ExoticRipper

COLLABORATORS			
	TITLE : ExoticRipper		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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ExoticRipper

1.1   ExoticRipper® V2.22

INFECT's

ExoticRipper® 2.22

programmed by

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       and
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1.2 copyrights

```
                            COPYRIGHTS


                ExoticRipper® is Shareware!

                        © 1992-94
              by Rene Trolldenier and Mark Leitiger
                    All Rights Reserved


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


          Kickstart/Workbench 1.2, 1.3, 2.0, 2.1, 3.0, 3.1
          are Copyright © 1985-1994   Commodore-Amiga, Inc.
             The Reqtools Library is © by Nico Francois.


        Pay attention: even computer music is copyrighted!
      You are not allowed to use, sell, rent or play any sound
       modules to the public ExoticRipper® finds in memory!
         If you want to do so contact the music's author.
```

1.3 introduction

```
                            INTRODUCTION


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

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

1.4 distribution

DISTRIBUTION

Public Domain distributors and other pack disk makers are allowed
to spread the ExoticRipper package if the following files are in-
cluded:

```
  ExoticRipper
  ExoticRipper.020
  ExoticRipper.info
  S/Exotic.config
  DOC/ExoticRipper.guide
  DOC/ExoticRiper.doc
```


1.5 registration

REGISTRATION

To register send 15$ or 20DM and a disk to one of the
              authors
                  .
With your personal keyfile you will get both the latest 68000
version and the 68020+ optimized version. Besides we need to
know your Kickstart version in order to keep possible compati-
bility to old Amiga systems.

      >>V2.xx Updates and coming user programmes are free.<<

To get a free update you simply send a disk plus postage(or 2$).
By the way: in version 2.23 there will be a lot of features dis-
abled if no personal keyfile is present.

1.6 bugs

KNOWN BUGS

The maximum size of a range to scan for modules is 33.5 MByte.
If the actual range is greater the percentage display will be
scrambled.
Actually there may occur enforcer hits especially when Exotic-
Ripper® is scanning nonallocated memory. However there is no
illegal write done at any address.
This is no bug: either when ExoticRipper® shall be quit, new
file(s) shall be read or the DA-command is used any free'd
memory will be cleared, it may take some time on a lot of KBs.
Although we're working hard to make just real modules detected
by ExoticRipper® there cannot be a guarantee that everything
you will find using it is really a soundmodule. Vice versa it
might be that some module is not detected, too. Mostly this is

due to the module itself. Somebody has scrambled the module's
structure or changed the replayer or there are data missing to
calculate the right module size. However these are very rare
cases, be sure. For more information on this read the descrip-
tion of all detectable
                  Soundformats
                       .
Disk track reading does not work on 1.3 machines with fastmem!

1.7 hints

Not yet available ...

1.8 commands

                                    COMMANDS

    Hunt for soundmodules:
            H
                    Continue hunting:
            C
                    Set hunt range:
            A
                    Read file(s):
            R
                    Write module/memory:
            W
                    Write songdata:
           WD
                    Write sampledata:
           WS
                    Hunt for sampledata:
          SMP
                    Clear memory:
           CM
                    Deallocate memory:
           DA
                    Shift Buffer:
           SB
                    Dump memory:
           M
                    Install exotic-boot:
          BOOT
                    Install game-boot:
          GAME
                    Information:
            I
                    Set origin:
            O
                    Show help:

```
                    ?/HELP
                          Play memory:
                     P
```

1.9 a-command

```
                                    A-COMMAND
```

 This command sets a searchrange to scan for modules. You can
enter A without any option and the actual searchrange will be
displayed. A 40000 60000 sets the range to $40000-$60000. If
the second argument is missing just the start of range will
be set, end of range is kept. The R option resets the range
to standard values, if an allocated read buffer is present
the range will be set to the buffer's borders again. The C or
F option sets the range to chipmem or fastmem. The lower bor-
ders of these ranges are calculated by ExoticRipper® at the
startup: the lowest non-destroyed chip and fastmem areas are
detected once at this time! Upper borders are checked using
system memory lists.
A special command, just useful if the Exotic-bootblock was
executed before, is A with the H option. Then the range will
automatically set to the protected chipmem image in a higher
memory area the address of which is in $100.w . The
              origin
               is
also adjusted to a correct value.

1.10   o-command

```
                                    O-COMMAND
```

 This command allows relocation of (commonly) chipmem images
which were produced by the Exotic-bootblock or any freezer.
It is just important for the
              SMP
               command at the moment. If no
buffer is used origin is set to 0 as all memory addresses are
original. If ther is a read buffer it is invalid and must be
set by you. It works like this: assumed you have a chipmemory
image saved from address $100 to $80000 which was loaded into
Exotic's read buffer. All you have to do (if you want to use
the
              SMP
               command somewhen) is to enter O 100 for the ripper to
translate all important addresses scanning for sampledata.
The R option just resets the origin value to standard zero.

1.11   h-command

```
                                    H-COMMAND
```

All the most important command at all. It starts the hunt for
all known sorts of modules (or the last argument of module)
if no argument is attached. If yes only that sort of module
is scanned for.See valid argument numbers: known
              Soundformats
                There can be defined special ripmodes in
              Exotic.config
               file.
These ripmodes are activated by any of -1,-2,-3 or -4 option.
When a module was found its brand, its location, its size (if
there are/could be separate samples just the songdata size)
and a possible name are printed.
Hunting can be aborted by pressing left mouse button in the
window. See
              C-Command
              .

1.12   help-command

```
                          HELP-COMMAND
```

Shows a short view of all available commands.

1.13   i-command

```
                          I-COMMAND
```

Shows a list of all detectable soundformats as like as some
sort of about text.

1.14   m-command

