

HiP

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Chapter 1

HiP

1.1 HippoPlayer.guide

```

*****
          :..
          |   Y   -   Y   _____Y   -   Y   -   Y   _____|
          |   |   |   |_____|   |   |   |   |   |   |   | |
          |   |   |   |   |   |   |   |   |   |   |   |   |
          |   |   |   |   |   |   |   |   |   |   |   |   |
          |_____|_____|_____|_____|_____|_____|_____|_____|_____|
<=====hJ.=====|=>
          ** Hippopotamus Design Presents: **

          *** HippoPlayer v2.23 ***

          Copyright © 1994-1996 K-P Koljonen
          ** SHAREWARE **

```

```
*****
```

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

Inclusion

Some features

Distribution

Registration

Requirements

Installation

Music formats
PS3M
Player group
Loading files
Gadgets & keyboard
Preferences
Command line options
ARexx
Developers
Known bugs
History
Where to get HiP?
Hellos
About

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

1.2 inclusion

One main reason why I started making this program was that there were no good Kick1.3 compatible players around, or I didn't know of one (that was back in 1994 when I had A500). The other reason was that my good friend Jarno Paananen (Guru/Sahara Surfers) made a replay routine for Screamtracker]I[modules, and I wanted a good GUI for it.

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

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

HiP has good support for Screamtracker]I[, Fasttracker 1 & 2, Taketracker, and Multitracker modules (from here onwards referred as PS3Ms), meaning that you can listen them with a 68000 Amiga with listenable quality. All

are played by the famous replayer by Guru. HiP was the second program to use the PS3M-routines after Guru's own player.

1.3 Some features

Some features:

- Screamertracker][[, Fasttracker 1 & 2, Taketracker, Multitracker, 1 to 32ch
- SID-emulation
by Håkan Sundell & Ron Birk (works even on kick1.2)
- TFMX-modules
, normal and the seven channel ones
- A bunch of 4-8 channel sample & synth music formats
- Easy to use, nice 3D-interface
- Keyboard control
- AppWindow
- ARexx
- Public screen support
- Internal multitasking
- Loads and decompresses XPK, FImp, PowerPacker, LhA, LZX and Zip files

HippoPlayer has been tested on:

```
A500/000/7MHz, kick 1.2, 0.5+0.5M memory (my _old_ Amiga)
A500/000/7MHz, kick 1.3, 0.5+0.5M memory
A500/000/28MHz, kick 3.1, 1+2M memory
A1200/020/14MHz, kick 3.0, 2+0M memory
A1200/030/28MHz, kick 3.0, 2+4M memory (my Amiga)
A1200/030/50Mhz, kick 3.0, 2+4M memory
A4000/040/25MHz, kick 3.1, 2+8M memory
```

HippoPlayer was/is developed on:

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

1.4 registration

```
*****
*                                     *** Registration ***                               *
*****
```

HippoPlayer is shareware and copyright © 1994-96 K-P Koljonen.

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

To register, send a disk and some money to my address found at the bottom of this doc. Remember to mention your address! And DO SEND A DISK!!

Amount of money needed for the registration in different currencies: 40 FIM, 60 SEK, 15 DEM, 60 NOK, 6 GBP, 10 USD (you can send other currencies too, these are just examples).

You will get the disk back with the latest version of HiP and a key file, which you must not spread (no point in doing that anyway). It is for your own use only. This key file will work with possible future versions too.

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

There's no difference between registered and unregistered version!

Support quality software, register.

1.5 Distribution

```

*****
*
*                               *** Distribution ***                               *
*
*****

```

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

.

Amiga magazines wishing to put HiP into a cover disk should send me the corresponding maggy number for free.

1.6 Where to get the latest versions

```

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

```

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

1. Dial The Chameleon BBS: +358-81-5409545
+358-81-5409545
+358-81-5546450
 2. Select the display mode that suits your needs
 3. In the handle prompt, enter 'support'
 4. To browse the filelist, enter 'NEW 2' and use either 'T'ag command, or cursor keys to select the files you want to download.
-

1.8 Installation

Installation

Copy HiP and one of the info-files to wherever you keep your tools.

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

Copy HippoPlayer.PS3M into S:.

