

# **PS3MrecGui**

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|               |                              |               |                  |
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|               | <i>TITLE :</i><br>PS3MrecGui |               |                  |
| <i>ACTION</i> | <i>NAME</i>                  | <i>DATE</i>   | <i>SIGNATURE</i> |
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# Chapter 1

## PS3MrecGui

### 1.1 PS3MrecGui

\* PS3MrecGui \*

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Some parts of this Guide was  
taken from the PS3Mrec.doc file.

Introduction

A brief introduction.

Legal Stuff

Disclaimer & Distribution notes.

Requirements

What you need to make PS3MrecGui work.

Usage

How to use PS3MrecGui.

Menus

How to use the Menus.

Sample Formats

The three different sample formats.

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Program Info

How PS3MrecGui was made.

Tips & Tricks

Some info about how I use PS3MrecGui.

Future

What to do in the future.

Credits

Who made what?

## 1.2 introduction

- Introduction -

With PS3MrecGui you can via a Gui load several kinds of music module formats and turn them into IFF, AIFF or RIFF WAVE samples.

To do this, PS3MrecGui uses a CLI program called PS3M recorder (PS3Mrec) by K-P Koljonen / Hippopotamus Design.

After you have created the samples, you can use other programs to burn them to Audio CD's, or you can turn them into mp3's.

## 1.3 Legal Stuff

- Disclaimer -

The information and PS3MrecGui are provided "as is" without warranty of any kind, either expressed or implied. The entire risk as to the accuracy of the information herein is assumed by you. Roger Håseth does not warrant, guarantee, or make any representations regarding the use of, or the results of the use of, the information or PS3MrecGui in terms of correctness, accuracy, reliability, currentness, or otherwise. In no event will Roger Håseth be liable for direct, indirect, incidental, or consequential damages resulting from any defect in the information or PS3MrecGui even if he has been advised of the possibility of such damages.

Or in other words, don't blame me if your Amiga electrocutes you :-)

- Distribution -

PS3MrecGui is Cardware!

If you use it on a regular basis, send me a postcard containing some information about what you think of it.

The main reason for PS3MrecGui being Cardware is that it would be nice to know if anybody uses it at all.

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PS3MrecGui may be freely distributed as long as no more than a nominal fee is charged to cover time and copying costs. Everything in this distribution must be kept together, in original unmodified form (you can distribute the PS3Mrec and PS3Mrec.doc files seperately if you want to).

My Name & Address is: Roger Håseth  
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NORWAY

## 1.4 requirements

- Requirements -

The requirements for PS3MrecGui are the following:

- PS3Mrec (included)
- Gui (included)
- Gui4Cli (included)
- An Amiga (not included :-)
- Lots of HD space!

The three files can either be in the same drawer as PS3MrecGui, or you can copy them to a place within the standard search path, I recommend that you copy them to C:.

As for your Amiga, you will probably need at least OS 2.0 (not tested) and some fast-ram. If your Amiga is not able to handle PS3MrecGui, you can use the PS3Mrec program in a CLI instead, read the PS3Mrec.doc for more information.

PS3MrecGui was made on a A1200 with OS3.5, 040 processor and 32 Mb fast-Ram.

## 1.5 usage

- Usage -

To start PS3MrecGui from a CLI, type "Gui PS3MrecGui" and press the Return key. For starting from Workbench, click the icon. Make sure that "Gui" is set as the default tool in PS3MrecGui's icon.

For CLI usage (by using PS3Mrec), read the PS3Mrec.doc file instead.

| Button/Gadget: | Short Explenation: |
|----------------|--------------------|
|----------------|--------------------|

Mod

- Module to be recorded (MOD/FT/XM/S3M/MTM/DB).
-

Dest  
- Destination filename.

Mode  
- Sample type to be created.

Rate  
- Sampling rate in Hz (5000-60000).

Boost  
- Volume boost (0-999).

Pan  
- Panning value for surround modes (1-99).

Write/Simulate  
- Write to disk or Simulate to calculate optimal volume boost.

