

# WinMod PRO

A MOD file player for Microsoft® Windows™

v 0.04β

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## 1. Requirements

WinMod PRO is a MOD file player for Microsoft® Windows™ using the multimedia waveform audio services. It requires Windows version 3.1, and some sort of soundcard that has an asynchronous waveform driver. Synchronous drivers like the PC speaker and Adlib drivers are not really suited for MOD file playing (as implemented in this program), although if you play around with the settings described in the *System Options* section below, you may be able to get them to work (sortof).

## 2. Supported formats

WinMod PRO should be able to play noisetracker, soundtracker, protracker, screamtracker (STM and S3M), oktalyzer, fast tracker, startrekker, wow, 669, med and octamed modules. It is also able to play modules compressed with the Windows *COMPRESS* utility, and modules stored in archives created by *LHA(RC)*, *PKZIP*, *ARJ*, *HA*, *(PK)ARC* or *ZOO*.

When scanning a directory, it searches for files with MOD, NST, STM, S3M, WOW, 669, MED and OKT extensions, or their compressed forms (MO\_, NS\_, ST\_, S3\_, WO\_, 66\_, ME\_ and OK\_), and will also check within LZH, LHA, ZIP, ARJ, HA, ARC and ZOO archives. When scanning archives, it also accepts files that have no extension at all (most oktalyzer mods are stored like that) and certain non-DOS extensions (e.g. 8MED).

I won't go into great detail about what effects have and haven't been implemented in the different formats. All I can say is that most modules should sound fine - when I get time, and if I think its necessary, I'll probably try and implement as many of them as possible.

Please note that if you're trying to play modules with more than 4 tracks, the processor starts to get very busy, so don't be surprised if the system can't cope. If you have a 486 or a fast 386, things will probably be all right, but you'll probably still need to keep the sample rate very low.

### 3. Installation

First make a directory, (e.g. *C:\WMP*), and copy all the files that came in the archive into that directory. The only files required for WinMod PRO to work are *WMP.EXE* and *BWCC.DLL*, although you'll probably want to keep this document for reference. If you already have a more recent copy of *BWCC.DLL* somewhere in your path, then you can delete the copy included with WinMod PRO if you wish - otherwise just leave it in the *WMP* directory.

Having installed WinMod PRO, you now need to tell Windows how to find and execute it. There are two ways that this can be done.

**Program item:** The most obvious method is to add it to one of the group windows in the *Program Manager*, and launch it from there. To do this, select the *File|New* menu and choose the *Program item* option. For the *Description*, type *WinMod PRO*, for the *Command Line*, type in the full path to the *WMP.EXE* file, and for the *Working Directory*, enter the path of the directory containing your modules. You can ignore the other options for the moment. Once you have done this, you should see a new icon for WinMod PRO.

**Extension association:** The second method, is to associate it with the various files extensions used by mod files for use within the *File Manager*. To do this, first run the *Registration Info Editor* - this can be done by selecting the *File|Run* menu, and entering the filename *REGEDIT.EXE*. From there, select the *Edit|Add* menu, and enter the following details: for the *Identifier*, enter something like *MODFILE*; for the *File Type*, enter *MOD File*; leave the *Action* option on *Open*; for the *Command*, enter the full path to the *WMP.EXE* file followed by *%1* (e.g. *D:\WMP\WMP.EXE %1*); disable the *Uses DDE* box (remove the cross); and leave the rest blank.

So far, all you have done is create a new file type - *MOD File*. Now you have to associate the various file extensions with that type. To do this, startup the *File Manager*, and select the *File|Associate* menu. For the *Files with Extension* option, enter *MOD*, and then select *MOD File* from the *Associate with* list. Do the same for the extensions *NST*, *STM*, *S3M*, *WOW*, *669*, *MED*, *OKT*, *MO\_*, *NS\_*, *ST\_*, *S3\_*, *WO\_*, *66\_*, *ME\_*, and *OK\_* (you only need to include the extensions with an underscore if you are planning on using the Windows *COMPRESS* utility). Now whenever you double click on a file with one of the above mentioned extensions, WinMod PRO will automatically startup, and play that file.

## 4. Playing modules

Having installed WinMod PRO, there are now a number of ways in which you can play your modules. The first method, explained above, is to play the module from within the *File Manager*. This can be done either by double-clicking on the filename of the module, or pressing <Return> when the filename is highlighted. If another module is already playing, it will be terminated and the new module will begin playing.

The next method, (also involving the *File Manager*), is the drag-and-drop method. To do this, first start up WinMod PRO, and minimize it - this can be done automatically by checking the *Run Minimized* option in the *properties* box in the *Program Manager*. Now that you have the icon sitting at the bottom of the screen, you can drag a file from the *File Manager* and drop it onto the icon and WinMod PRO will begin playing that module. If a module is already playing when you drop another file onto the icon, the currently playing module will terminate, and the new one will begin.

