warpamp

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warpamp

1.1 WarpAMP - The PPC MPEG Audio Player based on AMP

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1.2 Introduction

Introduction

WarpAMP is a Player for the popular MPEG Audio Format (it supports

both MP2 and MP3) based on the great AMP Source from Tomislav Uzelac.

It's direct parent is PreludeAMP (whose source was released recently

on Aminet, i have the specific permission from Thomas Wenzel to use

this source for my own player).

Like PreludeAMP WarpAMP needs a Prelude Soundboard to run (programming

the prelude.library is just so easy... :)), if anyone has a suggestion

of how to make it run on AHI, please email me. The source-code is included,

so any AHI-acknowledged guy could fix it himselves. If you make it running

on Amigas without prelude, please send me a copy of the modified source :)

If you do not know MPEG Audio

MPEG Audio is a compressed Audio-Format. Compressed Files do not have the

same quality like Audio-CDs, but come quite close.

If you do not know WarpOS

WarpOS is the alternative Kernel for the PPC Boards for the Amiga. WarpOS

is much more efficient in Multitasking Environment like the Default Kernel

from Phase 5. WarpAMP should work with both the "real" WarpOS, and with the

"compatibility Version" V7 (though it will probably run much slower on V7).

I did not test it with V7, but there should not be any problems this time.

WarpAMP (under WarpOS V12+ at least) runs great in the multitasking environment,

even a while(1) printf("Hello, World!\n"); does not make it any slower,

independently, if this is done in 68k or PPC or both of them.

WarpAMP supports a Filerequester and a Program-Mode. If anyone wants to do

a better GUI this is appreciated :)

1.3   Usage

Usage

There are multiple ways to use WarpAMP.

WarpAMP filename.mp3

This plays the MP2/MP3 in question and then quits. It disables the Caches for

the Audio-Buffer and uses a BAT register to optimize speed. With the option

-nobat it does not do these two things.

WarpAMP

This invokes the file-requester. MultiSelect is possible.

WarpAMP -program myprog.prg

This loads a program file. A program consists of the complete path of a MP2/MP3

to play in each line (a program file is a simple ASCII file). If at the end

the keyword "repeat" is found (small-cased) it plays the MP2/MP3s in question

in a endless-loop.

WarpAMP -program

Again a program file, but this time loaded with a File-Requester.

1.4   Copyright

Copyright

The main Copyright does not go to me, but to Tomislav Uzelac, the coder of

AMP.

Original "Legals" (The Full readme of AMP is contained inside the Archive)

--- snip ---

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--- snap ---

The Prelude Replay Code is based on Thomas Wenzel's code who put the Source

of PreludeAMP for ppc.library onto Aminet, and allowed me in an email

to use the Source for my own PPC MPEG Player. Thanks, Thomas.

I myselves mainly adapted the Code to WarpOS/StormC, and i included the

Filerequester/MultiSelect/Program-File features. This Player is Freeware,

but if it does damage to your Sound-Equipment/Computer/Ears/Whatever, i

am not responsible for it (Read: "Standard-Disclaimer").

If you enhance the player in some ways (adding a nicer GUI, adding AHI

Support,...) it would be nice to send me a copy of the modified source,

but this is not required.

1.5 History

History

0.5 - First released version. Needs a Prelude Soundboard and

prelude.library V2.0 or higher (2.41 recommended, but 2.0

also works)

1.6 Problems

Possible Problems

Q.: When i play a MP3 my Serial Interface stops to work.

A.: This is a problem between the Serial Interface and the Prelude.
The Problem is definitely on the side of the Serial Interface
(too small FIFO) and it does not happen on all systems. It
appears with all software accessing the Soundboard, anyways,
if AHI or prelude.library, if 68k or PPC. Version 2.41 of
the prelude.library makes the serial Interface work better
(maybe Marc Albrecht and Thomas Wenzel included a Workaround ?)
but it is still not perfect. I was told by the manufacturer
of the Prelude, that, if you reduce the number of buffers used
by the Prelude, Serial Interfaces with small FIFOs will also
work (like the Interface of the Original A4000). As soon as i
get the needed information by those guys, i will update my
Player, so that it uses less buffers.

Q.: Why no AHI Support ?

A.: prelude.library is very easy to handle :) also, i did not manage
to get AHI working. If anybody gets this working, contact me
(Source is included).

Q.: Why no ppc.library Support ?

A.: I don't support ppc.library. You should be able to run this
player through WarpUP V7 parallel to ppc.library, though (it
might run slower, WarpOS V12+ is recommended). Also, there
is the PreludeAMP from Thomas Wenzel for ppc.library available,
also on Aminet.

Q.: It does not run ?!?

A.: Did you install WarpOS ? It is available on ftp://ftp.haage-partner.com
You should install it anyways, there is nice software for it.