

a2m

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REVISION HISTORY

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Chapter 1

a2m

1.1 Abk2Mod 2.5 - User Manual

A B K 2 M O D v2.5

Shareware evaluation version

The final converter for AMOS Music Banks into tracker modules

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Thanx

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1.2 Abk2Mod v2.5 - Overview

OVERVIEW

Abk2Mod converts AMOS Music Banks into standard ProTracker modules, using an easy-to-use graphical interface: it handles banks created with AMOSMusic Konverter, GCM2Abk and, theoretically, SonixConverter. The reason that lead me to write this program was the impossibility to see AMOS musics in a Protracker-like program: I really love see my modules working in Protracker...

Abk2Mod is SHAREWARE, this is to say that if you use it, you are morally obliged to

register
, obtaining in this way the
full working Abk2Mod package. Since I heard about many people that uses Abk2Mod without registering, I decided to put a series of boring requester when entering/exiting from the program. To make registering as easy as possible I've introduced a keyfile system: infact since 2.0 version you can get new releases of Abk2Mod directly from my homepage or from Aminet (dev/amos) and then use the keyfile to make it registered. And, last but not least, for the happiness of every-without-money people, the basic registration is FREE!
Go to the

registration chapter
for more infos.

NOTE: my English is not very well, so don't blame me about mistakes in this English version of Abk2Mod manual. I think that not-italian people prefer a mistaken English than a perfect Italian.
If you find mistakes, please correct them and send me the doc:
I ask you to not redistribute it without my permission.

1.3 Abk2Mod v2.5 - Registration

REGISTRATION

You can register Abk2Mod in two ways: as USER or as SUPPORTER. In both cases you will receive a keyfile with your personal data encrypted, that will disable/enable some functions.

USER

This keyfile is FREE, but you can only receive it via electronic mail. The keyfile is valid only the version you asked for, and a single user can't ask this keyfile more than three times. This keyfile will disable all shareware requester but will not enable the 'Play Mod' option. Simply send me the

regform
filled in
all its parts via email.

SUPPORTER

If you want to hear the converted module before saving it on disk, then you should register as supporter. This keyfile is not FREE (see the table below) and you can obtain it via e-mail or snail-mail only sending the

regform
completed in all its part along with the

sum of money required. This keyfile will be valid for all future future versions of Abk2Mod. If the keyfile structure will change a new working keyfile will be resent to you freely.

Currencie	via E-Mail	via Snail-Mail
Italian Lires	10.000	15.000
Deutsch Mark	10	15
American Dollars	7	10
English Pounds	4	7

You can find Abk2Mod updates in my homepage or in Aminet (dev/amos). If someone translate this manual in a language not yet present he can obtain a FREE SUPPORTER keyfile. Please before starting on a work, tell me that, because someone could have done it before you!

```
*****
THE REGISTERED KEYFILE CAN NOT BE REDISTRIBUTED IN ANY FORM!!
ITALIAN AND INTERNATIONAL LAWS PUNISH THIS TYPE OF CRIME
*****
```

I will not forgive pirates: think twice before coping to friends or to pirate sites the registered keyfile of Abk2Mod or before modifying it without my written permission. I think that the registration fee is very low, I made Abk2Mod shareware not to make money but to know all its users. The regfee is only a small return for the time spent on this program.

```
*****
THE AUTHOR CAN NOT BE PERSECUTED FOR SOFTWARE OR HARDWARE DAMAGE
CAUSED BY USE OR MISUSE OF THIS PROGRAM. NO WARRANTY IS GIVEN.
*****
```

1.4 English Regform

THE REGFORM

In order to register please send me this regform filled in all its parts, along with money (if required) in a closed envelope. If you are under-18 then the signature must be of one of your parents. You can choose the currency of the payment, but be sure that it will correspond to the required sum rounded in excess.

----- CUT HERE -----

Name..... Surname.....

Address.....

City.....State/Province.....

Zipcode..... Country.....
 E-mail (if available).....
 PhoneNumber (optional)..... Date of Birth.../.../...
 My Amiga configuration

Notes.....

Registration type: USER SUPPORTER

I understand that I can't copy the keyfile to anyone and if I do that I'll be persecuted by international laws. The author cannot be held responsible for software/hardware damages caused by use or misuse of any version of GTXConv.

PAYMENT METHOD

 (fill only if you want to register as SUPPORTER)

I want to receive the registered keyfile via E-Mail		I want to receive the registered keyfile via snail-mail
<input type="checkbox"/> 10 Deutsche Marks		<input type="checkbox"/> 15 Deutsche Marks
<input type="checkbox"/> 4 English Pounds		<input type="checkbox"/> 6 English Pounds
<input type="checkbox"/> 7 US Dollars		<input type="checkbox"/> 10 US Dollars
<input type="checkbox"/> 10000 Italian Lires		<input type="checkbox"/> 15000 Italian Lires
<input type="checkbox"/> equivalent (.....)		<input type="checkbox"/> equivalent (.....)

