

SerialRipper

COLLABORATORS

	<i>TITLE :</i> SerialRipper		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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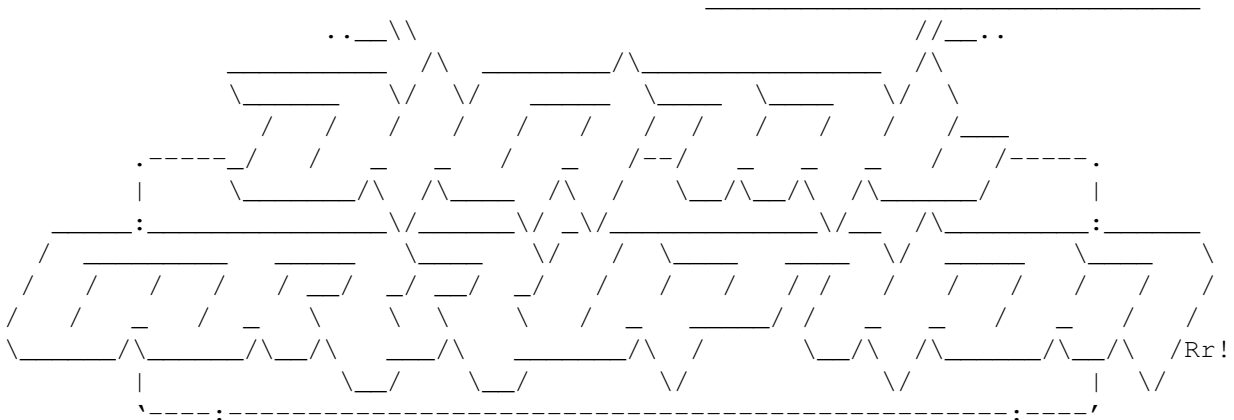
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Chapter 1

SerialRipper

1.1 SerialRipper



· P · R · E · S · E · N · T · S ·

· a n o t h e r q u a l i t y r e l e a s e ·

SerialRipper v1.x

Information about this release:

About

Credits

Copyright

Support

History

Installing & usage

Supported Formats

Contact/bug-report

Information about button help:

Main-Window

DiskRead-Window

Mem.Dump-Window

Mod.Found-Window

Preferences Window

Single Mode Window

ModInfo Window

1.2 Installing & Usage

How to Install

=====

Just create a directory on your HD, anywhere you like, and copy all the contents of this package to this location.. Just remember to copy the files in the Libs/ directory to your LIBS: And SR should work just fine..

Usage

=====

SR can be run from either WB, or from CLI..

1.3 Sound formats supported

Sound formats supported

=====

This section will be divided into two sections, one for the working and savable sound formats, and one for not savable..

The following flags tell you if this format supports special info:

M = Module Information support
 T = Calc Duration (how long a module lasts in min:sec) (Library support)
 A = Audio support (You can actually play the samples)

Savable and working formats

=====

Sound format name Flags

```

=====
ArtOfNoise 4CH      M
ArtOfNoise 8CH      M
AHX/THX v1         T
AHX/THX v2         T
BSI Future Composer -
DIGI Booster       M,A
DIGI BoosterPro    M
Future Composer v1.3 M
Future Composer v1.4 M
JamCracker         M,A
MED/OctaMed (MMD0) -
MED/OctaMed (MMD1) -
MED/OctaMed (MMD2) -
MED/OctaMed (MMD3) -
ProTracker         M,T,A
Sun Audio/Sound format (AU) -

```

Recognizable formats, not savable

```

=====
SidMon2           - Disabled
SoundMaster v3
MultiTracker
PlaySID
David Whittaker (2 versions)
Profiteam-Soundfactory - Disabled
StoneTracker
Fred Editor
SoundFX
SonicArranger (3 different versions)
S3M (ScreamTracker)
XM (Extended Module)
Wave (Sound format)
Midi (Sound format)

```

1.4 Copyright/Distribution

Copyright/Distribution

=====

This program are copyrighted by Dr. Ice / Digital Corruption. But it are freely distributable as long as it's not included in any commercial product or sold for a price higher than the cost for the disk and drive use.. All documents and files must always be kept together. The only exception is when it's copied to eg a harddrive for own use. You are not allowed to spread it if any file is changed. The best way to distribute it, is in a LhA archive. It may not be included in any commercial products without contacting the author for written permission..

All files is also classified as CardWare/EmailWare, this means that you should send the author eighter a postcard from your hometown/city, or send me an email as a thanks for this freely software.. Money/gifts are also welcomed, I surly need a new pair

of glasses.. hehe..

