

# **ProTracker3.58**

T.B

**COLLABORATORS**

	<i>TITLE :</i> ProTracker3.58		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## ProTracker3.58

### 1.1 Protracker V3.58 Quickguide

Welcome to Protracker 3.58

The story continues ...

Copyrights

Authors

Improvements

Project

Prologue

Epilogue

History

Credits

Bugs

Install

Warning: Since V3.55 the prefs file is changed for additional ↔  
setings

so you can NOT use your old prefs files!

Also from 3.55 to 3.56 last time changed (Bug in 3.55)

### 1.2 Copyrights

Sorry to all who writes me an E-Mail, but I have NO regular Internet account  
so i upload the updates by an friend and can't read it. Please DON'T

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## Prologue

In oppositon to other programmers i release signficiant changed new versions much more often than in other projects. I think its better to make a transparent view of all interested users shortly possible. And if anybody in affront with the dayly releases: the change of PT315 against PT318 from Cryptoburners has had only 2 changes (or shall i say bugfixes), so take a look to our work.

It seems to be a great interest on a new Protracker, so I'm sorry that Cryptoburners stopped the developement of it, or if they leave this, not make the source public. Hope that the PT project is the logical way of this great standart music tool.

## Background

Over the years defines the Noise/ProTracker an standart in composing electronic music. Many clones and enhacements follows, but Protracker IS the standart who use almost all tracker composers on Amiga. Today two familys of the protracker series exists on Amiga: Amiga Freelancers Protracker V2.X and Cryptoburners V3.XX. These programs are based on the V1.1B sources from Amiga Freelancer, wich made his source public as they had no more time to support this project.

The V2.X series is more stable, but blocked the CPU with loops. Additionally the screen layout and handling is out of date. The V3.X series (other programmms, other point of views) is in MedRes (640x256), locks also much better and has many new features. But as musician it is angry to see that Cryptoburners has kicked out some tools: PLST and PED, the sample management tools; the help function, sadly for begin- ners, are also going the way to >NIL:.

As I saw ProTracker3 first, i was impressed. Better design and better trackhand- ling. But over the months I must see that V3.X is a bit unstable. Many musicians use the V2.3 releases; if I made in hours an module and and guru follows I was too angry to make this experiment again.

Now, nobody is perfect. Over 2 years was Protracker not updated. Cryptoburners ride another way, so I think that I have the right to made the completest Pro- tracker on amiga ever made (what a phrase, hope nobody can remember that I spoke this words already in 1987 by the Soundtracker 2 projectwich was never finished).

Over the christmas days I reassembled the last official Protracker V3.X, release V3.15 from 1993.

Many hours of debugging follows, so I have additionally to the improvements removed all me known bugs.

Quick Overview for new function keys

---

- HELP select = CTRL+Help => select for Help key
- PLST select = LSHIFT Help => select for Help key
- PED select = LALT Help => select for Help key
- PED = LALT Ö (german keyboard)
- PLST = LALT ä (german keyboard)
- Info system = LALT # (german keyboard)
- Setup = LALT - (german keyboard)
- VOLUME UP = LALT .
- VOLUME DOWN = LALT ,

#### Implemented and changed

- PED inserted
- PLST inserted
- Online Help inserted
- Infosystem with realplaytime-calculation inserted
- Key repeat: better handler inserted (V2.3)
- XPK-Packed File Loading in DirWin  
(MODs, Samples etc)
- Local changeable keyboard drivers
- Additional Prefs savings for almost all gadgets
- Save All Samples (LALT Y)
- Positonseditor (POS)

#### Bugfixes against original Protracker V3.15:

- Loop Guru error (Sample Window open, DirWin open, toggle loop on/off and by sliding loop markers system crashed)
- several D4-D7 destroys  
(hey, see ShowText routine to calculate what registers are public!)
- sample calculation (end detect buggy)
- AGA Sprite fix by using hires pointer or/and VGA Only
- Arrow key down  
(by kicking out PLST you are snapped also an RTS:-( )
- doubled marked lines in Dir Window
- several key quests
- some minor bugs i have forgot since i removed them at the stand
- Step play forward/backward now usable/fixed