Start  
- Start Writing/Simulating.

## 1.6 mod

- Mod -

Enter the name of the module to be recorded in the text gadget, or press the "?" button, this will bring up a file requester from where you can select a module.

You can also select a module by dragging & dropping it's icon into PS3MrecGui's window.

The module must be unpacked or XPK packed and one of the following formats: Protracker (MOD), Fasttracker I (FT), Fasttracker II (XM), Scream Tracker III (S3M), Multitracker (MTM), DigiBooster (DB).

\*\* NOTE: If you want to load XPK packed modules you must have the xpkmaster.library and some sublibs installed in Libs:.

\*\* NOTE: DigiBooster modules are first converted to Fasttracker I format. This means that samples over 64kB will be truncated and non-PT commands are ignored (including finetune). All DB mods will not convert properly, watch out. Also watch out the memory requirements, at least 2x the module size is needed. Conversion routine by Antti Lankila (STL/Damage). Thanks!

Keyboard shortcuts: M = Enter Module (gadget).  
Alt M = Select Module (filereq).

## 1.7 dest

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- Dest -

Enter the name of the sample to be created (with FULL path) in the text gadget, or press the "?" button, this will bring up a file requester from where you can select the path and enter a file name.

Keyboard shortcuts: D = Enter Destination (gadget).  
Alt D = Select Destination (filereq).

## 1.8 mode

- Mode -

Here you can select the sample type to be created, by either toggling the cyclor gadget, or by pressing the S button, this will bring up a list over all the sample types from where you can select the one to use.

And the sample types are:

IFF 8-bit stereo  
IFF 8-bit surround  
IFF 8-bit stereo separated  
IFF 8-bit mono  
AIFF 16-bit stereo  
AIFF 16-bit surround  
AIFF 16-bit mono  
RIFF WAVE 16-bit stereo  
RIFF WAVE 16-bit surround  
RIFF WAVE 16-bit mono

For more information, look at the  
Sample Formats  
section.

Keyboard shortcut: O

## 1.9 rate

- Rate -

This is the sampling rate to be used (in Hz). The higher the better sound quality (and longer rendering time).

If you want to achive CD quality, set this to 44100 Hz, you can also select this rate from the menu (FreqRate/CD Quality).

Keyboard shortcuts: 7 = Decrease Rate.  
8 = Increase Rate.  
9 = Set finetuning On/Off

---



## 1.10 boost

- Boost -

With volume boost you can boost up the volume, obviously. Too high a value can cause 'clipping', decreasing the sound quality. 0 means no boost, 100 means double volume, 200 triple etc.

Keyboard shortcuts: 4 = Decrease Boost.  
5 = Increase Boost.  
6 = Set finetuning On/Off

## 1.11 pan

- Pan -

For the surround modes only !

The greater pan value, the louder will the left side be mixed to the right side and vice versa. Value 1 is near stereo, and 99 near mono.

Please Note! Any value set in this gadget will be ignored if you have selected one of the Mono or Stereo modes, the gadget will also be disabled.

Keyboard shortcuts: 1 = Decrease Pan.  
2 = Increase Pan.

## 1.12 Write/Simulate

- Write/Simulate -

Write = Write the output to disk.

Simulate = Simulate, don't write. With this switch you can find out the optimal volume boost value (max volume without clipping) for each module and mode.

To get the best sound quality you should first find out the best volume boost with simulate and then record using that boost value.

\*\* NOTE: Every mode (with different panning parameters) can have different optimal boost values.

Keyboard shortcut: Enter = Toggle Write/Simulate.

## 1.13 Start

- Start -

By Pressing this button, the Writing/Simulating will start.

---

When recording there will be a progress indicator showing the module time and how many kilobytes have been recorded. The process will stop when the module ends, the user presses CTRL+C (break) or some error occurs.

Remember that you will need lot's of hd space. Example: A tune lasting 3:49 with sampling rate 28000 would take  $(3*60+49)*28000*2=12.2$  megabytes hd space, and twice as much with 16-bit output.