The author cannot be held responsible if Serial Ripper should crash your system or HD, cause of missuse of this program or/and document.. You use this program on your own risk, just like everybody elses..

1.5 History

History
=====

v1.0 released xx.xx.2000
- First official release

1.6 Support

Support
=====

This section deals with supported genies, like EaglePlayer and DeliPlayer. At this point, SR don't support any genies, but, hopefully there will be a support for genies in the future versions. There should be two libraries within the Libs directory of this package:

serialripper.library
srcalc.library

serialripper are the library that should do this, it also handles all the message ports handling of Serial Ripper.. There are two different ports which you can access.. Read more about this in the Development directory in this package..

srcalc are the library which will do the calculation of the formats supported to do so.. Check the
 Formats
 for more info about
this feature..

1.7 About Serial-Ripper

About Serial Ripper
=====

If you don't know what Serial Ripper is, I can tell you that this software are used to hunt memory/files for sound/module formats. If you like to check out what sound formats that are available within this version of SR, please refer to the
 Formats
 section

of this guide file..

1.8 Credits

Credits
=====

I would like to thank the following people that has been helping me with this project..

Beta-Testing
=====

Crown/Cryptoburners
Kyzer
Curt Cool/Depth
XtC

ASM src's and other help
=====

Crown/Cryptoburners
Kyzer
Curt Cool

Intro-credits
=====

crown, u write this!

SR Logo's
=====

Crown/Cryptoburners

Code & MUI Design
=====

Dr. Ice dC - The Author

I would also thank Katja for correcting misspellings within this GUIDE file.. And thanks to everybody else that has been a part of this project in any ways..

1.9 Contact/bug-report

Contact/Bug-reports
=====

If you find any bugs, or if you have any ideas about features,

improvements within SR, please feel free to contact me in one of the following ways:

email: kaarej@start.no

Snail

Mail: Dr. Ice dC
Nordvaagveien 17d
N-9750 Honningsvaag
Norway

You can also contact me through Serial Ripper's MailingList...

Subscribe: <http://www.onelist.com/group/sripper/>
Or <mailto:sripper-subscribe@onelist.com>

1.10 Serial-Ripper v1.0 beta

* Main Window Help *

Start-Ripp

Stop-Ripp

ModulePlayer

Find

Write

Read

DiskRead

MemDump

ClearMem

About

MemTypes

ModsTypes

Hunt

StopHunt

Continue

ModInfo

1.11 Start-Ripp

Main Window - Buttons Help

Start-range
=====

Here you can write the range from where you want to start searching the memory..

1.12 Stop-Ripp

Main Window - Buttons Help

Stop-range
=====

Here you can write the stop range where you want to stop searching the memory..

1.13 ModulePlayer

Main Window - Buttons Help

ModulePlayer
=====

This button will start EaglePlayer/DeliTracker for playing the module you have found.. EaglePlayer is only working if the "Use Delitracker" feature is turned off in the preferences (on/off tags).. If the "Use DeliTracker" option is turned on, SR will use DeliTracker to play the found module..

1.14 Find

Main Window - Buttons Help

Find
=====

This button will search the memory range for a given string, given by you. This means that SR will search from START->STOP range you have selected, or changed to..

1.15 Write

Main Window - Buttons Help

Write
=====

This button will save the found module to your HD, or to your RAM disk.. Depends of what you have configured in the preferences.. It is recommended that you save things to your RAM disk, and then save them to your HD if everything was okay when saving it..

1.16 Read

Main Window - Buttons Help

Read
=====

This button will pop-up a file requester, asking you to select one or more files, so that SR can hunt them for modules.

1.17 DiskRead

Main Window - Buttons Help

DiskRead
=====

This button will open a new window, where you can choose what DISK you want to make a HARD-copy of. This will create an Imagefile on your RAM: HD: or Disk, depending of what you have configured in the preferences.. In other words, this button will just create an imagefile where you can search for modules.

1.18 MemDump

Main Window - Buttons Help

MemDump
=====

This button explains itself, just by looking at it.. Anyway; this will open a new window where you can decide what part of the memory you want to view.

1.19 ClearMem

Main Window - Buttons Help

ClearMem
=====

This button will clear the memory from trash, and no-used memory. It's more like the Avail flush command, but this really clears the memory.. :)

1.20 About

Main Window - Buttons Help

About
=====

Well, as it says.. This will just open a window where you can find some information about the ripper itself.. Release date, supported formats and so on.. The names of the formats aren't actually written here though, just how many of them are included.. hehe..

1.21 MemTypes

Main Window - Buttons Help

MemTypes
=====

With this cycle button, you can choose what kind of memory SR should be searching from.. You can choose between: FastMem and ChipMem..

