Noise

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	COLLABORATORS			

	TITLE : Noise			
ACTION	NAME	DATE	SIGNATURE	
WRITTEN BY	Henryk Richter	January 8, 2025		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Noise

1.1   Noiseconverter Documentation

                          Noiseconverter

                          Version 1.53

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                        written by Henryk Richter

 Noiseconverter is a Freeware Program to convert several Tracker related
 music formats into some other formats like Protracker's module format,
 Quadracomposer's EMODs or even the Art of Noise fileformat.

 ~Distribution~~~~~~~~~~~~~~~~~~~~~~ redistribution conditions and copyright notes
 ~Introduction~~~~~~~~~~~~~~~~~~~~~~ something about the reasons why I wrote it
 ~System~requirements~~~~~~~~~~~~~~~ what's needed to start Noiseconverter
 ~Features~~~~~~~~~~~~~~~~~~~~~~~~~~ something this program is able to do
 ~Installation~~~~~~~~~~~~~~~~~~~~~~ how get this program properly onto harddisk
 ~Starting~~~~~~~~~~~~~~~~~~~~~~~~~~ how to run Noiseconverter it
 ~How~to~use~-------------------->~   detailed usage description
 ~The~supported~Formats~at~loading~ which kinds of modules can be loaded
 ~Author~~~~~~~~~~~~~~~~~~~~~~~~~~~~ how to get in touch with the author
 ~Revision~History~~~~~~~~~~~~~~~~~~ informations of changes in the past
 ~Greetings~~~~~~~~~~~~~~~~~~~~~~~~~ hellos and thanks
 ~Glossary~~~~~~~~~~~~~~~~~~~~~~~~~~ Glossary of mentioned programs/packages

1.2   Revision History

                        Revision History

    v1.53   -added loader for Polkarunner
                 -added saver for Art~of~Noise
                 -numerous small changes, optimizations, bugfixes and

```
                    preparations for upcoming features
                    -again a small Ripper speed up
                    -added support for HCD~Protector

    v1.52           -added Exotic~ResetPatch / Chipsaver support
                    -Ripper speed up (sometimes >50% faster)

    v1.51           -added some formats:
                            Amos~Music~Bank
                            Fuzzac~Packer
                            Heatseeker~MC1.0
                            TrackerPacker~1
                            SoundtrackerPro~3.0 (with correct notes !)
                            P61 support
                    -added a saver:
                            Moduleprotector
                    -when altering~Samplenames the program switches now
                     automatically to the next samplename on "return" keystroke
                    -fixed some problems with my temporary buffers, now they're
                     cleared every time a module is loaded
                    -little fixes in SoundFX1.3 loader

    v1.50           first release with a documentation (sorry, I was too lazy)

    v1.02-v1.49 lots of versions over almost a year, don't know what I
                    changed all the time

    v1.01           first public release
```

1.3 Greetings

Greetings and thanks to (in random order):

* Turbo and Marley of Infect for modules, bugreports and Exotic
  Ripper Sourcecode (really useful for some size calculations)

* Georg Hörmann for xfdmaster.library (it took some time since
  our first requests but the final result is wonderful)

* Urban Dominik Müller, Bryan Ford and all the others for XPK

* John Hendrikx for XPKSQSH, the best packer for modules i've ever seen

* Mad Guy / Exterminators for the idea of samplerenaming and saving
  as IFF

* Nico François for reqtools.library, the best (but not perfect yet)
  requester toolkit around

* Venom/Nerve Axis for sending me the Chiptracker program

* Crazy Copper / Defect for nerving me with thousands of senseless ideas,
  weird bugreports and one buggy ArtPRO to betatest after another :)-=-=

* Ronny Passenheim for lots of modules in strange formats and being the

best Eagleplayer betatester

* Alexis Nasr (The Cyborg/NGC) for Chipsaver, the wonderful Eagleplayer
  TFMX replays and the most interesting letters I get

* A. Nannes I must thank for the Dutch catalog, hope you are not too
  angry that it took a lot of time until I answered

* Mike Herrin for the numerous bugreports and moral support

* Hey, Amadeus & Nazgul / Sabotage, when will "Rave Nation II" be
  released ? I'm still waiting. Thanks anyway for the Oktalyzer modules,
  the quite nice icon and the bugreports.

* all other out there helping me developing this little tool, sending me
  bugreports and ideas

1.4 The supported Formats at loading

Here follows a list of the currently known Protracker related formats:

~Amos~Music~Bank~~~~~~~~~	~Promizer~2.0~~~~~~~~~~~~
~Audio~Sculpture~~~~~~~~~	~Promizer~4.0~~~~~~~~~~~~
~ChipTracker~~~~~~~~~~~~~	~Prorunner~1.0~~~~~~~~~~~
~Cryptoburners~Packer~~~~	~Prorunner~2.0~~~~~~~~~~~
~Digital~Illusions~~~~~~~	~Propacker~1.0~(1)~~~~~~~
~DSS~~~~~~~~~~~~~~~~~~~~~~	~Propacker~1.0~(2)~~~~~~~
~Eureka~Packer~~~~~~~~~~~	~Propacker~2.1/3.0~~~~~~~
~FC-M~Packer~~~~~~~~~~~~~	~Protracker~~~~~~~~~~~~~~
~Fuzzac~Packer~~~~~~~~~~~	~SKYT-Packer~~~~~~~~~~~~~
~Game~Music~Creator~~~~~~	~SoundFX~1.3~~~~~~~~~~~~~
~HanniPacker~~~~~~~~~~~~~	~SoundTracker~2.3-2.5~~~~
~Heatseeker~MC1.0~~~~~~~~	~Soundtracker~2.6~~~~~~~~
~IceTracker~~~~~~~~~~~~~~	~Soundtracker~PRO~3.0~~~~
~Kefrens~Sound~Machine~~~	~Startrekker~4~FM~~~~~~~~
~Kris~~~~~~~~~~~~~~~~~~~~	~Startrekker~Packer~~~~~~
~Laxity~Player~~~~~~~~~~~	~Strangeplayer~~~~~~~~~~~
~Moduleprotector~~~~~~~~~	~The~Player~V4.0/4.1~~~~~
~Noisepacker~1.0/2.0~~~~~	~The~Player~V5.0/6.0/6.1~
~Noisepacker~3.0~~~~~~~~~	~Trackerpacker~1~~~~~~~~~
~Noiserunner~~~~~~~~~~~~~	~Trackerpacker~2~~~~~~~~~
~Noisetracker~~~~~~~~~~~~	~Trackerpacker~3~~~~~~~~~
~Noisetracker~1.3~packed~	~Unic-Tracker~~~~~~~~~~~~
~Old~Soundtracker~~~~~~~~	~Unic-Tracker2~~~~~~~~~~~
~Pha~Packer~~~~~~~~~~~~~~	~Wantonpacker~~~~~~~~~~~~
~Powermusic~~~~~~~~~~~~~~	~XANN~Packer~~~~~~~~~~~~~
~Promizer~1.x~~~~~~~~~~~~	~AC1D-D1CA~Packer~~~~~~~~
~Polkarunner~~~~~~~~~~~~~	~HCD~Protector~~~~~~~~~~~

