

about the music/sound effects, it would require rebuilding all the m1/v1 files :
<http://www.neo-geo.com/forums/printthread.php?t=112661&pp=25&page=2> **Neo**
Geo CD Conversion Project

<http://www.neo-geo.com/forums/archive/index.php/t-112661.html>

One of the sounds tools I created a while ago would allow **you to convert the PCM data to WAV files**, then you could do whatever you wanted to them (resample, shorten, etc), and **convert them back to the Neo PCM format**. I'm not sure if this is on my site or not.

You would need to modify the driver file (M1) to adjust the sample pointers. Back when I was pissing with sound (before we had our own driver), **I was using a hacked Puzzle de Pon M1 that pointed to my samples**. It was pretty simple to do once you figured out the data layout.

A couple things to note (at least for the YM hardware) **is that the PCM data starts on 00 bounds and ends on FF bounds so in the data table, you would not see the low byte of the start and end addresses**. For example, if the sample was from 0x42300 to 0x425FF, in the table, you would see 0x0423 and 0x0425. Make sense? It's been a couple years since I looked at this, but this is just something to get your moving. I'm sure I have my old notes somewhere if needed.

The easiest way to find address offsets for sounds -- hack MAME and update the YM driver to spit out the commands it receives. Then use the UNI-BIOS to play the **sound sample codes**. Look at the log file and see what addresses were written to the YM chip. This is the way I did it back in the day, but I didn't have the UNI-BIOS -- I had my own test roms. I would image the UNI-BIOS would make it a lot easier for messing with multiple games.

I haven't looked at any of your conversions (even my games - Columns, Poker Night, etc -- thanks for asking) but if they are not booting on real hardware, it could be a problem with the loading sequence in the IPL.TXT file, or file sizes.

I think it would have been better if you worked with Charles on this rather than trying to undermine what he is doing. At least he is making sure his conversions work on real hardware AND he has the capabilities of doing the patching that would be necessary to fix some of the common problems you are describing. You should be supportive of his work.

Jeff

YANNICK , vis à vis de JEFF KURTZ, pourrais tu lui poser cette question , par rapport à la réponse qu'il avait fait dans ce Topic:

About Your m1 and v hacking information: looks very interesting i hope you could share it. <<<<

MVS_drivers_01.zip / modplay_ng.asm : de **MVS TRACKER MD** ! qui est plus recent que la version que l'on trouve sur le site de JEFF.

```
;
*****
; ProcessEffect data
;
*****
PE_Chans:
.db 0,1,2,5,6
; -----
```

```
; This data is added by MVSTracker. Each sample information is 4 bytes
; start lo,hi; end lo,hi. Modplay supports samples in the range of 0-7f
; therefore this table is 128x4 = 512bytes
```

```
.org $700
SampleStartTable:                                     ;ici se trouve toutes les
'PCM data' (the sample pointers) // Sounds Effects
```

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

```
.org $900
; This data is added by MVSTracker. It is the actual MVSMOD file data
; SongData equ SampleStartTable + 512
SongData:                                             ;ici se trouve toutes les
'FM data' (MVSMOD file data) /// Music
```

```
YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY
YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY
```

RQ: quand a la question que je me posais concernant les Samples PCM, il semblerait que le drivers Z80 de MVS Tracker est capable d'en jouer plusieurs en meme temps (j'ai trouvé l'info dans le source ASM z80 de '**modplay_ng.asm**'. **il semble que les voies 9 à 14 /ADPCM-A**

```
; rotate through the 6 channels so that multiple samples can be
; played simultaneously
```

Un petit Schema expliquant un petit peu ces notions de 'Sample Pointers', que moi j'appelle OFFSET (peut-etre que je me trompe)