Please Note! If you want to abort the Writing/Simulating, remember to select the output window (make it the current one) before you press CTRL+C.

Keyboard shortcut: S.

## 1.14 Sample Formats

- Sample Formats -

PS3M recorder offers three different sample formats:

IFF 8SVX 8-bit mono/stereo (the Amiga sample format by Electronic Arts),  
AIFF 16-bit stereo (used on Apple and SGI),  
RIFF WAVE PCM 16-bit stereo (Microsoft Windoze sample format).

The stereo modes have the left and right side separated, and surround modes have the right side mixed to the left and vice versa according to the pan value. The mono modes have the both sides mixed together.

IFF stereo separated (mode 2) creates two IFF samples, one for the left and one for the right side.

The surround and mono modes will cause a slight decrease in sound quality due to additional mixing.

The mixing routines use 16-bit calculations.

## 1.15 menu

- Menus -

There are Three Main Menus:

- Main Menu -

- Menu Items -

Project

- FreqRate/Play Mod/Play Sample/About/Quit.

Mode

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- Various Sample Formats.

Settings

- Turn Help On-Off/Select Players/Last Saved/Use Defaults/  
Save Settings/Snapshot Main Window/Snapshot Mode Window.

## 1.16 mproject

\* Project \*

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FreqRate/CD Quality

This will set the Frequency Rate to CD quality (44100 Hz).

FreqRate/User Defined

This will set the Frequency Rate to the one you used the last time you saved your settings.

Play Mod

This will play the selected Module by using the player that is defined in the "Settings/Select Players" menu. Default player is Hip (HippoPlayer).

Play Sample

This will play the selected Sample by using the player that is defined in the "Settings/Select Players" menu. Default player is Play16.

About

Shows some information.

Quit

Quits PS3MrecGui.

Keyboard shortcuts:

RA + C = Set the FreqRate to CD quality.

RA + U = Set the FreqRate to User Defined value.

RA + M = Play Module

RA + D = Play Sample

RA + A = Show "About" requester.

RA + Q = Quit PS3MrecGui.

(RA = Right Amiga key)

## 1.17 mmode

\* Mode \*

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Allows you to select one of the following Sample Formats:

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IFF 8-bit stereo  
IFF 8-bit surround  
IFF 8-bit stereo separated  
IFF 8-bit mono  
AIFF 16-bit stereo  
AIFF 16-bit surround  
AIFF 16-bit mono  
RIFF WAVE 16-bit stereo  
RIFF WAVE 16-bit surround  
RIFF WAVE 16-bit mono

For more information, look at the  
Sample Formats  
section.

## 1.18 msettings

\* Settings \*

-----  
  
Turn Help On/Off

If you turn Help On, take a look at at the WB screen-title while your mouse pointer is over a button/gadget, then you will get some information about how everything works.  
This function can also be turned On/Off by pressing the Help key.

Select Players

This will allow you to select which players to use when you want to play the Module or Sample, you can also enter the arguments to be used (if any). Just in case you are confused, the command line executed when you select to play the Module/Sample will be like this:

[PlayerProgram] [Module/Sample] [Arguments]

Default Players are: Hip (Hippo Player) for Modules.  
Play16 for Samples.

Please Note! You have to enter/select the FULL path to the players, I just used these as examples. To save these settings you must select "Save Settings" from the Settings Menu.

Last Saved

This will load the last saved settings file.

Use Defaults

This will use the Default (built-in) settings.

Save Settings

This will save the settings, where all the information in the Gui will be included, like the current Mode, Rate, Boost etc.

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It will also include the selected module and sample.

With this you can set up your own favourite settings that will be used every time you start PS3MrecGui.

The settings file will be saved in S: under the name "PS3MrecGui-Settings".

#### Snapshot Main Window

This will Snapshot the main PS3MrecGui window, just resize it and place it where ever you want on the screen, then snapshot it and it will have the same size and position next time you start PS3MrecGui.