#### Used equipment

- Amiga 4000/30 50Mhz 16MB RAM 2 Gig Harddisk
- Commodore 1942 Monitor
- DevPac V3.14 and OMA 3.0 Assembler  
(since V3.52 ASM One 1.29)
- TurboText 2.0 Editor
- MungWall/Enforcer  
(runback startcode made 4 enforcer hits, they are harmless)
- Heddley



Tested on follow machines

- A500 / 1 MB RAM / Harddisk
- A2000 / 3 MB RAM / Harddisk
- A2000 / 5 MB RAM / Harddisk / A2630
- A3000 / 2 MB RAM / Harddisk
- A1200 / 6 MB RAM / Harddisk
- A1200 / 6 MB RAM / Harddisk / MTEC 42 Mhz
- A4000 / 16 MB RAM / Harddisk / 68030
- A4000 / 16 MB RAM / Harddisk / Cyberstorm 68060

## 1.5 Project

Project Info

For my own projects i searched for a Protracker compatible Tracker who has all those features I loved on this tool, what was stable, has all functions I need and works on newer Amigas. So I collected the features of various versions and if finished, I made it public.

The development includes following points:

1. More stable and seriously to use
2. Old keymap handling (if i pressed 8 keys i will see 8 :-)
3. Help included and updated to V3.X standart
4. PLST included
5. PED included
6. Different analyzer included
7. Screen mode requester (difficult, much work :-/)
8. Info Bar
9. Additonal Prefs and functions

For all system-compatible fanatics (what is system-compatible, I know that many of my todays favourite, good programmed tools usually crashed in the next version of Amiga- DOS, that was yesterday so and will be tomorrow so, or you buy an MS-DOSe with the overhead of the 70's):

Protracker is NOT system-friendly, PT will be user-friendly. All those dozens keyboard shortcuts we loved and the whole handling can be not fully implemented with todays AmigaDOS, so we leave the path of the RKMs.

We want NOT:

- \* No more Tracks since Phase5 brings the new soundchip
- \* Other fileformat. I would love to see your faces if I had made this, but let the church in the town today. It works, and that stable.

## 1.6 Epilogue

### Epilogue

Finally some facts: This tracker is based on Protracker 3.15 from the wellknown coders group cryptoburners, who work between 1992-1993 on the Protracker project. I declare this software not as my project, more as an bugfix for the existing 3.18 version.

Cryptoburners has no more interest on the PT project, on my mails they are not answered, so i included time after time all missed functions i need for my projects. 14 known bugs also removed and i think this baby is now stable enough to make a public release.

Finished:

- Sample managment systems (PED, PLST) included
- Info window for quick overview of the song
- XPK MOD Support instead Powerpacker (as well supported by XPK)
- Online-Help-System
- many additionaly shortcuts
- some bugfixes, now stable
- AGA fix for screen blitting and Sprites
- Better keyboard driver system
- external keymap support  
(kludge, keymap.device is to use :-) )
- some speed and code optimations

Bugfixed:

- AGA sprite / blit error
- keymap requests on several points
- DirWindow VBI errors (linemarks trashed)
- Playroutine trashes
- Loadroutine for MOD's now much more stable
- Step play forward/backward now usable/fixed

All in all this was Protracker, for high-tech music projects much better software exists.

P.S.: Sorry for this funny english, but it's not my native language and my schooltime is since years going by.

If anybody has interest to force the protracker project back to the way of 1996, please contact me and if you are serious you request the complete source codes, documents etc. Today the source is to 80% COMPLETE documented and relabeled.

The last word goes to Cryptoburners. Your work is great. Too sad that the development of Protracker is stopped. Good luck for the future.

T.B.

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----- And always remember: the future is unwritten -----

## 1.7 Improvements

What is built in/out since 3.15 ?