Copy reqtools.library in Libs: (the included lib is kick1.3 version)

1.9 Music formats

* *** Music formats *** *

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

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

Replayer	123456	Author
----------	--------	--------

[** Built-in replayers **]

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

IFF 8SVX samples

--x----

```

[** Replayers in
    player group file
    **]

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

    PS3M

                                x-xxx-   Jarno Paananen

    TFMX

                                xxxxx-   Chris Hülsbeck
TFMX 7ch         xxxxx-   Chris Hülsbeck & Jochen Hippel
The Player 6.1A  x-x---   Jarno Paananen
DIGI Booster     x-xxx-   Tomasz Piast (Tap)

```

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

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

1.10 Player group

```

    Player group (See
    Prefs
    )

```

Player group (HippoPlayer.Group) is a file consisting of above mentioned replayers. The reason for this is that by moving seldom used replayers into a separate file memory usage is reduced by about 40-50kB. Not that much, you think. But maybe just enough to prevent some actions from happening on low memory systems/situations.

1.11 Loading files

```

    Loading files

```

Normally all modules will be loaded in CHIP.

```

    SID-
    , Oktalyzer- and
    PS3M-
modules and
    TFMX

```

song data will be loaded in FAST RAM if possible.

All compressed files will be loaded in CHIP. However, it's possible to uncompress one chunk from the beginning of an XPKed file, and check if it is one of the above or a PT module that is to be played with PS3M or with fastram replayer (if user has selected PT fastram player or the module doesn't fit into chip ram).

Advantages of loading to FAST:

- FAST RAM is much faster than CHIP, so mixing can be done faster.
- CHIP RAM is saved if the module can or should be loaded in FAST.

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

1.12 protracker

Protracker

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

- Multisong modules

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

- Fast ram player

This player can play PT modules from FAST RAM using only 1024 bytes of CHIP RAM. Useful for very big modules.

- Old Soundracker modules

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

1.13 tfmx

TFMX

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

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

1.14 ps3m

PS3M

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

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

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

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

Maximum mixing rates for screenmodes:

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

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

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

These modules can and should be played from FAST RAM.

Configuring PS3M via
 prefs
 or
 configuration file
 .

Play mode

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

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

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

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

Mono Mono, play all channels on both sides.

Real Surround About the same, but uses more memory.

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

The best play mode for most situations is Stereo. For modules with lot's

of channels use 14-bit stereo.

You can play modules in stereo or in mono with Surround play mode by adjusting the stereo value. The difference between this and the real Mono and the real Stereo modes is a lower volume level.

1.15 PS3M configuration file

PS3M configuration file

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

In HippoPlayer.PS3M you can enter PS3M settings for each number of channels and for specific modules.

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

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

If you don't want to use the config file you can delete it from S: or disable it from prefs.

1.16 sid

SID

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

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

*** Note 2: If you are using the excellent Executive you should switch it to use some other timer than CIAB because playsid.library needs the CIAB timers for playing.

1.17 samples

IFF samples

HiP is currently able to play IFF 8SVX unpacked mono samples directly from disk by using user definable amount of CHIP RAM for buffers.

1.18 Gadgets & keyboard controls

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

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

- New Clear the module list, select new modules and play the first one.
- Play Load and/or play selected module. If nothing selected, pop up file requester. [RETURN/ENTER]
- Cont Continue playing after stop.
- Stop Stop playing.
- Eject Stop playing and free current module. [TAB]
- Prev Load and play previous module. [K]
- Next Load and play next module. [L]
- PS Play previous song. [ARROW LEFT]
- NS Play next song. [ARROW RIGHT]
- < Backward, jump to previous pattern. [,]
- > Forward, jump to next pattern. [.]
 - If the module format supports pos/len, LMB with '>' jumps to next pattern and RMB '>' doubles the playing speed.
 - If the format doesn't support pos/len, then LMB '>' will double the playing speed, and RMB '>' will quadruple the playing speed.
 - To get the normal playing speed press 'Cont' or '>' again.
 - Key for RMB '>' is shift ',' or shift '3' in number pad.
- Add Add modules to the end of the list, pop up the file requester. [A]
 - When adding files to the list you can also add directories.
 - With Kick2.0+ HiP will perform a recursive directory scan adding all files in dir to the list. With Kick1.2/1.3 only one sub dir is added.
- Add + right mousebutton [Q]
 - Add a list divider into the list.
- Del + right mousebutton [SHIFT+BACKSPACE]
 - Pressing RMB+Del will nuke a file, ie remove it from the list as well as from the DISK! So watch out.
 - RMB+Del on a divider will remove the divider and all the files 'under' that particular divider from the list.
 - RMB+Del will produce a 'Are you sure?' requester, while SHIFT+BACKSPACE won't.

