History_English

Buggs & DEFECT

COLLABORATORS

	TITLE : History_English		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

History_English

1.1   History

Eagleplayer - History

V2.00 (see here for EP2.0 Beta changes list)

- main program almost completely rewritten

- Kick2.0+, 68020+

- renamed the "Userprograms" to Engines.

- changed to way Eagleplayer`s directories are arranged, the config

file is no longer written to envarc: & env: and remains in the

directory where Eagleplayer is situated

- Eagleplayer is now able to utilize Tooltypes and Shell-Arguments

- Eagleplayer completely graphic board compatible (some Engines offer direct

CGFX/P96 and Picture datatype V43 support).

- EP offers now Amplifier for hardware

independend playback including drivers for Soundboards

- Eagleplayer`s main interface is no longer static (moved into several engines)

and can be exchanged (at the moment 3 different main interfaces offered)

- Pulldown menus are now font sensitive. For the engines there is now an own

menu, partially with submenus.

- new online help, now using AmigaGuide. The online help is available for

all gadgets and menus of the main windows, all players and engines

in Manager and some other engines

- Eagleplayer is largely localized. The Catalog files have been splitted

to decrease memory usage.

- A separate font can be chosen for the modules directory.

- Playerwindow has been removed and replaced by Manager

- The Textrequester now uses Reqtools.Library.

- The Dirmemsize-function has been removed, the memory for the

modules menu is allocated dynamically

- The Eject Engines-Function has been

rewritten to work safer. Furthermore the positions of the Engine`s windows

will be remembered automatically.

- Libraries are loaded upon demand (XFD, Reqtools)

- Eagleplayer supports Screennotify.library, (see note)

- the following Engines are new:

* Bifatgui

The standard - user interface. Design by Timm "Captain Bifat" Müller.

Features a sizeable window (invisible sizing button in lower right corner)

with selectable background picture and scroller font,

custom gadgets (a la MUI) in the title bar (Iconify, PubScreenjump

and Filter)

* Eagleplayer1.x-Gui

The old user interface of the 1.x Versions of Eagleplayer, for those

people who wanted to keep the old look

* 14-Bit Amplifier

* 8-Bit Amplifier

* Amplifiermanager

(Handling of the Amplifiers (8Bit, 14Bit, FastRam, Chipram, Toccata))

* FFT-Analyzer

Shows the frequency spectrum of the replayed sounds in the range

from 0-24 kHz (or 0-8,0-16) using a extremely high optimized

Fast Fourier Transform algorithm, on `040/`060 the fastest existing

FFT Analyzer. The FFTA offers

around 20 display modes.

!!! Extra: includes direct CyberGraphX&Picasso96 support, in

multicolor & 3D !!!

* Playerloader

Maybe the most important Engine: Upon starting Eagleplayer

does not need to load all players anymore (or rely on the

specific prefixes of loaded files)

Playerloader analyzes the type of loaded modules and then

loads the needed replay. You are no longer forced to name

your modules according to their formats.

* Eagleexotic

An interface to ExoticRipper to rip modules from files

(e.g. memorydumps) or executables (e.g. Demos) Those

will be depacked before ripping.

* Extractor

Maybe the best Archiver support you might have seen,

Extractor supports LZX, LHA, ZIP, HA, LHArc, Shrink,

RAR and Zoo. It is able to handle Archives like

normal directories.

To speed up the Archive scanning it is possible to

save a fastdir file. (.epdir)

The path`s of the (De)Archivers can be set up using

a comfortable preference window.

Locale.library support

* Manager

Manager is the successor of the Playerwindow. It

is font sensitive, has got a sizeable window

and able to show a backdrop picture of your choice.

It displays informations to both players and engines.

Locale.library support

* Moduleinfo

The new moduleinfo replaces the old one and offers now

several new features: custom fonts and backdrop,

localized, keyboard support.

Now it is possible to play samples shown in the list

by a simple double click.

* Samplesaver

Samplesaver was written to make you able ripping the

chosen instruments from the modules and save them

in one of the offered formats.

Locale.library support

* Formatloader

Formatloader is the engine which makes it possible

playing files like Raw Samples or CDDA Tracks.

Locale.library support

* Noiseconverter

A little utility to convert loaded modules (like

crypted Protracker mods) into other formats Eagleplayer

has got a player for.