1.5 Features

Features

- completely font sensitive gadtools window, style guide conform, easy to use
- Keyboard support for simple one-key strokes
- decrunches almost every file using XPK and XFDMaster.library
- supports localization (Kick2.1+)
- direct Eagleplayer support (Grab~module~from / send~module~to Eagleplayer, additional commands)
- complete module informations including playtime calculation
- auto detect of the module~formats
- built in Ripper for almost all supported formats including depacking ability for most usual file packers. That means you can load an intro or file demo of your choice and when it was packed with a cruncher supported by XFDMaster.library it will be decrunched automatically and the ripper will start immediately after that. No need to put your mouse away and use Command line commands for that task.
- automatically adds the right prefixes for the saved formats (of course compatible to the Eagleplayer/ExoticRipper ones)
- written of course 100 % in Assembler
- saves the last used paths into "env:" and "envarc:" so every time you start Noiseconverter you can continue where you stopped your work, of course uses separate paths for load and save operation
- able to remove wrong tempo commands used in modules like e.g. "Mod.face another day" by Jogeir Liljedahl, "Prun.techdust" by hobbes/Infect or "Prun.Russian Theme" by TDK
- able to rebuild damaged or wrong Patterndatas produced e.g. by the old "Perverter" tool, as second example I only want to mention "Mod.Project X Title" (it seems that most people only have got the damaged version)
- possibility to alter~the~modulename
- renaming~of~samples~+~saving~as~IFF8SVX supported
- currently 19 different module~formats at saving including splitting of modules into songs + samples
- own, correct working Prorunner~2.0 saver included
- option to set the author's name into the module
- online help
- Virtual Memory support, VMM and Gigamem tested
- written on a turbocharged machine, enforcer and mungwall tested
- support for Chipsaver, ExoticBoot and Exotic~mempatch

1.6 Disclaimer

Disclaimer

~I~ hereby reject any liability or responsibility for these or any other consequences from the use of Noiseconverter whatsoever. This includes, but is not limited to, damage to your equipment, to your data, personal injuries, financial loss or any other kinds of side effects.

Although Noiseconverter has been tested thoroughly on several machines over more than 2 years, I cannot rule out the possibility that Noiseconverter

. is somehow incompatible to your equipment

. has bugs that show up on your equipment

. does not do what it is supposed to do on your equipment

It is your responsibility to take any precautions necessary to
protect yourself from these or any other effects. I explicitly
reject any liability or responsibility from the consequences of
using Noiseconverter.

                    Henryk Richter

1.7 Distribution

This software is to be seen as Freeware, that means that it is
copyrighted to the Author, ~Henryk~Richter~ but may be distributed
by anyone as long as the following conditions are fulfilled:

No charge for Noiseconverter may be made, except for a reasonable cost
to cover the media price and copying time.

If you wish to include Noiseconverter on a magazine cover disk, you may
do so as long as you send a complimentary copy of the magazine issue in
which it appears to my home address. The entire package must be included
on the disk, not just the executable. Please contact me in advance to
ensure you have the latest version.

If you wish to supply Noiseconverter as part of a commercial product,
please contact me.

It is allowed to supply Noiseconverter as a part of a CD-ROM freeware
compilation such as Fred Fish / Amiga Library Services or the official
Aminet compilation CD-Roms.

The latest Noiseconverter version is can be found on Aminet in mus/misc.

1.8 Introduction

                    Introduction

Some years ago there appeared a musicformat called ~Noisepacker~2.0~
and no player was able to deal with it, the program itself couldn't
make a Noisetrackermodule out of that stuff it produced and I absolutely
wanted to play the wonderful module of Phenomena's enigma demo. What to do ?
So I decided to write a little tool doing this task to convert
that module back into a Noisetracker one. Noisedepacker 1.0 was born.

Some time later my friend Jan started to write the Eagleplayer. We
included lots of Trackerformats and the program got bigger and bigger.
Then came the idea: Why not converting the modules back to protracker

and playing them with only one replay to save memory and to make adding
of features easier ? So I took out my ASM-One and started to write routines
for doing that task. In this program you'll find all the routines of Eagle-
player's internal Protracker cloned replays.

I also included some Routines to save the modules in other formats than
Protracker's. For example you can save your modules directly as IFF~EMOD
if you prefer to use Quadracomposer instead of Protracker.

1.9 System requirements

                    System requirements

You need Kickstart 2.04 or higher to run Noiseconverter. It uses lots of
2.x features so you'll have to upgrade to OS2.x before attempting to start
this program. It requires the reqtools.library by Nico Francois,
available everywhere on the PD market. Except of this you'll need a little
bit ram space due to some special features. As you might know today's mods
are rather big and Noiseconverter needs at least double the size
of the module for it's purposes.

1.10 Installation

                    Installation

Just drag Noiseconverter's icon to the directory of your choice. If you want to ←
   use the
locale.library you have to copy the supplied catalog file(s) to "locale:catalogs ←
   /".
Furthermore you have to make sure that you installed the reqtools.library in libs,
version 38 or higher. If not, copy the file ~reqtools.library~ to "libs:". To ←
   decrunch
files ~xpkmaster.library~ and ~xfdmaster.library~ are recommended to use.

1.11 Starting

Just double click it from workbench or type it's name into your cli/shell and ←
   press
enter. The Program will attempt to open the reqtools.library and when it succeeds ←
   a
window will appear on your default public Screen (normally Workbench) containing ←
   some
gadgets.

1.12 How to use -->

After a successful start you'll see the main gui with some gadgets
and listviews in front of you.

~Gadgets~Description~
~Menus~Description~~~
~The~Ripper~Window~~~

1.13   Gadgets Description

You'll find 3 buttons and 2 listviews and a status gadget in the gui. To
load a module you just have to select the "Load" button and a
filerequester will appear where you may select the file of your choice.
After loading that file Noiseconverter will tell you about what it did
with your module. When the format of this file is unknown a second window
will pop up which is responsible for Noiseconverter's ripping features.

[Load] (the leftmost button) – opens a filerequester to load the module you
 (Key "L")   wanna convert

[Save] (the middle one)   – opens the filerequester to save the current
 (Key "S")   module. After that the module will be
                                converted into the chosen "Save"-Format (see
                                below) and saved.
                                When no module was loaded or something went
                                wrong an error message will be shown.

[Help] (the right button)   – pops up some requesters for immediate
 (Key "H")   informations about the program and how to
                                get along. Just click on the gadget of your
                                choice to get to know what to do.

[Status] – informations about the last action, actual state or something
           alike (nothing to click here)

[Informations] – If you loaded a module everything about it will be shown
                 here, name, sizes, length, duration, load format etc.
                 There are also some special features, from here you access
                 the features to rename~the~module and rename/save~the~samples.

[Save Format] – In this listview you select the format in which the
                 current module is to be saved. Just click once onto the
                 chosen one and select "Save". The other possibility is to
                 double click on the format of your choice, this has the same
                 effect like selecting the "Save" button.
                 The~Save~formats~and~some~(insider)~background~informations

1.14   SaveFormats

        Noiseconverter's Save Modes

```
Protracker~~~~~~~~    Protracker~Song~~~
Noisetracker~~~~~    Soundtracker~~~~~~
Prorunner~1.0~~~~    Unic-Tracker~~~~~~
Unic-Tracker2~~~~    Startrekker~4~FM~~
Digital~Illusions    Prorunner~2.0~~~~~
Noisepacker~2.0~~    Wantonpacker~~~~~~
DSS~~~~~~~~~~~~~~    IFF~EMOD~~~~~~~~~~
Powermusic~~~~~~~    Old~Soundtracker~~
Old~ST~Song~~~~~~    Game~Music~Creator
Moduleprotector~~
```

1.15 Protracker_SAVE

```
Protracker          - nothing special to say, standard format produced and
                      understood by all usual (Pro)Trackers, including options
                      in "NewTracker","Quadracomposer","MED"/"OCTAMED"

                      Original Protracker by Amiga Freelancers, Versions 3.x by
                      Cryptoburners
                      Clones: Maxtracker1.0, Melontracker ......
```

