Mods-Anthology

Nicolas FRANCK Gryzor

COLLABORATORS

	TITLE : Mods-Anthology		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Nicolas FRANCK Gryzor	May 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Mods-Anthology

1.1   Mods Anthology - Documentation

```
            ================================================================= ↩

    === M . O . D . S    A . N . T . H . O . L . O . G . Y ===
     ==========================================================

           (4-CD-Rom Collection by Gryzor in May '96)


           ============================================
            == M A I N   D O C U M E N T A T I O N ==
             ==========================================


             Welcome, dear Music and Modules lovers!!
          ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

        Thank you for choosing this wonderful MOD's collection,

     you will not be disappointed at all with your purchase, believe me!



Here is the table of contents:
------------------------------
```

Special Note:

      Some modules have been removed from the collection to avoid some
      copyright problems (adaptations, conversions, covers...).
      Even if these mods were made 'just for fun'.
      The 'fun' is not very well appreciated, sometimes...

1.2   Mods Anthology - Documentation/About this CD-Rom set

```
                         1. About this CD-Rom set.
------------------------

   . The author of this huge collection is Nicolas FRANCK (it's me! :) also
     known as Gryzor, French Amiga Musician and Programmer since early 1988.

        I won't tell you anything more about me for now, just look in my own
        directory on CD-2 ('Mods-2:Modules/Authors.G-Q/Gryzor/Docs/') and read
        the file 'Gryzor.DOC' for further details.



   . The collection was edited and manufactured by Stefan OSSOWSKI and his
     company (Stefan Ossowskis Schatztruhe, Gesellschaft fuer Software mbH)
     located in Germany.



   . Here is the company profile of Stefan Ossowskis Schatztruhe:
  __
 |   Company Profile - Schatztruhe
 |
 |   Stefan Ossowskis Schatztruhe (Treasure Chest) was formed in the autumn
 |   of 1986.  Being one of the first distributors of freely distributable
 |   (FD) software in Germany, Stefan Ossowskis Schatztruhe ensured the
 |   popularity of FD software in that country.
 |
 |   1989 marked the expansion of operations into the publication of
 |   commercial software for the Amiga.  Since that time, the Schatztruhe
 |   label has been associated with the publication of several high-ranking
 |   software titles for the Amiga, and the distribution of numerous
 |   reputable software products in Germany: TurboCalc, DiskExpander,
 |   DiskSalv 3, Directory Opus 5, Wordworth 5 and CD-Write to name just
 |   a few.
 |
 |   In 1993, Stefan Ossowskis Schatztruhe was amongst one of the first Amiga
 |   companies to recognize the potential of the CD-ROM.  Not only were
 |   popular CD-ROM series such as Fred Fish CDs, Aminet and Meeting Pearls
 |   distributed, but full commercial software such as XiPaint, and TurboCalc
 |   was produced on CD-ROM.
 |
 |   Stefan Ossowskis Schatztruhe is presently the leading german
 |   manufacturer of Amiga Software.  Stefan Ossowskis Schatztruhe continues
 |   to produce software exclusively for the Amiga, despite the crisis
 |   confronting the machine.   Many projects are being prepared, to be
 |   released during 1996.  A current product overview can be accessed on
 |   the Internet at http://www.schatztruhe.de/
 |
 |   Stefan Ossowskis Schatztruhe employs five people at its headquarters
 |   in Essen, Germany; as well as several dozen programmers throughout
 |   the world.
 |
 |                    Stefan Ossowskis Schatztruhe
 |                  Gesellschaft fuer Software mbH
 |                         Veronikastr. 33
 |                           45131 Essen
```

```
|                                    Germany
|
|                            Tel: ++49-201-788778
|__                          Fax: ++49-201-798447
```

   . The Set can be ordered from the following addresses: (credit cards OK)

        Germany: Stefan Ossowski   (English spoken)
                 Tel: +49-201-788778
                 Fax: +49-201-798447
                 Email: stefano@tchest.e.eunet.de

                 Price: DM 59

        USA: Fred Fish
                 Tel: +1-602-491-0442
                 Email: orders@amigalib.com

                 Price: $44.95

   . The Cover-Pic was created and designed by Nicolas 'Elizium' ARFEUIL,
                                        Copyright © April 1996.

   . Here is a little summary of the main characteristics of the collection:

--------------------=(M O D S   A N T H O L O G Y)=--------------------

          - 4 CD-ROMs - 18000+ mods - Permission asked to the authors -
    - Multiplatform product (readable under ms-dos, win, mac, unix, AmigaDOS) -
        - All mods sorted by composers in priority, then groups and kinds -
             - MODs - FT1 - S3M - XM - MTM - IT - Amiga Synthetics -
           - Many informations about the authors (info-file, picture!) -
         - Many previously unreleased mods from the most famous composers -
      - 6 years of hard collecting - 6 months of hard 'author-contacting' ;) -
             - Many players and trackers included for each machine -
                   - All modules stored in uncompressed form -
                        - Long filenames! (not "8+3") -

--------------------=(M O D S   A N T H O L O G Y)=--------------------

   . This is, as far as I know, the biggest Mods' Collection to date!
     This is also the cheapest around!

     My only leitmotiv when doing this collection was: P-A-S-S-I-O-N !

     This has leaded to a high-quality database made, above all, for YOU!
     Not to make money, like it was the case, too often, for the previously

         released Mods' Collections.

         It's a tribute to all the composers, from the old legendary ones till
         the newest appeared in "the scene" of computer music and demos.

         I have only one thing in mind when it comes to Mods: R-E-S-P-E-C-T
                                                                   of the composers.

         That's why (to repeat some of the characteristics) I made my very best
         to contact a maximum of composers, and ask their authorization
         to include their work in this collection. It was OBLIGATORY for me!

         And I'm glad to see that so many agreed, so happy that, finally, someone
         asked them their permission before releasing their work! Yes, many of
         them told me so... Thanks to all of you, guys! :)

    . Well, "18000+" modules... Maybe you think "Gosh!! How will I be able to
      listen to this all!?" Hehe.. yes, you will need SOME months if you plan
      to listen to ALL the mods one after the other ;-)

      But the most important is to own this Set... Now take your time,
      listen carefully to the mods, you will discover some masterpieces!

      And about the total number of mods, there are exactly -18096- modules!
                                                              ~~~~~
      Here is the repartition over the 4 CD-ROMs:

         _____
        | |
        | (CD-1)   Mods/Authors(A-F) : 2719 modules (438MB). |
        | (CD-2)   Mods/Authors(G-Q) : 3417 modules (574MB). |
        | (CD-3)   Mods/Authors(R-Z) : 2263 modules (371MB). |
        | (CD-3)   Mods/Groups   : 1458 modules (194MB). |
        | (CD-4)   Mods/Misc (Kinds) : 2857 modules (497MB). |
        | _____ |
        | |
        | Sub-Total   : 12714 modules (2074MB). |
        | |
        | (CD-4)   + Mods/Synth   : 5382 modules (74MB). |
        | |
        | Total -ALL- Mods   : 18096 modules (2148MB). |
        |_____|

      (Refer to section
              5.2
               for further details about the repartition).

    . As stated in the characteristics, all these mods are UNCOMPRESSED.
      This is why they take more than 2 Gigabytes of disk-space.

      But this choice allows you to listen to the mods with nearly all kinds
      of computers, and accessing to the mods will also be faster; no need to
      depack any file.

Indeed, talking about the 'multi-platform' aspect of the collection,
it is of course readable on Amiga (I'm an Amiga user! :) but it's also
readable under MS-DOS, Windows, OS/2, Unix, Mac-OS, etc...

BUT! – Important "but!" – It was out of question for me to truncate
all the filenames to this archaic "8+3" limitation! Absolutely not...
But don't worry, MS-DOS users, your DOS is able to read the files
anyway, it will truncate the filenames itself...
                                    ...or just upgrade to Win or somethin' =)

Special Note:

    MS-DOS is able to truncate UNIQUE long-filenames, but doesn't manage
    to differenciate long-filenames which have the same 8 first chars!
    Only Win95/OS2 do this right... So I had to find a solution to allow
    MS-DOS users to read/play these specific filenames, and thanks to my
    friend Snes/Playmobil (Hi Alex!) we decided to copy these files
    twice, but this time pre-truncated for MS-DOS.

    That's why you will find a "MS-DOS" directory sometimes, in some
    musician's directory, which contains the truncated filenames.

    Here is an example with Mods-3:Modules/Authors.R-Z/Ramon directory.
    You will find the 3 files:

                        Clockwiser-Demo.mod
                        Clockwiser-End.mod
                        Clockwiser-Game.mod

    You can see that the 8 first chars are identical, so MS-DOS will
    truncate the files as:

                        Clockwis.mod
                        Clockwis.mod
                        Clockwis.mod

    And thus, when you try to read the second or third file, MS-DOS
    will always take the FIRST ONE (Clockwiser-Demo.mod, actually).

    So, you will find a sub-directory called "MS-DOS" in which I have
    copied the second and third files specially truncated for MS-DOS:

                        Cwiser-End.mod
                        Cwiser-Game.mod

    You can notice this is not "8+3" but here only the 7 first chars
    are identical, the 8th will differenciate the files! i.e. MS-DOS
    will call them:

                        Cwiser-E.mod
                        CWiser-G.mod

    Then, MS-DOS users will be able to read and play them... Happy? :)

    I hope you, MS-DOS users, are happy, yes, because this gave me some
    more work, at the final stage of this project, to detect all these

        long-filenames, to copy them twice, truncated, in each 'MS-DOS' dir
        and all this was possible because there remained some free Megabytes
        on each CD, fortunately!

        I must thank Snes and all PMB's as well as Dr.Yes for their support
        during the Garden Party 6 (18/19-May-96), when we made this choice.

        Note: The truncated files have been ZIPped in the "Groups" dirs
              because of a lack of disk-space. Thanks again to Dr.Yes for
              the operation (Zipping files on his PC) ;-)

1.3   Mods Anthology - Documentation/For beginners...

2. For beginners, what is a "module"?

 . Yes, I'm talking, I'm talking... and I suppose that you already know
   everything about what we call "modules", but maybe it is not the case?

   So, let me tell you...

   A simple definition may be: a piece of music composed on a computer.

   But from here, there are tons of different kinds of "mods", many
   different formats...

   Nowadays, we do associate the term "module" with the term "tracker".
   A tracker is a program which allows you to compose music directly on
   your computer's keyboard, but the notes that you enter are not displayed
   as on a musical score. They use the English Notation:

        C - C# - D - D# - E - F - F# - G - G# - A - A# - B

   On a piano keyboard, the notes are placed as follows:

        C# D#   F# G# A#   C#
      | ### ### | ### ### ### | ###
      | ### ### | ### ### ### | ###
      | ### ### | ### ### ### | ###
      | ### ### | ### ### ### | ###
      | | | | | | | | |
      |___|___|___|___|___|___|___|___|___
        C   D   E   F   G   A   B   C ...

   And on your computer's keyboard, this stands for: (azerty keyboard)

        é   "   (§   è   ç
      | ### ### | ### ### ### | ###
      | ### ### | ### ### ### | ###
      | ### ### | ### ### ### | ###

```
          |  ### ###  |  ### ### ###  |  ###
          |   |   |    |   |   |   |   |   |
          |___|___|___|___|___|___|___|___|___
            a   z   e   r   t   y   u   i ...
```

Or for the lower octave:

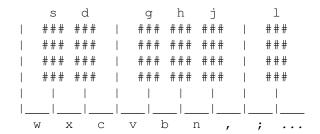```
            s   d   g   h   j   l
          | ### ### | ### ### ### | ###
          | ### ### | ### ### ### | ###
          | ### ### | ### ### ### | ###
          | ### ### | ### ### ### | ###
          | | | | | | | | |
          |___|___|___|___|___|___|___|___|___
            w   x   c   v   b   n   ,   ; ...
```

[ But, for further details, I let you read the "Protracker.guide" file ]
[ in "/Tools/Amiga/Misc/PT_Support_Archive/Documentation/" on any CD.  ]
[ You'll find many useful informations about the Protracker format.    ]

Then, when you create your patterns (which stands for the score), you
can entirely control your melodies, using special effect commands like
doing a volume slide up or down, a vibrato, a tremolo, changing speeds,
and tons of other useful effects.

Just launch a Protracker or clone on your computer, and play around
with a sample, there's no better way to learn fast all the thing :)

. And what's a "sample"?  Hhmmm... a sample is a sound, usually a sound
  coming from synthesizers or real Audio-CDs, or real instruments, or
  whatever you like, and thanks to a little piece of hardware called a
  'sampler', you are able to digitalize this sound in a comprehensible
  way for your computer. The sound is now in a normal file, and you can
  load it in your favorite tracker to create some melody with it =)

  Then you can use samples for the Bass, the Drums, the Chords, and the
  main Lead, and create your wonderful first module ;-)

. But, in the ancient times :), the music programs were of another kind
  than the current 'trackers'. Some programs displayed the real musical
  score, like the old good Aegis Sonix on the Amiga, but you had to know
  quite a lot about the musical theory to be able to use this kind of tool
  easily... This IS the difference with the 'trackers'! With a tracker,
  one can easily materialize his ideas of melodies, without even knowing
  anything about musical theory! Just with a good 'ear' :)  Yes...

  And there even was some kind of music programs that forced you to enter
  the notes and parameters in a text-file, then compile it, and listen to
  the results! Yes, fool work...... :(

  These last tools and some more recent ones used to handle synthetic
  sounds, not samples! I mean, sounds created by the computer itself.

This was more like a "beep" than real music, but hey... :) There is
a lot of excellent synthetics modules (on these CDs!), just refer to
the "MAZ6:" dirs, or "Mods-4:Modules/Synth/" you will find some amazing
pieces in several formats like Future Composer, Fred, Mark_II, and
of course the famous SIDs!! :-))  (from the ol' good C64 computer).


. Finally, to come back to the "MOD" format, let me tell you that it was
  introduced at first on the Amiga, by Karsten Obarski, The Legend!, when
  he created the very first "Soundtracker I" in 1987, this brand new
  concept which will attract so many composers in the future...

  So, don't come'n bug me with: "the mods come from the PeeCee!" baahhhh!
  If you think this, you must be young... let the ones of the old brigade
  tell you the real history ;-)


. And very finally :), I must tell you that, at the beginning of the era
  of 'trackers', the mods had got 4 channels, it means that you could play
  4 samples at the same time only. This situation lasted for quite a long
  time, untill the arrival of some new soundcards on PC, allowing the so
  called "Multichannel" modules, with 6, 8, 16, 32 channels, and it's even
  more at present with some new trackers... Of course, this kind of mods,
  using really good samples and 10 or 20 channels may sound much more like
  real music, obviously more than 'poor' 4-channel-Protracker modules, but
  please, don't disown the past! Many amazing and fantastic modules were
  composed with these 'poor' 4 channels, nobody can denie it.

  (By the way, some multichannel trackers have appeared on the Amiga, but
   it's not very good yet, as the hardware limitations are the same (4ch),
   the processor has to mix the additional channels and, unless you have
   a rather fast processor, it's not very handy to play 16-32 channel-mods
   on a standard Amiga, but wait'n see the new generation ;-) )


## 1.4  Mods Anthology - Documentation/History

3. History of this collection.
----------------------------


  3.1. The very beginning.
  ~~~~~~~~~~~~~~~~~~~~~~~~~

   The beginning of this collection corresponds to my arrival on the Amiga
   Scene, for sure. In early '89, I discovered the great capacities of the
   Amiga, and I was immediately attracted by the sound side of this great
   computer ;)  I started composing modules on Soundtracker in '89, and
   obviously, I was totally amazed by the modules coming from the demos of
   that time (rhhaaa DOC, Wild Copper, Kefrens.... ;) and I started to try
   to get the modules out of these demos (like lots of other freaks), just
   to be able to play them in my Soundtracker, without being forced to run
   the demo.. (and then, learn some new effects and tips, hehe...)