To drag a file, depress the left mouse button with the cursor over the file you wish to play. Then move the cursor (still keeping the button depressed) towards the WinMod PRO icon - the file will be dragged along. Once the cursor is over the icon, you can release the mouse button, thereby dropping the file onto the icon, and causing it to play. You can also select multiple files, and drag them all onto the icon at once. They will be played one after the other until they are all finished. Be sure to set the *Break Loop* option (explained below) otherwise certain modules may never terminate.

The easiest method, though, is to start the module from within WinMod PRO itself. To do this, select the *File|Open* menu and select the module(s) you wish to play from the displayed list. The nicest thing about this method, is that the actual name of the module is displayed along with its file name (unless it is stored in an archive). Once you have finished your selection, just press <Return> to begin playing.

## 5. Options

The *Options* menu enables you to configure WinMod PRO to fit your particular needs. These settings will automatically be saved to a file called *WMP.CFG* in the same directory as the file *WMP.EXE*. If you delete this file, the default settings will be used the next time WinMod PRO is run.

Most of these options will take effect almost immediately, but changes to the *System Options* won't be noticeable if a module is already playing - you will have to reset the module, and start playing again.

## 5.1 System

**Sample rate:** This is the number of samples outputted(?) per second, and affects the quality of the sound. The higher the value, the better the quality, but the more processor time used. Also note that if a module has poor quality samples, setting this value higher will make very little difference. I usually set it to 10000, but you can go as low as about 4000 (really low quality), but not much higher than 20000 (depending on the speed of your computer).

**Playback rate:** This value should usually be set the same as the *Sample rate* (in fact changing the *Sample rate*, will automatically set this to the same value). However, by setting this value higher or lower than the *Sample rate*, you can cause a module to be played back faster or slower than it should be. Note that changing this value will also effect the pitch of the module. Have no idea why I added this option, but some people have reported finding it useful, so I've kept it.

**Buffer size:** When WinMod PRO is playing a module, it first calculates a buffer full of information, and then outputs that buffer. While the buffer is being played, it can then begin calculating the information to fill up the next buffer. This entry specifies the size of that buffer. If the buffer is too small, the system will have finished playing it before the next buffer could be filled. However, if it is too big, the whole system will come to a halt for a noticeable period of time each time the buffer is refilled. A setting of 8000 seems to work fine with a 10000 *Sample rate*.

**Number of buffers:** Having a number of buffers solves the above mentioned problems to a certain extent. It gives the impression of there being a big buffer, but since only one of them is filled at a time, the time delay while the filling takes place is not as noticeable. Having too many buffers however may not work correctly in certain cases, and also causes the sytem to come to a halt for a considerable amount of time when a module is intially started.

**Interrupt mode:** Once a buffer has been played, Windows will signal the program to tell it to begin playing the next buffer and refilling the now free buffer. However, because Windows is not a true multitasking system, that signal can be delayed by a process that is doing some time-consuming operation - you usually see the hour-glass

cursor at this time. Having a large number of buffers solves this problem to a certain extent, but not all of the time. *Interrupt mode* gets around this, by processing the signal, no matter what else is going on. Ideally this option should always be enabled, but if it causes problems with your system for some reason or other, it can be disabled.

## 5.2 Effects

**Volume slide:** Apparently certain older modules used the *volume slide* effect differently to how it is currently implemented, so they don't sound quite right. The solution to this problem is to disable the *volume slide* effect, but only for those specific modules, since most modern modules will require it to be implemented properly. The only module that I know of that requires this option disabled is *Run-the-gauntlet*.

**Tempo changes:** Although the *speed* effect is only defined for speeds less than 32, certain soundtracker/noisetracker modules set it to values out of that range. Normally this wouldn't be a problem, since the value would be rounded down to 31, but the protracker format interprets values greater than 31 as *tempo* settings and thus cause these modules to play at the wrong speed. If you have any modules with this problem (e.g. *Klisje-paa-klisje*, I think), you should disable this effect before playing them.

**SoundTracker loops:** There is a certain parameter that SoundTracker and NoiseTracker modules use to cause a module to loop. However, other editors sometimes set it incorrectly causing modules to loop when they aren't meant to. This option specifies whether the looping parameter should be interpreted or not. However, bear in mind that disabling this option will also disable looping from certain other module formats.

## 5.3 Preferences

**Loop module:** Enabling this option will cause all modules to continue looping from the beginning until manually stopped.

**Break on repeat:** Since certain modules will loop even if the *Loop module* option is not set, this option can be used to stop those modules as soon as they begin repeating. It is advisable to set this option when playing a group of modules, otherwise the end of the group may never be reached if some module in the middle keeps repeating.