```
                          M-COMMAND
```

Dumps from by argument specified memory location 256 bytes in
a manner which is known from any monitor program.
If no argument is attached the actual modulestart or,if found,
the actual samplestart is displayed. Otherwise the begining of
either the readbuffer,if existent, or the searchrange start is
displayed as hexread with some ascii conversion.

1.15 c-command

C-COMMAND

This is to continue module hunting after aborting or after some
module was detected. Attention: the actual module will be lost!

1.16 r-command

R-COMMAND

Produces an allocated read buffer and reads a file into it.If a
address is attached it will be tried to allocate the filesize's
memory.If this fails you will be warned to cancel the operation.
Searchrange will be adjusted by ExoticRipper®.

1.17 d-command

D-COMMAND

Produces an allocated read buffer and reads a specified disk.
There must be at least 2 arguments the first is the hexadecimal
startsector the 2nd represents a hexadecimal number of blocks.
To read a whole disk type D 0 6e0. ($6e0=dec1760).
An absolute address can be attached, too. See
            R-COMMAND
               .

1.18 w-command

W-COMMAND

Another vital command.If some module was detected W just writes
it to disk. If not it will fail.There can be 2 arguments repre-
senting a hexadecimal startaddress plus endaddress:
W 280000 300000 writes memory from $280000-$300000 to disk.
See
            WD-Command
             and
            WS-Command
             .

1.19 wd-command

```
                                WD-COMMAND
```

```
Writes songdata to disk. No arguments supported. This command
is just working if some module that has/could  have  separate
sampledata was detected before.Indeed even if the samples are
behind the songdata just the songdata are saved. If you  want
to save all the module use the
              W-Command
                 .
But there is guarantee that the samples ARE behind the  song-
data! For safety use the
              WS-Command
                 .
```

1.20   ws-command

```
                               WS-COMMAND
```

```
Writes sampledata to disk. No arguments supported. This command
is just working  if some  module that has/could  have  separate
sampledata was detected before and the
              SMP-Command
                  was success-
fully used. No arguments required.
```

1.21   p-command

```
                         P-COMMAND
```

```
The most old fashioned command in ExoticRipper®.It plays chip-
memory from the specified address via audio hardware. If there
is no 2nd argument a standard size of 128KByte is played.
No arguments required.
```

1.22   x-command

```
                         X-COMMAND
```

```
We have no idea what this command is for...
```

1.23   da-command

```
                          DA-COMMAND
```

This is command for those of us who are short of memory.If pre-
sent an allocated readbuffer will be flushed.If not the protec-
ted module and,if there were detected any, the sampledata are
released. I.e. DA produces zerofilled free memory of the buffer
or protected module/samples. No arguments needed.

1.24   sb-command

```
                          SB-COMMAND
```

SB is a command to copy all bytes of an allocated buffer one
position higher. This is useful for a few cases where there
are modules on odd addresses. This is NEVER possible, if the
module was already played!Sometimes there can be modules on
non DOS disk at odd positions. Generally you cannot rip on
odd address with a 68000-68010 processor. There is a special
guru meditation reserved... Thus just ExoticRipper® 68020
allows setting odd searchranges. However the easiest way is
to enter SB after no module was found in a diskreadbuffer or
(in extreme cases) in a filereadbuffer. No arguments needed.
Relocation with the
              O-Command
               is obsolete afterwards!

1.25   cm-command

```
                       CM-COMMAND
```

Using this command is always recommended BEFORE any program
with some music to rip is started. Even before resetting the
AMIGA® it is useful. Result is a faster ripping process.
CM just disables the system while clearing ALL nonused/nonal-
located system memory. After this everything will be ok again.
The command makes no sense if you rip from an allocated read
buffer, though clearing is performed anyway. No arguments.

1.26   smp-command

```
                       SMP-COMMAND
```

You need this command if you want to rip separarate sampledata
of the following kinds of modules. Before using an
              origin
               must
be set, and the songdata must have been detected (unless other-
wise not mentioned, -> VectorDean,..), at least to calculate

the right samplesize. ExoticRipper® tells you when to use it.

```
- VectorDean (37):           o always external samples
                             o sampledata can be found on their own,
                               but then there is no sizecheck possible


- Player5.0a and 6.0a (35): o sometimes external samples

- Old JasonPage (2f):        o always external samples
                             o sampledata can be found on their own,
                               plus a sizecheck is possible


- TFMX (18):                 o always external samples

- StarTrekkerAM (17):        o always external synth-instruments
                             o data can be found on their own,
                               size is always 8336 bytes


- Promizer4.0 (3a):          o sometimes external samples

- Player4.xx (2e):           o sometimes external samples

- Hippel COSO (1e):          o sometimes external samples
```

The SMP-Command has always one argument, the module identifier.
Furthermore it is quite likely that there are references to the
sampledata located in fastmemory, to check use
```
          A F
           and try  SMP
```
again. SMP's execution is quite fast and cannot be broken or
continued, actually. To save detected data use
```
          WS
           .
```

1.27 boot-command

```
                              BOOT-COMMAND
```

This command may be not interesting for you, if you can use a
ActionReplay® or some other freezer. If not it allows to in-
stall an OldFileSystem bootblock which produces a chipmem im-
age in a higher memory area, which can be used like an allo-
cated read buffer to hunt for modules and samples. See
```
          A-CMD
            .
```
Following memory configurations are supported/tested:

```
1MB chipmem only:     o lower 512KB are copied to upper 512KB
2MB chipmem only:     o lower 1MB is copied to upper 1MB
chipmem and fastmem:  o all chipmem is copied to fastmem
                        provided there is enough
```

Generally you cannot expect memory areas lower then $8000 are

not destroyed.Anyway a bootblock produced chipmem image will
start at location $2000. With good luck intact memory can be
as low as $6000, maybe lower with older systems.
Of course 1MB chipmem with Kickstart1.3© is always destroyed
after reset due to that ROM bug.
No arguments needed.

1.28   game-command

GAME-COMMAND

The most useless command at all. But nice effect anyway. You
will get a cute little bootblock game installed on the selec-
ted drive. No arguments needed.

1.29   eagleplayer®

COMMERCIAL BREAK

For the highest listening pleasures the ExoticRipper® staff
recommends you to use EaglePlayer®. If you are very low on
memory or processor power use DeliPlayer®.

(space for rent)

1.30   soundformats

DETECTABLE SOUNDFORMATS

00: Multisearch Mode

01: BPSoundMon2.0-3.0

02: DeltaMusic2.0

03: DigitalMugician

04: Hippel7V

05: FutureComposer1.3

06: FutureComposer1.4

```
07: Hippel

08: JamCracker

09: MED

0a: MarkII
                     0b: DummyMode1(unused)

0c: NoisePacker1.0-3.0
                     0d: Promizer1.0-2.0

0e: CRB-/ProPacker2.0-3.0
                     0f: ProRunner1.0
   10: QuadraComposer
   11: PumaTracker

12: SonicArranger(PC)
                     13: SoundFX1.3

14: SIDmon1.0

15: SIDmon2.0
                     16: SoundTracker2.6
   17: ProTracker&others

18: TFMX

19: DigitalSoundStudio

1a: TheMusicalEnlightment

1b: ManiacsOfNoise

1c: KRIS-tracker

1d: Oktalyzer

1e: Hippel-COSO

1f: Fred

20: UNIC-Tracker

21: MusicAssembler
                     22: ProRunner2.0

23: DavidWhittaker

24: Synthesis/InStereo!
                     25: MartinWalker
   26: ActionamicsSoundTool
   27: MortenGrouleff
   28: ICE-Tracker1.x
   29: SoundFX2.0
```

```
                   2a: OldSoundTracker
                                  2b: DeltaMusic1.0

                   2c: ProPacker1.0

                   2d: Tronic

                   2e: The Player 4.xx
                                  2f: Old Jason Page

                   30: FaceTheMusic
                                  31: MaxTrax
                  32: AProSys

                   33: MajorTomPlayer V2
                                  34: DummyMode2(unused)

                   35: The Player 5.0A/6.0A
                                  36: GameMusicCreator
                  37: VectorDean
                  38: Digital Illusions
                  39: EurekaPacker
                  3A: Promizer4.0
                  3B: AMOS-Basic Konverter
                  3C: SKYT-Packer

                   3D: MCMD

                   3E: VoodooSupremeSynthesizer
```

1.31   programstart

```
                                PROGRAMSTART

        Make sure you have both the
                Reqtools Library
                 in your LIBS: drawer
     and
                exotic.config
                 file  in your S:  or ENV: resp. ENVARC: drawer.
The lowest supported Reqtools.library is V38. If  either of these
files is not there you are faced a less convenient usage!
To obtain the lowest possible memory usage  you can start Exotic-
Ripper® with any CLI option and  no Reqtools Library nor configu-
ration file will be loaded.
At the moment of the program's start it checks for the lowest not
used memory block of a size of at least 2 KByte in both chip- and
fastmemory to adjust the searchranges in a senseful way.The lower
the searchrange start is the better are your chances  to get some
music ripped.
ExoticRipper® is running under any Kickstart© version.
ExoticRipper® is also startable from Workbench©.There are no tool-
types supported at the moment.
```

1.32 configuration

```
        CONFIGURATION
```

The configuration file is not absolutely necessary but strongly
recommended for optimum usage. It can be placed either in your
S: directory or in ENV: All characters must be lower case.
Here is an explanation of all current keywords and qualifiers:

rate=5

- time between updates of Actual Address Display in 1/50 sec. (PAL)

mode=1

- viewmode for Address Display
- mode=0 (show just actual address)
- mode=1 (show address and scan progress in %)

scust *

- introduces a custom ripmode definition
- 4 custom ripmodes must be defined in increasing order

name=[max.32characters without spaces]
- name for custom ripmode to print when it is used
- following lines will be interpreted as ripmode numbers

ecust

- signals end of a custom ripmode list

```
                  STARTING HINTS
```

68000 users should do following changes to achieve maximum
ripping speed:

rate=20

- set a less frequent address display refresh

and if you feel better set:

mode=0

- disable percentage display

1.33 contact

```
                              CONTACT

               to contact the authors write to:

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                       D-39108 Magdeburg

              E-mail: marley@cs.csmd.tu-magdeburg.de
```

1.34 greetings

```
                          GREETINGS


      Greetings must go to:

      Defect,Delirium,Gryzor,KIWI/Effect,Jof and to Christian Marz.
```

1.35 multi

« MultiSearch Mode »

- 'H 00' hunts for all known modules

1.36 bp

« BP SoundMon 2.0-3.0 »

- soundsystem using a variety of samplebased and realtime synth effects
- done by Brian Postma /1990-93
- detection: easy
- size calculation: easy

1.37 dm2

« DeltaMusic 2.0 »

- realtime synthesizing soundsystem
- done by Bent Nielsen ©1990

- particular: replayer in front
- detection: easy
- size calculation: easy

1.38 dmu

« Digital Mugician »

- realtime synthesizing soundsystem
- ©1990 Thalamus Software
- detection: easy
- size calculation: easy

1.39 hip7v

« Hippel 7 Voices »

- 7 voice samplebased soundsystem
- ©1991 Jochen Hippel
- particular: mostly replayer in front
- detection: easy
- size calculation: good job

1.40 fc13

« Future Composer 1.3 »

- samplebased soundsystem with many synth effects
- done by Superzero/Superions /1988-9
- particular: FC1.3 and FC1.0 are identical moduleformats
- detection: easy
- size calculation: easy

1.41 fc14

« Future Composer 1.4 »

- samplebased soundsystem with many synth effects
- done by Superzero/Superions /1989-90
- detection: easy
- size calculation: easy

1.42 hip

« Hippel Soundsystem »

- a samplebased soundsystem with a great variety of
  synthesized effects
- done by Jochen Hippel ©1988-90
- particular: replayer in front
- detection: good job
- size calculation: hard job

1.43 jam

« JamCracker »

- realtime synthesizing soundsystem with sample support
- done by Xag/Betrayal /1990-91
- detection: easy
- size calculation: easy

1.44 med

« MED »

- extended ProTracker concept, also synth. instruments
- done by Teijo Kinnunen /1990-94
- particular: new V5.0 not supported
              (we need a replay source)
- detection: easy
- size calculation: easy

1.45 npx

« NoisePacker1.0/2.0/3.0»

- 3 nearly equal ProTracker packer module formats
- NP1.0 was one of the 1st ProTracker packer system plus fast replayer
- done by Twins of Phenomena
- detection: easy
- size calculation: easy

1.46   mkii

« Mark II Soundsystem »

- sample based soundsystem with some realtime synthesized effects
- by MarkII/Quadlite ©1988-89 CACHET
- particular: supports 52! instruments/samples
- detection: easy
- size calculation: hard job

1.47   ftm

« Face The Music »

- 8 channels sample based soundsystem
- done by J.Schmidt ©1991 MAXON
- detection: easy
- size calculation: good job

1.48   mcmd

« MCMD »

- obviously a little different ProTracker clone
- particular: subsongs possible, packed format
- detection: easy
- size calculation: good job

1.49   vss

« Voodoo Supreme Synthesizer »

- one of the greatest Amiga realtime synthesized soundsystem
- by Thomas Partl /Voodoo Software ©1993
- particular: subsongs possible, upside down arranged moduleformat
- detection: easy
- size calculation: hard job

1.50   ppxx

```
« CRB-/ProPacker2.0-3.0 »
```

- 4! slightly different formats in one ripmode

```
1)
```
- Cryptoburners ProTracker Packer:
- also known as 'Crunched Module Player'
- done by Heatseeker/CRB in 1991
- detection: expensive
- size calculation: good job

```
2)
```
- ProPacker2.0+
- another ProTracker module packer system plus fast replayer
- by Estrup/StaticBytes /1991-94
- most commonly used is ProPacker2.1
- some people deny but ProPacker2.0 is for sure it's predecessor
  (it is just using 1 single patterntable)
- ProPacker3.0 is nearly the same as PP21 but one of the 2 pattern-
  tables is dividible by 4 for more replayspeed I guess
- detection: expensive
- size calculation: easy

1.51 pp10

```
« ProPacker1.0 »
```

- one of the first ProTracker module packer system plus fast replayer
- done by Azatoth/Phenomena /1990
- particular: patterndata behind sampledata
- therefor the right module size is very important
- detection: easy
- size calculation: good job

1.52 sid

```
« SidMon 1.0 »
```

- a real time synthesized soundsystem
- done by Reiner van Vliet /1988
- particular: always with replayer in front
- detection: easy
- size calculation: hard job

1.53 sid2

```
« SidMon 2.0 »

- a real time synthesized soundsystem with MIDI and ext. sample support
- done by Michael Kleps /1989?
- detection: easy
- size calculation: easy
```

1.54   fred

```
« Fred »

- a real time synthesized soundsystem
- done by JC & Fred(eric Hahn) /1990
- particular: replayer in front
- detection: easy
- size calculation: hard job
```

1.55   mtp2

```
« Major Tom Player V2.0 »

- a very C64 like synthesized soundsystem
- done by Major Tom of Classified /1992
  (contact us if you dare)
- detection: easy
- size calculation: good job
```

1.56   p4xx

```
« The Player 4.xx »

