

ep

spot and nemonic

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	<i>TITLE :</i> ep		
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REVISION HISTORY

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Chapter 1

ep

1.1 'em pimps are bakk!

```
f r e s h   p h o n k e e   u p r o u g h   s o u n d s y s t e m ←  
m - 2 k 1 !
```

```
::  
    i n t r o d u k t i o n
```

```
::  
    r e q u i r e m e n t s
```

```
::  
    i n s t a l l a t i o n
```

```
::  
                u s a g e
```

```
::  
g e t t i n '   s t a r t e d
```

```
::  
    n o t e s   o n   a h i
```

```
::  
    t h e   s i n g l e s
```

```
::  
                f u c k
```

```
new!  
::  
                h i s t o r e e
```

```
::  
                w h a t   t o   c o m e
```

```
::  
                c o n t a c t   u s
```

f r e s h p h o n k e e u p r o u g h s o u n d s y s t e m - 2 k 1 !

1.2 what the fuck is this shit uh?

introdukktion

see... we were kinda bored by our current group, three little elks, so me (spot) together with blade, plus8 and skope, made up our cloudy minds and formed this fly crew "up rough soundsystem".
the idea was to kinda play it kool and release lotsa moosik.
most coders are so lazy nowadays anyway (Nem: "Ouch...that hurts" ;), so tryin' to kick as a demokru just ain't fun enuff.

-so whas'nu'bout that? there's already loadsa kru's doin' just that!

-yea... is it?

see, they just release lame lha-lzx-zip-rar-arj-suckdick-whatever packs.
most of the kru's are also movin' towards the hitech bitch scene,
releasin' cd's and mp3's and pc-shit n'n'and... stuff! fuck them!

let's g????eal and bring that feelin' back!

/spot

1.3 a little bit of this, a little bit of that...

requirements

C os 3.0+

C 68020+

C aga and/or cgx v41+

C dbplayer.library v2+

memory: differz from time to time, depending on the size of the data.

note: this is just what the main task requires. the effects and intros in ep:s may require other software/hardware.

1.4 how do i get this shit to rock?

installation

install script

you should use the installer!

manual

you should always use the install script to install/update the ep main filez and to copy new ep's to ya drive. but if the install script doesn't work for some reason...here's how to do it yaself...

1 make a dir called uprough (or somethang) somewhere on ya drive.

(skip if u have a previous installation...)

2 copy the files ep, ep.guide, eplogo.up, eplogopal.up, prefs, prefsmui and start to the directory.

(important: if ya got a previous installation, check the version of ep, ep.guide, prefs, prefsmui and start before ya copy 'em. always use the latest version of these files!)

3 copy the icons ya wanna use from the icons/ directory.

4 copy the ep:s ya wanna install from the eps/ directory.

5 if ya want you can add the lines:

```
;begin ep
assign ep: "<the directory u chose in 1.>"
```

```
;end ep
```

to your user-startup. but they ain't needed if ya use the scripts to start da ep's.

6 done!

1.5 aaahhh...so that's how i do it!

the executable

da ep executable chills with da followin' arguments...

```
?          display a help text.
prefswin  open da prefs window.
mui       use mui for le sweet prefs window. if ya don't use the scripts,
          make sure the stack got a cool value.... at least > 4096.
          if ya use the scripts ya don't have to worry 'bout that stack shit.
          so... use da script's... damn!
```

da scripts

```
start     used to start ep. accepts same arguments as the ep
          executable but instead of "?" help is used. this script takes
          care of the ep: assign, stack etc etc...thats why ya really should
          use it.
```

```
prefs     prefs opens the prefs window (same as doin' start prefswin).
```

```
prefsmui  prefs opens the mui prefs window (start prefswin mui).
```

```
note     you can use all da scripts without execute because the s flag
          is set. (if it isn't, do: protect <scriptfile> +s)
          but why start em from cli?
```

```
use the nice icons and start 'em from ya pimpbench...
```

the prefs window

```
screenmode opens a screenmode requester that let's ya chose screenmode to
run in.
```

ep dir select directory where the ep ya wanna have a look at this time resides.

dragsymbm drag method for the symbol.

playmode next = play modules from start to end.
 random = play modules in random order.
 loop = loop modules.

cpudraw use the cpu for drawing routines. on cgx this means direct cgx and for aga this is not added yet.

winmode run in a window on the workbench. yuh must run da wb on a cgx screen with a depth > 8 and a size > 640x480.

crossfade crossfades da paper doll when a part is exchanged. this requires a truecolour screen.

fademodule fades out modules.

showintro show the ep intro?

showeffect show the effect?

save save the current preferences to a prefs file.

the main window

module gadgets lmb, change module.

symbol gadgets lmb, change the current symbol in the symbol box.

symbol box lmb, drag the symbol with the mouse. release button to drop da symbol.

text box lmb, show next text part (wrap if last).
 rmb, show previous text part (wrap if first)
 if a wrap occurs and it is the welcome txt thats showing, then da first module is started.
 a doubleclick in the textbox makes the writer plot the text ↔ faster.

f1 - f10 change the module.

