending some other currency than US dollars or Finnish marks,
the sum does not have to be EXACTLY equal to 20 US dollars, I'd
appreciate if the sum was atleast 17-20 dollars. Whatever sum in that
range is the easiest to exchange to your local currency's notes.

    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 snail-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:_____

    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.

1.44   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

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 Visual Arts
    to Continental Drift. Any VISA/
    MasterCard or Bankcard payments
    accepted.

    For more info: swreg@drift.apana.org.au or FIDO: 3:714/911
==

1.45   todo

_____

Things on assembly line for DASMP.

    - --> Version 4.0. I.O.L. system.
            (I.O.L. = Interceptor Object Linking)

    - All the stuff which has to be rewritten, redesigned and changed
      for the IOLs.

    - All those ideas which were given with DASMP competition and
      otherwise may be implemented in 4.0, not very likely before.
      Well some of them were done for this 3.4 version.

1.46 index

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

 6

   68CH - 6CHN/8CHN

 >

   >28000 rates

 A

   Add type
   Arexx commands
   arexx
   Author CFG
   AUTHOR FORMAT
   Author popup
   Author system
   Author

 C

   Commodity/tools
   Config page 3
   Config Page: Author listing
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S3M  - ScreamTracker 3.0
Scripts
SHAREWARE
SID  - C64 SID mods
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sort type
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T

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Tech notes
TFMX - TFMX Pro & 7V
To do
tooltype.
```