Clr Clear the list. [D]

Horizontal slider

Volume controller. [B][N]

? Enter the info window. [HELP]

Two to three choices here:

Module info Display information about the current module.

Module info can also be invoked by pressing left mousebutton on the leftmost third of the name/type box or the 'I' key.

Module info window will be updated if you keep it open and load a new module.

Close module info by clicking or pressing again. Scroll the list with the gadget or the arrow keys (faster scroll with shifts).

More About HiP.

Exit Hmm..

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

Mo Move the chosen module. [M]

Removes the module from list allowing you to move around.

To insert it back press Mo again or Play (or the keys).

Mo + right mousebutton [F/SHIFT+F]

Find module according to given search pattern.

[F] asks for a pattern to be searched and [SHIFT+F] continues searching.

In Insert modules after the selected module. [I]

This is almost the same as 'Add'.

In + right mousebutton [S]

Sort list alphabetically. With lot's of files this may be a bit slow (bubble sort).

Lp Load module program. [P]

Sp Save module program. [W]

The leftmost propgadget

Scroll module list.

Windowclose-button [ESC]

Close all windows except requesters and exit.

RMB on the 1/3 of the infobox

Toggle scope on/off.

** Other keys **

ARROW UP Select previous module.

ARROW DOWN Select next module.

SPACE Toggle play/stop.

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

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

time/duration-pos/len.
 Z Toggles selected scope.
 F1-F10 Load & play a module or a module program.
 `~ (next to 1) Zip window (also shows when hidden).

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

lamiga-lshift-control + 1
 Zip window key for inactive window.

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

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

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

Filebox

Here you can see the module list. You can select a module by pressing the left mousebutton on it or by pressing arrows up and down. The selection bar will be kept visible.

Right mousebutton

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

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

1.19 prefs

* *** Prefs~*** *

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

General

Play
Timeout
Alarm
Startup
Function keys
Hotkeys
Doubleclick
Continue on error
Early load
Divider / dir
Priority
 Display

Show
Screen
Filebox size
Module info size
Font
Scopes
Prefix cut
 Playing

Player group
Filter control
Fade volume
Nasty audio
VBlank timer
Protracker tempo
PT replayer

```

TFMX rate

Sample buffer
  Loading
-----

Modules

Programs

Archivers

Doublebuffering

XPK identify

XFDmaster library

File match pattern
  PS3M
-----

PS3M settings

Save, Use, Cancel

```

1.20 play

Play

```

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

```

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

1.21 show

Show (titlebar information)

```

Time, pos/len, song  Show playing time, song position/length and
                    song number/max song (#n/n) depending of what kind
                    of a module is being played, and module name.
Time/duration, pos/len This does exactly the same as above with all but
                    Protracker modules. If enabled, HiP will calculate

```

duration of PT modules and show it in the titlebar.
Clock, free memory Show clock (24h) and free CHIP and FAST in kilobytes.
Module name Show module name only.

1.22 Filter control

Filter control

Filter controlled by module, filter forced off or on.

1.23 Module directory

Module directory

Select default module directory.

1.24 Program directory

Program directory

Select default program directory.

1.25 screen

Screen

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

1.26 Protracker tempo

Protracker tempo

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

1.27 PT replayer

PT replayer

```

-----
Normal:  Use normal Protracker replayer to play modules from CHIP RAM.
Fastram: Play PT modules from FAST RAM.
PS3M:   Use Guru's
         PS3M
         to play modules from CHIP or FAST.
         This way you can use those neat modes, eg listen Protracker
         modules with
         real surround
         .

```

1.28 scopes

Scopes

```

-----
Select one of the scopes by clicking the type gadget and the bar gadget.
The 'Scope on/off' button or 'z' key or RMB on the 1/3 of the infobox will
start it up. You can close a scope by closing it's window or clicking the
gadget again.