- 3 different systems at all: Player4.0a, Player4.0b, Player4.1a
- a very efficient ProTracker module packer plus fast replayer
- done by Jaarno Paananen /SaharaSurfers  /1992-93
- but all the same data structure
- particular: o sampledata can be detached from songdata
              o module will be deinitialized by ExoticRipper®
- detection: easy
- size calculation: easy
```

1.57   p50a

« The Player 5.0A/6.0A »

- the most efficient ProTracker module packer plus fast replayer at all
- done by Jaarno Paananen /SaharaSurfers /1993-94
- both types with nearly the same data structure
- particular: o sampledata can be detached from songdata
              o player60a can use packed sampledata
- detection: hard job
- size calculation: easy

1.58   tron

« TronicTracker »

- sound format with few realtime synthesized effects
- done by Tronic/??? ©1990?
- detection: easy
- size calculation: good job

1.59   dw

« David Whittaker Soundsystem »

- 1st AMIGA sample based soundsystem with some synthesized effects
- done by David Whittaker ©1987-9x?
- particular: - pc relative replayer in front
              - only used by D.W. himself
              - specific sound
              - ...3f3fc0c0... square waveforms frequently used
              - often 64 zero bytes at the end of module required
- detection: easy
- size calculation: hard job

1.60   st15

« Old Soundtracker »

- 1st AMIGA sample based soundsystem using a modular format
- done by Karsten Obarski ©1988
- particular: - max. 15 samples useable
              - the godfather of nearly ALL *trackers of today
              - specific sound
              - just 95% of all existing modules will be detected
                (we feel no need to do more effort on these modules
                 as the music quality is mostly poor)
- detection: good job

– size calculation: easy

1.61 dss

« Digital Sound Studio »

– protracker clone
– © GVP 1991–93
– detection: easy
– size calculation: easy

1.62 tme

« The Musical Enlightment »

– protracker clone
– done by N.J. Luuring jr.
– detection: easy
– size calculation: easy

1.63 kris

« KRIS-Tracker(ChipTracker »

– protracker clone
– done by KRIS / Matthew '4-mat' Simmonds ?
– detection: easy
– size calculation: easy

1.64 okt

« Oktalyzer »

– 8 channels sample based soundsystem
– done by Armin Sander ©1989–92 Media GmbH
– detection: easy
– size calculation: easy

1.65   unic

« UNIC-Tracker »

- protracker clone
- done by Laxity/Kefrens 1991/92
- detection: easy
- size calculation: easy

1.66   ma

« Music Assembler »

- a very C64 like synthesized soundsystem
- done by Oscar Giesen & Marco Swagerman /1989
- particular: replayer in front
- detection: easy
- size calculation: good job

1.67   tfmx

« TFMX1.5/professional/7V »

- a samplebased soundsystem with a great variety of
  synthesized effects
- done by Chris Huelsbeck ©1989-94
- particular: separate sampledata
- detection: easy
- size calculation: hard job

1.68   mon

« Maniacs of Noise »

- a great combination of both samplebased and realtime
        synthesized soundeffects used by the former masters
  of amiga music: The Maniacs Of Noise
- done by Charles Deenen /1990
- particular: replayer in front
                (few modules are NOT pc-relative!)
- detection: easy
- size calculation: hard job

1.69 coso

« Hippel-COSO »

- a samplebased soundsystem with a great variety of
  synthesized effects
- done by Jochen Hippel ©1989-92
- particular: possible separate sampledata
- detection: easy
- size calculation: easy

1.70 syn

« InStereo! / Synthesis V4.x »

- both predecessors of Sonic Arranger
- InStereo! done by Hans Bergstedt
- Synthesis V4.x ©1990 Braintrace Design
- detection: easy
- size calculation: good job

1.71 sonic

« Sonic Arranger »

- both samples and a great variety of realtime synthesized
  soundeffects using soundsystem
- ©1991-93 Braintrace Design
- particular: replayer (mostly) in front
- detection: easy
- size calculation: good job

1.72 history

                                HISTORY

Coming Changes from V2.22 to V2.23 (Mar/Apr-94):
- registered keyfile
- some disabled commands without keyfile
- player interface (with keyfile only)
- optimized/shorter code
- some bugs removed
- some new bugs

Changes from V2.21A to V2.22 (19-Mar-94):
- ExoticRipper is shareware!
- new (changed) ripmodes:
    o The Player V5.0A - V6.0A fully supported (external samples, too)
    o MCMD format fully detected
    o Voodoo Supreme Synthesizer perfectly rippable
    o Promizer4.0 100% rippable (external samples, too)
    o MarkII covering all different aged modules now
    o Face The Music (finally a must)
    o Maniacs of Noise fully sizecalculated now
    o Sonic Arranger Modules without header will be detected
    o Crytoburner Packed Module Player completely detectable
    o Startrekker AM files can be ripped: 'SMP 17'
    o Player4xx external samples are recognised now
    o safer KRIS (ChipTracker) module detection
    o safer DeltaMusic2.x detection
    o safer GMC detection
    o safer Player50A-60A detection
    o safer Eureka Packer detection
    o safer Major Tom Player V2 detection
    o correct VectorDean module deinitialization
    o faster/shorter Noisepacker1.0-3.0 ripcode
- general improvements:
    o 30% more speed!!!
    o SMP-command covering all formats with external samples now
    o origin command added
    o check for first free memory chunk bigger than 2kb on startup
      (standard searchrange start always shows first non destroyed chipmem/
       fastmem area's beginning after reset)
    o new non-diskwriting bootblock to save chipmem image in higher memory
    o fitting A-CMD-option to adjust searchrange/origin to chipmem image
    o fast memory standard search range available: 'a f'
      (for samplesearch on formats with replayer/songdata in fast mem)
    o Reqtools requester for disk track reading and bootblock installer
    o CM-command added to clear all non used system! memory, gives faster
      ripping results if using before some music stuff is started

Changes from V2.21 to V2.21A (15-Feb-94):
- size calculation bug on few protrackermodules removed
- better check for soundtracker2.6 and icetracker included
- player50a check improved
- dangerous write(s) to nonallocated memory in icetracker rip code
  removed
- safer GMC detection

Changes from V2.20 to V2.21 (14-Feb-94):
- (nearly) unpublished buggy version!
  (beside that copy for buggs and eagleye, programmers of eagleplayer)
- coding by both Turbo and Marley
- new config-keyword added: "mode"
  this keyword allows you to switch on (mode=1) or off (mode=0)
  an alternative procent display during hunting (usefull for people
  without knowness of the hexadecimal-system:) But on 68000 machines

   U should turn off this option (coz slowdown during Rip)
- full support of TFMX songlength and NEW!NEW!NEW! samplelength. Works always
  100% with TFMXPro, TFMX7V and TFMX1.5 modules.
  HINT: Check out ALL your TFMX sounds (many songs/samples are to long)
- Synthesis/InStereo! check routine improved: Synthesis4.2 modules now
  will be detected (thx Berry for the module:-)
- Configfile can now also be placed in ENV: or ENVARC: (there is really enough
  in S: :-) or in your current dir
- Bug fixed in file-request. Now U will get an wait-pointer in Exotic
  during filerequest
- additional feature added in Read file function: MULTISELECT. Try it out, when ←
   you
  like to rip maannnyyyy short files
- address-check-routine now works 100% (using system-routines for check)
- Bug fixed in SoundMon name length (now you will get the full name)
- NoiseRunner,WantonPacker,Promizer2.0,Promizer4.0 are completely detected now
 (btw. NoiseRunner is a predecessor of/fix-in-place-converter like ProRunner1.0)
- SoundTracker15 detection debugged
- SidMon1.0 detection/lengthcheck is a perfect one, finally
- AMOS Basic Konverter format included, 2 different types supported
- SKYT-Packer detection added, length is just 98% as to a lack of info/
  replayer for that moduleformat
- special Old MarkII Soundsystem detection added
- GMC and DeltaMusic2 detection improved

Changes from V2.18 to V2.20 (03-Feb-94):
- last update completely by Marley
- replayercode kicked, some routines optimzed
- 7 KBytes won

Changes from V2.18 to V2.19 (26-Jan-94):
- unpublished version!
- ThePlayer4xx is now a single ripmode -> code shortened
- all filereads are going to fastmem if possible
- exotic is running on kickstart1.3 with 68000 again
- exotic is now running as a dos process and it has a workbench startup
- an old feature: run exotic with any argument you like and no reqtools
  library or configuration file will be loaded to save memory
- new configuration file to define custom rip modes
- custom rip modes are activated with 'h -1','h -2' etc.
- MarkII rip code detects all modules ('new' and 'old') now:
            - length checked adapted/improved
- introducing lengthcheck for FRED modules
- Digital Illusion, also known as SilentsTracker, included
  (full support,i.e. lengthcheck...)
- bug in sidmon2 detection/lengthcheck, causing hardware crash, removed
- Eureka Packer detection/lengthcheck added
- modules found in non-allocated memory will be abs-allocated until the
  next mod will be found or exotic is quit or the new 'DA'-command is used
- SonicArranger hunt slightly speeded up
- no hardware color register acces anymore: no flickering
- instead there is new highspeed printroutine for the actual searchaddress
  (it might seem a little strange, but be sure it is really fast, no
   speed loss against color flickering noticeable on 68030 at a refresh rate
   of 10 per second, on gfxboard you didnt see the $dff180 color anyway)

- new left mouse button check, true multitasking with exotic is now possible
  (had to be done also with least systemcode used possible -> highspeed, maybe
   it reacts a little late sometimes)
- the last used reqtools filereq-directory is restored finally
- SoundFX20 rip code bug causing a dead end loop removed
- SidMon10 rip code bug causing various crashes removed, detection improved,
  but no lengthcheck yet
- OldSoundtracker detection improved (again and again)
- numerous little 1 second changes

Changes from V2.17 to V2.18 (14-Jan-94):
- new bootblock (not that bad copy boot):
  - using the new 'game'-command you can install a little bootblockgame
  - the command works exactly like 'boot'
- completely reworked DavidWhittaker detection plus lengthcheck (ripmode 23)
  - there is nothing but one DW-ripmode left, old DWs are named
    by saving data
  - lengthcheck fails with two of the very 1st DWs: Feud,IkariWarriors
  - lengthcheck fails with missing sampledata at the end of the module
- completely reworked ProPacker21 detection plus lengthcheck
- Hippel7V detection plus lengthcheck (ripmode 04)
- EMOD (QuadraComposer) detection plus lengthcheck (ripmode 10)
- VectorDean (a recently used game music system) detection plus lengthcheck
  - separate sample data can be lengthchecked/searched with the new smp-
    command
- TFMX detection slightly made better/worse (see WARNING)
- type file to window function removed (replaced by internal testmode)
- smp command introduced
- safer star/pro/noise/soundtracker detection
- searchmode P50A (deep) is now also available with h 00
- P50A (lite) will be the only P50A check executed with h -1 (fastscan)
- optimized/shortened code

Changes from V2.16 to V2.17 (03-Jan-94):
- The Player 5.0A:
                    - a light check mode is included (doesn't detcet plain mods)
                    - the DEEP check mode shoul detect all modules
                      (attention: as it is quite expensive DEEP check is NOT run
                       in MultiSearch mode anymore!)
                    - length check should be 100% o.k.
- David Whittaker format:
                    - finally revised
                    - length check improved (not every mod needs 64 bytes zero
                                              at the end)
- Soundtracker15:
                    - hopefully the last change ever: mods with 8+ chars in
                      name were ignored by 2.16, who cares?
- Bootblock:
                    - graphics display debugged/changed

Changes from V2.15 to V2.16 (31-Dec-93):
- Psygnosis(special) format removed (i happened to check it is GMC!)
- Soundtracker15:
                    - the length check works now with 15 samples mods

