

Welcome to the error page

Normally you shouldn't see this text but as you see it, there is an error in the helpfile.

If this error occurs after you installed a new version of MusicManiac, please delete the file "MusicManiac.GID" in the MusicManiac directory (selected during setup).

Also you might contact [us](#).

Fast Overview

MusicManiac is a module-player for Windows 95. It plays XM/S3M/MOD through the MIDAS Sound System. It can create discs (like Compact Discs), which are collections of up to twenty modules.

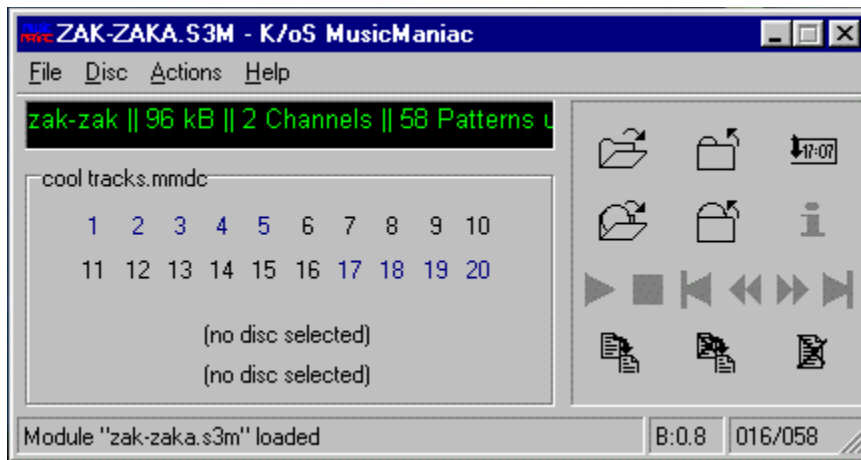
It can handle "playlists", which help you to play, copy and move your modules.

Either a module or a disc can be opened from the menu by selecting either "File"-"Open" or "Disc"-"Open". Note: If you open a disc, you have to click a button (1-20) before that module will play!

[What is MusicManiac?](#)

What do I see on Screen?

Please click on anything you want to know about:



Note: You may drop any module here to load it.

What is MusicManiac ?

K/oS MusicManiac is a so called 32bit "Module-Player" for Windows 95. It plays XM, S3M and MOD files in (up to) CD-quality.

Beside this, it has also the ability to create discs just like Compact Discs. You can assign or remove any module to a disc and simply play it by clicking on a number (1-20).

It has built-in features to control your modules: copy, move, delete and rename.

And of course it is ready to open multiple modules and browse them with simply "Next" "Prev" buttons (this feature is know as "playlists" in other players).

But this is not all: You are able to start any program, with the current module as argument, by selecting "Actions" "User Actions #x".

If you want to know what you see right now, please go to [What do I see on Screen](#). for details. Or, if you want to know more about modules or if you simply don't know what a module is, please go to [Understanding the structure of a module](#).

Greetings:

First of all: All People listed in "About". Those made it possible to create MusicManiac.

People we know:

Snake (yep, you know...)
Michael "Mr. FTP" Waldmann (hey man! what about my mails?!?!?)
M+H DN8 Crew (Server up, down, up, down, dead)
STH
HB & BK
SAM
MAZ (thanks for e-mails and da thing)

People we don't know personally:

Volker Tripp aka Jester/Sanity (for one of the greatest modules on the planet: ELYSIUM)
KFMF (THE place when searching for modules in the web)
Keith303 (simply great composer)
Elwood (dito)
Purple Motion (my music-god!)
TranceFusion (for the BEST trance-modules)
Iguana
Lizardking
Razor1911
Nuke/Anarchy
EMAX/TRSi

Known Bugs/Limitations

These are the bugs or limitations we actually know about:

- No Pause/Repeat or Shuffle-function (sorry, but no time to code that)
- The layout is really terrible when "big fonts" are activated.
- When dropping many files on MusicManiac it will always just load one.
- When doing a right click on a Disc-Button, move away and clicking elsewhere the Button is still "Up"

If you find any other bugs, flaws or errors, please mail us.

help for Screenshot (Help - What do I see here

Title

The Filename of the currently playing module and the name of the program.

Menu

This is the menu of MusicManiac. Please select the menu where you want to know more:

[Menu "File"](#)

[Menu "Disc"](#)

[Menu "Actions"](#)

[Menu "Help"](#)

Scroller

In this scroller you see some information about the current module:

- Module name (or the filename if there is no module-name)
- the number of channels in the module
- the size of the module in kilobytes
- the number of patterns that are played before the module ends
- the number of patterns the composer of the module has created
- how many instruments he has used

All informations are separated with "|".