```

These are for Protracker-modules only:

Quadrascope (& bars)

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

Hipposcope (& bars)

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

Frequency analyzer (& bars)

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

Patternscope

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

F. Quadrascope (& bars)

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

Bars

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

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

The IFF sample player has monoscope and filled monoscope.

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

1.29 TFMX rate

TFMX rate

Mixing rate for the 7-channel TFMX replayer.

1.30 Sample buffer

Sample buffer (size)

Define the CHIP RAM buffer size for the IFF sample player. The actual memory used is double the amount. Small value might be good for fast HDs, while big can be better with slower media.

1.31 timeout

Timeout

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

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

1.32 Filebox size

Filebox size

Define the number of files showed simultaneously in the main window. Minimum is 3 and maximum is 50. If the value is too big for the current screen it will be truncated.

The filebox can be removed from the window by selecting size 0.

1.33 Module info size

Module info size

Select the amount of lines the module info window can hold.

1.34 archivers

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

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

Archives will be extracted into a temporary directory that will be created in the user defined path. (RAM: is always the fastest while HD is good for saving memory.) The directory is then scanned for files and music module-looking files will be loaded. This method of loading is very useful if the archive happens to contain some other files too, like BBS adverts.

You need:

- LhA, LZX or UnZip, according to what kind of packed files you have. Define the exact location of each (eg dhl:bucket/lha)
- 'Run' and 'Delete' commands in C: (or in path).

** Hints **

- Archived files may be packed with XPK, FImp, Powerpacker or whatever format XFDmaster.library can decrunch. For example, you could use xpkDLTA to encipher a module and then LhA it. Gives very good compression of sound related data.
- You can store both TFMX mdat. and smpl. files in one archive!

** Kick 1.2/1.3 note **

LhA is probably the only one that will work fine.

Archiver commands

LhA: c:lha >nil: x -IqmMNQw "%s"

```
\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}
c:lha  the program lha with complete path
>nil:  ignore any output
x      extract files
-IqmMNQw  I ignore LHAOPTS variable
  q be quiet
  m no messages for query
  M no autoshow files
  N no progress indicator
  Qw disable wildcards
"%s"    the %s is the archive to be extracted.
```

c:lha the program lha with complete path

>nil: ignore any output

x extract files

-IqmMNQw I ignore LHAOPTS variable

q be quiet

m no messages for query

M no autoshow files

N no progress indicator

Qw disable wildcards

"%s" the %s is the archive to be extracted.

LZX: lzx >nil: -m -q x "%s"

```
\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\textdegree{}\ \ ←
  \textdegree{}\textdegree{}\textdegree{}
-m -q  m no messages for query
```

-m -q m no messages for query

```

q be quiet
x  extract files

```

```

Zip: unzip >nil: -qq "%s"

```

```

\textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \textdegree{} \ ←
  \textdegree{}
-qq qq be very quiet

```

1.35 PS3M settings

PS3M settings

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

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

Priority:

Pri -10 to +9

Set priority for the system friendly player process.

Killer Disable system and stop most of the DMA to get the best quality. The blue flickering represents free CPU time.

Stop playing by pressing mousebuttons. No enforcer!

Mixing buffer size:

4kB, 8kB, 16kB, 32kB mixing buffer size.

Smaller buffer gives faster response, but decreases the "backup" buffer possibly causing more "skipping".

Mixing rate:

Mixing rate in kHz. See
PS3M

.

Volume boost:

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

Stereo:

Works only with Surround play mode!

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

Use S:HippoPlayer.PS3M configuration file:

Use a special
configuration file
for configuring PS3M.

1.36 Fade volume

Fade volume

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

1.37 hotkeys

Hotkeys

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

1.38 doubleclick

Doubleclick

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

1.39 XPK identify

XPK identify

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

1.40 XFDmaster library

XFDmaster library

Use XFDmaster.library to load packed files of almost any packer format. xfdmaster.library in libs: needed of course.