**Fade speed:** When a module stops playing because of the *Break on repeat* option, it doesn't stop straight away, but instead the volume is faded until there is no sound. This option allows you to specify the speed at which the volume fade occurs - 1 is the slowest, and 64 the fastest (stops instantaneously).

**Auto play:** When a single module is selected via the *File|Open* menu, the module will only be loaded - you must select the *Module|Play* menu to begin playing it. If this option is set, though, the module will begin playing as soon as it is loaded. Note, however, that if a group of files is selected, or the module is started using any of the other methods (drag-and-drop, etc), it will be played automatically regardless of this setting.

**Group repeat:** When you select a group of modules, they will normally each be played only once. If this option is enabled, though, the group will be repeated over and over again. To stop the group repeating, you can either disable this option (while they are playing) and wait for the group to finish; or select the *File|Close* menu, in which case all playing will stop immediately.

**Stereo:** If you have an output device that supports stereo, you can play your modules in stereo by enabling this option. Note, however, that certain modules don't sound that hot in stereo, and stereo is also quite a bit more processor intensive. If your device doesn't handle stereo, you probably won't hear anything with this option enabled.

**Volume control:** If you have an output device that supports volume control, you should be able to change the output volume using the volume slide-bar. However, since I have received reports that the volume control could be causing problems with the SoundBlaster PRO, I have disabled it by default. If you wish to try out the volume control, you should enable this option.

## 5.4 Wave driver

This option allows you to select the device that should be used when playing your modules. For most people there will be only one device listed here, but if you have more than one wave output device, you can use this menu to select which one to use.

## 5.5 Archivers

This menu allows you to configure the settings for the various archivers. When you

select an archiver from the menu, a dialog box will pop up with the current settings for that archiver.

The *file name* is the name of the executable file that should be used to uncompress archives of this format - if the unarchiving program is not in your path, you should change this name to include the full path.

The *parameters* are the command line parameters that should be passed to the unarchiving program - these parameters should specify that you wish to unarchive files without path names, and that existing files with the same name should be overwritten without prompting (you wouldn't see the prompt, so the program would appear to hang). The default settings should be correct, but you may change them if you need to.

The three radio buttons specify how WinMod PRO should handle archives when searching for modules in the *File|Open* menu. *Accept any archive* means that it will be assumed that any archive of this type contains a module. However, you will only be able to play the first module contained in that archive, and of course there will be some archives listed that don't contain modules. *Ignore all archives* means that the scanner will assume that archives of this type do not contain any modules, and so they will be ignored. *Scan for modules* means that the scanner should search through each archive to see if it contains any modules. Although this method can be slow when there are a lot of archives, it has the advantage of being able to find all modules in an archive.

**Null extensions:** When this option is checked, it means that filenames without an extension will be assumed to be modules. This is for use with oktalyzer modules which don't usually have a recognizable extension.

## 6. Bugs

The main place that problems are likely to crop up is in the implementation of the effects. I'm not very clued up on what the all the effects are meant to sound like (especially in some of the newer formats). There are also certain effects that I haven't even tried to implement at all.

Also, since I'm not totally familiar with all of the new file formats, there may be certain modules that won't load, or could hang the system (hopefully not too many).

The position/pattern info seems to lag a bit behind the actual mod. This is also the reason why restarting after a pause starts a bit back from where you actually paused. Unfortunately, there is not much I can do about this at the moment - you'll just have to deal with it.

The stereo and volume control routines are dubious at best. I've had reports of these features working fine, and reports of problems of various kinds. I still don't have a device that supports such things, so whatever problems there are will just have to stay that way.

It is also quite possible that this player will cause your system to hang from time to time. If this is likely to cause you much distress, then I suggest you not use it while you are involved in anything critical - or at least until you are confident that it works with your system.

## 7. Disclaimer

I do not guarantee that this program is bug free and will function perfectly or that it will do anything at all for that matter. I can also not be held responsible for anything it may do that you didn't want it to do. This includes hanging Windows, formatting your hard drive, exploding your monitor, or anything else you can come up with. If you think you might want to use it, you do so at your own risk.

## 8. Revision history

- 0.01β** This was my very first attempt. It just barely worked - full of bugs. Gave it to a friend to try out.
- 0.01** First real version. Was probably suitable for release, but was only given to one person to try out (different person this time).
- 0.02β** Corrected bugs reported in v0.01 and added a few things suggested. This was meant to be released, but the u/l to ftp.cica.indiana.edu failed.
- 0.02β2** Various bits and pieces added since v0.02β - mainly the position/pattern info, and improving the accuracy of the pause. Still a beta, but fairly stable I think.
- 0.02** There was a bug in v0.02β2 that meant that disabling the *Interrupt mode* wouldn't be any help to systems that were crashing with it enabled. There was also a bug that may have prevented modules created with MOEDIT v3.x from being recognized. The maximum number of buffers has been extended to 20, although using too many may not work correctly. A bug in



the *Sample Offset* effect has been corrected.