   It was the beginning of my Mods Collection.

3.2. The collection grows.
~~~~~~~~~~~~~~~~~~~~~~~~~~

   Then, the years passed, tons of demos were released, even more modules
   which I -had- to get my hands on! :)  This was more than a passion...
   Addiction? :)

   In '92-93, I noticed that many modules were stored in several new and
   weird formats in some demos, grmbl! Impossible to listen to them in my
   Protracker!?  No, noo, noooo! I -had- to do something! So I started to
   write some tiny utilities, so called 'converters' which were made to
   convert the weird module back to the standard Protracker format, then
   I'd be able again to admire these great mods scrolling in my tracker ;)

   I can tell you that this converting job was HELL! How many nights spent
   in my Hex-viewer, trying to analyze a module, trying to see what is a
   note, what is an effect, where was the pattern-table, and so on.....
   Well, this is another point, this corresponds to the history of my big
   utility "Pro-Wizard", a module-converter grouping together all the
   single convert-routines for each weird format. But without any doubt,
   Pro-Wizard helped me a lot in making my Collection grow!

   But don't think that I was the only one guy, ripping modules like that,
   fortunately not, and I got many mods from many contacts and friends.

   I kept on collecting like that, for fun, untill summer '95.
   Thanks to the arrival of the hard-disks (by the way!) because storing
   so many mods on floppy-disks would have been so bloodyyyy... ;)

   In summer '95, I think I had got some 8 or 9000 mods in my collection.

   Then, with the arrival of the CD-Rom drives here and there, I finally
   bought one in September '95, and I guess it gave me the idea of editing
   all my Mods Collection on CD. I can't remember having thought about this
   before... but.....?


3.3. The last seven months.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   In September, I also came back to studies, and got an Internet access.
   This also had a great influence for the release of this project.

   I started to look for some musicians' Internet addresses, in order to
   contact them and ask them if they would agree in letting me include
   their mods in the CD-Set. Yes, I wanted to let them know about it.

   As far as I remember, I started to ask for permissions at the beginning
   of October '95. And just read the next section "4" for further details.

   You just have to know that all this "author-contacting" work lasted from
   October '95 untill March '96, 6 months of really hard work, believe me!
   Around 200 composers contacted, this made hundreds of mails sent and
   received, and I was also forced to contact dozens of musicians via
   snail-mail (not everyone had got an Inet access). I also contacted all
   the French composers (or nearly) via our "Minitel" Network. And I even
   went to The Party 5 at Xmas in order to meet some other composers,

directly!

In the last month, the 7th one, April '96, I stopped adding mods
to the collection and concentrated on the list- and index-files,
and all the final work (depacking all mods, renaming them...).

Also I must say that I have contacted my editor, Stefan Ossowski,
at the beginning of November '95, and proposed him to edit this huge
collection. At my great surprise, he agreed at once, and here we goooo!

                                 :-)


## 1.5   Mods Anthology - Documentation/Authorizations asked!

                   4. Permission asked to the authors.
--------------------------------

    Let's see this point in detail, yes...

 . If I wanted to warn the authors, it's because I know how you feel when
   you see some of your own modules on a CD-Rom which you never heard of!

   Don't forget that I'm a musician too ;) and this happened to me...

   And, another thing, the worst! You're terribly angry when you see, in
   your directory, some mistakes! Some mods NOT composed by you!
   I hate this, and I think that I'm not the only one.
   That's why I made my best to avoid the 'sorting-mistakes'
   in the directories of this collection. (Hope I did succeed!?)

   And contacting the authors directly allowed me to send them the list
   of the mods I had from them, so that they could tell me if there was
   any error or somethin' ;)

   Additionally, I took advantage of these contacts to ask every musician

       1. A personal info-file
       2. A picture! :)

   And I must admit that it was quite hard sometimes to get these things!
   Sorry to all I have bothered and bothered again during weeks'n months :)
   But look at the results now, this is just great to be able to read some
   lines about (nearly) each composer, and to see how do they look like! ;)

   And, finally, I must add that most of the contacted composers took
   advantage of this opportunity to include some new modules in their own
   directory!! Yes, you will find many many previously unreleased modules
   from dozens of composers (Heatbeat, Strobo, Delorean, Moby, Vinnie...)

                   Thank you very much, friends! ;)


 . Well, here we go, you will find the list of all the 'Composers' dirs
   included in the collection with a statement for each... either "Agreed"
   or "Not contacted" (hey, I couldn't contact ALL composers either!) or

some other notes in particular cases.


Key: (1) ==> My letter came back to me with "has moved away" :(
     (2) ==> I never received any answer, still waiting...

     (a) ==> Contacted via the French "Minitel" Net or via the phone.
     (b) ==> Contacted via Internet.
     (c) ==> Contacted via snail-mail.
     (d) ==> Met during a Party or else...
     (e) ==> I suppose that it's OK, being a good friend or so.. ;)
     (f) ==> Agreed but refused for his game musics :(



            Authors(A-F)

            Authors(G-Q)

            Authors(R-Z)

               Groups

               Synths

            They refused
                                   -=-=-=-=-=-=-=-=-


Notes: If I haven't contacted some composers, it's either because
       I couldn't find their address (in their modules or else..)
       or simply because I didn't have the time, or simply didn't! ;)

       Facet agreed, at least told me Supernao! But I never had any news
       again from both of them :(  Supernao's email address has changed.

       Concerning Dice, SLL and Nightlight, Slide and Gargoyle/Polka B.
       told me at The Party 5 that they could get their address, but
       unfortunately I never heard of them again....

       Vocal agreed, at least told me Chorus when he agreed himself ;)


Special Note: <Miss Saigon> and <Skie> are two female composers! =)

                 Yes! In this world of MEN, it's good to have some girls
                 who use a computer, and furthermore a tracker! >:^)

                 Welcome Misses! And thanks a lot for your participation!
                       (see you soon in #trax.. ;)



                        -=-=-=-=-=-=-=-=-

. Here it is! More than 215 agreements amongst 330+ composers...

  I think it's not that bad ;-)        ...even good! Don't you think so? =)


                         Who else did this before...?


  And please, if YOU are one of the "Not contacted" composers included,
  please don't blame me! I did my very best, you can't imagine the work
  this gave me during all these months... And if you want to get in touch
  with me <for an
            eventual update
             of this collection> don't hesitate one
  second! Thank you.


## 1.6   Mods-Anthology - Documentation/Permissions - Authors(A-F)

  . Authors(A-F)
    ~~~~~~~~~~~~~
    16beat               :                 Not contacted
    4mat                 :                               I wrote him but (1)
    911                  :                               I wrote him but (2)
    Absys                : Agreed (a)
    Accord               :                 Not contacted
    Accord_of_Gel_Dezign :                 Not contacted
    Acechan              : Agreed (b)
    Acetip               : Agreed (e)
    Adamski              : Agreed (e)
    Airon                : Agreed (b)
    Airwalk              :                 Not contacted
    Alexel               : Agreed (a)
    Alien                :                 Not contacted
    Allister_Brimble     : Agreed (b)
    Amenophis            : Agreed (a)
    Anders_Hamre         :                 Not contacted
    Andre_Eickler        :                 Not contacted
    Andy.finland         : Agreed (b)
    Andy.germany         :                               I wrote him but (2)
    Arios                : Agreed (a)
    Arpegiator           :                               I wrote him but (2)
    Audiomonster         : Agreed (a)
    Axel                 :                 Not contacted
    Axis                 : Agreed (e)
    Azazel               :                 Not contacted
    Baby                 : Agreed (b)
    Balrog.quebec        : Agreed (b)
    Balrog.sweden        : Agreed (b)
    Bar                  :                 Not contacted
    Baroque              :                               I wrote him but (2)
    Basehead             : Agreed (b)
    Bass-41              : Agreed (e)
    Bc                   :                 Not contacted
    Bethoven             :                 Not contacted
    Big_Jim              : Agreed (b)

```
Bird                      : Agreed (e)
Bit-Arts                  :                  Not contacted
Blaizer                   :                                    I wrote him but (1)
Blue_Silence              : Agreed (a)
Brainbug                  :                                    I wrote him but (2)
Braintumour_&_Heywood     : Agreed (c)
Breeze.finland            : Agreed (b)
Breeze.sweden             :                  Not contacted
Bruno                     :                  Not contacted
Bruno_Bossier             :                  Not contacted
Captain                   : Agreed (b)
Cash                      : Agreed (d)
Chorus_&_Sid              : Agreed (c)
Chris_Jarvis              : Agreed (b)
Chris_Meland              : Agreed (b)
Chromag                   : Agreed (c)
Chrono                    : Agreed (b)
Chrylian                  : Agreed (b)
Chuck_Buiscuits           : Agreed (b)
Claim                     :                                    I wrote him but (2)
Clawz                     : Agreed (a)
Codex                     :                  Not contacted
Cosmiq                    : Agreed (a)
Counterpoint              : Agreed (b)
Curt_Cool                 :                  Not contacted
Cutcreator                : Agreed (c)
Daddy_Freddy              :                  Not contacted
Dax                       :                  Not contacted
Dean                      : Agreed (b)
DeathJester               :                  Not contacted
Deck                      : Agreed (c)
Deelite                   :                  Not contacted
Delorean                  : Agreed (b)
Dexter.norway             :                  Not contacted
Dexter.uk                 :                  Not contacted
Diablo                    : Agreed (c)
Dice                      :                                    I wrote him but (2)
Diesel                    : Agreed (a)
Dizzy                     : Agreed (b)
Djamm                     : Agreed (a)
DJ_Joge                   :                  Not contacted
Dockers                   : Agreed (e)
Doh                       : Agreed (a)
Don_Cato                  : Agreed (c)
Draghan                   : Agreed (e)
Dreamer                   :                                    I wrote him but (2)
Dreamfish                 :                  Not contacted
Dr_Awesome                : Agreed (b)
Dr_Bully                  :                  Not contacted
DSX                       : Agreed (b)
Dune                      : Agreed (d)
Eagle                     : Agreed (a)
Emax                      :                  Not contacted
Eniac                     :                  Not contacted
Estrayk                   :                  Not contacted
Fabian                    :                                    I wrote him but (2)
Facet                     : Agreed (b)
```

```
Fash                 : Agreed (c)
Fasjer               :               Not contacted
FBY                  : Agreed (b)
Feedback             : Agreed (c)
Ferdinand            : Agreed (e)
Firefox              :                              I wrote him but (2)
Flame                :               Not contacted
Fleshbrain           : Agreed (b)
Foxx                 :               Not contacted
FRED                 : Agreed (c)
```

1.7 Mods-Anthology - Documentation/Permissions - Authors(G-Q)

```
. Authors(G-Q)
  ~~~~~~~~~~~~
Gandbox              : Agreed (a)
Gibs                 : Agreed (a)
Ginseng              : Agreed (b)
Glue                 :               Not contacted
Glue_Master          :               Not contacted
Gnosis               :               Not contacted
Gonzo                :               Not contacted
Greg                 :               Not contacted
Groo                 : Agreed (c)
Gryzor               : Agreed ;-)
GTO                  :               Not contacted
Hardfire             : Agreed (c)
Heatbeat             : Agreed (b)
Hein                 : Agreed (c)
Hi-Lite              :               Not contacted
Hille                : Agreed (c)
Hithansen            : Agreed (c)
HMW                  :                              I wrote him but (2)
Holger_K             :               Not contacted
Hollywood            : Agreed (b)
Hornet               : Agreed (a)
Hoshi                : Agreed (c)
Hydra                : Agreed (e)
Ibanez               : Agreed (a)
Interphace           :                              I wrote him but (1)
James                :               Not contacted
Jam_&_Spoon          : Agreed (b)
Jason                : Agreed (c)
Jayce                :               Not contacted
Jazz.denmark         :                              I wrote him but (2)
Jazz.france          : Agreed (e)
Jelace               :               Not contacted
Jellybean            :               Not contacted
Jesper_Kyd           :                              I wrote him but (2)
Jester               : Agreed (b)
Jogeir_Liljedahl     : Agreed (c)
Johan_Alpmar         : Agreed (b)
Jugi                 : Agreed (b)
Jukebox              :               Not contacted
Julius               :                              I wrote him but (2)
```

```
Kasi_Mir              : Agreed (b)
Khyron                : Agreed (b)
Killroy               :              Not contacted
Kookai                : Agreed (e)
Laxical               : Agreed (d)
Leviathan             : Agreed (b)
Liquid                :              Not contacted
Liszt                 : Agreed (e)
Lizard                : Agreed (b)
Lizardking            : Agreed (d)
M-C-MP                :              Not contacted
Maelcum               : Agreed (b)
Maestro               :                             I wrote him but (2)
Maf                   : Agreed (a)
Magnum_Force          :              Not contacted
Mahoney_&_Kaktus      :              Not contacted
Maniac                : Agreed (c)
Mantronix             :                             I wrote him but (2)
Marck                 : Agreed (e)
Matt_Furniss          :              Not contacted
Maxym                 : Agreed (b)
Mayweed               : Agreed (a)
MC_Spicy              :              Not contacted
Mellow-D              : Agreed (b)
Mel_o'Dee             : Agreed (c)
Memorys               : Agreed (a)
Mental_Floss.canada   : Agreed (b)
Mental_Floss.usa      : Agreed (b)
Miika_Kuisma          :              Not contacted
Mindfuck              : Agreed (d)
Miss_Saigon           : Agreed (b)
Misty_&_Daeron        :              Not contacted
Moby                  : Agreed (b)
Monty                 : Agreed (a)
Moog                  : Agreed (a)
Moone                 : Agreed (a)
Motion                : Agreed (b)
Mr_Man                :                             I wrote him but (2)
Mr_Young              : Agreed (a)
Mushies_&_Soundy      : Agreed (a)
Music-Steve           : Agreed (b)
Mystical              : Agreed (b)
Nao                   : Agreed (b)
Nebula                :              Not contacted
Necros                : Agreed (b)
Nemesis               : Agreed (b)
NHP_&_BKH             : Agreed (a)
Nightshade            :              Not contacted
Norbert_Tausch        :              Not contacted
Nuke                  : Agreed (f)
Nutcase               : Agreed (c)
Odie                  : Agreed (b)
Olivier_Maraval       : Agreed (a)
Omega                 :              Not contacted
Otis                  : Agreed (b)
Oxbow                 : Agreed (a)
Papa_Smurf            :              Not contacted
```

```
    Parsec                  :                   Not contacted
    Perro                   :                   Not contacted
    Peter_Salomonsen        :                   Not contacted
    Pinion                  : Agreed (b)
    Psynomix                :                   Not contacted
    Pulse                   : Agreed (b)
    Purple_Motion           : Agreed (c)
    Pye                     : Agreed (a)
```

