

Re: Enhanced PLAY.CMD with play list support

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bruce aka tholen@antispam.ham wrote in message news:<35Lhd.56735\$K13.52139@twister.socal.rr.com>...

> *Marty writes:*

>

> >>> *Peter Weilbacher wrote:*

>

> >>>> *Michael DeBusk wrote:*

>

> >>>>> *Marty wrote:*

>

> >>>>>> *Hi folks. I've been doing some REXX hacking lately and made some
> >>>>>> modifications to the standard PLAY.CMD script that IBM ships with
> >>>>>> MMOS/2.*

>

> >>>>>> *Looks good from here.*

>

> >>>> *Yes, nicely done!*

>

> >>> *Thanks!*

>

> >>>>> *If I could make a wish, I'd wish that it didn't require the "FILE="*
> >>>>> *parameter. For some reason, I want to invoke it as "play foo.wav".*

>

> >>>> *Second that. Additionally, instead of the list= parameter, how about*
> >>>> *calling it like "play *.wav" and it automatically expands... OK, just*
> >>>> *dreaming. :-)*

>

> >>> *I could easily make another version to do this, but my intent with this*
> >>> *script was to be a drop-in replacement for IBM's PLAY.CMD (with complete*
> >>> *backwards compatibility).*

> >>>

> >>> *The most important aspect of the script for me was the resource leak*
> >>> *fix. Something inside of Timidity_MCD does not get cleaned up correctly*
> >>> *without the call to mciRxEExit(). Strangely, missing this call doesn't*
> >>> *seem to cause a problem with any other codecs that I've found, just*
> >>> *Timidity. I guess the other codecs are smarter about cleaning up after*
> >>> *sloppy processes.*

>

> >> *I've probably encountered that problem. There have been times when*

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> >> *PLAY.CMD would fail, while other audio file playing utilities would*
> >> *continue to work, including some Windows-based ones. But I have also*
> >> *encountered one instance in which PLAY.CMD worked from inside my editing*
> >> *program but failed as a standalone utility in another windowed command*
> >> *prompt session. Haven't been able to figure that one out.*
>
> > *Did you get any messages from PLAY about a "REXX Alias" or something to*
> > *that effect?*
>
> *Unfortunately, I cannot reproduce the problem on demand, so I have to*
> *rely on memory for the error message, but it was something like*
> *"mciRxInit routine not found".*
>
> > *Instead of maintaining handles with binary data and the*
> > *like, in REXX you create a name or "alias" to associate with your MCI*
> > *device. Every multimedia operation you do in REXX is done against this*
> > *alias so that the state is maintained by the MMPM libraries, but your*
> > *context is maintained.*
> >
> > *Unfortunately, PLAY.CMD hard-codes a REXX alias name, so that if you*
> > *attempt to run two of them at the same time, the same alias is used and*
> > *the context is applied from your original running PLAY.CMD. Likewise,*
> > *if you fail to close out and free the REXX alias (due to killing the CMD*
> > *process, for example), its state continues to be maintained by the*
> > *system. The alias is global. You have to free up the REXX alias before*
> > *it can be used again.*
>
> *Well, that seems consistent with one occasion in which I was repeatedly*
> *playing a very short audio clip, pressing the key to repeat the play*
> *very rapidly, such that it seems possible the system started up the next*
> *PLAY before completely cleaning up after the previous PLAY.*
>
> > *My version of PLAY checks for this condition and performs the free if*
> > *needed.*
>
> *I'm not sure under what conditions my audio subsystem supports the*
> *simultaneous playing of two audio streams. I'm using the SoundMax*
> *audio built in to the Intel 850 motherboard (ADI 1885). I know that*
> *if I'm playing a .wav file, then fire up Mahjongg, it complains about*
> *the device being busy, even though I've disabled sounds in Mahjongg.*

maybe its complaining because you added it to one of your lists to teach it a lesson, kook.

>
> *On the other hand, the driver came with WarpMix, so it looks like it*
> *should be able to mix at least a few audio sources.*

you mean like Barnes, kook?

>
>>> *And I've*
>>> *also seen cases where the first invocation of PLAY.CMD would return an*
>>> *error message but a second invocation would cause the entire windowed*
>>> *command prompt session to die.*
>
>> *This one sounds like the MM libraries ran out of resources somewhere or*
>> *were left in an unstable state. This can be caused by not cleaning up*
>> *properly. I've seen this happen on my own system but haven't been able*
>> *to nail down the exact spark that triggered it. Since modifying*
>> *PLAY.CMD, I haven't seen this happen, but I'm not convinced that the*
>> *problem is gone yet.*
>
>>> *I'm curious as to how much digging others did to try and find the*
>>> *kinds of TIMEFMT supported by PLAY.CMD. I know it supports "samples"*
>>> *and "ms" (for milliseconds), but the default units are something like*
>>> *15 samples (for 44.1 kHz audio). Haven't dug enough to understand*
>>> *the origin of that choice. Any other time formats supported?*
>
>> *15 samples / 44100 samples/sec = .00034 secs of audio*
>>
>> *Seems like a strange choice indeed. It is approximately 1/100th of a*
>> *normal process time slice (32ms). That's a bit of a stretch, though.*
>
> *Sufficiently odd that I never use the default (other than to*
> *investigate it), which means I always have to use the TIMEFMT keyword,*
> *which is a bit annoying. On the other hand, my editing program works*
> *with the audio samples in memory, so to play an edited clip using*
> *PLAY.CMD, I need to write it to disk, so as long as I write just the*
> *clip I want to hear, I don't have to bother with the FROM, TO, and*
> *TIMEFMT keywords. Would be nicer to simply play a clip of audio*
> *samples directly from memory and thus avoid hitting the disk every*
> *time I want to repeat a short clip, but then I'd have to learn an*
> *entirely new part of the multimedia system. One of the editing*
> *tools plays a short clip whose end points I can move in 0.01 sec*
> *increments using the cursor keys; it has to write a new .wav file*
> *every time I press the key so as to utilize PLAY.CMD.*

wow! you are a kook, bruce.