- Dirlistviewer got some cosmetic changes (better keyboard support)

- many new replayers (e.g. THX, FastTracker II, Tim Follin)

- the following players use the Amplifier system:

* all internal Protracker-Clones

* ADPCM

* AIFF

* Art of Noise

* Audio Sculpture

* Chiptracker

* Datatype

* David Whittaker

* Deltamusic 1.0

* Deltamusic 2.0

* Digital Mugician

* DSS

* EMS

* FastTracker II

* FutureComposer 1.3

* FutureComposer 1.4

* Fred

* Hippel

* Hippel-COSO

* In Stereo 1.0

* In Stereo 1.0

* Jamcracker

* Jason Page

* MED

* M.O.N.

* Musik Assembler

* PS3M (Multitracker/Taketracker/FastTracker/Screamtracker/Startrekker8)

* Protracker4

* Pumatracker 1.0

* Oktalyzer

* Quadracomposer

* Sidmon 1.0

* Sidmon 2.0

* Synth 4.0

* Sonic Arranger

* SoundMon

* Soundtracker 2.6

* Soundtracker Pro II

* Startrekker

* TFMX 1.5

* THX

* Tim Follin II

* Vectordean

* ... and many more

V1.54 - added a Function to make pathhandling much easier so that it

automatically finds its program directory even when Eagleplayer

was started from another directory. Very useful when using the

supplied directoryopus arexx scripts.

- Moduleprotector and Propacker 1.0 (Static Bytes) are now

Eagleplayer-internal and support now Patternscroller etc.

- 2 completely new TFMX replays for TFMX Pro and 7V included

offering Moduleinfo, optimal Scope support, even !! Pattern-

scroller

- improved external Program Interface especially to match

ExoticRipper 3.0 and removed a little bug which caused EP

to forget to free some bytes

- Soundtracker and Protracker songloaders rewritten, Eagleplayer

tries now to load from the current Instruments directory before

asking for the sampledisks. That means you can now copy all

your Soundtracker songs to Harddisk, the samples into another

dir and don`t have to assign all those "ST-01:" .. "ST-xx:" any

more

- Moduleinfo was recoded and countains now a completely font

sensitive gui and is free sizeable. And it got now much

faster displaying it`s informations when switching to another

module

- In the replays "Digital Mugician" and "SidMON 1.0" some

strange noises which appeared sometimes have been removed

- by a little mistake every time a Protracker module was removed

from memory the screen flashed up. Fixed

Release: 29.12.1994 on the Party IV in Herning

Release 1.54b:

- added new MED/OctaMED replays now with all features offered by

the usual trackers, Patternscroll, Moduleinfo, Sampleinfo,

Annotation, Patternswitching, Fast Forward etc.

- Jamcracker completely rewritten on a request by Marley/Infect

now with Patternscroll, Moduleinfo, Patternswitching and even

Playtime calculation

- added 3 new display modes in Moduleinfo, now it can show the

current playtime/remaining playtime (if possible) or system

time instead of the track number

- the P3SM and Instereo2 replays didn`t run on 68000 machines

since I forgot to remove the "020 ODD Data" flag in my

assembler, sorry

Release 1.54c:

- added percent display mode in Moduleinfo, works with calculated

playtime if possible or the patternposition otherwise

- Quadrascope rewritten, now with adjustable size and lots of

new display modes

- added XFDmaster.library decrunching by options. BUT BE CAREFUL !

BE SURE TO HAVE REMOVED THOSE "XFD_FIMP_LHLIB_XPK.Slave" and

"XFD_ATN!_LHLib_XPK.Slave", they`re corrupt. Don`t complain

about Enforcer Hits and Crashes otherwise when enabling the

"XFD-Loadseg" option. You have been warned!

Release 1.54d:

- Levelgraph and Levelgraph2 put together and they are now only one

program with 2 different gfx (r.V.)

- Userprogram "Time" has got the same height as the Eagleplayer

main window

- "The Player 6.1A", "Amos Music Bank", "FC-M Packer", "Fuzzac

Packer", "Heatseeker MC 1.0" and "TrackerPacker 1" added

- added inverted Mode for Patternscroller

- added Option in "Moduleinfo" for using the System Default Font

V1.53 - Bug in "The Player 4.x" removed causing Crashes on 68000 Machines

- the same with Promizer 2

- Duration calculator rewritten handling some special undocumented

features of Protracker, even modules like "MOD.A shade in Waiting"

are handled correctly.