Built in:

- Help reincluded
- PLST (The quick sample handler)
- PED (Sample handler editor)
- Info (Some infos about the current module)
- XPK Load of Modules/Songs/Samples in DirWindow
- Other keyboard handler by realltimerecording
- Changeable keyboard switch to german in Setup
- Additional prefs and prefs savings
- Position Editor Included

Bugfixes:

- Loop Sprite GURU in combination with DirWindow open
- AGA Check, so Sprites/Bitplanes sets to ECS values if AGA present (no more half sprites)
- Module load routines improved , no Gurus by 100Pattern Mods and corrupt samples
- Memory allocation now 100% systemconform  
DirWindow VBI errors (linemarks trashed)
- Playroutine trashes
- PT 100 Pattern module crashes the machine
- Stepplay forward/backwards now works usable

Todo:

- POS (Position Editor)
- XPK Saving/Prefs
- Some bugfixes (Runback Setfunction code produce 4 Enforcer hits)  
(Screen toggling with other keys/Gadgets than system)  
(Memory display with more than 10 MB, the current calculation is only in words)

Changed keyboard layout:

(O)=kicked out (I)=built in

- |     |        |      |                                   |
|-----|--------|------|-----------------------------------|
| (O) | LShift | Help | Toggle between Help and PLST mode |
| (I) | LALT   | HELP | Toggle to PED Mode                |
| (I) | LSHIFT | HELP | Toggle to PLST Mode               |
| (I) | CTRL   | HELP | Toggle to Help Mode               |
| (I) | LALT   | ,    | decrease Volume                   |
| (I) | LALT   | .    | increase volume                   |
| (I) | LALT   | -    | Setup window                      |
| (I) | LALT   | ö    | PED window                        |

```
(I)  LALT  ä    PLST window
(I)  LALT  #    Info window
(I)  RETURN      in dirwindow selects and load the entry under mouse
(I)  LALT  *    POS window
```

Due the fact I have not the time to develop PT everly day since i worked as network administrator by IBM and my hometown is 120 km from from IBM, i can't say when the next update comes alive.

## 1.8 History

History:

remark: all beta versions are internal revision for the testers of PT

24.01.96 Initial Release

- AGA fix from Protracker Screen
- Fix Hires Sprite/Mouse pointer problem with Protracker
- DMA handling fixed to longwords
- load routine from MOD's (Try to load a MOD with sample names ASC's greater than \$120 in the original, hope it works now perfect
- key quests (I'am in progress to write a completly new routine, in present i simple block all illegal quests :- ( )
- Sample memory allocation (try to load an sample in an virgin Protracker V3.15, open sample window, select Loop On and slide the end loop marker by open DirWin :- ( )

30.01.96 Beta 1

- Help System reincluded (Try to press the help key)
- Wrong code for Memory pools rewritten (args, i hate reassembled code)
- System messages included on a view points (Status line)

12.02.96 Beta 2

- PLST included
- Keymap quests completly rewritten
- Input Handler improved
- shortcuts for german keys implemented :-)
- GFX pac format changed (faster)
- bugfixed a view parts (Arrow keys, DoDataLoad etc)
- while playing MOD (not Pattern) and Sampler Screen is opened note-key pressing now works
- little mysterious: Tooltype in ProTracker was not correct setted and some people can't started PT (I use other icons than the originals or prefer Shell)

18.02.96 Beta 3

- Cleaned up whole code from unused code
- fixed Screen swap (LAmiga N/M) with setted Textflag
- fixed old Problem with crash if Dir and Sampler Window is

- open and you load first sample, clicked on 'Loop On/off' and draw the loop sprites (cludge, but works perfect) (its a problem by using same Sprite flags for sampler and dir list scroller)
- included PED. Original code is almost useless. Original code seems to be coded by trial & error and extreme buggy by variable Screens.
  - To do in PED:
    - \* Mouse quests by direct clicking on names variable PLST entries (fixed on 2500 since i have the config part new written)
    - \* hangup problem by scan and over 3500 Files
    - \* Finetune Flag
    - \* decimal show of numerical entries
  - deadlocks on input device
  - PLST fixed by empty entries in PLSTMemOffset
  - Sampler window offsets
  - FIB\_FileType fixes for other File Systems
  - all external cfg/data files kicked in S: (PLST/PT.help etc)
  - Memory fix for GFX screens (RAM lost by ending)
  - some cosmetical stuff (TXT,GFX)

## 19.02.96 Beta 4

- Sorry, but by cleaning the code i forgot some routines to include.
- Memory Pool for PLST now cleared by exit (no loosing RAM anymore)
  - CTRL+ keymap requests are cleaned.
  - Added Mouse quests for the PLST and PED gadgets on mainscreen
  - Scrollroutines for PLST and PED completly new written because the old are too buggy
  - added delays in PLST/PED scroll up/down
  - last sample now becomes the correct offset. Before it was 25 Bytes too long
  - PED had ignored the first PLSTmem Sample entry. Now fixed
  - Samples with Spaces in filenames now correctly recognised