1.41 Continue on error

Continue on error

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

1.42 doublebuffering

Doublebuffering

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

1.43 Nasty audio

Nasty audio

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

1.44 VBlank timer

VBlank timer

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

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

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

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

1.45 priority

Priority

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

1.46 startup

Startup

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

1.47 alarm

Alarm

Set a time for HiP to play a module (same as startup module). Control alarm with the slider, hh:mm. To enable alarm, set titlebar info to clock. To re-enable alarm, switch titlebar info to something else and then back to clock.

1.48 Function keys

Function keys

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

1.49 Player group

Player group

Status: Player group loaded/not loaded.

Mode: Loading conditions

- All on startup: load the group immediately on startup
- All on demand: load the group when there is demand for a replayer
- Disable: don't load the group and unload if already loaded
- Load single: load a single replayer from the group when needed

File:

Player group file

.

These can be changed from the gadgets.

1.50 font

Font

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

1.51 Divider / directory

Divider / directory

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

1.52 Filename prefix cut

Filename prefix cut

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

1.53 Early load

Early load

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

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

1.54 File match pattern

File match pattern

 Match pattern for file requesters.

1.55 Save, Use, Cancel

Save, Use, Cancel

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

*** NOTE: Positions of the windows and some requesters are saved too.

1.56 Command line options

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

Add modules to the list

```
-----
HiP <file2> <file2> ... <file16>
```

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

```
Load a module program
-----
```

```
HiP PRGM <module program>
```

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

All filenames must be entered with full paths!

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

```
Hide on startup
-----
```

```
HiP HIDE [other parameters]
```

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

```
Quit
----
```

```
HiP QUIT
```

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

1.57 ARexx

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

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

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

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

CHOOSE <num>	Choose file number <num> in list.
ADD [file]	Add file [file] to list. If not specified, open file requester.
DEL	Delete chosen file from list.
CLEAR	Clear list.

MOVE <num> Move chosen module after file number <num>.
 INSERT <file> Insert file <file> after chosen file.
 SORT Sort file list.
 LOADPRG [file] Load program [file]. If not specified, open file requester.

PLAY [file] If [file] is given, clear list and play it. Otherwise play chosen file. If there's no files in list then open file requester.

EJECT Stop playing and free current module.
 STOP Stop playing.
 CONT Continue playing after stop.
 SONGPLAY <num> Play song number <num>.
 RANDPLAY Pick a random module and play it.
 FFWD Jump forwards in song.
 REW Jump backwards in song.
 VOLUME <vol> Set volume <vol> (0-64).

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

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

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

SAMPLES Open module info window.

GET <xxxx> With this command you can get different information from HiP. The <xxxx> can be one of the following:
 xxxx: result:
 PLAY 0 if not playing, 1 if playing.
 CFIL Number of chosen file, 0 if none chosen.
 NFIL Number of files in list.
 CURR Number of loaded module.
 NAME Module name.
 TYPE Module type.
 CNAM Name of chosen file.
 CSNG Current song number.
 NSNG Number of songs available.
 CSPO Current song position.
 MSPO Maximum song position.
 FNAM Full name of loaded file.
 COMM File comment of loaded file.
 SIZE Size of loaded file.

DURA Module duration in seconds (returns 0 if Time/duration is not enabled).

HIDS 0 if main window not hidden, 1 if hidden.

FILT 0 if filter off, 1 if filter on

1.58 Developers

```
*****
*                                     *** Developers ***                               *
*****
```

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

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

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

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

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

*** hip_opencount ***

As soon as you get the pointer to HippoPlayer's port, add 1 to

hip_opencount. When you are done, subtract 1 from hip_opencount.

*** PT hints ***

Each channel has it's own trigger byte: hip_PTtrigger1, hip_PTtrigger2 etc.. When a new sample starts to play, the corresponding channel trigger is incremented by 1.

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

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

*** PS3M hints ***

hip_ps3moffs is an offset from the start of the buffers pointing to the current playing position. Don't read past bufferstart+hip_ps3mmaxoffs.

1.59 Known bugs

```
*****
*                                     *** Known bugs ***                                     *
*****
```

1. Main window refresh may get dangerously confused when when zipping window via zoomgadget while loading module/program, saving program or sorting. One zip is allowed, two is too much, so be careful.