I enclose the registration fee as cash along with this regform in a closed envelope (or via e-mail if USER) addressed to:

Bugada Andrea
 Via IV Novembre 86
 13060 Lessona (BI)
 ITALY

E-Mail: bitless@freenet.hut.fi

Date..... Signature.....

----- CUT HERE -----

1.5 Abk2Mod v2.5 - News of this version

NEWS OF THIS VERSION

Sample Loop

Now Abk2Mod checks if the loop value is correct. In some cases in fact this value was greater than sample size.

Unknown Notes

In the 2.1 version could happen that some converted notes was undecipherable to ProTracker that showed ??? in its tracks. Now notes are checked and unknown ones removed.

Mistaken Positions

In some cases the number of position was mistaken, 128 instead of the real number. Naturally this caused some problems to ProTracker.

Added Effects

Some GMC effects was not successfully recognized and Abk2Mod showed an 'internal error'. Now these effects have been implemented and if an internal error during conversion occurs now Abk2Mod lets you choose if to ignore the error or to abort the conversion. So from this version if an error happens Abk2Mod will not exit suddenly.

File Requesters

First of all a pattern gadget has been added to all filerequesters, so while loading a bank only file ending with '.abk' will be showed and the same thing happens when saving a PT module. Then each filerequester buffer is allocated separately, so each requester will maintain in memory the directory and filenames previously pointed. Finally, the save-filerequester rescan the selected dir whenever opened.

Pre-v39 Amiga incompatibility

From 2.0 version to 2.4 in Abk2Mod there was a v39 only instruction and obviously this was the cause of Guru under pre-v39 machines. Now the code is completely v37+ compatible.

PT Module Replayer

The built-in module replayer has been removed (it was bugged) and replaced by a shared library, the 'ptreplay.library'. To make this library working the module now is loaded in CHIP ram.

AmigaE Compiler

At last! Now I can use the AmigaE compiler v3: better code, size and performance (and debugging).

1.6 Abk2Mod v2.5 - Hardware & Software Requirements

HARDWARE AND SOFTWARE REQUIREMENTS

In order to run Abk2Mod requires an Amiga v37+ (WB2.04+), some AMOS Music Banks, and in LIBS: two shared libraries must be present:

reqtools.library - © Nico Francois (required, not supplied)
ptreplay.library - © Andreas Pålsson (optional, not supplied)

You can easily find this two libraries in Aminet. Remember that if the 'ptreplay.library' is not present in LIBS: Abk2Mod will work fine but you will not be able to hear modules directly from Abk2Mod.

The keyfile that you will receive after registering should be placed in L: directory.

NOTE: since version 2.0, Abk2Mod is not compatible with 1.3 Amiga.
If the request will be high enough, I will create a 1.3 compatible version.

1.7 Abk2Mod v2.5 - How to use the program

HOW TO USE THE PROGRAM

After launching Abk2Mod a little GUI appears. Here you can find some gadgets, controlling the program.

LOAD

opens the filerequester in order to choose the AMOS Bank to convert. When loaded the bank is converted into standard tracker module.

NOTE: the AMOS Bank must be a music one and not a sample, sprite or icons bank, otherwise the program will not load it.

SAVE

opens the requester in order to select the location and name of the just converted module.

PLAY MOD

start playing the just converted module. This gadget allows you to hear the module before saving it, letting you saving time in the case of a corrupted module or mistaken selections.
To stop playing simply click to 'Stop' in the requester that will appear.

NOTE: this gadget is only enabled if a SUPPORTER keyfile is present in L: and the 'ptreplay.library' is located in LIBS:.

INFO

shows some infos about the author and the program.

QUIT

aborts the program. Remember to save any converted module before exiting otherwise you will loose it!.

LED

enable/disable the LED command conversion. Please refer to

LED ON/OFF
for more infos.

When a bank is loaded, Abk2Mod converts it. Then then gadget SAVE{ui} will be enabled as well as PLAY MOD, so you can save or hear it.

No errors should occur during conversion, since the converting routine

is well coded, but if something goes wrong a requester will inform you of this. Please if any errors happen please send me the incriminated module for debugging.

1.8 Abk2Mod v2.5 - The LED ON/OFF conversion

THE LED ON/OFF (E00,E01) CONVERSION

The AMOS Music Converter handles any "Exx" command as the one to enable/disable the LED (filter). Abk2Mod gives you the chance of avoiding any LED commands. If the LED gadget is enabled all commands will be converted, otherwise, if the LED gadget is disabled, the E00 and E01 command will be skipped. If you are in doubt, convert the bank with the led command enabled, and if it plays wrong, reconvert it disabling the LED command.

NOTE: the module in memory is not affected from status changes of the LED gadget. You must reload the module to hear differences!

1.9 Abk2Mod v2.5 - Known bugs

KNOWN BUGS

Coding a program is not simple: the best programmer also ever makes mistakes, and the resulting program suffers of bugs. Since I'm not infallible, Abk2Mod can contain bugs somewhere. If you find one of them please report it to me. The program has been tested using AMOS Banks produced by AMOS Music Konverter v2.1 and GMC2Abk. If you can test Abk2Mod with a module created by SonixConverter please tell me the results and eventual problems.