- completely new Fastram Replayer for the internal Trackers using

only 1 kByte of Chip memory and beeing as fast as the old one

- a little bug in the random routine caused sometimes Enforcer

Hits (Byte reads)

- the Eagleplayer is now able to play Screamtracker3, Multitracker

and Fast/Taketracker modules including Analyzer/Patternscroller

support, Moduleinfo, Songend and a really big preference

- Moduleinfo/Patternscroll and Space-Scope+ have been ported to

Kick1.3. For their use is the Gadtools13.library required.(only

Kick1.3) This library is not included since I don`t know if it

is allowed to distribute this library freely.

- Modules packed with Stonecracker 4.04 can now be loaded

- Hardlink support added for Directory in Pulldown menu

- Support for Dircaching using Reqtools.library added

- free size Patternscrollers added supporting up to 16/32 Voices,

Protracker like "Blankzero" Option added

Due to a little mistake I forgot to remove the "ß"-sign but don`t

care, it`s the full version. The "non beta" release (Internet)

countains an improved Eureka-Packer player, a 68000 fixed

Vectordean replay and complete Fasttracker/Taketracker replays

including Patternscroller and Moduleinfo support. The speed

Extension of Protracker has been removed due to several problems

with Modules using extreme settings. If there should happen

problems with modules like "face another day" (by Heatbeat/Virtual

Dreams) you should use the "Fix BPM" feature of the Noiseconverter.

Releasedates: 09/24 October 1994

V1.52b Some little bugs in the Userprograms were removed, Trackerpacker

3.0 was added and in the duration calc we added a check which

handles an endless loop using Patternrepeat. Ehhm... We

forgot to close the Crm.library, sorry. The XANN-Packer replayer

has been improved. The randomplay routine has been rewritten and

should offer better results. We added an old Kefrens format called

"Mellicapacker".

!!! Now 100 Formats are supported at this time. More than any

other player !!!

Release: End of June 1994

V1.52 First a new Timingroutine was added working independend from the

Raster beam. Result: No Problems using an A4000 in all resolutions

using Modules of the internal Trackers. Next some little Bugs in

the Userprograms were killed (they did not free the Memory

completely). Some new internal players were added. These are

"Noisepacker 2.x", "Noisepacker 3.x", "Eureka Packer", "The Player

V5.0A,6.0A".

Again a world`s first release ! As the first Soundplayer the

Eagleplayer has got a real Patternscroll function. Works with

all internal Trackers, Soundtracker 2.6/Icetracker, IFF-EMOD

(Quadracomposer), Sonic Arranger and Oktalyzer. (4-8 Voices !!)

The Directoy to Menu function has been improved and shows now

much more than 500 Entries on a simple Hires Overscan Screen

(724*283 Pixel).

Furthermore we added a Protracker "Fastram" Replay which loads

the modules into fast memory and allocates only the chip memory to

buffer the current samples in. Using this method it is e.g possible

to play a 2MB Module on a simple A2000 if there is enough fast

memory. Cool eh ?

Moduleinfo is now ready and is able to show lots of informations

about the current module and there are lots of replayers which

support moduleinfo.

Quadrascope offers now 4 different modes and works together with

the "Mastervolume" function of the Eagleplayer. Space Scope was

bettered again and we added a sizeable version.

The TFMX 7V replayer works now on A4000 and supports the modules

of Turrican III.

We added a function to calculate the Duration of Protracker, Sonic

Arranger and Octalyzermodules. ACCURATE TO 1 SECOND !!

The Protracker one supports all Protracker commands including

Speed, BPM, Patternbreak, Patterndelay, Patternrepeat etc.

For fun we added some Userprogs using the Palette sharing

functions of OS3.0. (16 Colors Screen required)

For the Crackers ! We added some new protection routines !

Have fun.

Who is able to crack the Eagleplayer 100% gets a registration

for free.

V1.51 QUICK UPDATE

A simple Error was removed which caused the Eagleplayer at A4000/40

machines to crash in Copyback Mode. (We removed this bug some time

ago but it seems that there was a little trouble with the sourcecode,

sorry.) We added the external Replayer "Aprosys". The next change

was done in the Installationfile to install the Libraries correctly.