1.16 Protracker_Save_Song

```
Protracker Song    - this option saves Song and Samples separately, you have
                      to enter the path for the samples in a second
                      filerequester popping up. (1) Please make sure that the
                      samplenames only countain valid characters, so plz
                      remove all ":","/", "?","(",")" and "#" chars before
                      attempting to split your modules. (2) Don't forget that
                      all samples have to be named differenty.
                      Don't worry if the samplenames begin with "ST-??:",
                      this will be recognized and the samples are saved into
                      the chosen instruments directory anyway. On the other
                      side Eagleplayer from version 1.53 (rev. 13.2) onwards
                      has got the improved songloading routines which are
                      able to handle such songs containing "ST-??:"-requests.
                      NOW YOU CAN COPY ALL THOSE OLD cult songs from ST-00:
                      to one and all those ST-01...ST-88 disx to another
                      directory and never worry about assigns, requesters
                      etc.


                      The following 2 formats have been added because of some
                      problems with elder converter replays using tables for
                      their commands. I think I don't need to tell what
                      happens when the replay jumps to a not initialized
                      address.
```

1.17 Noisetracker_SAVE

```
Noisetracker        – same fileformat as Protracker except some commands
                      being not available in Noisetracker 1.1-2.x are removed.
                      (Noiseconverter will tell you about those)

                      Noisetracker 1.0-2.0 by Mahoney & Kaktus
                      Clones: Noisetracker 1.2,1.3,2.0 by United Forces
```

1.18 Soundtracker_SAVE

```
Soundtracker        – same fileformat as Protracker except some commands
                      being not available in Soundtracker 2.3-2.5 are removed.
                      (Noiseconverter will tell you about those)

                      Soundtracker 2.3-2.5 by Unknown/D.O.C. / Mnemotron. ST2.3
                      was the first one with that 31 Sample format still used
                      nowadays in Protracker. (Released: April '89)
                      By the way: the "M.K." sign in the Tracker modules
                      doesn't mean "Mahoney & Kaktus" as stated at many places,
                      it actually means "Michael Kleps", known as Unknown/D.O.C.
                      and furthermore as the writer of SidMonII and
                      Actionamics.
```

1.19 Prorunner1_SAVE

```
Prorunner 1.0       – Hmm, possibly doesn't seem to be very useful including
                      a format which is generated by the replay itself (yes,
                      Chaos/SNT, I know that) but you can save some bytes of
                      the Prorunner replay when you include an already
                      converted module.

                      Prorunner was written by Cosmos/Sanity to offer a faster
                      toplay musicformat. So it differs only in the converted
                      Patterndata from the Protracker format.
```

1.20 UnicTracker_SAVE

```
Unic-Tracker        – Unic-Tracker is a music converter for Protracker
                      modules written by Laxity/Kefrens. I don't know if
                      this is the real name of this format but it often
                      countains the "UNIC"-sign at the place where "M.K."
                      belongs so it was usually called this way. The
                      patterndata is only 3/4 the size of the Protracker
                      patterns. So it is a very simple packer.
```

1.21 Unic2_Save

```
Unic-Tracker2      - Same format like UNIC-Tracker but the songname and
                     the UNIC-Sign are missing. (24 Bytes shorter than
                     UNIC-Tracker modules) Other programs call it "Laxity
                     Packer" but mean the same format.
```

1.22 Startrekker_Save

```
Startrekker 4 FM   - Startrekker is a Noisetracker (or even Soundtracker
                     2.3+) clone by Exolon of Fairlight (Bjorn Wesen).
                     As there seemed no improvements to usual Noise/Pro-
                     Trackers Startrekker was the first "Tracker" with
                     Chiptune synthesizers (one for precalculated "FM"
                     samples, the other for realtime "AM" chipsounds).
                     As other Trackers cannot play "AM" Samples
                     Noiseconverter only accepts standard FM tunes. The
                     usual ".NT" file will be saved along with the module
                     because some (really lame) players require this
                     "nt"-file in any case if it's needed or not.
                     Startrekker 1.3 even had got an Assembler/Disassembler
                     for custom macros. Protracker E-Commands are removed
                     automatically when saved due to the different meanings.
                     Another interesting feature of Startrekker is the
                     8 voices routine which was over years the only one in
                     a usual tracker. (Maybe the other coders thought this
                     absolutely slow and lousy sounding one to be as state
                     of the art, Oktalyzer didn't sound better as well)
```

1.23 DI_Save

```
Digital Illusions  - Protracker converter which was used in the games
                     "Pinball Dreams" and "Pinball Fantasies". Written by a
                     guy of Silents. A easy to do packer with a quite low
                     crunchrate. Normal DI modules countain lots of "jump"
                     commands, so the modules almost work like "Multisong"
                     ones. While Eagleplayer removes those "Jumps"
                     Noiseconverter keeps them when loading a "DI" module.
```

1.24 Prorunner2_Save

```
Prorunner 2.0      - Again a format by Cosmos/SNT. Has no longer to do with
                     Prorunner 1.0 when you look at the completely packed
                     files. The original Prorunner program was very lousy
                     coded, slow, hard to handle and countains a bug which
                     makes it crash with e.g. "Mod.Condom Corruption" by
                     Travolta/Spaceballs.
```

1.25 Noisepacker2 Saver

```
Noisepacker 2.0   - This is the original Noisepacker 2.0 saveroutine,
                    written and © by Twins/Phenomena. I didn't want to
                    spend too much time on it so I took the original one.
```

1.26 Wantonpacker_Save

```
Wantonpacker      - Don't know too much of this format. It is just a
                    simple Protracker one with modified patterndata (very
                    similar to Prorunner). It was so easy to write the
                    converter routine, so I included it.
```

1.27 DSS_Save

```
DSS               - Digital Sound Studio is a commercial Tracker included
                    at the GVP DSS8+ Sound Sampler. Slightly different
                    fileformat but only a few commands, not worth buying.
```

1.28 EMOD_Save

```
IFF EMOD          - New, more flexible Trackerformat as IFF introduced in
                    Quadracomposer by Bo Lincoln & Calle Englund. May
                    countain lots of Samples (255), up to 255 Song-
                    positions and Patterns. It is much more flexible but not
                    perfect yet. Quadracomposer is a very good alternative
                    to Protracker & co because it is able to produce the
                    usual Protracker fileformat, works using a selectable
                    intuition screen, has got genious sample modifying
                    abilities (FFT resynthesis rulez) and should work on
                    gfx cards. Since version 2.1 it runs very stable. Only
                    "problem" are the custom hacked triangular gadgets.
```

1.29 Powermusic_Save

```
Powermusic        - Format produced by "Optimod" by Joakim Ögren. Same
                    songformat as Protracker but delta-encoded sampledata
                    for better crunching rates with standard packers like
                    Powerpacker, File Imploder. Seems to be no longer useful
                    since XPKSQSH is out.
```

1.30 OldSoundtracker_Save

```
Old Soundtracker  - Original Soundtracker 1.0 by Karsten Obarski. Ancestor
                    of all Trackers on the market. It would use some pages
                    to mention all those clones of Soundtracker. The biggest
                    problem with old Soundtracker modules is that there was
                    no standard. Every tracker used it's own commands. So
                    some modules just jump around in their positions when
                    you load them into Protracker. Noiseconverter uses the
                    commands of the DOC Soundtracker 2.2.
                    some Clones: DR.G Soundtracker, Mastersoundtracker 1.0
                            by TIP/Prophets, PAG Master Tracker,Dragon
                            Balls Tracker,Soundtracker V2.0-v9.0 and
                            v1.8-v2.2 by DOC etc. etc. etc.
```

1.31 OLDST_SONG_SAVE

```
Old ST Song       - Old Soundtracker soundformat but splitted into song
                    and samples. Look at Protracker~Song for more
                    informations, the same save routines are used there.
```

1.32 GMC_Save

```
Game Music Creator - One more Soundtracker clone. Although it seems that
                     the Creator "Andreas Tadic" wrote almost all stuff
                     himselves the commands are identical to the Old
                     Soundtrackers and  it's limited to 64 Patterns, 15
                     Samples, uses the same periods .... At least the
                     program runs under 3.0.(except AGA graphics problems
                     but most Protrackers still don't come along with
                     AGA, so it just doesn't matter)
```

1.33 Menus Description

```
 The second menu, named "Eagleplayer" is the same like Eagleplayer's "command"  ←
    menu, so
look into the Eagleplayer guide file for the  descriptions of that one.

Project Menu:

   ~Load~Module~~~~~~~~
   ~Save~Module~~~~~~~~
   ~Kill~Module~~~~~~~~
   ~Fix~BPM~~~~~~~~~~~~
   ~Enter~Authors~name~
   ~Eagle-Play~~~~~~~~~
   ~Grab~Module~~~~~~~
   ~About~~~~~~~~~~~~~
   ~Help~~~~~~~~~~~~~~
   ~Quit~~~~~~~~~~~~~~
```

1.34   Load Module

Sortcut: A +l

– opens a filerequester to load the module you wanna convert, the
  same function as the according button in the main window

1.35   Save Module

Sortcut: A +s

– opens the filerequester to save the current module. After that the module
  will be converted into the chosen "Save"-Format if needed (see at the
  Gadgets Description) and saved. When no module was loaded or something
  went wrong an error message will be shown.