+ / - volume up / down.

up arrow same as pressing rmb on txt box or if symbol currently is beeing draged (not with the mouse), move the symbol up 8 pixels.

down arrow same as pressing lmb on txt box or if symbol currently is beeing draged (not with the mouse), move the symbol down 8 pixels.

left arrow	same as pressing the left symbol gadget or if symbol currently is beeing draged (not with the mouse), move the symbol left 8 pixels.
right arrow	same as pressing the right symbol gadget or if symbol currently is beeing draged (not with the mouse), move the symbol right 8 pixels.
space	same as pressing the symbol box but dragging is made with keyboard instead of mouse. or if symbol currently is beeing draged, dropp it.
s	open a filerequester to save the module currently playing.
q and esc	quit

1.6 questions?

questions

when i press the "screenmode" gadget a error message appears saying somethang bout no modes available...whats the deal with that?

ep simply couldn't find any screenmode(s) that was suitable to run on. (ie a screenmode with a size greater or equal to 640x480x6.)

aga users: make sure that yuh have executed setpatch!

why doesnt the screenmode requester show any cybergraphics modes when i boot without startup-sequence?

because cybergraphics isn't running! copy envarc:cybergraphx to env:cybergraphx. and run ya monitor file from devs:monitors/.

when i run the prefs window in mui mode a message appears saying "couldn't open muimaster.library vll+"...now what?

make sure u've got mui version 3.0 or better (newest atm is 3.8). if u run withpout starup-sequence, make sure mui: is assigned to its proper place and that yuh've assigned "assign libs: mui:libs add".

i think the doll flickers when it crossfades if i've got direct cgx on.

well, this is because only 1/4 of the "crossfade cgx" is updated at a time. when no direct cgx is used, this is made in a buffer and when the 4:th update is done the buffer is written to the screen. on direct cgx the gfx is written pixel for pixel when it's processed.

seems like i ain't got enuff memory, what can i do to save some...?

C boot without startup-sequence.
C disable all partitions not needed.
C decrease the buffers for the partition(s) with addbuffers.
C disable the effect and the intro.
C run in the lowest screenmode possible.
C cross ya fingaz.... and keep 'em that way untill it's all over!

i can't get 'lowtech' ep going! it hangs while initializing the effect!

you are runnig the ep under aga, and the effect requires quite a bit of chipmem! do the following to free as much memory as possible;

C boot without startup-sequence.
C disable all partitions not needed.
C decrease the buffers for the partition(s) with addbuffers.
C disable the effect and the intro.
C run in the lowest screenmode possible.
C cross ya fingaz.... and keep 'em that way untill it's all over!

what's all this shit about ep's, i thought this was supposed to be a single!?

read the notes on the
 singles
 .

i found this weird bug, and it ain't mentioned here!

tell us about it! try to be as accurate as possible, and don't forget to describe your amiga setup!
mail to spot@uprough.com

1.7 the past and present

history

008 twangin' ep

a pink bag of mortimerhouse for all you gay bitches out there!

C ep (exe) v1.1
C ep.guide v1.8
C ep-install v1.1
C prefs v1.0
C prefsmui v1.0
C start v1.0
C intro v1.1

001 automatic gear single

a guestrelease by substance - the first single!!!

C ep (exe) v1.1
C ep.guide v1.8
C ep-install v1.1
C prefs v1.0
C prefsmui v1.0
C start v1.0
C intro v1.1

C small updates to the "ep" mainfile. "s"aving is 101% it includes the mod names again. the mainfile is also modified to handle the new singles.

007 another day ep

featuring bwad bwad skope!

C ep (exe) v1.1
C ep.guide v1.7 small layout changes.
C ep-install v1.1
C prefs v1.0
C prefsmui v1.0
C start v1.0
C intro v1.1

C big updates to the "ep" mainfile. "s"aving is enabled again. the save function is a bit hungry for memory, so make sure that you have some free when "s"aving the mods to your drive.

C a jukebox mode is also added, no need to manually change tjoon anymore, let the ep do the hard work for ya!

C previously released ep's doesn't support the new jukebox mode, don't worry though, we will soon release updates for them!

C these changes effects all ep's !!!

006 technical knockout ep

elusive vs qwan

C ep (exe) v1.0
C ep.guide v1.6
C ep-install v1.1
C prefs v1.0
C prefsmui v1.0
C start v1.0
C intro v1.1

005 lowtech ep

aggressive detroit release from qwan!

```
C ep (exe)      v1.0
C ep.guide     v1.5
C ep-install   v1.1
C prefs       v1.0
C prefsmui    v1.0
C start       v1.0
C intro       v1.1
```

004 mixagrip ep

smooth house music by mortimer twang!

```
C ep (exe)      v1.0
C ep.guide     v1.4 minor layout update.
C ep-install   v1.1 minor update.
C prefs       v1.0
C prefsmui    v1.0
C start       v1.0
C intro       v1.1
```

big updates to da mainfile. all known bugs should be gone now. thanx to k-p koljonen for letting us use his replayer sources from hippoplayer!!!