Disc-Name

The name of the currently active disc.

Disc-Buttons

These are the buttons, where you create a link to any module. When you click one of these buttons, MusicManiac will try to open the assigned module.

To assign a module, open a module, right-click any button (1-20) and select "Assign current module". Or you simply "drag" the scroller and "drop" it over any button.

Buttons, where you assigned a module to, are drawn in a highlight color. Buttons with no link are drawn in black.

If you leave your mouse above a button for a short while, it will display the modulename.

The active track of a disc is bold and italic.

Disc-Buttons for other discs

These are buttons that operate like the normal disc-buttons, with one difference: they are used to create a link to an other disc. You should see [Disc-Buttons](#) for further help.

To assign a disc, right-click any of the buttons and select "Browse Disc". Select a disc (*.mmdc) and select "Open". Next time you click that button, MusicManiac will open that disc.

Statusbar

This statusbar is used for all program-messages.

Also it displays the time slice (in seconds) that is stored in the buffer (here 0.8 seconds), the playposition in the module and the length of the module (here position 16 of 58).

Open module

Click [here](#) and MusicManiac will ask you for a module to open. After you have selected one, MusicManiac will open and play it.

Close module

This will close the currently running module.

Hide to tray

When selected, MusicManiac will minimize to the tray.

Normally the tray looks something like this:



After you have selected "Hide to Tray", the icon of MusicManiac will occur in the tray. You may double click the icon to bring MusicManiac back to the front or right-click the icon to bring up the menu.

Open disc

This will open a MusicManiac disc. To learn more about discs, please click one of the buttons (1-20) on the left.

Close disc

This will close the active disc.

Show Information about module

MusicManiac will display the following information about the active module:

- a list of all instruments used in the module
- the file <MODNAME>.MDZ (if found)
- the file FILE_ID.DIZ (if found)

You may close the window by pressing this button again.

Play

Plays the module (from the beginning).

Stop

Stops the current module.

Prev/Next Module

These buttons are used when you have selected multiple modules (menu: "File" - "Open"). To open several modules please use the CTRL or SHIFT key when selecting.

With "Next Module" (>|) the next module is loaded, with "Previous Module" (|<) the previous module.

Hint: When you close a module with "Close Module" "Next Module" will reopen it.

Fast forward/Rewind

With these buttons you may change the current playposition (Shown in the statusbar).

Copy module

This will display a window, where you select the directory, MusicManiac should copy the active module to.

Move module

This will display a window, where you select the directory, MusicManiac should move the active module to.

Hint: If you perform this action with a module, that has been loaded by using a disc, the link is updated automatically.

Delete module

Delete the active module.

end of help for screenshot

Understanding the structure of a module

So, what are the files MusicManiac plays? Well, we will try to explain them, but beware: it isn't technical! Any flames will be ignored.

First of all, a module (it doesn't matter if it's a XM, MOD or what else) is divided into two different types of data:

- pattern data
- sample data

The sample data contains all sounds, a module uses. A sample can be any sort of sound: a noise, an instrument or a voice; it doesn't matter. A very, very simple module may contain only two samples: a voice and an instrument.

The pattern data defines where a sample-collection gets played in a module: It contains when and which sample should be played.

The easiest way to explain a pattern is to think of it as a Sheet (like in MS Excel) with rows and columns (called channels in modules).

<u>Sheet</u>				<u>Module</u>			
	Col 1	Col 2	Col 3		Channel 1	Channel 2	Channel 3
Row 1	1,44	7,33	8,12	Row 1	Sample #7	Sample #1	Sample #4
Row 2	3,51	5,33	3,02	Row 2	Sample #3	Sample #9	Sample #6

Note: Almost all modules use at least 4 channels.

That way, a pattern in a normal module contains row 1 to row X (a composer can use as many rows as he or she needs). In every, "cell", they simply say "Play this note with that sample". Of course, an instrument sounds quite different when played with note C3 instead of G2.

A pattern also contains how fast it should be played. A techno-tune for example, would be played faster than a classic-tune.

All patterns get a number and this is used in the so called "Playlist/playorder". This is a list, that just contains the order, the patterns should be played. For example, "3-1-6" means "Play Pattern number 3, then number 1 and then number 6".

And what will a player (like MusicManiac) do with all this data? It will first read the samples and prepare them for playback. Second it will read the "Playlist" and look for the first pattern that should be played. It will then read the first row of that pattern, play it, read the second row, play it.... After one pattern is finished, it will look for the next pattern to be played in the "playlist".