(DON`T FORGET TO START THE POWERPACKER PATCHER BEFORE INSTALLING THE

EAGLEPLAYER !!) Another Userprogram called "Space Scope" was added

but it uses a lot of CPU-time on not accellerated machines.

In the Noiseconverter Utility the loaders for Promizer 2.0 and

Mexx-Packer were added. The Mexx-Packer is now an intern Replayer.

The randomplay routine was rewritten. Some little bugs within the

Show Dirnames Function, Voice control and some Error Statements

were removed.

V1.50 The Eagleplayer was rebuilt in lots of intern routines. In Main- and
Playerwindow shortcuts were added. The gadgets of the Playerwindow
finally look better. The intern Sound/Protrackercheckroutines were
changed one time more. The Songendroutine works better now. Some
bugs in the Soundtrackerplayroutines were removed. (e.g. a Enforcer-
Hit of the original Protrackerroutine) 13 internal replayers were
added by building in a converter routine which converts the patterns
back to Protracker which replays these modules with the original
playroutine - we think the best way, original sound, less playroutine
bugs and as less as possible memory wasted by the replays. The load
Dir routine was rewritten and works better now. If the private dirmem
is full it doesn`t crash anymore. (size can now be set directly)
It overtakes now as much entries as fit into the current size. A
new feature is the possibility to select subdirectories and parent
dirs so that the filerequester is not needed therefore. Using
Appwindow it is allowed to use Icons from different directories or
volumes. Adding an external replayer you may use the multiselect
feature of the filerequesters now. Another very new feature is that
the external replayers may be loaded when theyr`e really needed, not
earlier and may be ejected when the module is thrown out, saves a lot
of memory.
The Eagleplayer may be controlled by extern programs (Noiseconverter,
Exotic Ripper) partially.
Registered Users may use the "load before" feature which makes loading
the next module suddently when a module was loaded. So it is possible
to start this module directly after the last one without a break. Very
useful for megamixes like "RAF Megamix II", "LSD-Total Kaos" or "Max
Mix"(by Flash ??).
Not the Hotkey function works better. The default Hotkey now is
"Ctrl Alt E". Now the Style guide compatibility is better used in
case of commodity handling. (Hide Command in Pulldown Menu, doesn`t
quit on Closewindow if not set in the preferences)
New is the powerful Save-Mode. You may choose between Normal and
Automaticsave. The modules may be packed now. You may choose
Samplemode (NEW NEW: Powerpacker Samplemode © DEFECT with wow results)
and Protected. You may set an option to automatically protect the
module against deleting and writing. The XPK Packmode may be chosen
directly. The full Crunchmania Support was added (using the CRM
library) including loading and saving all formats. Whilst packing

a status display shows how far the packing progress is.

The actual Public Screen to open the Eagleplayer on may be entered

directly in the main window.

Auto Password and Quit Eagle were added.

Now the Eagleplayer works correctly together with "RTPatch".

Eagleplayer will scroll when the Diskfont.library is not found.

Now we added a "warning menu". You may choose if e.g. a warning

requester is to appear if a loaded module hasn`t got the right size

or is corrupted.

Almost all extern replayer were rebuild to the new Eagleplayer

Standard and won`t work with the Delitracker anymore. Music Maker

module may be packed now. From this version on the english doc is

available - as you see. An error in the load config routine was fixed

occuring on machines with 32 bit Ram.

A new submenu was added: "Modules-Directory". There you may change

the prefs for the Modules-Pulldown Menus. The OS2.0 notify function

was added for better directory refreshing.

You may choose between 3 different filerequesters and a command line

input. The Eagleplayer doesn`t need any external library to start.

Userprograms may be quitted now while the Eagleplayer is running.

Now the number of Userprograms is limited up to 32. A list controlling

and generating unit is now available as userprogram offering several

additional features for CD-Player like programming.

Some Errors in the control port for the Userprograms were removed

so that the HIFI-System won`t crash when it is situated in the

32 Bit Ram.

V1.40 Now the Eagleplayer supports an own fastdir called ".EPDIR" this

is a simple method for loading the directory within a very short

time. Furthermore the function "SaveT" was build in making it

possible to load packed modules with almost all soundsystems.

The Eagleplayer has got an own hotkey function. Except the hotkey

all other functions are only for registered users.

