Here's an example of how I use the ninjatracker source in my code.

In my case, I'm including it directly in my code with the "put" directive. The only difference is that I remove the "org" statement and just let it compile wherever. I don't believe the player or data files need to be page aligned, but I wouldn't go cross any bank boundries ($FFFF+).

```
*--- In my S16 program after starting the memory manager tools

        lda   #Mod1SSM
        ldx   #^Mod1SSM
        jsr   ReadFile            ; READ SSM FILE
        _Err  "Module Not Found! : $"  ; CHECK FOR ERRORS

        lda   $06                 ; PATCH POINTERS FOR NINJATRACKER INIT
        sta   Music_File+2
        lda   $04
        sta   Music_File




        lda   #Mod1W
        ldx   #^Mod1W
        jsr   ReadFile            ; READ WAVE FILE
        _Err  "Module Not Found! : $"  ; CHECK FOR ERRORS

        lda   $06                 ; PATCH POINTERS FOR NINJATRACKER INIT
        sta   Wave+2
        lda   $04
        sta   Wave

        jsl   Init_Sound
*--- sound should be playing after this

                        ; do something ...

Mod1SSM    str  'STARDUST.SSM'        ; Module to be played
Mod1W      str  'STARDUST.W'          ; Module to be played
        put   ntengine               ; the ninjatracker source above (minus 'org' statement)
```

I can post a full example application later with the complete ReadFile routine. This post was mostly to make sure that no one duplicates my effort to make the source usable in Merlin 16 &

Merlin 32.

I hope this helps in some way.   :d