1.36   Kill Module

Sortcut: A +k

– removes the current module from memory and frees it

1.37   Fix BPM

Sortcut: A +b

Some Modules use Speed commands exceeding the allowed range so that those
will be taken as "Tempo" Commands by any Protracker player running with
CIA Timing. That causes a much to low replay speed. Examples: Mod.Face
another day" by Jogeir Liljedahl (Heatbeat of Virtual Dreams, earlier
Rebels), P40B.Revial (ripped from a demo, don't know which it was)
The other side are modules in demos who are played with a VBlank replay
but containing Tempo commands which make them play in a much too high
speed. Example: Mod/Prun.Techdust by Hobbes/Infect

To solve those problems, this function was written. If you call it, it
will look for speed commands reaching into the tempo ranges. If it doesn't
find those it will return without any action. If yes it tells you a rating
in a requester what to do. If it finds values ranging from 125 upwards it
doesn't complain about anything. When you are sure that there is something
wrong with the replay speed and those values range over 100 you should
remove them (e.g. with the Infect mod). On the other hand you'd just limit
the speed to the Upper Limit when fixing that Heatbeat or P40B module. Due
to the Eagle-Play option you can directly check if your change was right.
If not, just reload the file and try out if it works with the other method.
When even that doesn't help you, you have to grab the Protracker and fix it
by Hand.

1.38   Enter Authors name

Sortcut: A +c

 When you select this item a requester will pop up where you may enter the
 name of the module's composer. (max 21 chars long) That name will be
 written into the name of the 29th sample.

1.39   Eagle-Play

Sortcut: A +e

The actual module will be sent to the Eagleplayer if it is in memory and then ←
   played by
it. So you can directly check out if a ripped module works or test your results ←
   when you
modifyed something.

Cool, eh ?

1.40   Grab Module

Sortcut: A +g

The module which is played currently by Eagleplayer will be "grabbed" and ←
   converted into
Noiseconverter's internal format.(currently Protracker) Now you can play around ←
   with that
module without having to use the filerequester.

Even cooler or what ?

1.41   About

Sortcut: A +?

Just pops up a requester which will tell you where you can reach me.

1.42   Help

Sortcut: A +h

Opens the online help requester which will help you to find the descriptions to ←
   most of

Noiseconverter`s functions. Same affect like pressing the help button. (Gadgets
Description)

1.43   Quit

 Sortcut: A +q

 Quits the program and frees all allocated resources. The load and save paths
 will automatically be stored in "ENVArc:" so next time you start Noiseconverter
 you can continue where you stopped your work. You can get the same effect by
 clicking on the main window`s close button.

1.44   The Ripper Window

  Every time you load a file which cannot be recognized as a module, a second ←
     window will
pop up with several textdisplay boxes and 4 buttons. Meanwhile Noiseconverter is ←
   looking
for a known module in this file. If it finds one, it will stop searching and ←
   displays a
message as stated below in the example and the buttons will be enabled so that you ←
    can
decide what you want to do with the found module. You can break the ripping ←
   process by
clicking onto the "Abort" gadget.

The window should look e.g. like this


```
 _____
| _____   |
| | Game Music Creator Module found !        | |
| -------------------------------------------- |
|     _____       _____     _____       |
| File(KB) |1200|      %| 43|   Adr |$1cd00000| |
|          ------       -----      ----------- |
|                                              |
|    [Rip]     [Convert]     [Skip]      [Abort]   |
|                                              |
 ------------------------------------------------
```


The topmost line is the status line telling you what the ripper is about to do. If ←
    it
tells you "ripping plain file" when you loaded an intro/demo (which you can`t pack
anymore, just try out XPK or Imploder) then you can be sure the xfdmaster.library ←
    was
not able to depack that file. (either not enough memory to do it or unknown ←
   cruncher)

In the second line you`ll find 3 text displays.

The leftmost one, named "File(KB)" displays the size of the loaded file (←
   decrunched size

!).

The middle one "%" just tells you how far Noiseconverter got while ripping. If it ←
   nearly
reached 100% you can be sure that Noiseconverter didn't find anything.

The Address display is only for freax, who want to look at the place where the ←
   file is
located in memory.

The buttons -----------

[Rip]   - opens the filerequester where you can tell under which name and
             where you want to save the found module. After that the ripping
             process will continue.

[Convert] - makes the program convert the found module into the internal
             format. Then you may save it in any (supported) format you
             like.

[Skip]   - skips the found module and continues ripping

[Abort]   - stops ripping, deletes the actual file from memory and
             gives the control back to the main window

1.45 Protracker

                   Protracker / Soundtracker / Noisetracker
                   ----

 nothing special to say, standard format produced and understood by all usual
 (Pro)Trackers, including options in "NewTracker","Quadracomposer",
 "MED"/"OCTAMED" and more. Almost every music program based on tracker-like
 patterns supports Pro- or at least Noisetrackermodules, examples are
 "MusicMaker", "Face the Music" and "Oktalyzer".

 The program makes no internal differences handling Protracker, Noisetracker
 and Soundtracker modules ! Telling "Soundtracker" or "NoiseTracker" module
 as the type is just informative and means that no Protracker specific
 effects are used. That module could have been edited with Protracker as
 well.

 Easy to recognize: at offset 1084 from the beginning you must find "M.K."
                    as ASCII, then you can be sure you've found a (Pro)tracker
                    one.

 Attention: Noiseconverter does some additional checks if the module is
            100% ok. If not, a requester will appear to ask you if it
            should repair the patterndata ! The reason of those checks is
            that there are formats out like "Unic~Tracker" or "Kript" using
            sometimes the same sign.

To be found: everywhere, just obtain some demos and in most of them you`ll
             find one. Or buy the Aminet CD, there are some, if you have
             Internet access every Aminet Site has got lots of them. If
             you have got no Protracker module you surely don`t need a
             tool like this

1.46   Prorunner 1.0

                              Prorunner 1.0

Prorunner 1.0 is a format which is generated by the replay itself to gain
replay speed by converting the patterns to a more efficient format.
Prorunner was written by Cosmos/Sanity. Noiseconverter is able to recover
the whole songdata, samplenames etc. as they`re not touched by the replay.

Easy to recognize: at offset 1084 from the beginning you must find "SNT."
                   as ASCII, then you can be sure you`ve found a Prorunner
                   module.

To be found: "Wicked Sensation" demo by TRSI
             "State of the Art" demo by Spaceballs (intro tune only)

1.47   Unic-Tracker

                              Unic Tracker

Unic-Tracker is a music converter for Protracker modules written by
Laxity/Kefrens. I don`t know if this is the real name of this format but
modules of this format often countain the "UNIC"-sign at the place where
"M.K." belongs so it was usually called this way. The patterndata is only
3/4 the size of the Protracker patterns. So it is a very simple packer.