The following replayers were added: LME, MTH, the Player V5.0,

IFF-SMUS, IFF-8SVX, Music-Maker 4+8, Rob Hubbard and Soundcontrol.

The self modifying replayers use for rebuilding their playroutines

the intern routines "EPG_ModuleChange" and "EPG_Modulerestore".

The routines "EPG_Hexdez" and "EPG_TypeText" were added as well.

Another option added is "Quit Surface". Here you may quit the

Eagleplayer by closing one of the Userprograms (surface). An error

loading the config (APPICON) was removed. A bug of the volvoice
routine has been removed.

Release Date: September-20-1993

V1.29b A fake version not coming from us. This is a Powerpacked and then
depacked Eagleplayer. Because modifying the code while depacking
the player crashes at any time it wants. Out of this all version
numbers in the file were changed.

V1.11 The first version for registered users using the keyfile. Registered
users may use now the save function, the help function and the other
userprograms. 3 new replayers were added, Player V5.0A,Syntracker and
Major Tom`s Player. Within the replayers SIDMon II, Actioamics,
Noisepacker, Prorunner V1.0/V2.0, Synth&Instereo errors were removed.
The Prorunner x.x was renamed to his real name, Noiserunner. Almost
all players changed from V1.11 on won`t run with an older Eagleplayer
or Delitracker. The reason is the new volvoice routine offering
the possibility changine the volume of each voice separately.
The Program-Mode got the functions Randomsong, AutoSubSong and
LoadAlways. All new functions will only be available for registered
users.

The configuration of the userprograms was changed. A big bug of the
intuition.library will be avoided. The bug happened when no User-
program was loaded. Then the pulldownmenu "special->Userprograms"
had got only the Item "Add userprg". Normally a second IText-
Structure was given drawing a "~~~~~~~~"-line under the item above.
This one won`t be drawed but trashing the memory. The number of
the modules in the menu to the bottom depends now on the screen`s
height. The priorites of the Userprograms will be set correct now.

V1.10 Now is it possible loading and saving of an ASCII-configuration file.
An Arexx-port was build with a very complex instruction set. Example
scripts for installing using directory opus are supplied.
The Eagleplayer is a commodity now. A pubscreen support is also
build in. Additionally the Eagleplayer is able to load fonts but only
8*8 and non proportional ones. The Iconify mode was finished as
well. Now "App Item" and "App Icon" are possible. An online Help
is available for registered users in the case that the file
"Eagleplayer.help" is found. The Tags "EP_Date" and "EP_Check3" were
implememted. Now unpacked FTM and Octalyzer 8 voices modules can be
loaded into fastmemory. The EPG_Globals were expanded (EPG_File-
request, EPG_TextRequest, EPG_FindTag, some Librarybases and

important data areas.

Attention: The Eagleplayer 1.0 doesn`t test the EP_Playerversion !!!

The Eagleplayer-Status-Structure was removed because all datas are
now defined within the EPG_Globals. A Helpfile structure and a
gadget structure for the textrequester are now defined in the
Include-file. The Userprogramport was expanded and the message class
"Command" implememted- It`s now possible creating new surfaces and
run the original Eagleplayer in background. An Example for this new
possibilities is the Userprogram "NoiseEagle", a simple Noiseplayer
like gag.

In the Replayers Actionamics, Sidmon II, Player 4.0a/4.0b/4.1a,
Propacker, Oktalyzer bugs were removed. The routine to find the
module author was much bettered and may be used by extern replayers.
A stupid bug in the SetSpeed Routine was removed (false parameter
handed over. The output of the supported functions in the player
window now works fine. Some time ago the Userprograms chashed while
leaving the player, this shouldn`t happen anymore. Some bugs of
the Loadmodule routine and Change Voice Routine were removed. The
"TAG_SKIP" is supported now. The hippel replay plays modules where
the init bit isn`t set. A bug in the Jamcracker player was removed.
The promizer 4.0 and Chaos Engine players were added. The check-
routines for intern Soundtrackers were updated.

The error-messages in the include file were renamed for
compatibility purposes. A resource symbol file to disassemble
Eagleplayers is supplied.

Release Date: July-10-93 on the Sun'n'Fun Party Hellental

V1.01 Some Bugs in the Load routine and the OpenWindow function were
removed. The globals got the function "DTG_WaitaudioDMA" so that
the Eagleplayer got Delitracker 1.37 compatible. The programming
guides for coding replayers were expanded. The Eagleplayer was
enforcer-tested for the first time and - we found some bugs we
did not know until this time.