1.22 ModsTypes

Main Window - Buttons Help

ModsTypes
=====

With this cycle button, you can choose what type of searching you want SR to do.. You got two options:

- Multi search, will search the memory for ALL supported module formats..
- Single search, will specifically search for ONE of the supported module formats..

1.23 Hunt

Main Window - Buttons Help

Hunt
=====

Well, another self-explained button.. This will start the search process, and see if SR can find any supported sound formats..

1.24 StopHunt

Main Window - Buttons Help

StopHunt
=====

Well, this button will just stop the hunt process..

1.25 Continue

Main Window - Buttons Help

Continue
=====

This button will continue the search from the last position it stopped..

1.26 ModInfo

Main Window - Buttons Help

ModInfo
=====

This button will be enabled if a module is found during the hunt process.. When you press this, another window will open where you can get some information about the found module.. Not all formats are supported yet..

1.27 DiskRead

* DiskRead Window Help *

Drives

Stop

Start

1.28 Drives

Single Window - Buttons Help

Drives
=====

With this cycle button you can select the disk drive you want to read from.. In the range of: DF0-DF4..

1.29 Stop

Single Window - Buttons Help

Stop
=====

This button will stop the reading process, and will cancel the whole operation..

1.30 Start

Single Window - Buttons Help

Start
=====

This will start the reading process of the selected diskdrive, and create a imagefile in your RAM:, HD: or the disk you have chosen to save it to..

1.31 Memory Dump

* MemoryDump Window Help *

Next

Goto Address

Prev

1.32 Next

Memorydump Window - Buttons Help

Next
=====

This will refresh the list, get the next memory blocks, and let you view them..

1.33 Goto Address

Memorydump Window - Buttons Help

Address location
=====

Here you can type in the address you want to have a look at, and SR will do the rest...

1.34 Prev

Memorydump Window - Buttons Help

Previous
=====

This will refresh the list, get the previous memory blocks, and let you view them..

1.35 Module found...

* "Module Found" Window Help *

Skip

Write

View

1.36 Skip

Found Module Window - Buttons Help

Skip
=====

This button will just do the same stuff as the "Continue" button..

1.37 Write

Found Module Window - Buttons Help

Write
=====

This button is the same as the "Write" button located on the main SR window..

1.38 View

Found Module Window - Buttons Help

View
=====

This button does the same as the "Memdump" button, except that it will take you directly to the found location...

1.39 Preferences Window

* Preference Window Help *

Save Prefs
Use Prefs
Load Path
Image Path
Path Load
Startup Logo
Samples Path
CheckMark Gadget
UpperCased Prefix/Suffix
Use XFD support
Use XPack support
Use XPK suffix when saving
Save Sample as iff/Raw
Duration Calculation

Open Found Window?

Use Delitracker?

Disable About

XPK help

1.40 Save Prefs

Preference Window - Save Prefs Help

This button will save the preferences, and will start using the new settings you have configured..

1.41 Use Prefs

Preference Window - Use Prefs Help

This button will not save the config, but just use it.. Just like all other use button.. :)

1.42 Load Path

Preference Window - Load Path Help

Just as this string gadget says, this path will be used when you start using SR, this will be like a default loading path.. But, This doesn't mean that when you are using the load button you will get the default Load Path directory. As mentioned; this path will just be used the first time you run SR..

1.43 Image Path

Preference Window - Image Path Help

This string gadget is used when making a ImageFile out of a FLOPPY for hunting purposes only.. In other words, when you use the DiskRead button, you will need this path.. :)

1.44 Path Load

Preference Window - Path Load Help

This string gadget is used when loading something for the first time. When you have changed to another directory, SR will remember this path without saving it for next time you run SR..

1.45 Startup Logo

Preference Window - Startup Logo Help

With this cycle-gadget, you can decide which Logo you want SR to open when SR are loading. This option is only working if you haven't executed SR before changing this feature.. If you HAVE executed SR and are changing the logo, the logo won't be saved as the new default, cause of a file lockdown done by MUI..

1.46 Samples Path

Preference Window - Samples Path Help

This string gadget is used when saving SAMPLES to your HD.. It is recommended that you use RAM: for this.. SR may fill your HD with a large file, if the chosen sample size is calculated wrong.. So, stick to RAM: That goes for ALL of the save paths..