1.8 Mods-Anthology - Documentation/Permissions - Authors(R-Z)

```
   .  Authors(R-Z)
      ~~~~~~~~~~~~
      Ramon                 : Agreed (b)
      Ramosa                :                   Not contacted
      Red_Ribbon            : Agreed (b)
      Reflex                : Agreed (a)
      Reg                   : Agreed (e)
      Reverse               : Agreed (a)
      Rez                   : Agreed (e)
      Rhino                 : Agreed (b)
      Rico                  :                   Not contacted
      Roberts               :                   Not contacted
      Rogue_Male            :                   Not contacted
      Romeo_Knight          :                             I wrote him but (2)
      Ryan_Cramer           : Agreed (b)
      Rymix                 : Agreed (b)
      Sam                   : Agreed (e)
      Scavy                 : Agreed (b)
      Scorpik               : Agreed (c)
      Scott                 :                             I wrote him but (2)
      Shad                  : Agreed (a)
      Shazz                 : Agreed (a)
      Shorty                :                             I wrote him but (2)
      Shout                 : Agreed (a)
      Shun                  : Agreed (e)
      Sidewinder            : Agreed (b)
      Siren                 : Agreed (b)
      Skaven                : Agreed (c)
      Skie                  : Agreed (b)
      Slice                 :                   Not contacted
      Slide                 : Agreed (d)
      SLL                   :                             I wrote him but (2)
      Smith                 : Agreed (e)
      SMT                   : Agreed (e)
      Snoopy                :                   Not contacted
      Solar                 :                   Not contacted
      Some1                 :                   Not contacted
      Soul                  : Agreed (b)
      Sparky                : Agreed (b)
      SPI                   :                   Not contacted
      Spin                  : Agreed (e)
      Splitter              : Agreed (a)
      SSilk                 : Agreed (b)
      ST-Mixes              : Agreed (a)
```

```
Stalker              : Agreed (b)
Stargazer            : Agreed (c)
Static               :              Not contacted
Steel                : Agreed (a)
Strobo               : Agreed (b)
Substance            :              Not contacted
Sun                  : Agreed (e)
Svolkraq             : Agreed (c)
Stephane_Picq        : Agreed (b)
Stephan_Stoop        :              Not contacted
Taron                :              Not contacted
Tatoufo              : Agreed (c)
TDK                  : Agreed (b)
Tebirod              : Agreed (e)
The_Rew              :                        I wrote him but (2)
Throb                : Agreed (a)
Tim_Wright           :              Not contacted
Tip                  :                        I wrote him but (2)
Titan                : Agreed (a)
TJM                  : Agreed (b)
TJOA                 :              Not contacted
Tonid                :              Not contacted
Travolta             : Agreed (c)
TrickTrax            :                        I wrote him but (2)
TSM_of_SunRiders     :              Not contacted
Tune_TNT             : Agreed (b)
Twilight             :              Not contacted
Twilight_&_DocHoliday :             Not contacted
Twister              :              Not contacted
Typhoon              :              Not contacted
Ukulele              : Agreed (b)
Uncle_Tom            :              Not contacted
Velvet               : Agreed (c)
Vince                : Agreed (a)
Vinnie               : Agreed (c)
Virgill              : Agreed (d)
Vocal                : Agreed (c)
Vogue                :              Not contacted
Voyce                : Agreed (e)
Wal                  :              Not contacted
Walkman              :              Not contacted
Weasel               :              Not contacted
Wotw                 :              Not contacted
Xerxes               : Agreed (b)
XTD                  : Agreed (c)
Yannis               : Agreed (b)
Yolk_&_Legend        : Agreed (b)
ZBB                  : Agreed (a)
Zigg                 :              Not contacted
Zodiak               : Agreed (b)
Zoon                 : Agreed (a)
```

1.9 Mods-Anthology - Documentation/Permissions - Groups

```
. + the 'Groups' directories
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~

  Abyss                : Agreed (d) (Pink)
  Analog               : Agreed (a) (Dunhill, Swan, Erekosë, ....)
  Brainstormers        : Agreed (a) (SML)
  Cryptoburners        : Agreed (b) (Trixal & Vortex)
  Extreme              : Agreed (e) (Solon & Cristofer Lee)
  Force_Ten            : Agreed (b) (The Zapper!, The Duellist & Vizz)
  Les_Heretiques       : Agreed (a) (Bouffon & The Seventh Son)
  Kefrens              :    I wrote him but (2) (Nightlight)
  Maniacs_of_Noise     :    I wrote him but (2) (Oistein Eide)
  Mistery              : Agreed (b) (Sikamikanico, The Fear, Zalt)
  Neoplasia            : Agreed (c) (Cyborg)
  Playmobil            : Agreed (a) (FX, Pepito & Snes)
  Speedy               : Agreed (e) (Speedy)
  Tragedy              :    I wrote him but (2) (The Undertaker)
  Wild_Copper          : Agreed (e) (Bug Vindicator & Pat)
```

1.10 Mods-Anthology - Documentation/Permissions - Synthetics

```
. + the 'Synth' directories
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~

  Nemesis1       agreed for his wonderful collection of SID modules!
                 Slight too (Hi Mike! :)

  Chris Huelsbeck allowed me to include only one TFMX module, but the one!
                 (Turrican II Main Title! (7 channels) Thanks Chris!)
```

1.11 Mods-Anthology - Documentation/Permissions Refused

```
. And now the guys who refused!
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

  Orpheus        agreed at first, but then told me that he was forced
                 to make me remove all his mods because he will soon use
                 them in other commercial products (Audio CDs I guess),
                 that was really too bad, Orpheus made some great pieces
                 of Ambient Music in OctaMED format. Try to get them from
                 Aminet anyway, for your own use and pleasure ;)

  U4ia           was one of the firsts I asked the permission to! But he
                 refused at once, telling me that he had been ripped off
                 too many times before, etc, etc...  I'm really sorry for
                 YOU now, guy, you can see that it was not a fake project
                 at all.. It's surely the greatest Mods Collection around
                 but you're not a part of it, too bad..
```

1.12 Mods Anthology - Documentation/Contents of each CD

```
                        5. Contents of each CD.
--------------------

                            Choose a sub-section:
                            ~~~~~~~~~~~~~~~~~~~~~~~

            5.1.
                The Root
                 of each CD.
            5.2.
                The Modules
                 (of course:).
            5.3.
                The Lists
                 (of modules).
            5.4.
                The Tools
                 (players, trackers, for each computer).
            5.5.
                The In-Use
                 directory (Amiga only).
```

1.13 Mods Anthology - Documentation/Contents/Root

```
              5.1. The Root of each CD.
  ~~~~~~~~~~~~~~~~~~~~~~~~~
```

   Let's examine what you will find on the root of each CD.

   (Note that, except the modules, all the other files and directories
    are present on ALL THE 4 CDs! You will find the same things in the
    "Tools", "Lists" and "In-Use" directories, on each CD).

   Here is the root directory of the CD-1:   (for instance)


```
            In-Use                          (Dir)
            Lists                           (Dir)
            Modules                         (Dir)
            Tools                           (Dir)

            Click_Me_First                    768
            Click_Me_First.info              2099
            CP.BAT                             47
            Disk.info                        3212
            In-Use.info                      1233
            Lists.info                       1233
            MAfind                          23108
            MAfind.info                      1032
            Modules.info                     1233
            ReadMe.doc                     128367
            ReadMe.guide                   139883
            ReadMe.guide.info                5169
```

```
              Tools.info                              1233
```

Let's take the files, at first:

  - Non-Amiga users, don't pay attention to the ".info" files,
    they are useful for the Amiga Workbench only. (icon-files)

  - Click_Me_First: Amiga only startup-file! It makes some required
                    assigns and runs DeliTracker-2, but we will examine
                    this file in one moment.

  - CP.BAT   : PC users only! Simply run this .bat file to launch
                      Cubic Player 1.7 and.... just load some modules ;)

  - MAfind   : Amiga only. It's a finder! Use it to search for some
                      modules in the different lists supplied, but we will
                      examine this tool in detail below...

  - ReadMe.doc   : Main documentation (this file ;) in ASCII form, thus
                      readable on any computer (I hope..)

  - ReadMe.guide   : Main documentation in AmigaGuide form, thus, for
                      Amiga users only =)

Now, the 4 directories:

  - In-Use   : Amiga only! DeliTracker V2.24 is installed here,
                      as well as the tools used to show the pictures.
                      But refer to section
              5.5
               for further details.

  - Lists   : You will find here all the list-files that cover
                      the whole collection. All the modules and docs are
                      listed here, in several formats (ASCII, AmigaGuide,
                      DeliTracker Program-Lists, MAfind Lists) but refer
                      to the section
              5.3
               for further details.

  - Modules   : Here are stored the modules themselves! :)
                      Of course, sorted in many other sub-directories...
                      Refer to section
              5.2
               for further explanations.

  - Tools   : Finally, you will find here a lot of Mods-related
                      software, for several computers!
                      Refer to section
              5.4
               for full list of these tools.

                        -=-=-=-=-=-=-=-=-=-

The 'Click_Me_First' startup-file

The 'MAfind' tool

1.14 Mods Anthology - Documentation/Contents/Root/Click_Me_First

Now, let's see in detail the "Click_Me_First" (Amiga) startup- ←
file:

Let's print it:

```
 __
|   Assign >NIL: MAZ1: Mods-1:Modules/Authors.A-F
|   Assign >NIL: MAZ2: Mods-2:Modules/Authors.G-Q DEFER
|   Assign >NIL: MAZ3: Mods-3:Modules/Authors.R-Z DEFER
|   Assign >NIL: MAZ4: Mods-3:Modules/Groups DEFER
|   Assign >NIL: MAZ5: Mods-4:Modules/Misc DEFER
|   Assign >NIL: MAZ6: Mods-4:Modules/Synth DEFER
|   Assign >NIL: SMUS_Instruments: MAZ6:SMUS/Instruments DEFER
|
|   Makedir >NIL: T:MArexx
|   Copy Mods-1:In-Use/Deli/Arexx/pm T:MArexx QUIET
|   Assign >NIL: Rexx: T:MArexx REMOVE
|   Assign >NIL: Rexx: T:MArexx ADD
|
|   Resident >NIL: Mods-1:In-Use/PPShow FORCE
|   Resident >NIL: Mods-1:In-Use/FJPEG FORCE
|   Setenv   FJPEG_SCREENMODE 0x29004
|
|   CD Mods-1:In-Use/Deli
|__ Run >NIL: Delitracker2 module Mods-1:Lists/Deli/Startup.program
```

. At first, you can see a group of Assigns which will be used all over
  the ModLists to access all the modules.

  You can see the repartition of the main directories over the 4 CDs.

  On CD-1, you will find the Composers (Authors) dirs from 'A' to 'F'.
  In fact, from '1' to 'F' (16Beat, 4mat, 911 are before the "A" dirs ;)
  And you can reach these directories via the assign "MAZ1:" instead of
  typing "Mods-1:Modules/Authors.A-F". It's far easier like that.

  On CD-2, you will find the Composers dirs from 'G' to 'Q', even if
  there is no directory starting with a "Q" =)
  And you can reach these directories via the assign "MAZ2:".

  On CD-3, you will find 2 main sub-directories, the one grouping all the
  Composers from 'R' to 'Z' (it's assigned "MAZ3:") and the one grouping
  all the 'Groups' directories (assign "MAZ4:").

On CD-4, finally, you will find again 2 main sub-directories, the one
grouping all the 'Misc' directories (assign "MAZ5:") and the very last
one, grouping all the 'Synth' directories (Synthetic Formats),
assigned to "MAZ6:".

Please remember well these assigns, even you, non-Amiga users ;)
If you see in one of the lists: "refer to MAZ4:Kefrens directory",
you'll have to remember that MAZ4 = the Groups dirs, and that they are
located on CD-3! Don't worry, it's easy to remember, with time...

Note: You can see that all the assigns refering to the other CDs than
       the one currently inserted (i.e. the CD-1, here) are DEFERed,
       but they will be activated as soon as you will insert the CD-2,
       3 or 4.

       About the "SMUS_Instruments:" assign, it is required to tell to
       the SMUS (Sonix) player where are stored the Instruments used to
       play the corresponding modules. It is also DEFERed and will be
       activated as soon as you want to play these SMUS modules.

       Finally, if you wonder what "MAZx" means, it's simply comes from
       my own assigns, on my Amiga, where I use Z1, Z2, Z3, Z4, Z5 & Z6.
       ("Z" standing for "Zik", "Zicos", "Zikmu", or whatever... :-))
       Then, I have just added the "MA" prefix, for "Mods Anthology" =)

. Then you can see the 4 lines:

        | Makedir >NIL: T:MArexx
        | Copy Mods-1:In-Use/Deli/Arexx/pm T:MArexx QUIET
        | Assign >NIL: Rexx: T:MArexx REMOVE
        | Assign >NIL: Rexx: T:MArexx ADD

  It's quite simple to understand. All the AmigaGuide lists will allow you
  to directly play the modules, by sending them to DeliTracker via ARexx,
  using this tiny "pm" command, which is the same as "dt_playmodule.rexx",
  but reduced to 2 letters, just to make the lists not TOO BIG =)
  18000 times "pm" is far smaller than 18000 times "dt_playmodule.rexx"!

  And, to allow you to play the mods from the 4 CDs, without directly
  needing CD-1, or CD-3, I just create a directory in 'T:' (which should
  be located in your 'Ram Disk:'), copy this little (124 bytes) command,
  and ADD an Assign Rexx: to this directory, so that all the RX commands
  sent from the AmigaGuide-Lists will refer to the 'pm' located in Ram:,
  not on each CD...

  The script also tries to REMOVE any previously added assign, before
  adding the new one.

  Note: It is assumed that you already launched 'RexxMast' in your boot-
         startup! If this is not the case, do it at once, ARexx is very
         useful. You will find RexxMast in 'SYS:System/'. Copy it in your
         WBStartup directory or just add the line:

```
        SYS:System/RexxMast >NIL:

        in your 's:user-startup' file.
```

. Then you can see the 3 lines:

```
        |   Resident >NIL: Mods-1:In-Use/PPShow FORCE
        |   Resident >NIL: Mods-1:In-Use/FJPEG FORCE
        |   Setenv    FJPEG_SCREENMODE 0x29004
```

It's again very clear. PPShow and FastJPEG are used, from the AmigaGuide
files, to display the various pics and gfx from the different dirs, and
as these tools can be made 'resident', I do it! :) This means that they
will be copied in resident memory so, when you need to display a picture
the program will be directly accessible from the Ram, instead of being
launched all the time from each CD. It may take around 90kB of memory
but makes the use of the collection far handier.

Note: I use the "FORCE" argument just because the original "P" flags
      are not supported by the CDROM filesystem.

Additionally, I set an ENVironment variable for FastJPEG, which will
force it to display all the JPEG files in a 640x512 HiRes screenmode.

If you're not satisfied with this, just copy the whole script on your
hard-disk, modify it as you wish, and run it from your hard-disk
instead of running the original from each CD.   By the way, this is
recommended to do so... and not only for the startup script, but also
for the lists, MAfind etc, just copy them on your HD, they will be
accessed a lot faster. But I explain all this in section
            6
             later...

  Here I must thank: Nico François   for: PPShow
                 and: Christoph Feck for: FastJPEG.

  Note: The version of FJPEG installed is FJPEG_AGA! I do think that all
        remaining Amiga users have got a machine with AGA Chipset and
        Kickstart 3.0 at least!? Hopefully...
        If this is not the case, you will find the ECS version of FJPEG
        in its original archive, supplied in the "Arc" sub-directory.

. Finally, with the 2 lines:

```
        |   CD Mods-1:In-Use/Deli
        |__ Run >NIL: Delitracker2 module Mods-1:Lists/Deli/Startup.program
```

...you can easily understand that I change the current directory to
the one where
            DeliTracker
             is installed, and I launch it, specifying
a list of modules (included in the current CD, obviously ;).

This list is made of the 'best' or 'classic' mods from most of the
included directories (composers, groups, misc, synth..), it contains
less than 100 mods, just to be quickly loadable. You can find many
other DeliLists in the same directory (listed above).

A warm thanks is going to Peter Kunath for the best player ever:

            ! !   D   E   L   I   T   R   A   C   K   E   R   ! !

                                    ...and watch out for the version 3! :)

OK, so this little startup-script will make all the required commands
and will run Delitracker which will start playing some mods at once..

                " Click and Play " !? :-))

Note: If you want to "desinstall" the CDs entirely, just execute this
      after exiting Delitracker:

      Assign >NIL: SMUS_Instruments: REMOVE
      Assign >NIL: MAZ6: REMOVE
      Assign >NIL: MAZ5: REMOVE
      Assign >NIL: MAZ4: REMOVE
      Assign >NIL: MAZ3: REMOVE
      Assign >NIL: MAZ2: REMOVE
      Assign >NIL: MAZ1: REMOVE

      Assign >NIL: Rexx: T:MArexx REMOVE
      Delete >NIL: T:MArexx/pm
      Delete >NIL: T:MArexx

      Unsetenv FJPEG_SCREENMODE
      Resident >NIL: FJPEG REMOVE
      Resident >NIL: PPShow REMOVE

1.15 Mods Anthology - Documentation/Contents/Root/MAfind

                Now, and to close this "5.1" point, let's examine the tool ' ←
                    MAfind'.

As its name says, it's a Finder (Amiga only) which will allow you
to enter a string and it will start searching for this string in the
MAfind-list specified in the tooltype, then, according to your Prefs,
it will build a
            Delilist
             and/or an
            AmigaGuide
             document with all the

entries matching the string.

This program was written by a very good friend of mine, Loïc Marechal,
(deep thanks, Loïc!). It has some requirements though, it's a nice
MUI application, so MUI will be required (V2.3 at least, I guess)
to use MAfind from its GUI. But you can also use it from a CLI/SHELL
by specifying some arguments, and there MUI is not needed.

Informations about MUI coming up:

                              This application uses

                          MUI - MagicUserInterface

                   (c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With
the aid of a preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a file called "muiXXusr.lha" (XX means the latest version number) on
your local bulletin boards or on public domain disks.

            If you want to register directly, feel free to send

                           DM 30.- or US$ 20.-

                                    to

                             Stefan Stuntz
                        Eduard-Spranger-Straße 7
                            80935 München
                               GERMANY

Really, if you haven't installed MUI yet, you should do it at once!

I also guess that MAfind makes use of some 68020 instructions,
so I hope this is OK... (who is still using a poor 68000 nowadays? ;)

Well, Loïc told me that he didn't want any documentation for his finder,
and I'm already writing too many lines ;-)

I will just tell you to look in MAfind's menu, you will see
a 'Prefs' item which will allow you to select the source-file,
the destination-file (for the DeliList) and the destination-file
(for the AmigaGuide List), and of course to choose if you want to
generate both lists or just one of them.

Then make some tries... It's far simple to use.

You will notice that it sorts the matching mods by CD (1/2/3/4),
so that, if you have e.g. the CD-2 currently inserted in your drive,
you'll know which mods to play ;-)

From CLI/SHELL, type 'MAfind' without any argument and you will see a
little usage information.

For instance, an MAfind command from CLI could be like this:

  MAfind Great! Mods-1:Lists/MAfind/MAZ4.findlist Ram:List.guide ag open

This will search for "Great!" in the MAZ4 (Groups) list and generate
an AmigaGuide file called 'Ram:List.guide', then open the document.

Just note that a running Delitracker is required (in order to receive
the DeliList sent from MAfind). Obviously...

I hope you will enjoy the power of MAfind, it's so useful!

Note that on the very right of each output line, in the generated
AmigaGuide file, you will find back the module's path (directory).

Finally, the string searched for is NOT case-sensitive, note this well!
And no wildcards are supported, but actually, when you search for
"Moby", MAfind searchs for "#?Moby#?".

Hints: At least, I must tell you what you might search for.

        If you have a look at the MAfind Lists supplied, with a simple
        text editor, you will see that, for each module (each line),
        several fields are noticed:

        Filename, Directory, Size and Filecomment.

        So, you may search for a module-name, of course, an author-name,
        but also for all the modules of the same size (just for fun),
        or, and it is where many useful informations are stored, you can
        search for something included in the original Filecomments!
        The AmigaDOS filecomments, unfortunately not supported by
        the CDs format.

        In the filecomments, you will find a lot of informations, like:

```
            - Duration of the module            (e.g.  [05:21] )
            - Author's name (for misc mods)     (e.g.  By Chipper)
            - Composition date                  (e.g.  On 21-Feb-95
                                                    or  In Jul '93
                                                    or  In '88)


                             (Pay attention to the different formats).

            - Event for which the module was composed (For The Party 4,
                                          For The Gathering '95, etc...).


            - Demo from which the module is coming, and many other things.

            (Just have a look at the global ModList(s) to see what you may
             find in the filecomments).


            So you can search for all the modules lasting for <[02:00]> mins
            or composed <In Mar '92> or coming from a <Rebels> demo,
            or containing the word <Funk>, and so on.....


      And don't hesitate to create some special Delilists with MAfind, and to
      store them on your hard-disk or somewhere, like e.g. for all the mods
      coming from this or that Party, related to this author, related to that
      type of music (name containing <Funk> or <Jungle> etc...), or all the
      mods from a same date, and so on... then you will be able to load again
      these Delilists in Delitracker later on...   MAfind is so useful!



                        Have fun with MAfind! :)
```

1.16 Mods Anthology - Documentation/Characteristics Summary

```
      --------------------=( M O D S   A N T H O L O G Y )=--------------------


            - 4 CD-ROMs - 18000+ mods - Permission asked to the authors -
       - Multiplatform product (readable under ms-dos, win, mac, unix, AmigaDOS) -
          - All mods sorted by composers in priority, then groups and kinds -
               - MODs - FT1 - S3M - XM - MTM - IT - Amiga Synthetics -
              - Many informations about the authors (info-file, picture!) -
            - Many previously unreleased mods from the most famous composers -
        - 6 years of hard collecting - 6 months of hard 'author-contacting' ;) -
               - Many players and trackers included for each machine -
                    - All modules stored in uncompressed form -
                         - Long filenames! (not "8+3") -


      --------------------=( M O D S   A N T H O L O G Y )=--------------------
```

1.17   Mods Anthology - Documentation/Contents/Mods

                        5.2. The Modules.
~~~~~~~~~~~~~~~~~

   Let's come to this big part... The Modules!

. Well, as already stated in the previous paragraph, you will find some
  other sub-directories in each "Mods-?:Modules/" directory (of each CD).

  On CD-1, you will find "Authors.A-F/".
  On CD-2, you will find "Authors.G-Q/".
  On CD-3, you will find "Authors.R-Z/" and "Groups/".
  On CD-4, you will find "Misc/" and "Synth/".

  And in each of these directories, again some sub-directories, the ones
  that really contain the modules.

  You will also find a "-Readme-.guide" and a "-Readme-.txt" files in
  each of these 6 main sub-directories. They notice all the directories
  that you will find, the number of modules included (e.g. <132>) and
  the size of each directory, and finally the informations that were
  stored in the filecomment of each directory, originally, which notice
  the real name of the musicians, most of the time, and his country.

  There is also the correspondence between the REAL directory-names and
  the TRUNCATED directory-names (this was forced because of the MS-DOS
  limitations :(It is able to truncate long filenames, but not to enter
  long directory-names... tss..)

  Here is an example line:

  Audiomon = Audiomonster   < 25>   2831k - (Raphael GESQUA / France)

  Note that the AmigaGuide file allows you to browse all the directories
  of the currently inserted CD. Unlike the main (big) list files that you
  will find in the "Mods-?:Lists/Guides/" directory, all the links are
  external, here.

. In each of the sub-sub-directories ;) (those containing the mods),
  you will find at least 2 additional files, called:

            !Mods.guide   and   !Mods.txt

  These are the index-files of the current directory, have a look at them.
  They simply notice all the mods included, their size, and the original
  filecomment (with the duration, etc..). And of course, in the AmigaGuide
  file, you will be able to directly play the modules, like from MAfind,
  when you click on a module, it is sent to Delitracker via Arexx.

  Additionally, when a "Docs/" sub-directory is present, you will find
  two other files called:

            !Docs.guide   and   !Docs.txt

They describe what you will find in this "Docs/" sub-dir... Usually the
info-file from the concerned composer, his picture (when there is one),
and sometimes other files, pictures, texts, I let you the surprise! :)

All these files start with a "!" just to make them appear at the very
beginning of the directory, not lost between all the "M" and "D" files.

Note that, when there is a "!Docs.guide" file, it is also accessible
from the "!Mods.guide" file. And in this file you will be able to show
the different pictures (thanks to PPShow and FJPEG, as I said..), or to
display the other texts, info-files, etc...

You can view everything from the .guide file!   Great or what!? :-)

And, as explained in the
            About
             section, you may find
a 'MS-DOS' directory in some dirs, with pre-truncated filenames.

. Besides, let's make a list of 'who has got an info-file and/or picture
  in his "Docs/" sub-directory':

                Authors(A-F)

                Authors(G-Q)

                Authors(R-Z)

                   Groups

                   Synths
                 . Now, let's talk a bit about the way I have sorted all these ←
                    modules.

The priority went to the COMPOSERS, this is clear! :)
This collection is a tribute to them, so I have created an own directory
for each known composer and for other ones who had at least 4-5 modules
included...

Concerning the different formats of Mods, I have mixed'em all since
they belonged to the same composer (e.g. in Lizardking's directory,
you will find all his MOD's and all his XM's, together).

Apart from the Authors.* dirs, I have then grouped some mods from some
composers coming from the same GROUP. Read the "-Readme-.guide" file
in MAZ4: for further details..

Then, all the "Misc/" (MAZ5) dirs contain some mods composed by various
other authors, who don't have a personal directory. And here, I have
tried to sort the mods by kind (e.g. Chip-Tunes, Dance-Techno, Delirium,
Miscellaneous, Oldies...) but also just read the "-Readme-.guide" file

       in MAZ5: for further infos...

       Finally, we come to the last main sub-directory, the MAZ6 "Synth/" dir.
       It groups together several synthetic/exotic formats of modules.
       You will find absolutely no MOD/XM/S3M module herein..
       Also have a look at the "-Readme-.guide" (or .txt) file included.

    . Talking about the mods' formats, let's make a list of all the extensions
      you will find in these directories:

       *.mod   : 4 channels Noise/Protracker mods
       *.MOD   : FastTracker-1/TakeTracker (multichn)
       *.S3M   : ScreamTracker 3
       *.XM   : FastTracker-2
       *.IT   : ImpulseTracker
       *.MTM   : MultiTracker
       *.ULT   : UltraTracker
       *.DMF   : X-Tracker
       *.MDL   : DigiTrak
       *.PTM   : PolyTracker
       *.MED   : MED (4ch) and OctaMED (8ch)
       *.OKT   : Oktalyzer   (Amiga 4 & 8ch)
       *.DMU or *.DMU2   : Digital Mugician (Amiga 4 & 7ch)

       FTM.*   : Face The Music (Amiga 8ch)
       SPM.* and SPS.*   : StoneTracker   (Amiga 8ch)
       AON.* or AON4.* or AON8.*   : Art of Noise   (Amiga 8ch)

       Note: Notice the difference between "*.mod" and "*.MOD"!