The intern Startrekker checkroutines have been changed and the
Startrekker player shouldn`t crash anymore. To the Eagleplayer
package now belong additionally the Promizer 0.1 and Promizer 2.0.
Grouleff uses finally the EP-standard.

Almost all replayers were rewritten and Enforcer hits (ActionAmics,
SidmonII, P4xx-Tracker) were removed. Furthermore almost all
replayers find Songend !

Release Date: May-15-93

V1.0 First freely distributable demo version with a lot of bugs and
disabled functions. Furthermore the docs and coding instructions
(especially Userprogram-support) were not finished. The include
file wasn`t supported completely.

Release Date: April-24-93 on the DATALIVE in Dessau

1.2   Changes in the Eagleplayer 2.00 Beta phase

06.09.97 (Eagleplayer2.00 release)

- last changes in Readme-File, History, added dansk catalogs

03.09.97

- fix in fadeout routine

- Appwindow works again

31.08.97

- Sampleinfo for Tim Follin, SoundImage, Jesper Olsen, Scott Johnston

- new DigitalMugician SubSong calculation

25.08.97

- Songname2comment/Songname2filename update

- .cd/ct Engine/Main

- MagneticFields Ripper

- Jesper Olsen Check fix & playerloader

24.08.97

- SaveT extended, works for 2 Files now

- internal Catalog extensions

- Playerloader (ActivisionPro/SeanConran)

- Installscript completed

- SonicArranger/Soundmon/Soundmon2.2 Sampleinfo

- SaveT-Nervrequester removed

- Playerbatch/Playerloader THX/THX2

- MagneticFields Converter

- Noiseconverter update

- Convert for ripped Modules (Noiseconverter<->Eagleripper/-exotic)

15.08.97

- Jesper Olsen Amplifier

- Ripper include file

12.08.97

- MarkII recoded

- Playfaster switches `Play` automatically on

- Abort option for Dirjump and loadbefore

- Dirjump possible for directories each with only one entry

- Main/Engine.catalog

- Startrekkerfix for korrupt NTFile (St_PlayMacro)

- CD/CT Files created and put to EP:Developer/catalogs

- Playerbatch extended

- MarkII

- Start subsong by Comment (Whittaker, Jesper Olsen) "SS:" or "SS="

- Jesper Olsen (Playerloader auch)

04.08.97

- Archivesupport extended (for Pysion)

- Playerbatch (*.MPG|*.MP3)

- Exotic3.2 Textrequest + Filesize warning (Upload of Exotic3.2 to Aminet)

- disabled DeleteAllEngines in Manager

- Dirjump does only work in Random mode --> Randomplay automatically

switched on now

- ActivisionPro Amplifier

- Scott Johnston (Amplifier)

- Grouleff (Amplifier)

- JC.Brooke (Amplifier)

- LME (Amplifier)

- Gluemaster (Amplifier)

- Playerbatch (Scott Johnston|SunTronic|MPEG)

- Manager (Voices display)

- Dirlistviewer

- Pysion AddEntries

- no AllocAudio at Initplayer when Initplayertag in Amplifierplayers is found

02.08.97

- Hardware access disabled when no Module is loaded (ClrVolumes,Filter ...)

- Dirlistviewer (language)

- 14Bit-AmplifierGui now accessible in EP1.54Gui by Pulldown-Menu

- Playerbatch (MPEG,ADPCM forgotten)

- Gui can be activated now using Commodities Exchange "Show", if

accidentally disabled

- Eagleplayer supports now all of Pysion`s list formats directly

- Pysion releaseversion (cropped) with execute function

- corrected Starterrors in CONWindow

- no quit anymore if unable to open CIAB.resource

5.6.97 (EP 2.00 B5 release)

- added Timer.device as Timing alternative to CIA-B and VBlank to avoid problems

with A1200`s and PCMCIA Harddisk/CDRom-Controllers and at serial data connects.