Known Problem: There exists a module called "African Dreams" where the
               finetune informations are stored in a different way from
               the usual method so that the finetune for one sample is
               set to -1 instead of -7.

to be found: "Guardian Dragon II" demo by Kefrens and some other `92 demoz

1.48   Unic-Tracker2

                              Unic Tracker 2

Same format like UNIC-Tracker but the songname and the "UNIC"-Sign are
missing. (24 Bytes shorter than UNIC-Tracker modules) Other programs call
it "Laxity Packer" but mean the same format.

```
to be found: "Desert dream" demo by Kefrens
             "Dane" demo by Kefrens
```

1.49   Startrekker 4 FM

```
               Startrekker 4 FM / Audiosculpture
               --------------------------------
```

Noiseconverter is only able to load 4 voices Startrekker modules with
standard samples or "FM" precalculated samples. The 8 voiced songs are
currently not supported. (Hint: Eagleplayer 1.53 or later is the only
known Amiga Player which supports this format with a customized replay)
Not supported as well are the AM tunes which countain realtime synth
samples which no usual Tracker can handle. Startrekker custom macro
calls using the "Exx" commands are removed automatically. Audiosculpture
is the commercial successor of Startrekker but with the same module
format. Only the extra ".nt" file for the synth instruments was built
up in a different way.

```
to be found: "Anarchy", "Spellbound"  - old Psygnosis games
             "Beast III" - a newer Psygnosis game
             "the vector dance" - an old Cult trackmo
             "Super Cars II" - an old game
```

1.50   Digital Illusions

```
                    Digital Illusions
                    -----------------
```

Protracker converter by a guy of Silents. A easy to do packer with a quite low
crunchrate. Normal DI modules countain lots of "jump" commands, so the
modules almost work like "Multisong" ones. While Eagleplayer removes those
"Jumps" for better replaying Noiseconverter keeps them when loading a
"DI" module.

```
to be found: "Pinbal Dreams" and "Pinball Fantasies", 2 Flipper games
```

1.51   Prorunner 2.0

```
                    Prorunner 2.0
                    -------------
```

Again a format by Cosmos/SNT. Has no almost nothing to do with Prorunner~1.0
when you take a look at the completely packed files. The original Prorunner 2.0
program was very lousy coded, slow, hard to handle and countains a bug
which makes it crash sometimes. (just try "Mod.Condom Corruption" by
Travolta/Spaceballs)
Fast replay.

```
to be found: in the Prorunner 2 program
               "Rampage", a demo by The Electronic Knights (Hi Bifat !)
               Intro for Pumatracker (if I remember right)
```

1.52   Wantonpacker

```
                      Wantonpacker
                      ------------
```
Don't know too much of this format. It is just a simple Protracker one
with modified patterndata (very similar to Prorunner). Was written by
Wanton/Bloodsuckers.

```
to be found: "Finlandia" musicdisk
```

1.53   Noisepacker 1.0/2.0

```
                      Noisepacker 2.0
```

Written by twins/phenomena, one of the first real tracker packers. Works
fine and quite fast with Noisetrackermodules. Not very good crunchrate
but it was one of the first so what.

```
to be found: "Enigma" demo by Phenomena (great tune)
               "Crystal Symphonies" musicdisk by Phenomena
               "Dexion Tubepack #28" menu loaders
               "TSM Intro" by Vision
```

1.54   Noisepacker 3.0

```
                      Noisepacker 3.0
```

Written by twins/phenomena, successor of Noisepacker~2, this time with a
better packing rate but still only Noisetracker command support.

```
to be found: "Tilt" demo by impulse PL
               "Sound Vision" demo by Reflect
               "Air Bucks" silly AMOS game or something like that
```

1.55   Noiserunner

```
                      Noiserunner
                      -----------
```

Noiserunner is an old replay by Chaos/Sanity which converts the patterns and
the samples are put together at the beginning of the file. So you find some of
the original informations still there. Since end of '93 Noiserunner supports
some more commands, it seems the musician demanded more than only the three

commands available that time.

to be found: "Jesterday" by Sanity (the intro tune)
             "WOC `92" demo by Sanity
             "Arte" demo by Sanity

1.56   DSS

```
                              DSS
                              ---
```

Digital Sound Studio is a commercial Tracker included at the GVP DSS8+ Sound
Sampler. Slightly different fileformat but only a few commands, not worth
buying.

examples: none known except the demo song from the tracker itself
          (my examples I created myself, what else the Noiseconverter is
           good for ?)

1.57   Powermusic

```
                          Powermusic
                          ----------
```

Format produced by "Optimod" by Joakim Ögren. Same songformat as Protracker
but delta-encoded sampledata for better crunching rates with standard
packers like Powerpacker, File Imploder. Seems to be no longer useful
since XPKSQSH is out. Powermusic modules are automatically converted to
protracker by the replay, so you'll hardly find examples anywhere.

examples: none known

1.58   Game Music Creator

```
                        Game Music Creator
                        ------------------
```

One more Soundtracker clone. Although it seems that the Creator "Andreas
Tadic" wrote almost all stuff himselves the commands are identical to the Old
Soundtrackers and it's limited to 64 Patterns, 15 Samples, uses the same
periods .... At least the program runs under 3.0. (except the usual AGA
graphics problems but some Protrackers still don't come along with
AGA, so what)

examples: "Knights of the Sky" – old Microprose (??) flight simulator
          "Silent Service II" – old "underwater" game
          "Air Support" – Psygnosis game
          and of course you'll find a mod within the gmc package

1.59   Old Soundtracker

```
                              Old Soundtracker
                              ----------------
```

Original Soundtracker 1.0 by Karsten Obarski. Ancestor of all Trackers on the
market. It would need some pages to mention all those clones of Soundtracker.
The biggest problem with old Soundtracker modules is that there was no
standard. Every tracker used it's own commands. So some modules just jump
around in their positions when you load them into Protracker. Noiseconverter
uses the commands of the DOC Soundtracker 2.2.

```
some Clones: DR.G Soundtracker, Mastersoundtracker 1.0 by TIP/Prophets, PAG
             Master Tracker,Dragon Balls Tracker,Soundtracker V2.0-v9.0 and
             v1.8-v2.2 by DOC,
             Soundfx 1.x, Game Music Creator (with own fileformats),
             etc. etc. etc.
```

```
to be found: "Liquid Bobs" demo by Razor
             "Hypnotic Circles" demo by Thrust
             "Otti Gedenk" demo and intro by Thrust
             Vision Megademo 2
             and a lot more of old demos
```

1.60   ChipTracker

```
                              Chiptracker
                              -----------
```

A Tracker written by Kris/Anarchy especially for 4 Mat/Anarchy, the best
musician Anarchy ever had. The program didn't go around, don't know why.
The program is able to produce precalculated chipsounds and therefore
supports much lower samplefrequencies than the Protracker. That is the
reason why the modules may (I didn't find any yet) sound a little bit
different sometimes. Some players and converters call this format
Kris. (THAT IS WRØNG !)

```
examples: "Chuckrock" - a game by Core
          "Wolfchild" - an old jump'n'run game
          "Premiere" - an old game (if I'm right)
```

1.61   Promizer 1.x

```
                             Promizer 1.x
```

Promizer, especially the 1.x versions are very special Protracker Packers.
Those have some really interesting features. Written by Frank Hülsmann
(MC68000 of Masque). The really cool features of Promizer 1 are:
 - Multisong support (but not too useful since Promizer required
                      exactly the same samples for every subsong)
 - Playroutine within the module
The replayspeed is ok, the packrate more or less lousy.