2. Timeout and alarm don't work if there's no timer visible in the titlebar.

3. Some Fred modules cause enforcer hits.

7. Sonic Arranger tunes tend to crash sometimes.

8. Scopes bug with PT 9xx command. This one originates from the Protracker itself (my PT replayer really is 100% PT compatible :)

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

1.60 History

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

Read this! Some things are not mentioned elsewhere!

v2.00 (19.3.1995)

- * ARexx support
- * Public screen support
- * Keyboard control changes: you can use the keys without activating the window first by pressing lamiga-lshift-control-<key>.
- * New PS3M: support for Fasttracker 2 (XM) modules.
- * Improved outlook.
- * Patched playsid.library so that it's possible to play SID-tunes also on kick1.2/1.3.
- * Prefs: continue on error, hotkeys, nasty audio, doublebuffering, program dir selector.
- * Main window: move, insert, sort (hidden under insert)
- + Timeout has now two modes.
- + You can 'Add', 'New' and 'In' directories.
- + New The Player v6.1a replayer.
- + PT replayer causes no serialstops.
- + Command line: HIDE, QUIT.
- + Prefs: PS3M volume boost has immediate effect on music.
- + Included some support progs.
 - PSID-files are loaded in public mem if possible.
 - HiP can be hidden with lamiga-lshift-control+h.
 - Key for toggling current scope.
 - Uses less CPU than v1.40 when not playing.
 - Filebox routines optimized & jump scroll with shifts.
 - New algorithmic random generator (thanks Thomas!).
 - If PT replayer is set as 'Fastram', modules smaller than the replayer's chip buffers (256kB) will be loaded in chipram.. :)
 - Recognizes .Lha .lHa .lHA like suffixes too.
 - Only 8 channel Oktalyzer-tunes are loaded in fast ram.
 - Faster gadget disabling/enabling (OffGadget() was sloooow).
 - Fixed and enforcer hit when toggling prefs window.
 - Bug fix in the doc: the player table had some wrong info.
 - General good stuff and nice things.

v2.05 (3.5.1995)

- * Some fixes and improvements here and there.
- * Keyboard: K/L swapped back with ARROW LEFT/ARROW RIGHT.
 - Added lot's of functions to number pad.
- * MED: multisong support, song position/song length, forward, rewind, songend. Also no lib-error bug removed.
- * New PT FAST RAM replayer which uses only 1024 bytes of CHIP RAM.
- * Replaced GZip support with LZX.
- * New music formats: Mark II, Maniacs of Noise, David Whittaker, BP SoundMon v3.0 (v2.2?).

- * Prefs: VBlank timing selector, switch for scope bars.
- Added zoom-gadget (kick2.0+).
- Directories are added recursively (kick2.0+).
- Fix: PS3M with killer mode caused crashes (my fault).
- + Added Humble mode for PS3M: priority = -3.
- + PS3M mixing buffer size can be as high as 64kB.
- Fix: randomgenerator bugged heavily (jammed the machine).
- Fix: PT replayer patterndelay + volslide.
- Double buffering: if not enough memory, dump current module and try again.
- When adding modules via AppWindow or commandline they are added to the end of the list, instead of first clearing the list and then adding.
- Filter status saved in prefs file. Wasn't saved in prev. versions!
- File selection bar is always kept visible.
- Better init error handling.
- The sort routine is six times faster than before.
- Priority affects all processes excluding HippoScope.
- Windows adapt with different border sizes (works with sysihack).
- Titlebar info: clock and free mem shown at the same time.
- Keys works from prefs window too.
- A new icon by Cyclone.

v2.06 (19.5.1995)

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

v2.07 (26.6.1995)

Bug fixes:

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

Improvements:

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

v2.08 (21.7.1995)

Bug fixes:

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

Improvements:

- Added mouse waitpointer.
 - Better MarkIII, Hippel and Hippel-COSO identifying.
 - Included a HiP brush by Roman Patzner.
 - No volume fade on exit.
 - Volume fade works a bit better with PS3M.
 - Scope window is closed when no data is available.
 - List selector in prefs can be cancelled by clicking outside the window.
-

- If a module that is played contains subsongs, all of them are played before next module is loaded. Works with play modes 'List repeatedly' & 'List once' and with end-detectable modules, and with timeout.

v2.09 (28.7.1995)

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

Improvements:

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

v2.10 (2.9.1995)

Bug fixes:

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

Improvements:

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

v2.11 (6.9.1995)

Bug fixes:

- Some little fixes.