This procedure will continue until there are no more in the "playlist".

MusicManiac displays:

- the entries in the "playlist" ("X patterns used for song")
- the number of channels in the module ("X channels")
- the number of all patterns in the module ("X patterns are different")
- the number of all samples/instruments used ("X instruments allocated")

If you want to learn more about modules (e.g. what an effect is), please read the MODULE FAQ. This is a well known FAQ that describes everything about modules. It is found on many internet sites, so use a search-engine to find it.

Where can I get new modules ?

First of all you should visit your nearest BBS. Normally they have CD-ROMs with lists of modules. Please ask your local Sysop for the name of the module area.

The best place to get new modules is on the internet. Below we have added some sites that are "cool":

<http://www.kosmic.com>

THE place on the web to get new modules. At about every 2nd day a new module is uploaded. Unfortunately, many modules are made with ImpulseTracker (*.IT), which MusicManiac can't handle.

<http://www.modarchive.com>

Simply the best module-archive in the web.

<http://www.geocities.com/Area51/7875>

Headquarter of Destiny, a well-known musicgroup. Nearly every week a new module is released.

<http://sdc.wtm.tudelft.nl/trancefusion>

Home of TranceFusion. The best site in the web, if you like trance.

<http://www.fm.org>

Five Musicans HQ. Just see the members: Basehead, Mellow-D, Zodiak...

<http://www.explizit.org/>

The real Techno HQ on the web.

<http://miso.wwa.com/~daf/modring.html>

Links to many module-related sites.

Contact K/oS

You may contact K/oS for any reason by e-mail: **TeXHeX@msn.com**

Support BBS: **StarLine +49-6232-629141 (germany).**

Official Distribution Site: **<http://www.maz-sound.com>**

We are always searching for new members. If you interested, send us an email.

What is a disc ?

A disc is simply a collection of links to modules. Every time you choose button #1 for example, MusicManiac reads the information in the disc.

This information would be something like that: "C:\MUSIC\MODS\THE_SIGN.XM". MusicManiac takes this information and tries to open the module and, if it can read the file, it will play the module. Easy, ha?

Same is with the Disc-Buttons: Instead of a link to a module, there is a link to a disc (e.g. "C:\MUSIC\MODS\DISCS\SONGS.MMDC). MusicManiac will then try to read this disc and will display it below the scroller.

Structure of menu "File"

<u>Name in Menu</u>	<u>Action</u>
Open module	Opens a module
Close module	Close the active module (if any)
-----	-----
Copy To...	Copies the active module
Move To...	Moves the active module
Rename...	Renames the active module
Delete	Deletes the active module
-----	-----
Exit	Exit MusicManiac

Structure of menu "Disc"

<u>Name in Menu</u>	<u>Action</u>
New disc	Creates a new (empty) disc
Open disc...	Opens a disc
-----	-----
Save disc	Saves the active disc
Save disc As...	Saves the active disc with a different name
Move all to...	Moves the disc with all modules to a directory
-----	-----
Close	Closes the active disc

Structure of menu "Actions"

<u>Name in Menu</u>	<u>Action</u>
User Action #1	Execute the action assigned as "User Action #1"
User Action #2	Execute the action assigned as "User Action #2"
User Action #3	Execute the action assigned as "User Action #3"
-----	-----
Volume	Changes the volume of your soundcard
-----	-----
Options	Shows the "Options"-window

Note: All "User Actions" can be configured with "Options".

Structure of menu "Help"

<u>Name in Menu</u>	<u>Action</u>
Contents	Shows the normal view of the help
What do I see here?	Screenshot of MusicManiac (with description)
What is MusicManiac?	Which kind of program is MusicManiac?
-----	-----
Help on Help	Help about the use of the Help
-----	-----
About	The crew and other stuff

FAQ-Start

Why does music "hang" sometimes ?

This is normally caused by a buffer which is too small.

Please select "Actions" "Options" and increase the buffersize to solve this problem.

I can't find MusicManiac after I have clicked "Hide to Tray"!

Go to [What do I see on Screen](#) and click the button ["Hide To Tray"](#).

What can I do with those Prev/Next Module buttons ?

Go to [What do I see on Screen](#) and click on button "[Prev/Next module](#)".

FAQ-End

How to... Start

How to assign a module to button on a disc

Go to [What do I see on Screen](#) and select a disc-button (1-20).

How to clear an assigned button on a disc

Right-click over the button and select "Clear assigned module". If you want to keep these changes, you should save your disc.