31.05.97

- AMComposer

- extended Playerloader/Playerbatch

- removed "Eject Players"/"Eject Engines" MenuItems

- fixed Soundcontrol

30.05.97

- MPEGAPlayer at least works with EP

26.5.97

- FFT-Analyzer: able to show now the frequency range up to 16 kHz or 24 kHz erfolgen

23.5.97

- some small extensions and bugfixes in main program

- 8 Bit Amplifier: sometimes strange noises occured when starting to play, fixed

10.5.97

- Playsample-function of Moduleinfo now works with Fastram Amplifier

(swapped 2 lines in Eagleplayer`s Sourcecode..... 8-)

5.5.97

- PS3M fix in S3M Replay, disturbing noises in case the tracker saved wrong

sample sizes removed

- added working VSS Player to the release (oops!)

4.5.97

- again Oktalyzer rework, too short modules are now played as long as all patterns

are o.k. and at least 1 playable, correct saved sample exists in the module

1.5.97

- FFT Analyzer doesn`t clear the display at "Pause" so that you have got more time

to watch the 3d-Output if wanted

20.4.97

- Digibooster Replay now supports modules with unpacked Patterns

- Patternscroll opaque sizing fix

- added tips to Picasso96 in Engines.guide (deutsch and englisch)

18.04.97

- Digibooster Replay completed, including Moduleinfo, Sampleinfo,

Patternscroll, Calcduration, Amplifier ...

- improved Protracker4 Replay, better Calcduration routine, 8 Voices

support now truly works..., furthermore added Songend function

(sorry, I forgot)

- Mark Cooksey Fix for MC.Grand_National, division by 0 bug in original

replay

16.04.97

- Moduleinfo bugfix in sampleinfo routine, sometimes following bytes of the

sample names overwritten and some modules were played incorrectly because

of that reason

13.04.97 (EP 2.00 B4 release)

- english EP_Engine.guide done

- Formatloader Workaround for Gadtools Bug at background clear

11.04.97

- written RIFF Wave Samplesaver

- fixed IFF Samplesaver

- Playerloader fix for Digibooster

- added Sampleinfo in Datatype Player

05.04.97

- Moduleinfo2, Workaround for Gadtools bug at background clear

- FFT-Analyzer, Levelgraph, Levelmeter, Messagewindow, Patternscroll(++)

Quadrascope, Spacescope+, Stereoscope, Time -> Date fixed

- Manager Opaque Sizing Fix, Gadtools Background clear workaround

03.04.97

- implemented Protracker 4.0 Fileformat in own Player, 4 and 8 voices

supported, Duration calc, Sampleinfo, Amplifier, VBL Flag support,

simply everything included...

- Soundtracker Pro fix in tempo calculation

- PT4 included in Playerloader

- Oktalyzer Fix for OK.Intro1, too short modules are accepted now by the

replay as long as there is at least one intact remaining sample

- Moduleinfo2 fix, left border overwritten when MCP`s NewGadtools

hack was in use

01.04.97

- Moduleinfo 2.0: Fontrequester added, Opque Sizing Fix, Gadget background

for textgadgets now always cleared, Workaround for Gadtools Bug in time

display, Enforcer hit fix

- Oktalyzer fix in Sampleinfo

- AIFF Samplesaver added

- AIFF Fix upon Start of playing, double start avoided

30.03.97

- fixed FFTScope 3D, new Palette, added to public Release

- Quadrascope, Amplifiermanager Iconify fix

14.01.97-28.03.97

* Scumm in Playerbatch, Scumm Amplifier, PSA-Amplifier

* big changes in Engine port

* improved FindAuthor function

* improved Dirlistviewer keyboard support

* Manager shows number of Players and Engines

* Pumatracker rewritten

* Benn Daglish fixed

* new Engine: Noiseconverter

* David Hanney Amplifier support

* Jamcracker save

* Engine Guide reworked

* Formatloader + external loaders added

* Sampleplay using Eagleplayer, Samples can be selected in Moduleinfo

by double click, played and saved if wandted using Samplesaver in one

of the supported formats

* new replayers: BFB,Magnetic,JasonPage

* Some players updated

* Jamcracker looks for a songname

* Soundcontrol supportes now Amplifiers, furthermore some bugs in the

original replay fixed

* BFB Master Player and Formatloader

10.01.97

- Whittaker Fix for DWOld.Feud, added some fixes in 8 Bit and 14 Bit Amplifier

- FFT Analyzer now works better with opaque sizing utilities (Opaquemove, MCX, MCP)