```
                              - recognition improved again
- chipmem fragmentation removed:
                      - a false st15-init, which was called everytime
                        a st15-mod was detected caused the length-error
                        AND a corrupted memory list with KS3.x
                        (hell knows why)
- introducing CUSTOM SEARCHMODES (to increase the speed,partially):
                      - type 'h -1' for fastscan:
                        -those modules with a mere longword code are found
                         e.g. "MXTX","M.K.","COSO","TFMX",etc.
                        -gives little more speed, but less safety
                        -modlist comes here:
                         BP,DM2,DMU,FC13,FC14,HIP,JAM,MED,MKII,PROM,PRU,
                         PUMA,SFX,SID,SID2,ST26,MOD,TFMX,DSS,TME,KRIS,
                         OKT,COSO,MA,PRU2,SYN,MW,AST,IT10,SFX2,DM,PP10,
                         TRON,P40A,P40B,P41A,MXTX,APS,MTP2
                      - type 'h -2' to scan for Protracker&Clones(Relatives)
                        -these ordinary modules could be reconverted to ProTracker
                         (most can be reconverted. by Perverter or ProWizard)
                        -this is the list:
                         MED,NP2,NP3,PROM,PP21,PRU,SFX,ST26,MOD,DSS,KRIS,OKT,
                         UNIC,PRU2,IT10,SFX2,ST15,PP10,P40A,P40B,P41A
                      - type 'h -3' to scan for real chipmusic
                        -i like those c64-like chippies most:
                         BP,DM2,DMU,FC13,FC14,JAM,PUMA,SONIC,SID,SID2,FRED,MA,
                         SYN,DM,TRON,APS,MTP2
                      - type 'h -4' to hunt for real exotic sound formats:
                         DW,HIP,MKII,TFMX,TME,MON,COSO,DWOLD,MW,AST,MG,MXTX,GMC
- improved Tronic support:
                      - better (more flexible) detection code
                      - 100% lengthcheck available
- David Whittaker support:
                      - (re)improved detection code (trollo du penner)
                      - 'new' DW modules are also 100% length checked
                        (although there is some data area to build
                         BEFORE the module, this is what deli/eagle-
                         players cannot handle, they should!)
                      - if you cannot play those 'new' DWs:
                        this is due to the incomplete detection code of the
                        players
                      - if you like to play it anyway cut all in front up to:
                           $48E7F1FE (this is what the players expect, but
                                     be warned, the data area is built any-
                                     way,if the internal replaycode is used)
                      - soundfx samples are cut off new DWs!
- more speed