**0.03** The whole system should be a lot more stable in *Interrupt mode* - I can't guarantee that it'll never crash, but the tests I did trying to overload the system (8 DOS shells, Borland C++, the Resource Workshop, a help file, Print Manager, File Manager, WinMeter, Clock, Control Panel, PIF editor, Write, Paintbrush, and Telemate [logged onto a BBS]) didn't bother it at all. There was a bug with the STM loading routines (causing the program to crash with just about every file), that has been fixed. The loading routines have also been modified to permit the loading of certain corrupted MODs with missing sample data, and invalid looping information. You can now change drives when loading MODs. If you attempt to play a group of MODs and one of them dies, the rest should still get a chance to play. There is better error checking in the *Options* edit boxes. The loader can now handle files compressed with *LHA(RC)*, *ZIP*, *ARJ*, *HA*, *(PK)ARC* and *ZOO*. You are allowed to choose which output device to use. The position and pattern counters now show totals as well, so you know how far the module still has to go. Fast forward and rewind buttons have been added, although they don't work too well. An option was added to disable the SoundTracker looping feature. The executable name has been changed to WMP.EXE to prevent conflicts with another modplayer that had the same name. The volume effect in STM files should now be implemented correctly. There is a new *Samples* menu from which you can view the samples used in the module, and also play them. The protracker timing has been improved - still not sure if it is perfect, but I'm pretty sure that it has improved. The break effect now handles parameters of which I was not previously aware. Corrected bug displaying mod names that were 22 characters in length.

**0.04B** This version added support for up to 16 tracks so it can now handle 6 and 8 track fast tracker and startrekker mods, 8 track wow and 669 mods, oktalyzer mods, and s3m screamtracker mods. It also has support for med modules (the MMD0 and MMD1 formats), as well as OctaMED. There were a couple of mistakes in scanning ZOO and LZH files which have been fixed - I don't really know the file formats, so I could still be wrong, but they now work with certain cases which didn't work previously. The archiving routines also had problems with long filenames and multiple extensions which should be fixed. Since oktalyzer modules don't really have an extension, there is now an option in the Archiver menu which allows you to accept filenames with no extensions as valid modules (only within archives). When you are loading a module, the file menu option is now temporarily disabled - previously, there was no way of knowing whether a module was invalid and had failed to load, or was merely taking a long

time to uncompress. I'm releasing this as a beta version, because it needs a lot more testing, but I'm going to be busy for the next couple of years, so this may be the last chance I have to release a version for a long time.

## 9. Extensions and improvements

Initially this whole program was written in C++, so it was VERY slow. Later on I rewrote the main loop in assembly which has made quite a difference. There is still quite a bit more that can be rewritten in assembly, but I'm not sure that it will be that much of an improvement.

Although WinMod PRO supports quite a few module formats, there are still a couple that I would like to do. At the moment, my list includes JMS, S2M and Future Composer. I'll probably only implement the most popular ones, so if you know of any ftp sites with vast hordes of modules in a particular format which you think I should support, then let me know (of course, unless I can find details for the format from somewhere, there isn't much I can do about it).

If you have any other suggestions or bug reports, please feel free to leave me a message at one of the addresses listed below. Many thanks to those people that have already provided feedback.

## 10. Credits

**Programmed by:** James Holderness

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**Email address:** holderne@beastie.cs.und.ac.za (don't now how long this will last)

**Fido address:** James Holderness @ 5:7103/7

**Snail mail:** P.O.Box 1235, Westville, Durban, 3630 South Africa

**Bulletin board:** If you're in South Africa, or like long distance phone calls, try out *Connectix BBS* (031-2669992). My user id is *Dweeb*.

**News groups:** I read *comp.sys.ibm.pc.soundcard* and *comp.sys.amiga.audio* from time to time, but don't count on me seeing anything there. If you're in South Africa you can try the local FidoNet *MOD* echo - I always read that.

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## 12. Registration

At the moment, since I have no way of handling the problems involved with registrations, I am distributing this program as postware. This means that if you like it and are going to continue using it, a postcard at the above snail mail address would be very much appreciated. However, I reserve the right to release future versions as shareware, commercial or whatever.

Many thanks to those people that have provided feedback, and very special thanks to the few of you that have actually sent me a postcard. My appologies to anyone that has written to me and not received a reply. I try to reply to all my FIDO mail, but I suspect that a lot of it doesn't get through - I also don't get a chance to read it that often, so there will probably be some delay. Please note the new internet email address - I'm not sure how long this one will last, but you're more likely to get a reply this way. If you send a postcard, and want a reply, please provide some form of email address if possible, since I'm usually very slow at replying via snail-mail.