003 aggression session ep

fresh skope is on da top! (fo' sho') four tracks of nastee drum'n'bass. includes a bonus release by mortimer twang!

```
C ep (exe)      v1.0
C ep.guide     v1.3
C ep-install   v1.0
C prefs       v1.0
C prefsmui    v1.0
C start       v1.0
C intro       v1.1
```

002 elektrocity ep

the second in da series of hi-quality musicdisks. i.e no lame zip-archive. three (3) bad elektro-grooves by qwan.

```
C ep (exe)      v1.0
C ep.guide     v1.2
C ep-install   v1.0
C prefs       v1.0
C prefsmui    v1.0
C start       v1.0
```

C intro v1.1 small bugfix

001 tropic fish ep

the first in our series of hi-quality musicdisks. i.e no lame zip-archive.
this one holds some bwaad detroit pieces by da guest supastar ronny!
supports cgx/aga

C ep (exe)	v1.0	first public release
C ep.guide	v1.1	first public release
C ep-install	v1.0	first public release
C prefs	v1.0	first public release
C prefsmui	v1.0	first public release
C start	v1.0	first public release
C intro	v1.0	first public release

1.8 future...

future

ppc & warp3d support in the main task.

possible to iconify the panel to an appicon.

faster symbol dragging

much improved prefs window i.e. easier for you lamaz to understand!
hehe, and the visuals will be tweaked a bit too.

help brings up the guide.

return brings up a list of available ep's in the textwriterbox,
yes, click on one, and the ep reads it and executes it!
no need to quit and go back to wb anymore!

it will be possible to have a look at the welcometext again after a
tune has been choosen. just let the modinfo be plotted out, and then,
(just as if you were about to read the next page) press the left mouse
button, and the welcome text will pop up again, at the same page
you read before!

any ideas? fucking do contact us! we have had like
two written comments about this shit, ya want us to stop
this shit right now? ...not that we would though!

send ya comments to spot@uprough.com

thanks to sylvain teissier for ideas and bugreports!

1.9 wanna reach for the stars huh?

contact

for ep/up rough related shit.

spot spot@uprough.com

for music related stuff.

elusive p@fett.net
 mortimer twang mt@uprough.com
 skope skope@uprough.com
 teis teis@moplayaz.com
 qwan qwan@bboy.com

psst!... missing an ep? better not tell anyone! hurry! leech it from;

www.uprough.com, the yard (up whq), bustin loose (up ukhq) or from ftp.amigascne. ←
 org

1.10 notes on ahi written by substance

notes on ahi - by substance

this text is taken from a note found in one of substances' mod archives. ahi is known to produce a distorted sound in some rare occasions, and this happened to me (spot) when i played automatic_gear by substance. therefor i decided to include this text in this guide, as it is valid for the ep's aswell.

i hope you have no probs with this substance, all you want is that ya tunes sound right? no?

how to play digiboosterpro's format (dbm) correct

the modules in the dbm directory are all in the digibooster's own native file format and there are some tricks which are needed to hear these songs like they were supposed to be. without taking care of these instructions, the tracks may sound completely wrong because it all depends on the settings of each ahi system.

the major difference between other module formats are probably the so called dsp effects, which allthough can also be emulated on machines without dsp soundcards. this is done by the ahi system which is the first demand before you can even use digiboosterpro. make sure you have it installed.

when you have done so, open the ahi preferences and select the best possible audiomode from the list. since most of these tracks are in 16 bit it would be good if you'd have a soundcard. however, it's not necessary because even the 14 bit paula modes on ahi sound reasonably

good. the only important thing here is to make sure you selected stereo ++ mode because the dsp echo, volume and panning envelopes work only with the real stereo picture.

now go to 'advanced settings' and make sure that the echo is set on 'enabled' to hear the realtime echo like it was planned. then accept these settings and start digiboosterpro, and if possible the latest available version (currently 2.21).

sincerely yours, substance (www.amigascne.org/substance)

note about the automatic gear single

if you have followed substances' notes, and you still get a distorted output, then start the automatic gear single, and tap the "-" key some times, usually two or three times should be enough, and now you should have a perfectly clear output!!!

1.11 notes on the singles

notes on the singles

if ya already have an ep installed, read this;

the new up rough single series use the same code/replayer as the ep's. so, install it, and run it just as you do with the up rough ep's.
then doubleclick on the "prefs" icon and select the new single, and click on the start button.

if ya don't have an ep installed, read this;

just ignore the word ep and read single instead, and you will understand everything!

1.12 getting started

getting started

doubleclick on the prefs icon.

select a suitable screenmode by clicking on da screenmode button.
640x512 or 640x480 is the smallest accepted screenmode, but you are free to ←
choose a higher
resolution if ya like.

choose the ep/single you want to listen to, by clicking on the ep dir button.
a file requester should now pop up, displaying the ep's/singles you have ←
installed.

click on the ep/directory you have in mind, once. now click on the ok button.

now click on the start button, and the ep/single will load! really simple!

note: if this is the first time you start the ep/single a screenmode-requester ←
will

pop up and ask you to chose a screenmode for the intro, chose 640x512/640x480, ←
depending on

if you have a gfx-card or not.

for a detailed description on all the buttons available in the prefs-window,
read the

usage
section of the guide.