Changes from V2.14 to V2.15 (Party III, 25-Dec-93):
- for the first time all updating by Marley
- really fast hacked (i.e. little buggy and lame) version
- 'usable' bootblock:  -press rmb to cancel save
                       -press lmb -> red screen then rmb to save
                       -screen condition red? ->finished!
- improved soundtracker15-support:
                      -mainly those annoying 'found stold15'-texts
                        should become very seldom from now on
```

```
                              -every oldST15 with a little 'x' should be
                               detected, however
- 'HanniPacker' changed to ProPacker1.0:
                              -i guess it was a hoax,ain't Hannibal?
                              -all PP10 i possess are detected
                              -100% length check available
- Game Music Creator  support:
                              - is now 99% supported as to bad recognition code
                              - lengthcheck should be 100%
- MaxTrax support:
                              - let us say: better than nothing...
                              - recognition should be 100%
                              - length check could cut last sample
                                (21 mods checked: some became 4 bytes too long,
                                 due to this problem)
                              - replayer doesn't work as it is a very different
                                from regulars
                              - modules which have been played or are played
                                can not be detected! (there is not even the
                                MXTX in ram if one is playing, go and have a look)
                             (- btw. does anybody know where and if there are
                                samples in Kyrandias FinalScreen and IntroScreen
                                modules?)
- Major Tom Player V2  support:
                              - a perfect one, as far as MTP's development is now
                              - recognition 100% (if not faked to death)
                              - length 100% (unused patterns are cut off)
- AProSys support:
                              - full working detection and length check
                              - deliplayer does not yet (but why?)
- BPSoundMon3 support:
                              - full working detection and length check
                              - still no accurate replayer available
- a Guru causing bug with PumaTracker checking was removed
- selective searchmode speeded up (thus multisearch slowed a little bit again,
                                    will be fixed in 2.16, no time to do now)
- if chipmem is low 'r' reads to fastmem finally (Hi Gamekiller)
- the 'm'-command gives now a memory dump of the last module that was found




Changes from V2.10 to V2.14 (25-Apr-93):
- last version completely by Turbo
- Some new rip-routines included. Now you can rip also The Player 4.0A-4.1A.
  (in case you are in need of them over the next half year)