           And about the 4ch "*.mod" files, I think there remains some
           NoiseTracker and StarTrekker mods amongst all the Protracker mods
           but don't worry, they are also played well by DeliTracker and
           Protracker.

       And, concerning the exotic formats:

       APS.* : AProSys | AST.* : Actionamics Sound Tool
       AMAD.* : AY-3-8912 Emulator | EMUL.* : AY-3-8912 Emulator
       ST11.* : AY-3-8912 Emulator | STRC.* : AY-3-8912 Emulator
       CUST.* : Custom Modules | DM?.* : Delta Music 1.0 or 2.0
       DIGI.* : DigiBooster | DMU.* : Digital Mugician
       FC13.* : Future Composer 1.3 | FC14.* : Future Composer 1.4
       FRED.* : Fred Monitor | FTM.* : Face The Music
       HIP.* : Hippel | HIP7.* : Hippel 7ch
       HIPC.* : Hippel COSO | ISM.* : In Stereo (Synthesis)
       JAM.* : JamCracker | JCB.* : J.C. Brooke
       LME.* : Legless Music Editor | MKII.* : Mark II
       MCMD.* : MCMD (?) | ML.*   : Music Line Editor
       MTH.* : MTH (?) | MA.*   : Music Assembler
       MC.*   : Mark Cooksey | MON.* : Maniacs of Noise
       MW.*   : Martin Walker | *.DAT : PlaySID
       PUMA.* : PumaTracker | SID?.* : SidMon 1.0 or 2.0
       SMUS.* : IFF-SMUS (Sonix) | SA.*   : Sonic Arranger

```
    SFX.*  : SoundFX 1.3            | SFX2.* : SoundFX 2.0
    BP.*   : SoundMon               | SYN.*  : Synthesis
    ST.*   : SynTracker             | MDAT.* : TFMX (with SMPL.*)
    THN.*  : The Holy Noise         | TRON.* : Tronic
    TF.*   : Tim Follin             | *.SNG  : Vector Dean (with *.INS)
    VSS.*  : VSS                    | DW.*   : David Whittaker
    OLDW.* : David Whittaker (old)
```

. Note that some of these formats cannot be played with DeliTracker (yet)
  as *.ULT / *.MDL / *.PTM / ML.* but they may be implemented soon.

  But you can play the ML.* mods on Amiga with the original program,
  MLine (Music Line Editor), to be found in the ":Tools/Amiga/Trackers/"
  directory on each CD.

. Let's notice again the total number of mods for each main directory:


```
    __                                                          __
   |    (CD-1)      Mods/Authors(A-F) :  2719 modules ( 438MB).    |
   |    (CD-2)      Mods/Authors(G-Q) :  3417 modules ( 574MB).    |
   |    (CD-3)      Mods/Authors(R-Z) :  2263 modules ( 371MB).    |
   |    (CD-3)      Mods/Groups       :  1458 modules ( 194MB).    |
   |    (CD-4)      Mods/Misc (Kinds) :  2857 modules ( 497MB).    |
   |                                   _____                      |
   |                                                               |
   |               Sub-Total          : 12714 modules (2074MB).    |
   |                                                               |
   |    (CD-4)     + Mods/Synth        :  5382 modules (  74MB).    |
   |                                                               |
   |__            Total -ALL- Mods    : 18096 modules (2148MB).  __|
                                        ~~~~~
```

  Amongst the 5382 "Synth" modules, there are 4396 PlaySID ones!
  And thus 986 other synthetic (or exotic) mods.

  Amongst the composers' directories, Strobo's one is the biggest
  (in number of mods!) ===> 300 mods! :)   Very productive, Niko! =)

  Then, there is XTD with 200 mods, Heatbeat with 186 mods,
  Lizardking with 126 mods, Moby with 118 mods, Dr.Awesome with 193 mods,
  Allister Brimble with 126 mods, Chromag with 124 mods, Clawz with 122
  and Delorean with 132 mods. Deep thanks to all of you who sent me so
  many new mods to be included! And also to many other composers ;)

                    Enjoy all these mods, freaks!

  Special Note: Some musicians who have got their own directory ALSO have
                some mods in some other directories, because of various
                reasons, that you'll understand by yourself ;)

                Here is a more or less complete list:
```

```
 Analog    > MAZ6:FC14             | Axis      > MAZ6:StoneTrk
 Bird      > MAZ4:Heretiqu         | Blaizer   > MAZ4:Kefrens
 Chromag   > MAZ2:Laxical          | Dice      > MAZ4:Kefrens
 Doh       > MAZ5:Delirium         | Doh       > MAZ6:FC14
 Estrayk   > MAZ6:SidMon           | FRED      > MAZ6:Fred
 Gryzor    > MAZ5:Delirium         | Ibanez    > MAZ5:Delirium
 Jason     > MAZ1:A_Hamre          | Jesp_Kyd  > MAZ4:Kefrens
 Julius    > MAZ5:Compos/TP94.4CH  | Kefrens   > MAZ6:Custom (Powerlaxen)
 Maestro   > MAZ4:Kefrens          | Mindfuck  > MAZ5:Delirium
 Moby      > MAZ5:Delirium         | Monty     > MAZ4:Analog
 Moone     > MAZ5:Delirium         | Nemesis1  > MAZ5:ChipTune.G-N,
                                   +             MAZ5:Misc.S-Z
 Romeo_K   > MAZ6:SidMon           | Shorty    > MAZ4:TheGiant
 SLL       > MAZ4:Kefrens + MAZ4:Predator + MAZ4:BeastieB
 Static    > MAZ4:Rebels           | Svolkraq  > MAZ6:DigiBoos
 Throb     > MAZ5:Delirium         | Walkman   > MAZ4:Predator
```

1.18 Mods Anthology - Documentation/Contents/Mods/Info-files Z1

```
 Authors(A-F)            | Info-File |  Picture  |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
 Absys                   |    Yes    |    Yes    |
 Acechan                 |    Yes    |    Yes    |
 Acetip                  |    No     |    No     |
 Adamski                 |    No     |    No     |
 Airon                   |    Yes    |    Yes    |
 Alexel                  |    Yes    |    Yes    |
 Allister_Brimble        |    Yes    |    No     |
 Amenophis               |    Yes    |    Yes    |
 Andy.finland            |    Yes    |    Yes    |
 Arios                   |    Yes    |    Yes    |
 Audiomonster            |    No     |    Yes    |
 Axis                    |    No     |    No     |
 Baby                    |    Yes    |    Yes    |
 Balrog.quebec           |    No     |    No     |
 Balrog.sweden           |    Yes    |    Yes    |
 Basehead                |    Yes    |    Yes    |
 Bass-41                 |    No     |    No     |
 Big_Jim                 |    No     |    No     |
 Bird                    |    No     |    No     |
 Blue_Silence            |    Yes    |    Yes    |
 Braintumour_&_Heywood   |    No     |    No     |
 Breeze.finland          |    No     |    No     |
 Captain                 |    Yes    |    No     |
 Cash                    |    No     |    Yes    |
 Chorus_&_Sid            |    Yes    |    No     |
 Chris_Jarvis            |    Yes    |    Yes    |
 Chris_Meland            |    Yes    |    Yes    |
 Chromag                 |    Yes    |    Yes    |
 Chrono                  |    Yes    |    Yes    |
 Chrylian                |    No     |    No     |
 Chuck_Buiscuits         |    No     |    No     |
 Clawz                   |    Yes    |    Yes    |
 Cosmiq                  |    No     |    No     |
```

```
     Counterpoint           |    Yes    |    No     |
     Cutcreator             |    Yes    |    Yes    |
     Dean                   |    No     |    Yes    |
     Deck                   |    Yes    |    Yes    |
     Delorean               |    Yes    |    No     |
     Diablo                 |    Yes    |    Yes    |
     Diesel                 |    Yes    |    Yes    |
     Dizzy                  |    Yes    |    Yes    |
     Djamm                  |    Yes    |    Yes    |
     Dockers                |    No     |    No     |
     Doh                    |    Yes    |    Yes    |
     Don_Cato               |    Yes    |    Yes    |
     Draghan                |    No     |    No     |
     Dr_Awesome             |    Yes    |    Yes    |
     DSX                    |    Yes    |    Yes    |
     Dune                   |    Yes    |    No     |
     Eagle                  |    Yes    |    Yes    |
     Facet                  |    No     |    Yes    |
     Fash                   |    Yes    |    No     |
     FBY                    |    Yes    |    Yes    |
     Feedback               |    Yes    |    Yes    |
     Ferdinand              |    No     |    No     |
     Fleshbrain             |    Yes    |    No     |
     FRED                   |    Yes    |    Yes    |
```

1.19   Mods Anthology - Documentation/Contents/Mods/Info-files Z2

```
     Authors(G-Q)           | Info-File |  Picture  |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
     Gandbox                |    Yes    |    Yes    |
     Gibs                   |    Yes    |    No     |
     Ginseng                |    Yes    |    Yes    |
     Groo                   |    Yes    |    Yes    |
     Gryzor                 |    Yes    |    Yes    |
     Hardfire               |    Yes    |    Yes    |
     Heatbeat               |    Yes    |    Yes    |
     Hein                   |    Yes    |    Yes    |
     Hille                  |    Yes    |    Yes    |
     Hithansen              |    Yes    |    Yes    |
     HMW                    |    Yes    |    No     |
     Hollywood              |    Yes    |    Yes    |
     Hornet                 |    Yes    |    Yes    |
     Hoshi                  |    Yes    |    Yes    |
     Hydra                  |    No     |    No     |
     Ibanez                 |    Yes    |    No     |
     Jam_&_Spoon            |    Yes    |    No     |
     Jason                  |    Yes    |    No     |
     Jazz.denmark           |    No     |    Yes    |
     Jazz.france            |    No     |    No     |
     Jester                 |    Yes    |    Yes    |
     Jogeir_Liljedahl       |    Yes    |    Yes    |
     Johan_Alpmar           |    Yes    |    Yes    |
     Jugi                   |    No     |    No     |
     Kasi_Mir               |    Yes    |    No     |
     Khyron                 |    Yes    |    Yes    |
```

```
Kookai                  |     No     |     No     |
Laxical                 |     No     |     No     |
Leviathan               |    Yes     |    Yes     |
Liszt                   |     No     |     No     |
Lizard                  |    Yes     |     No     |
Lizardking              |     No     |     No     |
Maelcum                 |    Yes     |    Yes     |
Maf                     |    Yes     |    Yes     |
Maniac                  |    Yes     |     No     |
Marck                   |     No     |     No     |
Maxym                   |    Yes     |    Yes     |
Mayweed                 |    Yes     |    Yes     |
Mellow-D                |    Yes     |    Yes     |
Mel_o'Dee               |    Yes     |     No     |
Memorys                 |     No     |    Yes     |
Mental_Floss.canada     |     No     |    Yes     |
Mental_Floss.usa        |    Yes     |    Yes     |
Mindfuck                |     No     |    Yes     |
Miss_Saigon             |    Yes     |    Yes     |
Moby                    |    Yes     |    Yes     |
Monty                   |    Yes     |     No     |
Moog                    |     No     |     No     |
Moone                   |    Yes     |    Yes     |
Motion                  |     No     |     No     |
Mr_Young                |    Yes     |    Yes     |
Mushies_&_Soundy        |     No     |    Yes     |
Music-Steve             |    Yes     |    Yes     |
Mystical                |    Yes     |    Yes     |
Nao                     |    Yes     |    Yes     |
Necros                  |    Yes     |    Yes     |
Nemesis                 |     No     |     No     |
NHP_&_BKH               |     No     |     No     |
Nuke                    |     No     |     No     |
Nutcase                 |    Yes     |    Yes     |
Odie                    |    Yes     |    Yes     |
Olivier_Maraval         |    Yes     |    Yes     |
Otis                    |    Yes     |    Yes     |
Oxbow                   |    Yes     |    Yes     |
Pinion                  |    Yes     |    Yes     |
Pulse                   |    Yes     |    Yes     |
Purple_Motion           |     No     |     No     |
Pye                     |    Yes     |    Yes     |
```

1.20 Mods Anthology - Documentation/Contents/Mods/Info-files Z3

```
Authors(R-Z)            | Info-File |  Picture  |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ramon                   |    Yes     |    Yes     |
Red_Ribbon              |    Yes     |    Yes     |
Reflex                  |    Yes     |    Yes     |
Reg                     |     No     |     No     |
Reverse                 |     No     |     No     |
Rez                     |     No     |     No     |
Rhino                   |    Yes     |    Yes     |
Ryan_Cramer             |    Yes     |    Yes     |
```

```
Rymix                    |    Yes    |    Yes    |
Sam                      |    No     |    No     |
Scavy                    |    No     |    No     |
Scorpik                  |    Yes    |    Yes    |
Shad                     |    No     |    No     |
Shazz                    |    Yes    |    Yes    |
Shout                    |    Yes    |    Yes    |
Shun                     |    No     |    No     |
Sidewinder               |    No     |    Yes    |
Siren                    |    No     |    No     |
Skaven                   |    Yes    |    Yes    |
Skie                     |    Yes    |    Yes    |
Slide                    |    No     |    Yes    |
Smith                    |    No     |    No     |
SMT                      |    No     |    No     |
Soul                     |    Yes    |    Yes    |
Sparky                   |    Yes    |    Yes    |
Spin                     |    No     |    No     |
Splitter                 |    No     |    Yes    |
SSilk                    |    No     |    Yes    |
ST-Mixes                 |    No     |    No     |
Stalker                  |    Yes    |    No     |
Stargazer                |    Yes    |    Yes    |
Steel                    |    No     |    Yes    |
Strobo                   |    Yes    |    Yes    |
Sun                      |    No     |    No     |
Svolkraq                 |    Yes    |    Yes    |
Stephane_Picq            |    Yes    |    No     |
Tatoufo                  |    Yes    |    Yes    |
TDK                      |    Yes    |    No     |
Tebirod                  |    No     |    No     |
Throb                    |    Yes    |    Yes    |
Titan                    |    Yes    |    Yes    |
TJM                      |    Yes    |    Yes    |
Travolta                 |    Yes    |    Yes    |
Tune_TNT                 |    No     |    No     |
Ukulele                  |    No     |    No     |
Velvet                   |    Yes    |    Yes    |
Vince                    |    Yes    |    Yes    |
Vinnie                   |    Yes    |    No     |
Virgill                  |    Yes    |    Yes    |
Vocal                    |    No     |    No     |
Voyce                    |    No     |    No     |
Walkman                  |    Yes    |    No     |
Xerxes                   |    Yes    |    No     |
XTD                      |    No     |    Yes    |
Yannis                   |    Yes    |    Yes    |
Yolk_&_Legend            |    Yes    |    Yes    |
ZBB                      |    Yes    |    Yes    |
Zodiak                   |    Yes    |    Yes    |
Zoon                     |    Yes    |    Yes    |
```

1.21   Mods Anthology - Documentation/Contents/Mods/Info-files Z4

```
    Groups                  | Info-File |  Picture  |
 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
    Abyss                  |    No    |    No     |
    Analog                 |    Yes   |    Yes    |
    Brainstormers          |    No    |    No     |
    Cryptoburners          |    Yes   |    No     |
    Extreme                |    No    |    No     |
    Force_Ten              |    Yes   |    Yes    |
    Les_Heretiques         |    Yes   |    Yes    |
    Mistery                |    No    |    No     |
    Neoplasia              |    No    |    No     |
    Playmobil              |    Yes   |    Yes    |
    Speedy                 |    No    |    No     |
    Wild_Copper            |    No    |    No     |
```

1.22   Mods Anthology - Documentation/Contents/Mods/Info-files Z6

```
    Synth                  | Info-File |  Picture  |
 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
    Nemesis1               |    Yes   |    No     |
    Slight                 |    Yes   |    Yes    |
    Chris Huelsbeck        |    Yes   |    Yes    |
    David Whittaker        |    Yes   |    Yes    | (magazine interview...)
```

1.23   Mods Anthology - Documentation/Contents/Lists

```
          5.3. The Lists.
 ~~~~~~~~~~~~~~
```

   Here we come to the 'Lists' directory, containing more than 11MB of
   Lists, in various form, of course.