## 20.02.96 Final Beta

- forgot the key quests in Pattern insert/del etc. Now works with the new keyboard handler
- PED now works in all functions and 300 lines assembly language more
  - Added scroller buttons to PLST
  - Improved PLST lister
  - fixed Bitplane 0 in all GFX. If you work with other background than black it was ugly. Now correct.
  - Several layout changes in PLST,PED etc
  - Added Screen switch buttons to PED, PLST, Help etc
  - new: Info System (check it)
  - Added several shortcuts (test it, documentation follows, e.g.

- LALT / = Setup Display)
- Fixed problem with the Loop On Flag + PLST screen
- Now Mouse clicks in PLST/PED etc correct calculated with Cryptoburners mouse table system
- Mouse clicks in PED lister now works (Delete/Edit)
- Added all functions also as buttons on Main Screen (Help/Info/PLST/PED)

## 21.02.96 PT3.30

- First Release. No risk no fun, but by final beta the changing of Assembler are angry. OMA incredible fast, but error check are lazy :-(. Now we have hopefully a better result and check all functions AFTER last compilation. Ok, I`am stupid :-)
- Fixed my bugs: PED Enterdisk, Loop not changeable
  - Find finally the loop guru error if Currentscreen not main: ShowSampleInfo was not blended out
  - InfoSystem
  - Config Save now again correct
  - included a view register saves to made the code more stable
  - now tested by the best method: by making a module 8-)

## 23.02.96 PT3.30 Beta 1

- keyboard routines overwritten, repeat now stable by most functions and most problems forgotten
- old CAPS Lock on/off switch to toggle keyboard repeat again included. Too many musicians like this function
- Info system enhanced and debugged. Forgot to clear the 32. line by info. Now realtime-calculation of modules included!
- New shortcuts:
  - LALT + , Volume down
  - LALT + . Volume up
  - LALT + - Preferences
  - LALT + ö PED
  - LALT + ä PLST
  - LALT + # Info System (german keyboard)
- harmonised the whole interface, e.g time infos and analysers also visible if other EGs opened
- volume slider refresh now always correct
- included load check of old 2.3 100-Pattern mod, blocked (if anyone needs 100Pattern Mode i must include this)
- rearranged some GFX
- All code if aviable now in Fast RAM
- new replay routine from Håvard Pedersen (PTSupport Arc) included, it seems to be much more stable then the old
- added some internal code sanity checks

## 24.02.96 PT3.31

- Shifted keymaps in Getlines works again
  - correct gadgets in Disk Format functions
  - removed bug who makes more marked lines in DirWindow then on mouse position if medium are slow enough
  - improved speed of playtime calculation
-

- reset the keyboard shortcuts LALT,CTRL etc. now correct in all situations
- IFF8SVX detection saver

## 03.03.96 PT3.32

- keyboard broker included against deadlocks from Rawkey
- PED routines overwritten. Now its possible to use samples with real spaces and national font symbols in PLST/PED.
- PLST double check debugged. Empty strings now compete backfilled.
- Info System minor bug removed (32th line was bad filled).
- BPM changes now always visible, also by FXX commands.
- changed Doc to Amigaguide format and include Installer.
- CTRL/SHIFT/LALT/LAMIGA + Help works again.
- CTRL+SHIFT+ 1-7 now again the additional screens 1-7
- Keyboard repeat now on all machines in the same speed
- AGA Check routine rewritten and now correct Settings of Chipset on AGA and Non-AGA machines

## 06.03.96 PT3.33

Suddendly the last version for a longer while, since i must finished my Diplom. If anybody has ambitions to continue this project coz' he has more time, contact me.