Noiseconverter supports 3 or 4 (don't know at now) different versions of
Promizer 1 with all features. If a multisong one is loaded you are asked
to select/enter the subsong you want to convert. Please notice that when
the original module used Finetuning the ex-Promizer module countains non
standard periods so that the patternscoll of Protracker and Eagleplayer
will show up "???" at the note field. Shouldn't matter too much.

examples: "Flower Power" demo by Anarchy
          "Yo ! Joe !" ingame songs (multisong !!)
          some Tech demos (because MC68000 was in Tech before Masque)

1.62   Promizer 2.0

```
                       Promizer 2.0
                       ------------
```

Successor of Promizer 1.x. Here the writer removed the Multisong options.
(because he himself never used it ...) Still with own replay.

examples: "Global Trash" by Silents (if I remember right, the 1st and last
                                short tune)

1.63   Promizer 4.0

```
                       Promizer 4.0
                       ------------
```

Latest known Promizer Version. Now with replay separate from the module
and the mods can be split into 2 files. Packs much better than the elder
Promizers but that time there were much better music packers on the market
yet so nearly nobody used it.

examples: none known in demos but we included a self-converted mod called
          "PM40.do you wanne" in an earlier Eagleplayer release

1.64   Soundtracker 2.6

```
                  Soundtracker 2.6 / Icetracker
                  -----------------------------
```

Soundtracker2.6 the other way the Trackers went after Soundtracker 2.5.
While Mahoney & Kaktus released Noisetracker using the same fileformat
Mnemotron developed a more flexible one in the way how Soundtracker2.6
handled the Patterns. The second change was the way of ST26 to handle
speed commands. There exists the possibility of "pseudo half step" speed
control which means that some Soundtracker 2.6 modules cannot be
recovered completely. Icetracker is an ST26 fileformat clone but without
the special tempo command. The Icetracker was coded by Icepic.

Examples: none in Demos/Games known

1.65 Noisetracker 1.3 packed

```
          Noisetracker 1.3 packed
          -----------------------
```

The Noisetracker 1.3 by United Forces offers a feature to pack the module
output. It is one of the first module packers but it was almost never used.
I didn't find that format in a demo. My example mods I created by myself
using the Noisetracker.

1.66 Trackerpacker 2

```
          Trackerpacker 2
          ---------------
```

Trackerpacker was written by Crazy Crack of Complex (Boris Fornefeld).
It is quite good packer for the songdata of the modules but the program
itself was never released for public use and maybe it's better that way
since the TP2 replay is not very 020+ friendly (self modifying code etc.)

Examples: Poingtro (by Mexx) <- quite amusing intro, I've got that one still
                            on my HD

1.67 Trackerpacker 3

```
          Trackerpacker 3
          ---------------
```

Trackerpacker was written by Crazy Crack of Complex (Boris Fornefeld).
With version 3 he tried to competete with P50/P60 but it never packed
better than P60 when I tested it. Anyway it is one of the best module-
packers and now has got a good'n'fast replay.

Examples: "Musical Sensation I" by Triad (rip the mods from memory be-
          cause the files on the disk are a little bit modified from
          offset $2e to offset $6e)

          rip through the intros from "The Party IV" or Assembly '94,
          there you'll find some.

1.68 The Player V4.0/4.1

```
          The Player 4.0/4.1
          ------------------
```

"The Player", everyone who knows Modulepackers knows that name. "The Player"
4 was written by Jarno Paananen in 1992. The versions P4.0a, 4.0b and 4.1a
were NOT public release versions but it seems everybody had got the progs
anyway. The big problem with P4x is/was that the replays were quite buggy,

self modifying and crashed even on 68000 machines at the one or other time.
Although the file format of P40A and P40B was exactly the same the P40B
playroutine crashes sometimes with P40A mods. Very strange.

```
Examples:
        P40A- old Sonic Intros, old Stellar Intros
        P40B- Karaoke Demo
        P41A- some Team17 games: e.g. Overdrive, Super Frog, Apache,
                                      AlienBreedII, Vikings
            Btw. Team 17 used this NON public Beta version WITHOUT
                  any permission ...
```

1.69 The Player V5.0/6.0/6.1

```
                 The Player 5.0/6.0/6.1
                 ----------------------
```

"The Player", everyone who knows Modulepackers knows that name. The
version 5 came out in 1993, P60 in the beginning of 1994 and P61 was
released end of 1994. "The Player" was written by Jarno Paananen and IS
the best released packer for modules known on Amiga. It has features to
encode the samples into a special 4 bit format which makes them half
as long. P5/6 has such a sophisticated packing algotithm that it is
sometimes impossible to pack the modules any more (try the second module
from the Rebels "Switchback" demo, with SQSH just 1% !! gain) The very
interesting playroutine can be customized to the coders needs in the
way that the code for unused commands in the modules doesn't need to be
included in the productions just by setting a flag.
It is very hard to detect the differences between P50/P60/P61 since they're
only small. I tested over 50 modules and it seems to work. My routine
is able to convert all modes used by P50-P61A and supports files splitted
into song + samples (ripped e.g. with Exotic Ripper) as well.

```
Examples:
        P50- Virtual Dreams "Full Moon"
        P60- .most newer Infect productions (Hopefully, WelcometoParty)
             .Stellar "Mindflow"
             .Rebels "Switchback"
        P61- .some intros from "The Party IV"
             .Super Stardust <- hard to rip b-coz of the samples separated
                                 from the songdata
             .Parallax "Drool This" (Animi,Voxeli and Writer files), if
                     you don't know this demo, get it, it is one of the
                     best demoz I ever saw.
```

1.70 Eureka Packer

```
               Eureka Packer
               -------------
```

Don't know much of this format, an interesting feature is that the
modulename and even the samplenames still exist. The packer was written

by Eureka/Concept. Called "Ronan Packer" by the old Perverter program.

Examples: - many tunes from nhp&bkh / anarchy
          - some '91/92 silents productions

1.71   Kefrens Sound Machine

```
            Kefrens Sound Machine
            ---------------------
```

This one is absolutely the FIRST soundpacker ever created for the Amiga
and it is still not one of the worst. The packing algotithm is better than
Unic Tracker. (ok, Unic is a quite simple one anyway)
The packer was written by Razmo/Kefrens in 1989 and supports only 15
samples (obviously, that time there wasn't any Noise/Protracker yet).
Noiseconverter is able to recover the original samplenames. It is very
funny to read the sampletexts of some of the modules.

Examples: - Kefrens Megademo7
          - some other "stone old" Kefrens demos <- what that time was
                                                   called "demo"

1.72   Propacker 1.0 (1)

```
             Propacker 1.0
             -------------
```

One of the first Modulepackers supporting the extended Protracker
commands. Written by Azatoth/Phenomena (Author of the "Enigma" demo)
in 1992. Uses a very strange fileformat using patterndatas BEHIND
the samples. Therefore it is absolutely needed to load only modules with
the correct (or a bigger) size. Noiseconverter will tell you if a loaded
file is too short and how much bigger (approx.) it must be.
Also called "Pha" packer but that name is wrøng, as well as names like
"Hannipacker" or "Strangeplayer" for this format. Funny thing: In the
distribution of a Delitracker 1.xx there were 2 players for the same format,
named "Hannipacker" and "Strangeplayer".

Examples: - some Lemon productions
          - "R.A.W. 3" diskmag introtune
          - "TRSI Judgement Day #27"

1.73   SoundFX 1.3

```
            SoundFX 1.3
            -----------
```

SoundFX is not a sound/protracker converter but a real music editor
written by C. Haller and A. Weber. The only problem is the "stolen"
replay. It is so obvious especially when you take a look at the replay.