   There are 4 'types' of lists included, so you will find 4 sub-dirs:

```
          *
            Ascii
             /
            Deli
             /
            Guides
             /
            MAfind
              *
```

   Two of them have a specific usage, these are "Deli" and "MAfind".

   The 2 other ones are more usual lists, in ASCII and AmigaGuide form.

1.24   Mods Anthology - Documentation/Contents/Lists/Ascii-lists

. The Ascii lists are simple text-lists covering the whole collection,
and again there are some sub-lists, for each assign, instead of a huge
file.

Let's have a look at the directory:

```
         PartyRes
Header_ModList.txt                   31724
MAZ1-Authors(A-F).txt               233013
MAZ2-Authors(G-Q).txt               286467
MAZ3-Authors(R-Z).txt               203949
MAZ4-Groups.txt                     143464
MAZ5-Misc.txt                       250660
MAZ6-Synth.txt                      464898
Oldies_Forever!.txt                  11029
                                   ~~~~~~~
=>     8 files                     1625204
```

You can see each sub-list and the "Header_ModList.txt", which shows
the total number of mods and some other things.

All is in pure ASCII form so it should be readable with any computer.

Additionally, there are 2 "bonus" :

- Oldies_Forever!.txt   which groups together all the "oldies" from
                            the collection (you know, the old good mods
                            from '88-89 composed with ST-01/ST-02 :))

- PartyRes   a sub-directory containing many results from
                            nearly all Parties held during the last five
                            years.

1.25   Mods Anthology - Documentation/Contents/Lists/Deli-lists

. The DeliLists are made for DeliTracker (thus, Amiga only).
Let's make a DIR of this directory:

```
All_Mods.program                    650384
MAZ1-5.program                      390667
MAZ1.program                         80899
MAZ2.program                        101259
MAZ3.program                         64304
MAZ4.program                         44130
MAZ5.program                        100107
MAZ6.program                        259725
MAZ6_except_PSID.program             28562
MAZ6_PSID_only.program              231171
Startup.program                       1939
                                   ~~~~~~~
=>    11 files                     1953147
```

You can see, totally at the end, the already seen "Startup.program"
Delilist, which is played when you click on the
            Click_Me_First
             icon.

Then, you can easily understand that there is a list for each of the
main Assigns (MAZ1, MAZ2, MAZ3, MAZ4, MAZ5 and MAZ6), another one
grouping together all the MAZ1 to MAZ5 lists (this means all the mods
except the synthetic/exotic ones), then the MAZ6 list is splitted in
2 sub-lists, one without all the PlaySID modules, and another with all
the PlaySID modules ONLY! If you want to listen to some synthetic mods
but no PSID at all, you know which one to load ;) and finally there is
the BIG list, "All_Mods.program" which contains ALL the modules of the
collection! Quite huge! :)

So, according to the CD you have inserted in your drive, you can just
load the list of the corresponding assign(s) (CD1 - MAZ1 / CD2 - MAZ2 /
CD3 - MAZ3 and MAZ4 / CD4 - MAZ5 and MAZ6).

Just load these lists as if you were loading a single module,
DeliTracker will recognize this is a list_of_modules instead.

1.26 Mods Anthology - Documentation/Contents/Lists/AmigaGuide-lists

. The most interesting lists are the AmigaGuide lists! :)

Let's show them:

            Header_ModList.guide   32413
            MAZ1-Authors(A-F).guide   626679
            MAZ2-Authors(G-Q).guide   796546
            MAZ3-Authors(R-Z).guide   545910
            MAZ4-Groups.guide   351262
            MAZ5-Misc.guide   633737
            MAZ6-Synth.guide   220575
            Oldies_Forever!.guide   25264
            Party-Results.guide   222652
                                           ~~~~~~~~
            =>   9 files   3455038

Note that each list has got an icon file joined, so you can view them
from the Workbench, with Multiview.

Here you find exactly the same structure as in the Ascii directory,
except concerning the Party-Results.guide, which groups together all
the results, instead of having dozens of files in a sub-directory.

I hope that these lists will please you a lot! They gave me quite a
hard and long work, even if they were built at 90% with 'xList' ;-)

With them, you will be able to browse the WHOLE collection!

Enter in any main-directory, sub-directory, sub-sub-directory (Docs)
and view & listen to everything directly from the lists!

Enjoy the work! ;)

Some explanations about the location of each icon when you open the
corresponding window from the Workbench. Don't think that the icons
are completely in disorder!
They respect a special order, on the contrary ;)

If you are smart enough ;) you may have already understood it...

It simply uses this curve: *   ****
                                *   *   *
                                *   *   *
                                 ****   *

On the top-left corner, you will always find the "Header_ModList",
this is the main list, from which you can access all the others.

Then, you go down and you will find the lists of the assign(s)
corresponding to the CD which is currently inserted in the drive.

Then, you follow the curve, and you will find the lists of the other
assigns, refering to the other CDs (the order is always respected).

Finally, at the end of the curve, on the bottom-right corner, you will
always find the 2 "bonus" lists (Oldies_Forever! and Party-Results).

                        Isn't it simple!? :-))

So, just don't take the icons from the left to the right as if you were
reading, but follow the curve.

A precision about these AmigaGuide lists:

I have tried to create many LINKS each time it was possible, for example
when, in a module's filecomment there was "Composed with Necros",
I have created a link on "Necros" which refers to his own directory list
but PAY ATTENTION TO THE CD WHICH IS CURRENTLY INSERTED!!

Sometimes, the links refer to other CDs than the current one, so you
will be displayed a "Please insert volume Mods-?" etc... unless you own
a multi-CD-Rom drive, wohh! =)

If you remember well, you can guess which CD each link refers to,
e.g. here "Necros", he's a composer who has got his own directory,
the first letter is "N", so it's between "G" and "Q", so this is MAZ2:
assign ===> CD-2!   Ok? ;)

And if there is a link on "Cryptoburners"? ...which CD is it? ;)
Is Cryptoburners a composer? Noooooo... It's a group!   Tilt!
Groups = MAZ4 = CD-3!

Just be smart! =)

Another detail... these lists are BIG, so Multiview may take some time
before displaying them, just keep this in mind.

They are big because they are composed of all the "!Mods.guide" and
"!Docs.guide" files from all the concerned directories! They don't
refer to the external files, all is internal, except when you want
to access a module or a doc-file, obviously! :)

Finally, don't forget that when you click on a module, it will be sent
to DeliTracker but the previous modulelist will be erased (if you were
playing the 'Startup.program' list, for instance) and as the 'Songend'
flag is set, the module will stop after one play, unless you switch off
the 'Songend' flag, in the Options Window in DeliTracker.

For my part, I have put all these flag-changings in some hotkeys used
via ToolManager, this is very handy like that! Do the same for Filter
on/off, also for Next Module and Previous Module, use the Arexx commands
supplied with DeliTracker! They are so useful...

1.27   Mods Anthology - Documentation/Contents/Lists/MAfind-lists

                . The MAfind Lists are also for Amiga only, they are made to be ←
                 used in
the MAfind tool described in section
            5.1
              .

Here is the directory list:

            AllMods.findlist   1232555
            MAZ1-5.findlist   862867
            MAZ1.findlist   167468
            MAZ2.findlist   216486
            MAZ3&4.findlist   247688
            MAZ3.findlist   140958
            MAZ4.findlist   106730
            MAZ5&6.findlist   600913
            MAZ5.findlist   231225
            MAZ6.findlist   369688
                                                    ~~~~~~~
            =>   10 files   4176578

Again, several lists according to the repartition of the modules over
the four CDs. And the global, total ModList which is the default one
when you run MAfind, besides.

Additionally, you can notice 2 new lists "MAZ3&4" and "MAZ5&6", simply
because they group together the 2 assigns from CD-3 and CD-4.

It's your decision to search for a module in the global list or
in one of the sublists only, depending on what you're searching for!

If you look for a synthetic module, sure you will use the MAZ6.findlist
instead of the global one :)   It will be far faster!

Change the list name in the tooltypes of MAfind, as explained above,
or select the "Prefs" item in MAfind's menu, there is a filerequester
allowing you to choose another source-list.

1.28 Mods Anthology - Documentation/Contents/Tools

                 5.4. The Tools (players, trackers, for each computer).
~~~~~~

   Let's see what you will find in the "Tools" directory of each CD.

   [And, while we are at it, I must point out that, because of a lack of
   [disk-space on the CD-4, I couldn't include all the ARCHIVED tools
   [like on the previous CDs. But they are all unarchived anyway.
   [So, if you need the original archive of Delitracker or Cubic Player,
   [you will find it on each of the 3 first CDs, but not on the 4th.

   Let's examine the directory:

             Amiga
                            15M (Dir)

             Atari
                          3432k (Dir)

             BeBox
                          1128k (Dir)

              C64
                            41k (Dir)

              Mac
                          1217k (Dir)

              PC
                            10M (Dir)

            Silicon
                           210k (Dir)

              Sun
                           304k (Dir)

   Yes, you will find 8 sub-directories, one for each of the supported
   computers.

   Globally, there are approx. 25MB of installed tools (unarchived)

and 9MB of original archives.

1.29 Mods Anthology - Documentation/Contents/Tools/Amiga

```
. Amiga:
~~~~~
Here is the biggest Tools directory ;)

You will find 3 sub-directories:


            Misc                           5936k (Dir)
            Players                        4419k (Dir)
            Trackers                       3617k (Dir)


Listing of 'Misc':
-----------------
            -Archives-                     2041k (Dir)

            ExoticRipper_31                 520k (Dir)
            ModTime_v1.5                     11k (Dir)
            Pro-Wizard-v2.20               1569k (Dir)
            PT_Support_Archive             1181k (Dir)
            xList_v1.06                     133k (Dir)
            XModule_34                      474k (Dir)
```

I will not detail each tool separately, it would take some lines
for nothing, you just have to enter these dirs, and you will always
find a documentation file included.

Anyway, about my Pro-Wizard-v2.20, I advise you to have a look at
the "L/" sub-directory.... IMHO, you will have a nice surprise :)

ModTime is my latest little tool, you will find it useful I guess.

Also, have a look at the fabulous 'xList' by Reeeeeez! :)

```
Listing of 'Players':
-------------------
            -Archives-                     1642k (Dir)

            DeliTracker_II                  843k (Dir)
            HippoPlayer_223                 532k (Dir)
            PlaySID3                        140k (Dir)
            PS3M_312                         78k (Dir)
            Tracker_444                    1179k (Dir)
```

Here you will find some players you must already know if you're
a Great Amiga User ;)

You will also find the "Tracker" from Marc Espie, with sources
for many other systems, use it and greet Marc for his huge work!

```
    Listing of 'Trackers':
    --------------------
                -Archives-                      1331k (Dir)

            Mline                                822k (Dir)
            Protracker_23d                       266k (Dir)
            StoneTracker                        1194k (Dir)
```

    Here you will find -not too many- Amiga trackers but the essential
    Protracker 2.3d, AGA fixed and debugged by Detron & Duff in '94.

    I prefer this one compared to the 3.x CRB releases, it's my opinion!

    I have included a Config file on each CD, refering to the correct
    Modules directory. I also make Protracker run via IconX,
    this allows it to find this Config file without any problem.

    Of course, don't forget that PTK will have troubles with some
    ScreenModes, but you may already know this...

    I hope you will appreciate my choices in configuring Protracker!
                    (Don't you like my colours? :)

    Note about Protracker: Due to the fact that Protracker displays
                           all filenames with the same font (there's
                           no uppercase and lowercase) you will not
                           be able to differenciate the *.mod files
                           (4ch Protracker mods) from the *.MOD files
                           (MultiChannel FT1/TakeTracker modules!).
                           So have a look at the ModLists, to be sure!

    Also, 2 new trackers, Music Line Editor and Stone Tracker.

    Check them, they're worth using (and registering ;).

    Actually, there is something else in the Amiga dir, pom polom polom...