- Memory allocation for Samples now works with faster RAM, nasty Errorcode from V3.32 removed.
- Optimized =>68020 Code included
- Partialy refreshed Online-Help
- PLST Entries now variable, not fixed to Config or me
- Installer Scripts
- removed minor Bug in Drive detection in DirScreen
- Screen Opens same as 3.15 again in 640X12, save Chip RAM
- fixed bug if insert another Disk somtimes crashed PT
- fixed Dirscreens toggle MOD/SONG/EXECUTABLE/SAMPLE

## 09.03.96 PT3.34

- Special version for our musician, so i made this
- Support for national keyboard layouts added (s:pt.keymap)
  - XPK- Support for MOD-Files added
  - PP Loadroutines swapped to XPK-Support

## PT3.35-PT3.50

- internal versions

## 15.03.96 PT3.50

- With a mistake an unofficial, buggy version was spreaded yesterday, so if you have problems show at startup message, the official version has the date 15.03.1996!
- Much more usage of standart system routines, more stable e.g. added for the most waitstates (scrolling delay etc)

the

standart doslib \_LVODelay call, so it should in the same speed on all those various CPU speeds.

- internal gfx depacking optimized
- bugfixes on doloaddata, ped2.3/plst2.3 and processrawkey
- correct calls of xpkmaster.library and internal buffer

speedup

- whole PLST overwritten
- Smart optimations in patternsroll  
now on test blank A1200 (slowest i can grab here) no more showable delays also in 250 BPM
- Overwritten onlinehelp
- drumpad mode works now also on A2000/3000/4000 keyboard
- mouse problems on some A4000, workaround
- gadgets are visible are now usable (eg Help + Edit

Options)

- Back to the old GFX Design
- forgot to use the internal keymap if no external is loaded.

-----

Now we have an point to stop the versionsnumber inflation and develop more serious, but we need the distant point to the original.

19.03.1996 PT3.50B

- XPK Support for Samples, Songs, Instruments in DirWin ... added
- fixed bug in timer calculation who's not was correct

resetted

- (H.ROHNER report)
- E9 command sometimes crashed by \$9 -\$F, fixed
  - verify the error reports with mouse freeze: is definitely TinyMeter (same input.handler hack as PT) or sometimes MCP
  - fixed memory wizards in LodSong/LodSampleQuick
  - Gadgets are visible are now always usable, PLST, Help etc now let other gadgets on screen free

02.04.1996 PT3.50C

(Sorry, i have ABSOLUTE no time the next weeks, this quirk came in a big hurry for some 'crying' users)

- Fix for input handler, was hanging by my fault by some programs, e.g. MCP

20.04.1996 PT3.50D

- (Bugfixes after reporting from NeuroDancer)
- input from numeric '0' quits the pos/patt/length etc arrays (fixed)
  - Left Shift + DEL = Delete CMDs & Patterndata works again
  - serial device errors by playing: this is the MIDI control
  - FU/FD in Sample Edit now toggled
  - Keyboard routines now safer
-



- fix a bug in PLST by clicking on 2th last Samplename crashes the whole system if name is 16 Bytes long
- GFX corrections in PLST/PED
- German keyboarddriver space fix

23.04.1996 PT3.51

- Cleared Interface, GFX buttons, scrollers ...
- Status line now shows permanently Editskip
- more system messages
- Playtimecalculation now from days to milliseconds :8)
- fixed some problems with stringhandling in FIBs
- final testing from A500 to A4000/060 and some code optimations
- bug in DirWin by trashing in Directorys with more than 500 entries removed
- alien gadget borders in PLST removed

01.05.1996 PT3.52

- guide now also 2.X compatible
- some GFX trash errors in GUI removed if background was not black
- midi input implemented
- fixed input handler for old 68000 CPU's 02.05.1996
  
- rewritten and included installer script for the Aminet release
- fixed some nasty bugs in screen refresh in PED
- find long standing bug that sometimes the instrument after stopping the pattern play is not played
- fix the bug that Tab Cursor sometimes not stopped
- made whole config I/O PC-relative to ensure that FIB for Mod section was not overwritten while reloading
- fix ILBM Image decoder (internal GUI decoder)
- gadget routines removed from some alien gadgets (Help/PED)
- whole GUI ILBM's

22.05.1996 PT3.53

- only cosmetic changes
- checked and corrected all added gadgets for the right coordinates
- added decimal sample length in PLST ( toggle with Setup => Show Dec on/off)
- memory allocation bugfix on some A4000 with slow internal RAM
- kicked out Date in Dirwin, so the directory names now max 31 chars
- exit code don't trash anymore A6
- played again a little bit with GUI
- overwritten internal Helpfile and Amigaguide