The Routines to handle the current note are almost completely identical.
Then it is only able to handle 15 samples. Quite familar, eh ?
Noiseconverter tries to convert as many commands as possible.

```
Examples: SpreadPoint "Cube-o-matic"
          Game   Battle Isle
          Game   Future Wars
          Game   Twinworld
          Game   Tie Break
```

1.74   Propacker 1.0 (2)

```
              Propacker 1.0
              -------------
```

This is the second Moduleformat with the "Propacker" name. This one was
created by C. Estrup / Static Bytes. Propacker does not pack the notes
itself, it just reorganizes the patterndata separately for every track. That
gives in some occasions better results than that what Azatoths Propacker
produces.

```
Examples: - a "Bonus Pack#22" Intro
          - old Addonic Intros
```

1.75   Propacker 2.1/3.0

```
              Propacker 2.1 / 3.0
              -------------------
```

Written by C. Estrup / Static Bytes. Successor of Propacker 1.0 by C.E,
this time with packed patterndata. The notes are stored as numbers which
doesn't pack as good as P50/P60 at all but the interesting feature is that
after converting a module with PP21 and the same with P61 and then packing
with XPKNuke the PP21 mod was 4 Kbyte smaller (Mod.a question of time by
PSI/Paranoid)

```
Examples: PP21  "WOC Demo" by Vanish
                "Cebit Demo" by Prime
          PP30  "the 4 seasons"?  Musicdisk by Parasite
                "From France" by Dreamdealers
```

1.76   Moduleprotector

```
              Moduleprotector
              ---------------
```

Very simple (Propacker style) Module packer format. Written by Matrix/LSD
(David Counter) in 1992. Currently only the protection mode is supported.
The special mode (still unsupported) saves the informations for the
samplenumbers in a tricky way right after the samples. But I never saw

a program supporting that feature and didn't find any module of this kind.
But if there are needs to do that, just let me know. The biggest problem
of ModProtector1.0 is that it destroys the memory what leads to crashes.
Moduleprotector was called "Grape Packer" by the old Perverter program.

But the more interesting thing is that I've seen exactly the same format
before Moduleprotector appeared. That musicdemo was called "vocal attack"
by TFA and uses a completely different replay, an "Old Soundtracker" alike
one. Rather confusing.

Examples: - "Grapevine 7" mag by LSD
          - "Despair" demo by LSD
          - "Vocal Attack-the sequel" by TFA

          - and lots more, I've got about 40 tunes, so you should find
            some mods of that format in a lot of old demos.

1.77   SKYT-Packer

                    Skyt-Packer

Skyt Packer is a quite normal kind of Protracker clone. The compression is
alike Propacker 1.0 (Static Bytes). It was written by Skyt/Drifters.

Examples: - "Pros It" diskmag by The Drifters

1.78   XANN Packer

                    XANN Packer

Don't know much about this format, I've only that one seen in 2
productions. The patterns are not really packed and the module
doesn't get just one byte shorter. It is just an encryptor, not a packer.

Examples: - "Reflex" by Liquid
          - "Lethal Exit" by Digital

1.79   FC-M Packer

                    FC-M Packer

Soundformat, very similar to Moduleprotector but with some useless id
strings. Looks like "IFF for poor guys". Only nice feature is that the
modulename remained in the packed file. Compression: 758 Bytes.

Example: "Occasions of Sin" by Scoopex

1.80   Startrekker Packer

```
                    Startrekker Packer
                    ------------------
```

A modulepacker with a quite simple compression algorithm. Heading very
similar to ModuleProtector/Propacker2.1. Created by Mr.Spiv/Cave.
These Modules can mainly be found in Cave Productions

Examples: - Ihnaa
          - Phantom of the Opera

1.81   Amos Music Bank

```
                    Amos Music Bank
                    ---------------
```

A moduleformat created with the converter included in the AMOS package.
That one converts Noisetracker modules into a special format. The songdata
is btw. situated AFTER the samples. Funny thing: In special occasions AmBk
modules can grow larger than the original tunes due to the lousy
compression algorithm with lot's of useless data. Created by François
Lionet.

Examples: - tophatwilly
          - Bucktooth - an AMOS PD game
          - Power Tetris ingame - an AMOS game

1.82   Fuzzac Packer

```
                    Fuzzac Packer
                    -------------
```

Protracker clone which rearranges the Patterns separate for each Track.
The Samplenames are kept within the module. Quite easy to handle.

Example: "Tropical Sunset" tune by The Silents

1.83   Heatseeker MC1.0

```
                    Heatseeker MC 1.0
                    -----------------
```

This format looks much like Moduleprotector but has got a feature to
pack the patterndata in a quite simple way. The only astonishing thing
is that the initroutine for this format must be quite complicated since
is is needed to calculate the correct Patternaddress at every startup.
Written by Heatseeker / Cryptoburners in 1991. Called Cryptoburners
Protracker Packer by Exotic~Ripper. Don't know if I am wrong or Marley/IFT.

```
Examples: "4th Dimension #6" by CRB
          "Party Time" by CRB
```

1.84   Trackerpacker 1

```
                    Trackerpacker 1
```

Trackerpacker was written by Crazy Crack of Complex - futher MEXX member
(Boris Fornefeld). It is quite good packer for the songdata of the modules
but the program itself was never released for public use and maybe it's
better that way since the TP1 replay is even worse than the TP2 one.

```
Examples: "Codator" demo by Mexx (not OS 2.0 compatible but runs more or
                                 less on Soft-1.3-kicked A1200)
          "Plasm" intro by Mexx
```

1.85   Soundtracker PRO 3.0

```
                    SoundTracker PRO 3.0
```

Soundtracker PRO is a music Tracker written by a dutch coder (I couldn't
find his real name in the program) in 1993. It is NOT a music packer
but a real Tracker with lots of Features Protracker lacks of. For example
STPro offers up to 64 different Samples in one module, a script language
for controlling the playing sequence, offers a different way of speed
finesetting, different patternlengths and much more commands than Pro-
tracker.