09.01.97

- 14 Bit Amplifier fix (in rare situations free memory overwritten)

thanx to Michael Knoke for the tip

08.01.97

- improved 8SVX Player, works now better with samples saved by the MAESTRO program

(slightly corrupt)

07.01.97

- Hippel COSO Fix for e.g. `HPC.Axis`, some hardware hacks were not removed in the

replay

- Fix in P60/P61 Player for P60 Modules containing the "P60A" ID string

03.01.97

- BifatGUI Buttons in the Title bar are now patched by MCP`s Sysihack

to 3D Look

- Hippel player uses Amplifier system

- Crashproblem with FFT Analyzer and Multicolor AGA-Modes at

screens with less than 8 colours fixed.

27.12.96

- Deltamusic 1.0/2.0, MarkII, EMS, SoundFX (+PatternScroll) 1.3/2.0,

and SoundMon 2.2 Amplifier adaption

- Maxtrax works now

- EP Filerequest fix

- PlayAY added (Amplifier)

- improved DirListViewer Double click

22.12.96

- adapted Tronic to Amplifier

- Mark Cooksey fix

- Playerloader: Musicline/Tronic/PSA

- extended Playerdok

- fixed subsongs for custom modules (Timemachine, JamesPond)

- extended Playerbatch

13.12.96

- STP3 V2.0 replayer written and adapted

11.12.96

- Oktalyzer: when switching patterns back songend won`t be called

- removed Digital Mugician II from "eagleplayers/", that task is

now done by the normal Digital Mugician replay

- Eagleplayer1x-GUI: Crunch/Decrunch-display implemented

10.12.96

- Playerloader did only work with Keyfile and SaveT: option "on"

- Datatype Player will now only be used when no Eagleplayer native

replay is found for the according sample format

8.12.96

- 14 Bit Amplifier is now able to play 16 Bit Samples directly in 14 Bit

(AIFF, WAVE), when it won`t be found then the samples are downsampled to

8 Bit

- reworked AIFF

- reworked IFF 8SVX

- written RIFF WAVE player

- Playerloder: RIFF WAVE, IFF 8SVX corrected

- Bifatgui: GUIMenu works again

7.12.96

- improved Amplifiermanager and Moduleinfo, Positions of the windows sometimes

at quitting forgotten

2.12.96:

- written new IFF 8SVX player, supports FibDelta compression and direct replaying from

harddisk

- adapted Gluemon, added Amplifier support for M.O.N. and MarkCooksey

- improved SonicArranger

1.3   Greetings and Acknowledgements

greetings and acknowledgement

Eagleplayer as our Main project is being developed now for years and got

a lot of support, help and tips by many people. When we now type a list

of names (unsorted) of people who we want to say a short "hello" then

please notice: the list is not complete at all and when we did not mention

you then it`s simply that we forgot you.

First we want to thank all our registered users who helped us very often

with ideas, bugreports and many, many modules.

Timm "Captain Bifat" Müller, Frank "Crazy Copper" Pagels,Jörg "M.U.D.U."

Krempien, Marley & Turbo / Infect, Frank Riffel & Peter Kunath, Oliver

Borrmann (der 1. registrierte User), Manfred Jacobi, Michael Wesp,

Daniel Lars Reuß, Dirk Stötzer, Thomas Schwarz, Thomas Winischhofer,

Carsten Schlote, Mathias Praschel, Rainer Theuerkorn, Ron Birk,

Ronny "RoPa" Passenheim, Mathias "MAT" Uhlig, The Exterminators,

Thomas Wenzel, Michael Jestram, Steffen Medrow, Alexis Nasr, Mike

Herrin, Michael Knoke & Stefan Sommerfeld, Alexander Kneer, Tik/Retire,

our Schwerin Crew (Insider, Animal, Latte, Mohr), Alexander Balow,

Mr. Larmer & Don Adan / Wanted Team, Bastian Spiegel, Markus Stiebeling,

Jörn Plewka, Thorsten Hansen, Teijo Kinnunen, Christian Buchner, all

on #AmigaGER,

The only special acknowledgement flies to Gregor "Bommel" Möller who

translated the EP_Main.guide to english, a very painful job. So,

hey you, READ IT !

Ok folx, that was it ! Have fun with Eagleplayer now and keep Amiga

as much alive as you can,

Eagleeye & Buggs of DEFECT