## 12.06.1996 PT3.54

- fixed the bug by memory/Dirscan show if file or memory is over 10MB
  - added repair module (setup/recover song)
- Accidental Prefs are now present by starting Protracker (setup/accidental)
- prepared for hardcoded VGA mode for all musicians who work without PAL-usable monitors (in beta stage, not public) and some additional prefs

## 13.06.1996 PT3.55

- Playroutine now compatible with command 9 in V2 (sampleoffset)
- Prefs now save/load additional:
  - Ø Recordmode (Pattern/Song)
  - Ø Volumeslider position
  - Ø XPK Save Mode (For future enhancement)
  - Ø Screenmode (For future enhancement)
  - Ø Show mod. in filename on/off
  - Ø Show date in filerequester on/off
  - Ø module save format (IFF/normal)
  - Ø Keyboard repeat delay
  - Ø MultiMode (CTRL-M) on/off
  - Ø max. PLST-Entries
- Additional Prefs in Setup for:
  - Ø max. PLST Entries
  - Ø Keyboard repeat delay
  - Ø XPK save settings (not valid before V3.6)
  - Ø Options for FileRequester (Show date on/off and show mod. on/off)
- fix gadget bug (Setup/Load config) from 3.54
- fix my stupid error by show mem over 10MB by showing false 1000er value
- fix bug by playing same note on left and right channel simultan they are slightly different
  - improved AGA check
- fixed long standing bug if caps lock enabled and stepplay (with return) longer pressed keyboard fucked up and notes trashed
- fixed bug from 3.15 if edit Songname in Dirwindow first Byte from Samplename 1 is trashed

## 19.06.1996 PT3.56

- Text input fields (Songname etc) are now system compatible in keyboard repeats Repeat on/off (CAPSLOCK) status saved by using Text input fields
- Drumpad mode (Key '\') now usable on fast Amigas
- Editoptions windows (1-7) status now saved with Preferences
- MagicMenu causes problems by leaving textfields with right mousebutton. Fixed
- Implemented 'Save all Samples' (LALT Y {Z in German})
- Stepplay backwards (Backspace) works since 2.3 again
- Stepplay forwards/backwards now timing compatible with keyboard.device (should fix all problems)
- by Clicking on the filetype gadget in DirWindow

- (MOD/Song/Sample...) now reads the directory path automatic if not always buffered
- Repeat Gadget in settings window (KeyRepDelay/KeyRepspeed) now works and included in Prefs file
- Included PositionsEditor, early stage, GFX refresh from Mainscreen Patternnumber/BPM buggy, but functionable

21.06.1996 PT3.57

this Version is made to stabilise all functions and all is tested before spreaded  
(args, how many bugs from 1.1 code has Cryptoburners forgotten to remove)

- fixed severall Refresh errors in PattRfsh
- fix 3 little bugs in Block effects code if patternnumbers over 99 patterns are used
- implemented increase/decrease Pattern in POS
- several POS implementations/fixes to V3 standart
  - ø show correct position if same pattern plays doubled
  - ø position/offset now in 4 digits
  - ø refresh now asynchronous, more speed
- Message by pressing Space and Sampler is active was not stored, fixed
- patterngadget up function in Mainscreen was trashed. fix
- DirWindow (LALT D) and SetupWindow (LALT -) now remembers other open Windows and go back if Window is closed
- find long standing bug in DirWin, it trashed by open if other cia resources also hardpatched. fix
- Screen Switching with Togglegadget (right top on screen) now works with all open windows
- All delay loops from V3.15 removed, up/down gadgets debugged, think now all routines use the OS compatible \_LVOWait command
- increase/decrease Songposition (LALT cursor right/left) now refreshes the visible patterns, also in PosED
- optimations in code for more speed on 7MHz AMigas
- In follow that PT loads as fast as possible (compact for minimal Amigas) the following changes made:
  - ø keyboard US-engl/German now internal changeable in Setup, external pt.keymap load removed
  - ø all libraries are loaded if they needed, not by start
- Length/Pattern/Pos in InfoWindow now are refreshed by playing, same in PosED
- Loading of old SoundTracker Songs (I mean Songs, not MODS!) now works
- due the fact of rewriting some code to object orientated writing compacts the code
- Cleaning up all GUI GFX layouts to standart colors, fix some GFX bugs from Cryptoburners (i.e. Screen toggle Gadgets by other BG Color than black ugly)
- Volume up/down (LALT .,) also active in PLST/PED etc.
  - Pathname Gadget produces no more trash if pathname longer than 31 chars clicked and you will back