1.47 CheckMark Gadget

Preference Window - On/Off Help

Use suffix Window
=====

When this option is enabled, SR uses suffix instead of prefix, for instance, if we got a module format called prefix and suffix, we will get the following output:

```
suffix: nameofmodule.suffix
prefix: prefix.nameofmodule
```

1.48 UpperCased Prefix/Suffix

Preference Window - On/Off Help

Uppercased Prefix/Suffix?
=====

This option will only uppercase the prefix/suffix extension of a saving

module.. For instance:

```
mymodule.SUFFIX
PREFIX.mymodule
```

1.49 Use XFD support

Preference Window - On/Off Help

```
Use XFD Support
=====
```

This feature will turn on/off the XFD support in SR. By turning it off, Serial Ripper won't decrunch crunched files. In THAT case, you won't find ANYTHING when searching this file for modules..

1.50 Use XPack support

Preference Window - On/Off Help

```
Use XPack Support
=====
```

This feature is meant for packing purposes only, when saving the found module to your HD. If this option is on, then this file will be packed with the cruncher you have selected in the XPK-listview within the preferences...

1.51 Use XPK suffix when saving

Preference Window - On/Off Help

```
.XPK suffix when saving
=====
```

This feature will let decide wether SR should add a .XPK suffix after the filename or not. This feature is only working if the XPack feature is on.. The output will now be:

```
mymodname.extension.XPK
```

1.52 Save Sample as iff/Raw

Preference Window - On/Off Help

```
Save Sample(s) as IFF/RAW?
=====
```

This option will let you decide which format the samples is gonna be saved in.. When this option is on, SR will save the sample(s) as IFF format, else RAW...

1.53 Duration Calculation

Preference Window - On/Off Help

Duration Calculation
=====

This feature will calculate how long a module lasts in minutes and seconds.. This information will be outputed in the ModInfo Window..

1.54 Open Found Window?

Preference Window - On/Off Help

Open Found Window?
=====

This feature will let you decide wether you want to open the "Found Module" window or not.. If this flag is set, the found module window will not be shown..

1.55 Use Delitracker?

Preference Window - On/Off Help

Use DeliTracker
=====

When this feature is enabled, SR overrides EaglePlayer and use the Arexx Interface of DeliTracker.. Some like DeliTracker, and some don't.. So, I'll leave it up to you.. :)

1.56 Disable About

Preference Window - On/Off Help

Disable About Window
=====

When this option is enabled, SR doesn't try to open the About Window on the start when starting SR..

1.57 XPK help

Preference Window - XPK Help

In this ListView you can choose what kind of packing method you wish to use when saving..

1.58 Single Mode Window

* Single Format Window Help *

Format List

Now

Cancel

1.59 Format List

Single-Search Window - Format List

Format List

Here you can select one mode/format you wish Serial Ripper should hunt for. If you double click an event, Serial Ripper will go into Single-mode hunt. This feature is the same as the Now button..

1.60 Now

Single-Search Window - Now

Now

Pressing this button will start the hunt, and use the selected module format as a single mode hunt..

1.61 Cancel

Single-Search Window - Cancel

Cancel

Pressing this button will quit the single mode window, and return back to the main window..

1.62 ModInfo

* Module Info Window Help *

ModInfo List

ModInfo List

ModInfo List

Save

Edit

Play

1.63 ModInfo List

Sample Window - ListView Help

ListView

This ListView will show you a lot of available informations about the found module. Some modules types doesn't have all this information available.

Sample List

If you scroll downwards, you will find the location of the samplelist, with this list you can save samples to your harddrive, or even edit the samples before you save the module. The samples will be saved in the location you have configured within the preferences.

1.64 ModInfo List

Sample Window - ListView Help

ListView

This ListView will show you a lot of available informations about the found module. Some modules types doesn't have all this information available.

Sample List

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1.65 ModInfo List

Sample Window - ListView Help

ListView

This ListView will show you a lot of available informations about the found module. Some modules types doesn't have all this information available.

Sample List

If you scroll downwards, you will find the location of the samplelist, with this list you can save samples to your harddrive, or even edit the samples before you save the module. The samples will be saved in the location you have configured within the preferences.

1.66 Save

ModInfo Window - Buttons Help

Save

====

You can actually save a sample to your harddrive with ease. If this button is disabled, then the following module/sound format doesn't have support for this.. The saved instrument/sample will be saved to the directory you have configured within the preferences..

1.67 Edit

ModInfo Window - Buttons Help

Edit

====

It's even possible to edit instruments, give them a new name, what ever. This can't be done if the samle size is NO SAMPLE, and/or if the module/sound format is unsupported to this matter.. You can even save the new edited samples (module) to your harddrive when done..

1.68 Play

ModInfo Window - Buttons Help

Play

====

You can even play the samples from the listview within SR, just by clicking on the sample name, and press play.. Not all formats are supported by this feature yet..