For Enforcer Fans

From version 2.1 Abk2Mod is EnforcerHit-free. All illegal memory accesses have been removed, so now the program should be compatible with all Amiga models.

1.10 Abk2Mod v2.5 - Error messages

ERROR MESSAGES

During execution of Abk2Mod some errors may occur. Here a full description of each one ("->" represents a probable solution):

COULD NOT OPEN FILE

the file you choosed doesn't exist or is unreadable.

-> Make sure that the selected file exists, is readable (protection bit 'r' enabled), and that is not corrupted.

NOT AN AMOS MUSIC BANK

the file you selected is not an AMOS Music Bank or is corrupted.

-> Make sure that the selected file is the right one and that is a music bank.

NOT ENOUGH MEMORY

There is not enough memory to convert the module. Although Abk2Mod works fine on a 512K Amiga, in order to convert big modules 1Mb is required. The contiguous CHIP memory available must be at least the double of the module size.

-> Close all programs working in background and if it's not enough buy a memory expansion card ;)

This error may occur even if a lot of memory is available: the Amiga memory is defragmented and Abk2Mod requires contiguous CHIP memory.

-> Reset your Amiga and retry.

CONVERSION ERROR

An internal error has occurred during conversion. You can 'ignore' the error or abort the conversion.

-> Send me the module that caused the error

COULD NOT READ/WRITE FILE PROPERLY

Abk2Mod can't read or write the module on that certain support. This can be caused by several factors: above all an unreadable disk track, or a full device (like disk, or HD).

-> Change the support for the module you want save/load. Make sure that in the disk the space is enough to contain the converted module.

COULD NOT OPEN xxx.LIBRARY

Abk2Mod can't find a required library. All these libraries must be placed in your LIBS: drawer.

-> Make sure that Abk2Mod is
installed
properly.

1.11 Abk2Mod v2.5 - History

ABK2MOD HISTORY

- v0.9β Beta-version, released only to betatesters.
 - v1.0β Beta-version; completely rewritten using AmigaE language. Better interface, size and performance.
 - v1.1β Beta-version; gadget shortcuts added, better handling of requesters. Now "reqtools.library" is closed when the program terminate. Strange loops has been deleted. Better samples conversion (no more truncated samples). More optimized code.
 - v1.2β Beta-version; if during conversion an error happens, the program exits legally, closing all libraries and GUI. Better memory handling, it will be ever deallocated.
 - v1.3β Beta-version; minor bugs fixed, added the Protracker module
-

replayer. Now gadgets selected by shortcuts are rendered.

- v2.0 New graphic interface: more userfriendly and, above all, font sensitive. Added compatibility with music banks created by GMC2Abk and, theoretically, by Sonix Converter (not tested). Added gadget 'Led' to let the user choose if convert the filter commands E01, E00. Sometimes loops was mistaken like the number of pattern positions: fixed!
- v2.1 Now Abk2Mod is EnfocerHit-free: it should be compatible with all actual and future Amiga models. New keyfile system.
- v2.2 The converted notes now are checked to be real (no more ??? in ProTracker). The loop conversion should be correct now. Added to filerequesters a pattern gadget (setted to #?mod#? for modules and #?.abk for banks). Filerequester now are bufferized separately: each filerequester mantain its settings when reopened. Code recompiled using AmigaE v3. Removed a nasty bug while writing positions in the converted module.
- v2.3 Removed some minor bugs: the gadget name in the load requester was improperly setted to 'Save'. The module name conversion was not bullet proof. The savefilerequester now rescan the directory whenever opened. Some GMC commands were not recognized, but now they are! The internal replayer has been removed (cause: too bugged!).
- v2.4 New module replayer: now the "ptreplay.library" is used. The module now is created in CHIP ram (to allow the library to replay it correctly) and the 'Play' gadget now is disabled/enabled properly.
- v2.5 Some routines v39-only were used in Abk2Mod code. Now these functions have been removed and the program should work correctly unde 2.0 Amiga too.

1.12 Abk2Mod v2.5 - Thanks

THANKS

I'd like to thank some people that have contributed to the development of Abk2Mod. A special thank goes to (in random order)

Petry Rätty	for various bugs-reports and useful suggestions
Tomasz Niedzielski	for his bug-report about A600 incompatibility
Szardenings Jörn	for the german translation of the manual
Andreas Pålsson	for his excellent 'ptreplay.library'

... and naturally to all registered users.

1.13 Abk2Mod v2.5 - How to contact the author

THE AUTHOR

If you want to contact me. just send me a letter via e-mail (preferred) or via snail-mail. You can find updates in my homepages or in Aminet in the "dev/amos" dir. Here my addresses:

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Because I speak a very poor English, I suggest you to phone me only if you speak italian or if you have a big patience! Feel free to contact me for bugs, suggests, donations or for any other reason. Bye.

Andrea Bugada