                            >:-)

1.30   Mods Anthology - Documentation/Contents/Tools/Atari

. Atari:
~~~~~
Here I must thank Megar for sending me all these players and trackers
for the Atari ST/STE computers and for the Falcon.

Here is the list:

```
                        PACKERS                         995k (Dir)
                        PLAYERS                        1180k (Dir)
                        SID                              99k (Dir)
                        TRACKERS                       1156k (Dir)
                        LIST                              2k
```

    Have a look at the 'LIST' file (typed by Megar):

```
 __
|   This is a very short list of what the ATARI directory includes:
|
|   STF means that the software was designed for the first series of ST.
|       In most case, it will also run on STE. It might also run on Falcon.
|
|   STE means that the software was designed for STE/Mega STE/TT computers.
|       It should work on Medusa without problem. It might also run on
|       Falcon. You *might* use it on STF using a software called 'PETRA',
|       even if it dramatically slows the computer. PETRA is included in
|       PAULA24 directory.
|
|   Falcon means that the software was made to take part of the Falcon
|       Sound-Architecture. It will only run on Falcon. Falcon(DSP) means
|       that the software will use the DSP, allowing a true 16-bit, 50 Khz
|       background music, taking less than 5% of CPU of a standard Falcon.
|
>ATARI
|
>>PACKERS
|   ARJ_996        Archiver ARJ
|   NDP_10         Depacker for most of Atari packers
|   STZIP26        Archiver ZIP
|   LHARC310       Archiver LZH/LHA
>>PLAYERS
|   50KHZ          STE 50 KHz MOD player
|   ACP_130        Falcon(DSP)+MulitiTOS MOD player
|   BACKTRAK       STE MOD player. Accessory/Program
|   CDPLAYER       STE MOD player. Look Beautiful
|   DESKTRAC       STF/STE/Falcon MOD player. Accessory
|   FALCPLAY       Falcon MOD player.
|   MGPL-115       Falcon(DSP) 32-voice player. Accessory
|   NTK4_15        FALCON(DSP) MOD player (best sound quality). TSR
|   PAULA24        STE/Falcon MOD Player. Accessory. (Work on STF wiz PETRA)
|   PTREPLAY       STF/STE Original Protracker Replay
|   RAPE_THE.DSP   Falcon(DSP) .MOD player
|   UTRK_252       STE/Falcon GEM .MOD player
>>TRACKERS
|   CMM_DEMO       Falcon(DSP) 'Crazy Music Machine' Demo (c)ASP   4-voices
|   GTK07501.DMO   Falcon(DSP) 'Groumf Tracker' Demo (shareware)  32-voices
|   MEGATRAK       Falcon(DSP) 'Mega Tracker' Demo (shareware)    32-voices
|   NEW_DT         Falcon(DSP) 'Digital Tracker' Demo (c)Frontier 32-voices
|   PROTRACK       ST/STE/Falcon 'Protracker' (shareware)          4-voices
|__ STORM          STE 'Storm Tracker' Demo under GEM (shareware)  4-voices

          Bonus: a SID player for the Atari computers (SID/mmm226.lzh)
                  (Thanks to Slight!)
```

```
                          Have Fun, Atari users!
```

## 1.31   Mods Anthology - Documentation/Contents/Tools/BeBox

```
. BeBox:
  ~~~~~
  Yes! The brand new computer from Be Inc. is supported! :)
  Thanks to Raphael Moll and his "Ralf Tracker"!
  (Based on the sources of "Tracker" by Marc Espie).

  Let's list the directory:

                  -Archives-   455k (Dir)
                  Ralf_Tracker_0.3   318k (Dir)
                  Ralf_Tracker_0.3_Src   323k (Dir)
                  BeBox_Infos.txt   16k
                  Ralf_Tracker_03a.txt   4k
                  ScreenTracker.GIF   13k

  In the "-Archives-" directory, you will find the original archives
  of the Application, and of the Sources, which are both unarchived
  in the "Ralf_Tracker_0.3" and "Ralf_Tracker_0.3_Src" directories.

  If you've got a BeBox, just read the "Ralf_Tracker_03a.txt", and
  you can even have a look at the tracker with the GIF file included ;)

  You can also learn everything about the BeBox in the "BeBox_Infos.txt"!
  Thanks to Pascal for grabbing these informations from the Be WWW page..

                      Have fun, BeBox users! =)
```

1.32   Mods Anthology - Documentation/Contents/Tools/C64

```
. C64:
  ~~~
  Of course! Where do the PSID modules come from, in your opinion?? :)

  Here you will find:

                  M-I-PLAYER15.PRG                  12098
                  M-I-Play_v51.1-M8.lnx             20930
                  MIP-DOCS.PRG                       8484
                                                   ~~~~~~~
                  =>    3 files                     41512

  I must admit that I'm not familiar with C64 players (shame on me,
  I never got a C64 :(  ) but these files were sent to me by my friend
  Slight, a great SID'n C64 lover, so I assume that all is OK for you,
  C64 users ;)

                              Enjoy!
```

1.33   Mods Anthology - Documentation/Contents/Tools/Mac

```
. Mac:
~~~
Here you will find some tools for the Macintosh, kindly sent to me
by my friend BigM (Hi Marc! :).

Here they are:

    MACMODP.EXE                     350983 - MacMod Pro V4.15
    PLAYERP4.EXE                    749121 - Player Pro V4.4
    ST-20.EXE                       145968 - Soundtrecker V2.0e
                                    ~~~~~~~
    =>    3 files                  1246072

The names are stated, so I let you use your favorite one...
```

1.34   Mods Anthology - Documentation/Contents/Tools/PC

```
            . PC:
~~
Here I must thank Snes for sending me most of these tools, but also
BigM and Brice Eychenie, and of course the authors of Cubic Player,
Impulse Tracker and SidPlay for their agreement! (I couldn't contact
the authors of the other players, I'm sorry..)

Listing:

        -ARCHIV-                    3451k (Dir)

        CAPAMOD                      110k (Dir)
        CP17                         852k (Dir)
        DIGITRAK                     338k (Dir)
        EASYMOD                      791k (Dir)
        FT206                        689k (Dir)
        IT106                        541k (Dir)
        MOD4WIN                     1505k (Dir)
        SID2MIDI                     225k (Dir)
        SIDPLAY.DOS                  571k (Dir)
        SIDPLAY.UNX                  202k (Dir)
        SIDPWIN1.16B                 148k (Dir)
        SIDPWIN1.32B                 112k (Dir)
        SIDPWIN2.16B                 166k (Dir)
        SIDPWIN2.32B                 124k (Dir)
        ST321                        280k (Dir)
        WINMODP                      454k (Dir)


All these directories correspond to these archived files:

CMOD304.ZIP                     101078 - CapaMod V3.04
CP17.ZIP                        329244 - Cubic Player V1.7
CP17_ADD.ZIP                     12717 - Cubic Player V1.7 new drivers
                                                  for GUS & AWE.
```

```
    DIGITR31.ZIP                     256841 - DigiTrakker V3.1
    EZMOD.ZIP                        347136 - EasyMod for Windows V1.0
    FT206.ZIP                        341955 - FastTracker II V2.06
    IT106.ZIP                        416273 - Impulse Tracker V1.06
    MOD4WIN.ZIP                      437472 - Mod4Win V2.30
    Sid2MidiDos_08.ZIP               105576 - Sid 2 Midi, V0.8
    SidPlayDos_144.ZIP               386064 - SidPlay for DOS, V1.44
    SidPlayUnix-17-GUI-SRC.TAR       245760 - SidPlay for Unix (sources)
    SidPlayWin-16bit-1.ZIP            49205 - SidPlay for Windows, 16bit,
                                                          24-Mar-96
    SidPlayWin-16bit-2.ZIP            53897 - SidPlay for Windows, 16bit,
                                                          01-Apr-96
    SidPlayWin-32bit-1.ZIP            47156 - SidPlay for Windows, 32bit,
                                                          24-Mar-96
    SidPlayWin-32bit-2.ZIP            52078 - SidPlay for Windows, 32bit,
                                                          01-Apr-96
    SidPlayWin-Changes.HTML           1497 - SidPlay for Windows, changes.txt
                                                       in HTML format
    ST321.ZIP                        185977 - ScreamTracker V3.21
    WMP004B.ZIP                      163506 - WinMod PRO V0.04ß
                                    ~~~~~~~
    =>    18 files                  3533432


    Note: The drivers changing for CP 1.7 is already made, thanks to Snes ;)

          As seen in the section
                5.1
                , there is a CP.BAT file on the root
          of each CD, which will directly run Cubic Player and CD in the
          Modules directory, for your pleasure :)
          (Thanks again, Snessou!)
```

1.35 Mods Anthology - Documentation/Contents/Tools/Silicon & Sun

```
  . Silicon and Sun:
    ~~~~~~~~~~~~~~~~
    Hehe! Surprising, isn't it? :)

    Thanks to Ludo for compiling the "Tracker" by Marc Espie on these
    machines! And, in fact, you can (try to) compile the Tracker's source
    on any other computer yourself, and then can listen to all these mods
    quietly ;)

    Anyway, I would like to know WHO is going to use these 2 executables?
    If you are one of them, please contact me, just to make some stats :)
```

1.36 Mods Anthology - Documentation/Contents/In-Use

```
                5.5. The In-Use directory (Amiga only).
    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

This directory is Amiga only, indeed.

It contains, as already seen in the
              5.1
               section, PPShow and FJPEG,
which are used, from the AmigaGuide Lists to display the pictures from
each composers, and other gfx...

These tools are made 'resident' in the
              Click_Me_First
               script.

You will also find their original archive in the "Arc/" sub-directory.

And this dir also contains a 'light' version of DeliTracker-2 (V2.24)
which is also used from the Startup Script.

In theory, you don't have to go in this directory, unless you have
exited DeliTracker and you want to re-launch it.

(But you can also click on the "Click_Me_First" icon again, no problem
 with the Assign and Resident commands, they will replace the previous
 ones...).

Important note: There is a NEW deliplayer included in the "DeliPlayers/"
                directory, it's "ImpulseTracker" and it allows DT2 to
                recognize and play the brand new ".IT" PC format!
                There are some IT modules in the collection, yes...
                Use MAfind and search for ".IT" ;-)

                Thanks to Jeffrey 'Pulse' LIM and Peter Kunath! =)

                There is another NEW deliplayer: DeliDMF!
                Allowing you to play the ".DMF" (X-Tracker) mods!
                There are also a few ones in the collection...

                You will NOT find these deliplayers in the public
                archive of DeliTracker, they are in BONUS for this
                Mods Anthology Collection :-)   Thanks, Peter!

In the "DeliPlayers/" directory (while we are at it), I have chosen to
make DT load quite a lot of them, to allow you to listen to most of the
formats included in the collection. Of course, all the PC formats are
supported, and most of the Synthetic formats too..

Here is the list:

==
                    Mods-?:In-Use/Deli/DeliPlayers

                             33 files
==

```
PlayerStore                    (Dir)

ArtOfNoise                6940 - ArtOfNoise player module V1.1 (19 Apr  ←
    95)
DeliDMF                  10980 - Delusion Digital Music Format/XTracker  ←
    1.0 player module V0.6 (29 Mar 96)
DeliS3M                   5552 - ScreamTracker 3.0 DeliPlayer 1.02 (26  ←
    Mar 96)
DeliSID                   8260 - PlaySID 3.0 DeliTracker Module V1.5 (26  ←
    Dec 94)
DeliStone_Note           14576 - StoneTracker player module 1.6 (29 Dec  ←
    95)
Delta1.0                  2940 - Delta Music 1.0 player module V1.2 (15  ←
    Mar 94)
Delta2.0                   448 - Delta Music 2.0 player module V1.2 (15  ←
    Mar 94)
DigiMugi                  6612 - Digital Mugician player module V1.3 (13  ←
    Feb 96)
FastTracker2             10272 - FastTracker 2.0 player module 0.99 (03  ←
    Mar 96)
FC1.3_note                5000 - Future Composer 1.0-1.3 player module V2 ←
    .6 (22 Jun 94)
FC1.4_note                4764 - Future Composer 1.4 player module V2.4  ←
    (18 Jan 95)
Fred                       540 - Fred player module V1.5 (15 Mar 94)
FTM                      12332 - Face The Music player module V2.7 (29  ←
    Oct 94) FTM-Player Copyright © 1991 Jörg
Hippel                     852 - Jochen Hippel player module V1.4 (24 Apr ←
    95)
Hippel-COSO_note          3932 - Jochen Hippel player module V1.6 (12 Sep ←
    95)
Hippel_7V_note            4048 - Jochen Hippel 7V player module V1.0 (18  ←
    Apr 95)
IFF-SMUS                 12380 - IFF-SMUS/Sonix player module V0.9 (12  ←
    Mar 96)
ImpulseTracker           11632 - ImpulseTracker 1.0 player module V0.5  ←
    (27 Apr 96)
JamCracker_note           2628 - JamCracker player module V2.4 (24 Jun  ←
    94)
M.O.N                      668 - Maniacs of Noise player module V1.4 (15  ←
    Mar 94)
MarkII                     444 - Mark II player module V1.6 (15 Mar 94)
MED_note                 13140 - MED 6.0 player module V3.1 (20 Jun 95)
MultiTracker             10944 - MultiTracker player module V1.0 (29 Apr  ←
    95)
Music-Ass_note            2108 - Music-Assembler player module V1.3 (30  ←
    Apr 95)
OctaMED_note             13948 - OctaMED 6.0 player module V3.1 (01 Jul  ←
    95)
Oktalyzer                 3512 - Oktalyzer 1.56 player module V1.9 (24  ←
    May 95)
SaPlayer_note             7504 - Sonic Arranger player module V2.9 (24  ←
    May 95)
SIDMon1.0                  680 - SIDMon 1.0 player module V1.4 (28 May  ←
    95)
SIDMon2.0_note            3600 - SIDMon 2.0 player module V2.2 (22 Jun  ←
    94)
```

```
SoundMon20_note              3428 - SoundMon 2.0 player module V1.9 (12 Jul  ←
    94)
TakeTracker                  9528 - TakeTracker player module 1.6 (04 March  ←
    96)
TFMX_note                    9584 - TFMX player module V2.19 (15 Jun 95)
Whittaker                    2908 - David Whittaker player module V4.2 (02  ←
    Jun 95)
                      ~~~~~~~
=>    33 files              206684
```

As noticed, these loaded players will take around 200KB of memory.
If you think it's too much, just install DT on your hard-disk and
select yourself the deliplayers you want ;)
But you'd better buy some additional memory, IMHO.

Now, the list of the "PlayerStore/" directory, the deliplayers which
will NOT be automatically loaded when launching DeliTracker:

```
=========================================================================
                  Mods-?:In-Use/Deli/DeliPlayers/PlayerStore

                            33 files
=========================================================================

