

Dutch MoonSound Veterans



In the pre-order [announcement](#) for the MoonSound clone Dal-So-Ri on the MSX Resource Center [website](#) the MSX community expressed interest in an OPL4 music disk so that they could use it with their new Dal-So-Ri. John Hassink didn't have the faintest idea what kind of monster he created by responding with these memorable words:

"I could make a selection from my unreleased stuff... it's quite a lot. But I'm not really in the mood to make a menu etc."

Of course that's an invitation to team up and get some new MoonSound music released. So John asked Hans Cnossen and Robert Vroemisse to join, Meits joined and invited the rest of the guys. Meits also started coding a replayer based on the layout of DISK, Near Dark's former disk magazine.

“I could make a selection from my unreleased stuff... it's quite a lot. But I'm not really in the mood to make a menu etc.”

-John Hassink



About Dutch MoonSound Veterans

The main point of Dutch MoonSound Veterans (DMV) was to gather up as many Dutch 90s scene composers as possible and to release as many obscure or never released MoonSound tracks as possible in one big catalog. One might have heard some or even a lot of the tunes, but fear not! Nobody has heard them all, as some brand new tunes were composed especially for DMV.

DMV contains no less than 136 quality MoonSound tracks from ten guys from the good old days. The first 102 tracks are available from three disk images containing 34 tracks each, which you can either write to a disk for your MSX computer or use it on an emulator by choice.

The other 34 tracks didn't fit a disk because they use huge sample kits which are too big for a regular disk and a regular MoonSound. For this we created the "Full Throttle" edition, a harddisk image which can be run on at least blueMSX and openMSX as a Sunrise IDE harddisk. Since there's a lot of space on a harddisk, "Full Throttle" includes the first three collections too, together with a nice menu to start them. Consult the manual of your favourite emulator to find out how to use this harddisk image as the instructions will differ for every emulator.

For the die hard MSX guys there's a ZIP file containing this same collection, ready to be used for a harddisk, Compact Flash or SD card.

The controls

The three disk images are self booting. They start with an intro which consists of two parts. Press the **space bar** to move to the next part, or do nothing and enjoy it for eternity.

After the intro you end up in the main menu. Here you can use the **cursor** keys to navigate through the tracks. Start a track by pushing the **space bar**.

By pressing **select** the interrupt frequency changes between 50 and 60 Hertz. You can toggle the auto play function with the **F1** key. This function is switched on by default. The indicator in the right top corner will change color when F1 is pressed. Finally, the **ESC** key will stop the replayer and show the credits.

The credits can be ended by pressing the **any** key. This will bring you to BASIC (disk image versions) or back to the main menu (Full Throttle version).

The harddisk version can be started by typing “run” on the DOS prompt. This will start the main menu where you can select which edition of DMV you want to start. Use cursor **up** or **down** to make your selection and start it with the **space bar**. By pressing the **ESC** key you’ll go back to DOS.



The tracks

With so many tracks available, it shouldn't come as a surprise that not all of them are brand new. In fact, most of them aren't. A lot of them have been released earlier on a production that the composer participated in. So some of them might be familiar to you.

However, there's plenty of fresh and unheard tracks too as DMV also contains a stack of music that was never released before. Some of these unreleased tracks might still be familiar as you might have heard it as an mp3 or found the mwm file in the MSX Resource Center downloads database, through Youtube uploads or through the grey circuit of disk swaps or BBSes in the 90s.

Typical examples of this are songs from Bart Roijmans or Ruud van de Moosdijk; they haven't composed that much for MoonSound in the 90s. Therefore their music is taken

from their earlier productions, Jungle Symphonies by Compjoetania and the only MoonSound supporting Arranger disk by Zodiac. Other examples are the tracks from the games Bombaman and Sonyc or the disk magazine Golden Power Disk 12, where the goal was to pick music that the average player never heard because they're too far to the end of the game or because they just sound just great.

And even if you think you already heard all those tracks, you are in for a pleasant surprise. DMV also contains some new tracks that were composed especially for this collection. Can you find them all?

System requirements

Dutch MoonSound Veterans - disk images

- MSX2 or higher
- Double sided disk drive
- MoonSound compatible sound card

Dutch MoonSound Veterans - Full Throttle

- MSX2 or higher
- Mass storage device running MSX-DOS 2.x
- MoonSound compatible sound card with at least 640kB SRAM

Package contents

- DMV1.DSK - DMV #1 disk image
- DMV2.DSK - DMV #2 disk image
- DMV3.DSK - DMV #3 disk image
- DMVFT1.ZIP - Sunrise IDE hard disk image to be used in emulators
- DMVFT2.ZIP - file/dir based version of the hard disk image for use on a real MSX
- README.pdf - this document

Credits

Mass storage main menu

Code: Meits
Sub code: Master of Audio
Music: Master of Audio
Graphics: Robert Vroemisse

Intro

Code: Meits
Sub code: Master of Audio
Music: Master of Audio
Hans Cnossen
Graphics: Robert Vroemisse
Logo ripping: Meits
Robert Vroemisse



Original logo designers

Fuzzy Logic: Shadow
Umax: Peter Meulendijks
Emphasys: Dinomight
Sunrise: Dinomight
Team Bomba: Robert Vroemisse
Dreamscape: Powerslave
Sargon: Robert Vroemisse
Hegega: Ramon Verlinden
Impact: Snakebyte
Techno Crew: MCS
Future Disk: Patrick Smeets
Near Dark: W76
Zodiac: Ruud van de Moosdijk
IOD: Spooky
Compjoetania: Bart Roijmans

Replayer

Code:	Meits
Sub code:	Master of Audio
Autoplay:	Omega
Graphics:	Robert Vroemisse
Font:	Dinomight
Font alteration:	Opa / Meits
Music:	Master of Audio Meits Jorito Hans Cnossen DandAN John Hassink Robert Vroemisse Bart Roijmans Ruud van de Moosdijk Omega
Music planning:	Jorito
Readme:	Jorito
Replayer fixes:	BiFi
Testing:	Meits Omega Jorito
Thanks:	Daemos Opa