Changes from V2.06 to V2.10:
- What's new ? - Bug fixed in Promizer rip routine -no promizer modules were
  found in memory, coz I've simply not used the riproutine (write error!:-(
- Bug fixed TFMX-sample search, only CHIP-addresses will be printed out now.
- Totally new Hippel hunt-routine, coz to many modules are 'unrippable' with
  the old one. Replayer was included (using my own routine).
- Bug fixed Hippel- lenght- calculation ( I've forgot to put a [-] before a
  command :-). This routine will work now 100%!
- Many crap kicked out (gaining more than 10!kbytes).
```

- title ANSI - kicked out, U will see the menu instead.
- Escape-sequences in texts- kicked out -> more speed at text-printing...
- Sometimes GURU at ripper-exit (only kick1.3). Bug fixed.
- Small '(L)user'- check implemented. Hardwareregisters (like DFFxxx,BFExxx)
  now read/write protected.
- always AllocMem/AllocAbs at the {R} and {D} commands, but you can read any
  crap in already allocated memory (and may destroy your system!), if you
  wish.
- Bug fixed FC1.4/FC1.3 name-build-routine.
- All sounds will be played in background now using the 'system - friendly'
  AddInt/RemInt. Use {STOP} to switch off music.
- New PumaTracker rip-routine and length-calculation. The ripper will now
  find ALL! tunes. Sometimes the modules are 2Bytes to long,but I think, it's
  not so nasty...
- After a long time without replayers -> here they are. I'll use an concept
  like Delitracker, coz it's really memory-friendly! Look at {P}-command for
  more details... Sorry for no Background-playing, but the time runs and it
  is not comleted for the CeBit :-((
- first bug fixed (25-Mar-93 - the countdown is running :-) Lenght calc for
  Old David Whittaker-modules fixed (I think, they are some bytes to short)
- some Delay() calls included to make the ripper more multitasking-friendly
  during mousewaits
- bug fixed in MarkII hunt-routine. The number of samples has been changed
  always to 32, coz my samplenumber-checkroutine was wrong :-(
- Riproutines for SoundFx2.0, Old Soundtracker15 and Deltamusic1.0 added
- new BootBlock included (Thx to Steve/3003)

Changes from V2.05 to V2.06:
- IceTracker1.0/1.0 rip-routine added
- Bug fixed in the Old DW rip-routine. I've also found new DW's (fixed)

Changes from V2.04 to V2.05:
- adding a command to write an special copy bootblock to your disks. This boot
  will still save the CHIP Mem from 0 to $7fffff (512k) on a disk.
- New rip-routine for Morten Groufleff's Musicprog added
- totally new uninitialization-routine for MED. Now U can:
  - ripping ALL versions of MED/OktaMed correctly...
  - loading freezed memory into ram and rip tunes with correct delocation!!
  If U have any trouble (e.g. Med/Multimodules) or false delocation from MMD1
  modules, contact me!
- totally new Old Whittaker rip-routine. this routine has now a
  lencalculation and is still a little bit 'intelligent', coz I've found an
  protected module in an old game. Now this routine does not more searching
  for special commands in special routines, but this routine build up his
  'own' replaycode and will try to find out some likenesses...

Changes from V2.03 to V2.04:
- Bug fixed with name-built routine on BP soundmon.
- ACTIONAMICS SOUND TOOL V0.1 changed to hard-address routine - I will now
  show the Jumps for Init - play and end. This kind of Modules are NOT pc-
  relative!!! (I think.). Send modules, if you found anything in memory.

Changes from V2.02 to V2.03:

- searching for PT/ST/NT-Modules protected with NoRip(Idea from ActionRipper)
- New moduleformat included:ACTIONAMICS SOUND TOOL V0.1,short AST. This piece
  was got from the game DynaBlaster done by Actionamics (I hope, the modules
  are ripped correctly – send modules if you have this module-format. (I've
  only found one piece in memory.) I can't say, if the lengthcalc-routine is
  still okay...
- bug fixed in lengthcheck. Sometimes you found modules with an impossible
  length. It would show up modules lenghts up to $100000 (that's really very
  long!)
- Adding replayer for Tracker-modules, like PT/NT/ST/STAR. Replayer is the
  Protracker1.1b replayer.
- If you still use the reqtools.library – the filename will appear automati-
  cally.   (Hey Marley!).   The filename looks like: MOD.INFECT RULEZ! or
  KRIS.KILLER . The signs (e.g. MOD./FC14./SONIC./) are added automatically.
  If the module has no name, the final name is also NoName!

Changes from V2.01 to V2.02:
- New rip-routines for SynthesisV4.0 and Martin Walker?!? added

Changes from V2.0 to V2.01(low memory release):
- Hui, here was an BIG BUG with the reqtools.library. If it wasn't present,
  and you used the R or W command, the ripper goes bezerk ! (fixed)
- New riproutine for old David Whittaker modules (DW-sounds from 1987 games)
- Bug fixed with MED4.x modules.If an Med4.x module was found in memory, I'll
  will print out a small text. At the moment I can NOT uninitialize the Med4x
  modules, coz I have no replayer source. Sorry!
- Init jumps for Exotic formats like Old DW and Psygnosis Special are printed
  out now, If the ripper find such an module in RAM

Changes from V1.99 to V2.0(low memory release):
- new command play memory included
- TFMX-Song lengtcalculation now works fine (many many Sounds re-ripped)
- 8 new sound-formats included (thanks to SPIV and Jörn for many many sounds)
- now reqtools.library no more needed – but no reqtools...no filereqs :-)
- Bug in MED riproutine. New MED-modules (MED4.x) were not delocated
  correctly, because I've no replayer source. All other old Med-modules were
  ripped right! (I've got MED4.x modules from some new commercial stuff)
- some bugs removed – other bugs found (Arrgghhh!)

Changes from V1.90 to V1.99 (Party II, The final, 27-Dec-92):
- better and more commands
- many,many new riproutines included (This was really the hardest work)
- Now a small user interface inplemented to get the standard...
- reqtools-filerequester for filehandling included
- some bugs fixed...and, and, and.

Changes from V1.29 to.. V1.90(never released):
- All my friends say: Hey Turbo, we wanna have a ripper with commands, file
  requesters and many many more rip-routines... and I said: Okay Okay...
  First I had coded some crap but then...
- Totally new concept – the lame basic concept goes to my trashcan :-((
  I've just to many ideas and I started the coding of a totally new Exotic

with the finish of Exotic2.0 for my eyes...

Changes from V1.28 to V1.29:
- just some bugs removed...

Changes from V1.27 to V1.28:
- new riproutine for Prorunner1.0 modules included.

Changes from V1.26 to V1.27:
- new riproutine for ST2.6 modules included. Bug fixed in SonicArranger hunt.

Changes from V1.25 to V1.26:
- new riproutine for MarkII modules included. Bug fixed in Promizer hunt.

Changes from V1.24 to V1.25:
- now the ripper can rip Noise/Protracker and Startrekker(4Voices) modules.
  I've written these routines, because many rippers can't rip Startrekker(4)
  modules (I don't know, why not ???). Special improvement is the huntroutine
  for the new promizerV1.0c. The old version (v0.1a) was very very awkward to
  rip. This new version is very easy (YOH! MC68000/Tech! ;-) !) to rip.

Changes from V1.23 to V1.24:
- added show name function by PumaTracker, Med & OctaMed. If no name will be
  displayed, the module is destroyed (always by PumaTracker!) or the module
  has no name (often by Med and OctaMed).

Changes from V1.22 to V1.23:
- Now my ripper checks automatically, how many CHIP-RAM is available (i.e.
  you have only 512k CHIP - the ripper will only searche up to $7fffe).
- I've written a new hunt routine for a module like David Whittaker modules.
  I don't know the creator and the type. The name (from me :) is Psygnosis
  special.

Changes from V1.21 to V1.22:
- bug fixed in the hunt routines for Pumatracker and MED. Now modules at all
  addresses are found (the older version only found longword aligned sounds).
- illegal address error in pumatracker routine removed - I hope, this routine
  does not crash so often anymore...
- Optimized code, it's now faster.

V0.9 - V1.21
- small ripper with many bugs and lame riproutines...