#### Snapshot Mode Window

This will Snapshot the Mode window, but it will be done in a different way than the main one, and this needs some explanation:

When you select this option, a fake Mode window will appear on the screen, just resize it and press one of the buttons, then the new size will be saved (to cancel, press the top-left close button).

The reason why you have to do it like this, is because the normal Mode window have no resize gadget (I think it looks better this way). This means that it can't be resized, so it's necessary to temporarily create a fake one instead.

Please Note! The Gui will not use the new size until next time you start PS3MrecGui, this is perhaps something I could have fixed, but I won't bother since I don't consider this to be a big problem. Because after all, it is not something that you have to do very often.

## 1.19 Program Information

- Program Information -

PS3MrecGui was made by using D. Keletsekis's Gui4Cli 3.8, Gui4Cli is an easy scripted language for creating & running GUIs. If you want to get hold of the whole package for making your own ones, it can be found :

- on AmiNet, under Dev/Gui/Gui4Cli.lha, or
- at D. Keletsekis's web page, <http://users.hol.gr/~dck/gcmain.htm>

## 1.20 future

- Future -

I can't say that I have any special future plans with PS3MrecGui, the

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exception is if I discover any bugs or if K-P Koljonen release a new version of PS3Mrec.

Instead I will start the work on improving mp3InfoGui which is another program I have written. I also have some other things that I am at the moment working on + I have some new ideas for other projects.

I will not reveal any of my plans yet, because it is possible that they never will be completed, and another reason is that I don't want anybody stealing my ideas :-)

## 1.21 credits

Credits:

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- PS3MrecGui -

Roger "RHZ" Håseth

- PS3Mrec -

Code by K-P Koljonen / Hippopotamus Design

PS3M 0.960 replayers and mixing system by  
Jarno Paananen (Guru/Sahara Surfers)

DigiBooster -> FastTracker conversion  
routine by Antti Lankila (STL/Damage)

Requested by Hst-Bullah / Hard Disk Cafe

- Gui & Gui4Cli -

D. Keletsekis

## 1.22 Tips & Tricks

- Tips & Tricks -

This section contains some info about how I use PS3MrecGui:

The Mode I prefer using:

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I don't like using the IFF formats, because based on earlier experience the Stereo modes will create two different samples (Left & Right), and this is what most programs will treat them like, TWO Samples! What I mean is that after you have converted them to for example mp3's, they will still be Mono, and when you play it, the Left one will first be played, and when it's finished, it will play the Right one.

Then there is the RIFF WAVE formats, I can't really say that I have tried any of them because since they are Windoze formats, I suspect them to be really CRAP :-)

So I prefer to use the AIFF formats, and fortunately most programs support these formats.

The Rate I use:

What rate I use depends on what I want to do with the samples later, if I want to burn them to CD, there really is no other choice than to use 44100 Hz, since this is the frequency standard Audio CDs use. I could use other rates, since the CD-burning software I use (MakeCD) will convert the samples to the right frequency, but I think that it's best to do it the right way around in the first place.

If I want to turn them into mp3's, the rate does normally not matter, but I usually set the Rate high anyway, since the sound quality will normally be better.

Boost:

In my own personal experience, I have found it best to set the Boost level one or two levels lower than the one suggested by PS3M recorder after using the Simulate function. The reason for this is that sometimes the sound quality gets a little decreased when using the Boost level suggested by PS3Mrec, so I only use this as an indication of the optimal Boost level.

Pan:

I have not used Panning a lot, but I think I will start using it now. Here's the reason: One thing you have to remember is that listening to music from your Computer/Monitor speaker(s) are quite different than listening to the same music on a decent Stereo.

In my own experience, it was a little 'strange' when I sat real close to the right speaker and could only hear the drums and bass sounds and almost nothing else when listening to a module that I had burned to CD. This was not something that was noticeable when I listened to the same module via my computer speakers (which are placed on each side of my monitor).

So the listening experience can vary lot, all depending on what you are

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listening it on.

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