Actionamics                  4412 - Actionamics Sound Tool player module V0 ←
    .9 (27 Apr 94)
AIFF                         8928 - IFF-AIFF player module V1.3 (25 Jun 95)
DataType                     3628 - DataType player module V1.1 (22 Jun 95)
DIGIbooster                  9984 - DIGI Booster 1.0-1.4 - 8 channel player  ←
    module V1.5 (03 Mar 96)
DSS                          5452 - Digital Sound Studio 3.0a player module  ←
    V1.4 (04 Jul 95)
DTMusicMaker4                8036 - MusicMaker 4-channel player module V1.0  ←
    (22 Mar 93)
DTMusicMaker8               24748 - MusicMaker 8-channel player module V1.0  ←
    (22 Mar 93)
EarAche                      1752 - EarAche player module V1.1 (31 May 95)
EMS                          1836 - Editeur Musical Séquentiel 1.22 player  ←
    module V1.2 (15 Mar 94)
GMOD                          704 - GMOD player module V0.8 (15 Mar 94)
HolyNoise                    6492 - The Holy Noise V2.01 player module V0.5  ←
    (03 Apr 94)
IFF-8SVX                     8816 - IFF-8SVX player module V2.9 (17 Jun 95)
JasonPage_note               3780 - JasonPage player module V1.0 (04 Apr 95)
LME                          2840 - Legless Music Editor player module V1.0  ←
    (29 Mar 95)
MaxTrax                     13576 - MaxTrax player module V1.0 (23 Jul 94)
ProRunner21                  8868 - ProRunner2.1 player module V0.9 (15 Mar  ←
    94)
PSA                          2388 - Professional Sound Artists player module ←
    V1.0 (29 Mar 95)
PumaTracker                  4760 - PumaTracker player module V1.1 (15 Mar  ←
    94)
```

```
QuadraComposer                      7400 - QuadraComposer 2.1 player module V1.3  ←
   (25 Jun 95)
RIFF-WAV                            8940 - RIFF-WAV player module V2.3 (20 Jun 95)
RobHubbard_2                        4744 - V1.3 DeliTracker Rob Hubbard 2 player ( ←
   April 95)
SCUMM                                448 - SCUMM Player module V1.0 (25 Mar 95)
SoundControl                        3164 - DeliTracker Soundcontrol player V1.0 ( ←
   April 95)
SoundFX13_note                      2204 - SoundFX 1.3 player module V1.3 (16 Dec  ←
   95)
SoundFX20_note                      2524 - SoundFX 2.0 player module V1.0 (28 May  ←
   95)
SoundMon22_note                     4044 - SoundMon 2.2 player module V1.0 (12 Jul  ←
   94)
StarTrekker4AM                      3984 - StarTrekker AM 4 Voices 1.2 player  ←
   module V1.4 (30 Mar 93)
Synthesis                           8500 - Synthesis Version 4.2 player module V0.8 ←
    (22 Feb 95)
TFMX_1.5                            5400 - TFMX 1.5 player module V1.8 (15 Mar 94)
TimFollin_note                      3452 - Tim Follin Player II player module V1.0  ←
   (05 Apr 95)
TME                                 5024 - The Musical Enlightenment player module  ←
   V1.4 (15 Mar 94)
VectorDean_note                     4716 - VectorDean player module V1.3 (16 Dec  ←
   95)
VSSDeliPlayer                       6016 - Voodoo Supreme Synthesizer player module ←
    V1.5 (31 May 95)
                              ~~~~~~~
=>   33 files                 191560
```

So, you will need to ADD these deliplayers by yourself if you want to
play some of the corresponding modules.

Again about memory, if you have quite a lot of FastRAM, and go low in
ChipRAM, DeliTracker will use the "4Voc-NotePlayer" genie to play the
mods from FastRAM! Yes, only 1KB of ChipRAM will be used.

And to stay with the Genies, don't forget to load and use the so useful
Headphone-NotePlayer if you intend to listen to some mods with your....
headphones :)

Note that you can now go along in the patterns in the S3M and XM mods!
Thanks to Peter again for all his efforts in achieving this in time for
the release of the Collection =)

        No doubt, DeliTracker really rulezzzzzzzzz! :-)))

1.37 Mods Anthology - Documentation/Hints & Tips

```
6. Hints and tips (for a better use).
----------------------------------
```

Nothing special, but just some advices...

If you have some room on your hard-disk, just copy some of the important files of each CD on your HD, like:

- The "Click_Me_First" file (even include his commands directly to your s:user-startup file).

- DeliTracker (install it, entirely, on your HD).

- All the lists (just the ones you really need).

- MAfind (change its tooltype for the sourcefile)

- This main doc-file,

- Install some other tools.

Then, you will be able to launch MAfind from your HD, it will be faster to search for some files from the HD-lists than from the CD-Lists ;)

Adapt the "Click_Me_First" to your needs, no need to create T:MArexx anymore, but just copy "pm" in S: or in the Rexx: path, then you can easily remove some lines from the script.

I think that's all....   except that, the best way to use this Set is to have a MULTI-CD-ROM DRIVE!!! :-))

...or to have a 1.5GB Hard-disk, and to copy all the mods on! (and to pack them, of course ;)

[Joke!]

1.38 Mods Anthology - Documentation/Special Thanks!

```
7. Acknowledgements - Special Thanks.
----------------------------------
```

For lack of a complete Greetings' List, I must thank, warmly, several persons for their precious help, support, work put in building this wonderful collection with me:

- Stefan Ossowski,

...for agreeing to build this huge project with me, for all the

                    fantastic hardware support and for all his help and advices
                    during these last 7 months. Thanks A LOT, Stefan!

  – Peter 'Deli' Kunath,

            ...for all his work in improving DeliTracker again and again :)
                For so much help regarding Asm programming, for mailing me
                a bunch of mods when I had my HD-crash :(and for achieving
                some great Deliplayers in time for this collection! Keep on!

  – Nicolas 'Elizium' Arfeuil,

            ...for the nice cover-pic! Especially when you know that it was
                created with an A4000/030 25Mhz (most of the time ;) which
                made him go nuts!! Thank you Nico =)
                Also thanks to Alex for rendering the final version of the pic
                on his PeeCee ;)

  – Loïc 'Daubman' Marechal,

            ...for the wonderful 'MAfind' (even if it was nothing difficult
                for you ;) It's so useful over all the 18000 mods!

  – David 'Reez' Le Corfec,

            ...for zi wounderfoool 'xList' !! Really a great tool!
                All the ASCII and AmigaGuide lists of this collection were
                made with it. Use it, guys! :)

  – Sylvain 'Gasonics' Dias,

            ...for the thousands of scans he made for me, from all the pics
                sent by each musician, and all the ones taken at The Party 5.
                Deep thanks, Sylvain!

  – Pascal 'Je mange, je dors, je mange...' Lauly,

            ...for providing me with an Internet access at the beginning
                of this project, untill I finally decide to buy a modem ;)
                Also for this fool night when my HD crashed, when I was about
                to lose the whole collection!! Thanks for all, Pascal!

  – Bernard 'President forever' Blanc,

```
                    ...for trying to snapshot some demo-screens via his genlock,
                       but we failed. ('pouvez pas les faire en interlace vos demos?)
                       :-)



    - All the other Melun Microtel Club members,

                    ...for cool frienship each wednesday evening, especially Throb &
                       OM for the 'noise' support ;-)      ("Lis'en up, yoooo!")



    - Frédéric 'Pepe' Barachant,

                    ...for his 'would have been cool' cover-pic ;)
                       Thanks for the try, see you at the next Gardeeeen!



    - Slight,

                    ...for the cool support, mails, phonecalls (mais non c'est pas
                       toi, Mike :) bunch of mods, composers' interviews, ascii's!
                       Hang on, Mike!



    - Frédéric 'Absys' Bellec,

                    ...for the nice disk icons :)



    - Marc Espie,

                    ...for his great portable 'Tracker'. Amazing work!



    - Ludovic 'Motif' Robinot,

                    ...for compiling the 'Tracker' on Silicon and Sun! Thank-U, Ludo!



    - Raphael 'Ralf' Moll,

                    ...for the very first tracker on the BeBox :) - Written from the
                       sources of 'Tracker' by Marc Espie.



    - Jeffrey 'Pulse' Lim,

                    ...for his new Impulse Tracker (thanks 4 the special CD version!)
```

                          And for being a great musician too!

    – Snes / Playmobil,

            ...for providing me with lots of PC players and trackers, for the
               cool friendship, mails and support during the last months ;)
               Hi to the other PMB's!

    – Marc 'Bigm' Noirez,

            ...for providing me with the players/trackers for Mac :)
               Bisous aux p'tits n'enfants :^)

    – Gilles 'Megar' Bouthenot,

            ...for providing me with the players/trackers for ST/Falcon.
               Thank you!

    – Dirk 'DOJ' Jagdmann,

            ...for letting me include Cubic Player V1.7 in the collection!
               Great tool, guys! ;)

    – Michael Schwendt,

            ...for letting me include SidPlay for PC in the collection.
               Great gift to all PSID lovers! =)

    – Chris Huelsbeck,

            ...for his agreement in letting me include this so fantastic
               TFMX module "Turrican II Main Title (7ch)"! Genious track!
               Thanks a lot, Chris!

    – Dr_Unix,

            ...for allowing me to contact again the mythic FRED in time for
               the collection! ;)

    – Frédéric 'FRED' Hahn,

```
         ...for all his efforts in sending me a picture of himself :-))
            For all his wonderful melodies from the good ol' times,
            and for contacting another old giant, Music-Steve!
            Hello and warm thanks to both of you!



  - Cyborg / Crazy,

         ...for being one of my biggest mods supplier via snail-mail in
            the last months ;-) Thanks, Helge!



  - Agust Arni 'Nemesis1' Jonsson,

         ...for his fool work in collecting all these PSID modules! ;)
            And his agreement in letting me include his collection
            in this one. See you soon, Nem' :^)



  - Emmanuel 'Napoleon' Arnaud,

         ...for sending me this crazy pack with 80 disks!! Huhu.. :)
            Thanks! See you, Napo!



  - Florent 'Moone' Bartolozzi,

         ...for his great backup of mods that I was missing (and he made
            it twice, because of my HD-crash, I lost the first one...)
            Thanks MooOOooOOoone! :)



  - Spoky / Analog,

         ...for providing me with nearly all the mods composed by Analog
            musicians! Thanx! Fuuuunk rulez! :)



  - Nick Salvatico,

         ...for sending me some of the mods I had lost in the HD crash...
            See you soon, Nick ;)



  - SML,

         ...for sending a bunch of 'oldies' to Slight, and Slight to me ;)
            Oldies forever!
```

- Lizard / TBL,

        ...for giving me some musicians' addresses (Thanks!) and also
           for his loooong info-file ;-)

- Metin Seven, Ramon and Rhino,

        ...for being so cooool! Really great artists and Amiga Lovers! :)
           Keep on the good work, guys!

- Dizzy / CNCD,

        ...for his amazing talent! :) And for his great friendliness in
           sending me some new mods (from him, from his brother Andy,
           and also from other great composers, just to complete their
           directory!) You rule, Juha! ;)

- Prime Premium / CNCD,

        ...for all these mails during the last months, sending me tons of
           Heatbeat's modules and other files! It was really kind of you,
           Ville & Aleksi, warm thanks for your efforts ;)

        [BTW, I would like to insist on the fact that I really got a lot
        [of positive feedback from all the Scandinavian composers!
        [(and some very famous ones, furthermore! :)
        [I was really pleasantly surprised! Great behaviour, guys!

- All the musicians who overflowed me with mods, mods and mods :-))

        ...especially Strobo!!, Heatbeat, Dizzy, Delorean, Groo, TDK,
           Chrono, Chromag, Jogeir, Vinnie, Dr.Awesome, Jester, Xerxes,
           and lots of other cool ones! Really, thank you all for showing
           so much kindness to me! This collection is for YOU, enjoy! ;)

- All the #trax'ers ;) who gave me a warm welcome in their "world" =)

        ...especially Basehead, Necros, Zodiak, Mellow-D, Leviathan,
           Axl, Ryan Cramer, Mental Floss, Balrog, Chuck Biscuits,
           Maelcum, Sikamikanico, The Fear, Zalt, Xerxes, Chrono,
           Miss Saigon (Kikoo Jackie!), Skie (Kikoo Jennifer!),
           Stalker, Pinion, Yannis, The Zapper! (Hey Zappy!:)
           (and I'm forgetting many ones, argh...)

        ...and also all the regular Trackering'ers :-))

– And finally, thanks to all friends, contacts and family for continuous
            support, kindness and love.

1.39   Mods Anthology - Documentation/Future Projects?

```
8. The future - Projects (?)
----------------------------
```

Well, I must admit that, since many musicians that I have contacted
haven't answered yet (or their address was no longer exact), I thought
it would be cool to release an update of the collection in some time..

But don't wait for it right now! Hey... I have spent 7 full months,
non-stop, on this collection, now I would like to have a REST! >:->

Of course on 1 or 2 CDs only... One would be better, no problem with
CD-swapping! ;)

Anyway, as I said in the EndText of each ModList, if you have some mods
that I miss from FAMOUS composers (above all!) try to get in touch!

And, especially if YOU are one of these musicians (who haven't answered
yet!) Don't hesitate one minute! Especially ones of the old brigade :)
(Nightlight, SLL, Romeo Knight, Static, 4mat, Blaizer, Mantronix, ...)

Otherwise, I think I will come back to my Pro-Wizard soon, because a
great improvement is waiting since September '95. Totally modified GUI,
new features... I will see, in some time...

Also I would really like to come back to music, to compose again!
And probably in MultiChannel this time ;) Yes..   Wait'n see...

1.40   Mods Anthology - Documentation/Signing off

```
9. Signing off.
--------------
```

It's time for me to leave you! :(

I really hope that you enjoyed this collection! And that you realize
the amount of work there is behind it!

I must be crazy, I always put so much work and energy in all my projects
(Pro-Wizard, now Mods-Anthology...) I'm really passionate, for sure! :)

Well, the most important is that you loved it, and especially that the
included musicians themselves loved it! It was the main goal.

Tell me your feeling, if you wish...   <gryzor@club-internet.fr>

My deepest wishes,

Nicolas 'Gryzor' FRANCK.

(21-May-96)

1.41   Mods Anthology - Documentation/Index

Musicians' agreements - The key

1. About

2. Beginners

Musicians' agreements - Authors(A-F)

3. History

Musicians' agreements - Authors(G-Q)

4. Permissions

Musicians' agreements - Authors(R-Z)

5. CD-Contents

Musicians' agreements - Groups

6. Hints & Tips

Musicians' agreements - Synth

7. Special Thanks

Musicians' agreements - Refused!

8. The Future

9. Bye-Bye!

Click_Me_First startup-script

MAfind (Module Finder)

Characteristics Summary

Musicians' Info-file and/or picture - Authors(A-F)

Musicians' Info-file and/or picture - Authors(G-Q)