1.86   Author

```
                    Author
                    ------
```

```
    Don't hesitate to contact the author if you've got problems,
    ideas for enhancements, bug reports or something like that.



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```

1.87   Acknowledgements

 Acknowledgements

  ~XPK~~~~~~~~~~~~~~
  ~XFDMaster.library~
  ~reqtools.library~~
  ~Noisepacker_2.0~~~
  ~Eagleplayer~~~~~~~
  ~ExoticRipper~~~~~~
  ~Art~of~Noise~~~~~~

1.88   XPK

The XPK (©) Package is a standardized interface for all kinds of crunchers and
encryptors. it was written mainly by Urban Dominik Müller, Bryan Ford and several ←
   other
guys.

1.89   XFDMaster.library

This software package allows you to decrunch nearly every packed file known on ←
   the
Amiga. It consists of the xfdmaster.library as the brain and a couple of programs ←
    that
offer certain functions to the user.

The xfdmaster.library is a standard Amiga shared, runtime library. It works   ←
   with
Kickstart V33+ and offers applications the possibility to directly support any ←
   crunched
files.

Other than the predecessor decrunch.library, the xfdmaster.library has a more ←
   flexible
user interface, offers the possibility to decrunch already loaded program ←
   segments and
supports external decrunchers.

 Georg Hörmann
 Martinswinkelstraße 16c
 82467 Garmisch–Partenkirchen
 Germany

1.90   reqtools.library

                               reqtools.library

This program uses reqtools.library and ReqTools is Copyright © Nico François.

Programmers can register as a ReqTools developer by sending US$25 to:

                            Nico François
                            Corbielaan 13
                            B-3060 Bertem
                            BELGIUM

1.91 Noisepacker_2.0

                            Noisepacker 2.0

Written by twins/phenomena, one of the first real tracker packers. Works
fine and quite fast with Noisetrackermodules. Not very good crunchrate
but it was one of the first so what.

to be found: "Enigma" demo by Phenomena (great tune)
             "Crystal Symphonies" musicdisk by Phenomena
             "Dexion Tubepack #28" menu loaders
             "TSM Intro" by Vision

1.92 Eagleplayer

Eagleplayer is a multiformat shareware music player written and © by Henryk ←
   Richter
and Jan Blumenthal. It currently supports over 115 different music formats ←
   and
offers lot's of nice scopes, even a Patternscroller. (known from most ←
   Trackers)
The shareware fee is US$20 or DM20. You can get the lastest version from:

     Henryk Richter   or   Jan Blumenthal
     Stephan Jantzen Ring 47   Erich Mühsam Straße 33
     18106 Rostock   18069 Rostock
     Germany   Germany

     EMAIL: henryk.richter@stud.uni-rostock.de
            tfa652@stud.uni-rostock.de

1.93 ExoticRipper

                            ExoticRipper

                            © 1992-95
                  by René Trolldenier and Mark Leitiger
                        All Rights Reserved

     Send 15$ or 20DM to one of the authors if you frequently use this
     program. By sending the Shareware fee you become a registred user.

This program is for detecting the largest variety of musicformats
available for the AMIGA®. Detection is possible in both a dynamic
buffer you can read any data to and in specified valid system
memory ranges. At the moment a total of 82 different Soundformats
can be detected.ExoticRipper® offers a CLI like console interface
to the user. If the ~Reqtools~Library~ is present in LIBS: reading
and writing checkdata or modules is performed via filerequesters.
ALWAYS REMEMBER: ExoticRipper® is no brain replacement project!
The authors take no responsibility in breaking your machine.

ExoticRipper's® aim is to make you
boldly hear what no man has heard before...

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                          René Trolldenier
                         Astonstrasse 43
                        D-39116 Magdeburg
                          F.R.Germany

1.94   VMM

                                  VMM

VMM implements freely distributable virtual memory manager for Amigas with a 68040 ←
    or
68030 processor. A nice GUI to enter all parameters and to disable certain tasks ←
    and load
files from using virtual memory is also provided.

I would be glad to hear from you, if VMM works on your machine, what programs ←
    have
difficulties in running with VMM. If you report a bug PLEASE use the bug-report ←
    form
which can be found in this archive. Because most bugs seem to be very ←
    hardware
dependent I need your configuration data to find out what happens.

email: apel@gypsy.physik.uni-kl.de

snail-mail: Martin Apel
           Gerhart-Hauptmann-Str.5
           67663 Kaiserslautern
           Germany

```
phone:      0631 / 24257
```

1.95   rename/save single Samples

```
 Noiseconverter offers you features to alter samplenames and save the samples as  ←
    IFF8SVX.
To do this you just have to klick on the name of the chosen sample and a requester ←
    will
pop up where you may change the name featuring 4 additional buttons. When you hit  ←
   the
»Return« key the program automatically switches to the next sample's name.

     ~Next~  ~End~  ~Save~Sample~  ~Cancel~
```

1.96   Next-Button

```
After hitting this button Noiseconverter saves the contents of the stringgadget  ←
   into the
module as new samplename and then pops up the requester again for the next sample.
```

1.97   END-Button

```
After hitting this button the contents of the requester's stringgadget will be  ←
   saved into
the module as new samplename and the control will be given back to Noiseconverter' ←
   s main
window.
```

1.98   Save Sample - Button

```
 When you hit this button a requester will appear asking you for the file to save  ←
    the
chosen sample to. The sample will be saved as in standard IFF8SVX format with the  ←
   default
samplefrequency of 20KHz.
```

1.99   Cancel Button

```
When you hit this button Noiseconverter discards the changes which are made to the
current sample's name and returns the control to  Noiseconverter's main window.
```

1.100   rename the module

                        Renaming the Module

To alter the name of the module which is currently loaded into Noiseconverter you ↩
    just
need to click onto the current name (the 4th line, directly below the "Modulename ↩
    :" text)
and a requester will pop up asking you for a new name. Pressing "cancel" will keep ↩
    the
previous one, otherwise the old one will be replaced. The modulename may not ↩
    exceed 20
chars due to the Protracker format limitations.

1.101   AC1D Packer

                        AC1D-D1CA Packer

This Soundformat was used in Anarchy's "In the kitchen" demo. It's header is very ↩
    similar
to ModuleProtector or Propacker 2.1. The Patterns are packed quite well. ↩
    Interesting
feature: After initiali- zation of the module the 2nd word in it will be turned, ↩
    from
$AC1D into $D1CA.

1.102   Polkarunner

                        Polkarunner

 This format can be found in several Polka Brothers demos and is very
 similar to Prorunner. This format is created by the replay itself and
 only the patterndata is modified to make it easier to handle for
 the replay. There is nothing packed in the module. Due to the way this
 format is created you won't find any module of this kind when attempting
 to rip directly from disk. You have to rip it from memory when the mod
 is played.

 Examples: look into the 1994 Polka Bros demos (when they're running)

1.103   Art of Noise

                                                14-Jan-1995

Hi and welcome to ART OF NOISE !

FEATURES OF AON

First of all, it is 100% protracker compatible (load-format!) That means, that you ↩
    don't

have to get used to new shortcuts to old (protracker) functions ! But that doesn't ←
    mean,
that this tracker is just another protracker clone! You might already have ←
    noticed, that
AON has got dozens of new functions. If you load AON for the first time, you ←
    might be
slayed by all these new functions, but it's worth taking a look at them. I think ←
    it would
be the best to list up a few of them:

 - OS-2 graphical environment ! Reqtools-Requester !
 - Supports euro-72 monitors !!
 - 8 channels! But in contrary to startrekker/octamed/oktalyzer this time
   REAL 8 channels, that means free volume/pitch-settings on EVERY channel,
   loops ofcourse also possible !
 - maximal number of instruments increased to 61 !
 - maximal number of patterns increased to 128 !
 - maximal number of positions increased to 256, including
   restartposition !!
 - wavetable & sampleinstruments.
 - 'macro' instruments possible: E.g. 10 instruments can share the
   same waveform, but the samplestart (for example, there is certainly
   a greater number of possibilities offered by this feature!) can
   vary from instrument to instrument ! Wavetable instruments can be
   used to create 64er-like sounds, but they are also great for big
   resonance-pads etc. !!
 - number of player-commands increased from 28 (protracker) to 45 !
   And there are ofcourse a lot to come in future versions !
 - Supports powerpacker and STONECRACKER (the best cruncher around!)
 - Arpeggio (maximal 7 notes!) + any other effect, arpeggio speed changeable
 - Remark (normal textfile/ansi) linkable to module !!
 - FM-Synthesis !
 - Drumsequencer! Make your own drumlines with up to 16 tracks !!
 - Big sampleeditor ! Features samples>128k, multisampling, sample-trigger
   digital-filter with selectable depth, flanger, phase-distortion, direct
   'freestyle' sampleediting: paint your own waves !
 - supports external-synchronizing, e.g. for demos or other presentations!
 - Player is easy to build in in own programs.
 - Turbo-Player available, takes about 1-2 rasterlines (faster than any
   other player!)
 - Update service for future versions!

The whole handling has been changed ofcourse, so just check out the preview ! If ←
    you like
this program, please don't copy it. A program worth using is a program worth ←
    buying !
Contact me at the following address:

            BASTIAN SPIEGEL
            TRUPERMOORER LANDSTRASSE 17A
            28865 LILIENTHAL
            GERMANY or call: 04298-30731 or 4873
            (if other line is busy or nobody picks up)

The full-version will cost 79DM and features a very nice printed manual plus 4 ←
    disks
(program/workshop/instruments/demomods) !

The preview version lacks of save-routines, but all effects and functions are ←
   useable!

Ok, so far, hope to hear from you soon!

1.104 HCD Protector

                         HCD Protector

This format is a protected Protracker module format where the sampleinfos and the
patterns are a bit modified so that normal Protracker replays are not able to play ←
    those
tunes. Thanks to Toni Lewerenz for the 2 example modules.

to be found: "hymns of logic" musicdisk by Hardcore Design