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

Improvements:

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

v2.12 (16.9.1995)

Bug fixes:

- Some.

Improvements:

- Redone the programmer interface.
- External scopes included.
- Example scope source included.
- Loading progress indicator for XPK files.
- Filled stereoscope for PS3M.
- Hipposcope for PS3M: 2x1 pixels instead 1x2 pixels. Also no extra dots with 020+ CPUs anymore.

v2.20 (27.10.1995)

Bug fixes:

- Some..
- PS3M stereo didn't get updated unless the Prefs window was opened.
- hip_play in HiP's port wasn't updated! Fixed.
- Nasty bug defeated in font requester! Corrupted the archiver commands..
- Some fixes in PT replayer.
- Bug fixed in Examplescope-source.

Improvements:

- New prefs system with paging.
- Listview for module info (sample names, PSID-info etc)
- New PS3M: 0.959 (20.9.1995). NOTE! The XM player is from the old PS3M, because the new XM player sucked.. Hi Guru!
- Removed the CIA selector from HippoPlayer.PS3M, currently PS3M always uses CIAA if possible.
- Pattern match for file requester.
- XFDmaster.library support for loading all kinds of packed files.
- Support for Alexis Nasr's combined TFMX mdat+smpl format (TFHD).
- If there's not enough chip memory, unpacked and XPK packed (with XPK identify) PT modules will be loaded to fast memory.
- If possible, CIAB is used for DMA wait. No interrupts included!
- Better Old Soundtracker identification.
- Max timeout increased to 30 mins.
- Alarm now has a slider (hh:mm).
- Included xVUmeter.
- Included HiPScope with the C source and header file by Thomas Skoldenborg.

v2.21 (16.12.1995)

Bug fixes:

- Quite a bunch removed.
 - Found & killed many memory mangling bugs.
-

- Scope 'data follow speed' problems fixed. Should work on all the standard monitor drivers.

Improvements:

- New, fast and amazing LhA/LZX/Zip loader that scans each archive for music modules! Archives with 100 BBS adverts and one module will work fine. BTW, delete the HiP-script file. It's no longer needed.
- New mode for player group: Load single.
- Info & main window scrolling now with optimized blitter power.
- PS3M mixing rate printed into the info window.
- Info window open/close status saved in prefs file.
- DIGI Booster support. May be removed from the later releases. You should try out the tracker, it's great. Thanks to Tomasz Piast (Tap) for giving me the replayer source.
- Exit the module info by pressing Escape (in the window that is).
- Nuke key: [BACKSPACE+SHIFT]. Will remove a file from the list as well as from the DISK!
- Bigger jump in PSID fast forward.
- Two new parameters for ARexx GET: DURA and HIDS.
- Some cosmetic changes.
- Included installer-script by Tomasz Kepa. Thanks! Some modifications by me.
- Included French docs by Alan Guillevic. Thanks!
- Included HiP-ARexx-Play.rexx script by Marcel Döring <DonDoringo@GURU.rhein-main.de>. Thanks!
- Included a Hippo drawer icon by Richard Harris. Thanks!

v2.22 (26.12.1996)

Bug fixes:

- Forgot to fix in the last version: info window could only open to Workbench screen.
- Player group handling had a random memory allocation bug.. :(
- PS3M is known to cause crashes when writing to floppy. I did something to the PS3M interrupt servers and the problem seems to be gone now. Who knows for sure...
- Installer script fixed. Tried to copy the obsolete HiP-script too.

Improvements:

- MED sample names are shown in the info window if possible.
- List dividers don't count as files anymore in the about window.
- Included SPIScope by Tuomas Lukinmaa.

v2.23 (7.4.1996)

Bug fixes:

- Multitude of major & minor bugs removed.
 - A severe bug in Load Single player group mode removed.
-

- Alarm fixed. Probably didn't work at all.
- Something fixed in VUMeter, shouldn't crash anymore.