22.06.1996 PT3.58

More bugfixes reported and fixed (THX to Neurodancer)

- effect commands on fast Amigas are not correct setted in Track 1-3
- if keyrepeat on Info tables produces text trash if cursorkeys pressed
  - XPK Loading is now an asynchronous task (faster)

## 1.9 Credits

Who we will be started ...

Let too many personal greetings outside, or this document is horrible long:

Memorials without tears blowing to ByteMechanics of the 70's (Hi Martin, d ya remember on my first selfmade Z80 with the fantastic 512 Byte static RAM? It has had this nice sound produce with an TTL-FlipFlop logic and 7 tones-sound :-)

All good wishes are goin' to my old fighters of Ikari and Sector 8 of the 80's (Don't worry, Hungary now has great trouble, but the logical consequence is for humans always to dream, then only in our dreams we can be what we the whole live fighting for.

Last not least after 5 years of abstinence i have to greet some guys of these old days who made my life a little bit easier without this stupid software-shuffler-mentality, with great moral support and nice discussions: Thanks for all to AMO & Rainer Benda, Sysops in wild germany and C= Oldies.

And to all the rest of yours, who don't think they are Elite, but do their job as good as possible.

Hello to all of Phase 5, in my eyes the only company who can save the Amiga. Your RISC Amiga (16Bit Sound, SVHS in/out, 24Bit GFX, RISC etc) is the only chance we have.

Dislikes to Viscorp: The amiga of 1984 should be an flight simulator console, the Amiga of 1996 an TV set top box. When you understand that the amiga community which brings so much money don't need an playstation? Carl, don't like your baby or do you too pessimistic that anybody buys the new Amigas? If not an REAL new Amiga is out, the whole community buys extension cards, no new Amigas, is that so difficult?

- End of text -

## 1.10 Install

Commercial break

An excellent PT Manual you will find in Aminet/MUS/EDIT from Håvard Pedersen

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if you are need help for general sophistic usage.

How to install this package:

Simplest way is to use the Installer script. To made the installation procedure correctly, you must have booted from your hard disk and need the Installer from Amiga Technologies in your path assignment.

If you install manually, follow these points:

1. Copy all files from the s drawer to s: from your harddisk. There are:

- pt.help ... The PT Online Help if you press Help
- PLST ... loaded and saved in S:, your Sample list for PED/PLST
- pt.config-00 ... The main config, was loaded by start. If not aviable, PT use the internal standart configuration.
- Protracker ... The tracker mainfile, copy anywhere.

libs:

- xpkmaster.library (if you need xpk unpack option enabled)
- powerpacker.library (if you nedd powerpacked mod crunching enabled)

(Both libraries not included, but should to be find in Aminet/PD pools)

Please ensure that you created an drawer who included the follow directories:

```
modules
songs
samples
```

Add an assign 'ST-00' to this drawer.

## 1.11 Bugs

Known Bugs and problems

Protracker is not very system friendly because the restrictions of the long evolution phase and fact that many programmers has made this tracker to that what it is today. For 10 years other facts in programming are state of art.

As it is, PT3.58 was tested on ALL Amigas from A500 to A4000/Cyberstorm060 with CyberGFX Card and WORKS. If you have problems due the ignorant input handlers from PT, check if ALL your Commoditys/Tools are clean enough to overstand the PT attack :-(. It's not my fault, it is by ALL org PTs the same.

The follow points are known and in work to fix it:

- Enforcer hits by starting in CPU stack area  
(input.handler hacks in a bad way the system vectors)

- memory fragmentation by using packed datas
  - Screen switching with other keys than LAMIGA M/N or the Cyclegadget righmost
  - keyboard handling in text input gadgets not clean
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