How to assign discs

- 1.** Move your mousepointer above a disc button (last 2 buttons).
- 2.** Right-click it and select "Browse Disc".
- 3.** Select a disc.

That's it. Next time you hit the button, MusicManiac will open that disc.

How to to clear a assigned disc-button

Move your mouse above a disc-button (last 2 buttons) and select "Clear assigned disc".

How to... Ende

This will close the dialog.

This will cancel the operation and close the window.

help for Options (Actions - Options)

Select an EXE, COM, or BAT file, MusicManiac will automatically add %1 for you. On executing this %1 file will be transferred to the active module name.

When activated, the module will be closed before execute.

Enter the filename and path of the program you wish to execute here.

Changes the mixing frequency.

The bigger = the better.

Select the output mode for your modules (best is 16bit Stereo).

Select the command, that will be executed when you choose "Volume" within the menu.

Select the time (in ms) that MusicManiac will fadeout your modules.

Select 0 ms if you don't want the fadeout-function.

Changes the speed of the scroller, where the information for the module is shown.

When activated, MusicManiac will sleep for 1 second before execution.

Changes the size of the buffer in seconds. This buffer is used, when your PC is too busy to calculate the next part of the module.

If your buffer is very small, the music may "hang".

Help for Copy/Move Dialog ("File" - "Copy module"....)

Creates a new directory.

Shows the currently selected path.

Changes the directory.

[Click here if you want to change the drive.](#)

Show the last 10 paths you have selected.

Help for Create Folder (Create/Move dialog => Create folder)

The name of the new directory.

The path, were the new directory will be created.

Help for "File" - "Rename module"

Enter the new name of the module here (watch the extension!).

The path of the module.

Open Module

Please select the module(s) you wish to open. You can select multiple files by doing the following:

- 1.** Select the first module you wish to open.
- 2.** Hold the SHIFT-key and select the last module you wish to open.
- 3.** MusicManiac will mark all files between those two.
- 4.** Press "Open".

- or -

- 1.** Select the first module you wish to open.
- 2.** Hold the CTRL-key and select another module.
- 3.** Continue this, until you got all modules you wish to open.
- 4.** Select "Open".

Note: When you open many files with the first option, windows will add the files in this order: Z-Y-X... If you want them from A to Z, select first the LAST module and then the FIRST.

Open disc

Please select the disc you wish to open and click "Open".

Note: When you open a disc, the name of the disc is not shown in the title of MusicManiac. It will be displayed below the scroller.

Save disc

Please enter the name of the disc to save.

Remember: You can use long file-names so you should use them.

The name of the disc will be displayed in MusicManiac below the scroller, where the module information is shown.

Help for advanced Users

Supported module-types

MusicManiac uses the MIDAS Sound System for playback, so the supported module-types are those, MIDAS supports:

ProTracker/NoiseTracker (4ch)

Extension: MOD

StarTrekker (8ch/16ch)

Extension: MOD

ScreamTracker 3 by Future Crew (all)

Extension: S3M

FastTracker][by Triton Prod. (all)

Extension: XM

Since we don't have any 32ch MOD or FT 1.x XM modules, we don't know if MIDAS will support them.

Supported Info files

MusicManiac will look for 2 files to display:

<MODULENAME>.MDZ
and
FILE_ID.DIZ

If MusicManiac can find one of these files in the directory where the module is located, the information will be displayed. Otherwise MusicManiac will just list the instruments.

Note: Files greater than 200 lines will be truncated.

The Structure of a disc (*.mmdc)

A disc in MusicManiac is very similar to a INI-File. This means you can edit it, but don't blame us for any errors you might get!

The first section [General]: has to look exactly as below, otherwise MusicManiac will not load it!

```
[GeNeRaL]
App=K/oS MusicManiac
Desc=MusicManiac Disc File
Ver=1.0
```

Second is the most important: the links to the modules. *.File* is the filename and *.Desc* is the description that will pop up, when you move the mouse above a button. If there is no path for a module (e.g. 5.File=COOL.XM), MusicManiac tries to find the module in the same directory, where the disc is located.

```
[FiLeS]
1.File=E:\mods\zak-zaka.s3m
1.Desc=Zak-zaka-zak-zak
2.File=E:\mods\Elysium.mod
2.Desc=elysium
3.File=E:\mods\The_sign.xml
3.Desc=THE SIGN <-N/M->
4.File=
4.Desc=
...
```

The last section is for the 2 buttons where you can link other discs. Very simple:

```
[DiSCS]
First=E:\mods\The best demo-traxx.mmdc
Second=(no disc selected)
```