Improvements:

- Quality assurance by a bunch of betatesters (yeah, sure :-)
- New PS3M 0.960. Bugs fixed in Fasttracker II (XM), Screamtracker III (S3M) and Fasttracker I (FT) replay routines. Fixed & updated by Peter Kunath / Delirium Softdesign (Hi! Thanks!)
- SHIFT+BACKSPACE on a divider causes all the files 'under' that particular divider to be deleted from the list.
- Added RMB function for Del. The same as SHIFT+BACKSPACE = delete file or delete divider and the files under it.
- RMB on the left 1/3 of the infobox = scope on/off.
- Info window: show the whole filecomment.
- Monoscope and filled monoscope for IFF sample player.
- Will now try CIAA first and then CIAB for timing. Should work with other apps that require CIAA, like Shapeshifter.
- New DigiBooster replayer v1.4 by Tap. (BEWARE: the replayer causes non-lethal enforcer hits!)
- Added volume control for DigiBooster modules.
- Prefs: Prefs page saved in the prefs file.
- Prefs: Use/don't use HippoPlayer.PS3M configuration file.
- Prefs: Save window zip status (big window/title bar).
- Prefs: Sample buffer size.
- The file match pattern is now applied to all filenames, not only to those shown in the filerequester (kick2.0+).
- Filebox size can be set to 0: remove the whole thing from the window.
- LhA archive extraction should work on kick1.3 now.
- Player group mode 'Load all' will load med and psidplayer libraries.
- Module name in titlebar in all but 'Show clock, free mem'.
- ARexx GET: FILT
- ARexx: Some new scripts added. Check them out.
- Scopes can be run from WB.
- Included a MWB drawer icon and MWB icons for scopes. Thanks go to Ilmari Karola for these.
- Some history cut from the doc.

1.61 Hellos

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

Jarno Paananen (Guru/Sahara Surfers)
- Hi my friend! Thanks for the PS3M etc. :)

Nico François
- Thanks for the reqtools.library!

Ron Birk & Per Håkan Sundell
- Thanks for making almost perfect SID-emulation.

Official beta testers:

Jarkko Kemppainen (Mysdee/The Sharks), Mikko Karvonen (Yolk/Parallax), Timo Rönkkönen (Deadbeat/The Sharks), Tommi Mäkilä (TjM/Parallax), Antti Lankila (STL/Damage), Jarkko Vatjus-Anttila (Quaid/Big Fat Brothers), Tuomas Lukinmaa (Tumu/Big Fat Brothers), Toni "Panadol" Kettula, Filip "Eliot" Oscadal, Marcel Döring, Steve@Almathera Tech (THP), Kasper B. Graversen

Those who have participated more or less, thanks:

Peter Kunath (Delirium Softdesign), Henryk Richter (Buggs/Defect), Tommi Lindström, Richard Harris (FOXX), cYClone/nEW-dEAL^PSD PC, Roman Patzner, David Wiles, Tuomas Lukinmaa (Tumu/BFB Team), Janne Simonen, Marcel Döring, Tomasz Kepa, Ilmari Karonen, Jarkko Vatjus-Anttila (Quaid/BFB Team)

Special hellos:

Agust Arni Jonsson (Nemesis1), Mikael Grahn, Jari Karjalainen, Ivan Wheelwright, Jani Kannisto, Thomas Gylfe, Arto Ikola, Tommi Lempinen, Paul Wellstead, Mikko Vartio, Pasi Laaksonen, Alan Guillevic, Armin Pigulla, Mikko Manninen, Seppo Tomperi, Jari Mikkilä, Patrick Becker, P.Koistinen, Juha Laukkanen, Jan Svihus, Gunnar Andersson, Ragnar Fyri, Roman Patzner, Edouardo Gonçalves, Svein Skjæveland, Petri Ala-Louesniemi, Jari Ketola, Olivier Delemotte, Markku Luukkainen, Ralf Neitzel, Janne Jusula, Philippe Bovier, Jouko Tuisku, Luuk van der Duim, Sean Connolly (Odie/Cosine), Johan Rönnblom

Hellos to those who have sent me email and to whom I've talked on IRC.

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

1.62 About

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

HippoPlayer was made by using the Asm-One. Pure assembler, source code length without any includes or play routines is about 390kB.

Registrations, bug reports, comments & suggestions and C-64 warez are welcome! NO SWAPPING!!

Always mention your Amiga configuration and HiP version when sending bug

reports!

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