StoneTracker

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COLLABORATORS

	TITLE : StoneTracker	

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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StoneTracker

1.1 StoneTracker V1.26

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                StoneTracker V1.26

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Emmanuel MARTY & Michael LAVAIRE
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1.2 Introduction

StoneTracker V1.26

Welcome to the electronic distribution of StoneTracker demonstration version.

StoneTracker is a tool enabling you to create music, either for your own pleasure or in order to use it in an application. Assuming some knowledge of the use of Amiga and basics of music, this document covers the basics of tracker composing, practical use of the program and inclusion of StoneTracker music into your personal applications.

In order to achieve this level of quality, we have been working on this tool for one year and a half.

StoneTracker stands for :
- one year and a half of work dotted with exams
- 1320 KB of sourcecode, fully written in Assembler language
- An A1200 and an A4030 knocked dead
- 700 liters of Coca-Cola
- About ten disagreements

The main features are :

- System friendly, OS 2.0 look (with our personal touch of course), no enforcer hit!, installs as commodity, AppIcon, AppMenuItem... Allocates channels, can deallocate without quitting. Compatible with VGA/Multisync etc. screens. Gets the best from the Amiga and puts you in a secure environment.

- Locale support. English and French currently; German in progress. Any translator is welcomed.

- "Everything on screen" and ergonomic user interface, studied with a tracker musician. Secure against unwished operations..

- full-featured AREXX port

- Extreme configurability.

- Noise/ProTracker keyboard shortcuts emulation.

- Custom module format, allows compression of sample banks with three different and dedicated methods.

- Import of 13 existing formats (e.g. ProTracker, FastTracker, OctaMed, Oktalyzer, ThePlayer...)

- Export of ProTracker and FastTracker formats in addition to its own format (full version only)

- XPK support. Passwords handled.

- XFD support (allowing decrunching of more than 100 packers, like CrunchMania, StoneCracker...).

- Builtin decompression routines for Powerpacker and CrunchMania (if XFD is not available).

- Multi-song (65.535 possible)! Available song-synchro commands in the player for interactive music.

- Up to 65.535 patterns!, shared between songs.

- Patterns seperated for each track, allowing you e.g. to reuse a beat or a bass line from a position to another ! Command for "remapping" duplicate patterns in imported modules that haven't this feature (ex. ProTracker) saving a lot of memory!

- Up to 255 samples! Can be loaded in FAST memory : no size limit except the size of your fastmem.

- 4 ("native") tracks or 5,6,7,8 tracks, all with configurable mixing quality, from 4 to 50 Khz (28 Khz on PAL/NTSC "basic" displays). All effects can be used in all modes, no restrictions! Mixing technique is more like TFMX than OctaMed or ArtOfNoise resulting in high quality sound. Each song can have its own number of tracks, and you can jump from e.g. one song in 4 tracks to one in 7 without hearing a noise or whatever!

- Each track has its own volume. General volume for the music. Master volume on top of all controlled by the programmer.

- Loads samples in CHIP or FAST memory, no difference.

- Up to SEVEN effects per note per track!

- Special "FX" track with up to EIGHT effects per line, dedicated to speed and general control commands.

- Extended effects!

- Effect for gearing your program to the music (calls a user function when this effect is reached). Ideal for game intros, demos, etc.

- Command for MIXING a position into a sample ! Make your arpeggios, drums or whatever...

- Command for timing a song; no need to play the whole song to know its duration anymore.

- Highly optimized play and mixing routines.

- Player is a shared library, used even by the editor!

- AmigaGuide Documentation in English and French (German planned).

- Nice example musics in 4 to 8 tracks, composed by Jerôme Angelot, the musician who helped us designing this tracker. (more musics in the full version)

- Provided Harddisk-installation Installer script.

- Full developer documentation for player and fileformat, with examples in Assembler and C, link library for SAS; you can use the player library or include the player in your programs ("system friendly" and "no operating system" (for games and demos) versions provided) (full version only)

- Players for DeliTracker and EaglePlayer and independant player (full version only)

- Editor, player and packers fully programmed in Assembler.

- Constant support. Most user requests have been satisfied yet and we will continue to do so.

1.3 What's new ?

StoneTracker V1.26

Version 1.26 :

Editor :

[] Improved editing functions :

- DEL key responds on the whole line and not only on the note
- added ProTracker-compatible keyboard shortcuts :
  (thanks to Håvard Pedersen, author of ProTracker Support Archive from which I learned a lot, and to the person that e-mailed me about this archive)

  control F3 : cut effects
  control F4 : copy effects

```
        control F5 : paste effects
        shift F6-F10 : record pattern position on corresponding key
                       (F6-F10 without qualifier will bring you back here)
        amiga F6-F10 : clears stored position on corresponding key
                       (warps back to native mode)
        alt F6-F10   : plays from pattern position recorded on corresp. key
        ctrl F6-F10  : records from pattern position recorded on corresp. key
        alt DEL   : clears effects of track under cursor
        shift DEL : clears note of track under cursor
        ctrl DEL  : clears whole pattern (previously shift DEL)
        shift 0-9 : stores effect displayed by current track on corresp. key
        alt 0-9   : writes effect stored on corresp. key under the cursor
                    (default effects are ProTracker's)
        alt+"\"   : copies effects above cursor under cursor
        alt+"-"   : copies effects above cursor under cursor and adds 1 to
                    the parameter
        alt+")"   : copies effects above cursor under cursor and substracts
                    1 from the parameter

   [] Calls a stoneplayer library function in order to compute the data
      displayed by the monoscope. An indirect results is that the
      quality and speed are improved.

   [] When you enter an illegal value in position gadget, it doesn't
      hang randomly anymore. thanks Jerome ;)

   [] User interface is now locked when exporting a module, as for any other
      non-instantanate processing.

   [] Dropping an module in an unknown format on StoneTracker AppIcon (or  ↩
       selecting it
      and selecting "StoneTracker" in Workbench Tools menu) doesn't crash anymore.
      thanks Nico..

   [] Removed random hits on 68040 (Now that Jerome and I own a 040 we can
      notice that sort of things ;)

DeliStone :

   [] NotePlayer Interface (thanks to Peter Kunath for the docs) ! Now it's
      possible, at last, to listen to 5-8 tracks StoneTracker modules with
      14bit quality and inspect the sound with monoscope for example. So
      user interface that was used for setting up mixing frequency and
      samples ram type disappeared.. ;(

Player (StonePlayer library and binary players) :

   [] Song jump command debugged

   [] Function added in order to compute monoscope data, in a faster and
      prettier way than previously.


Version 1.25 :

Editor :
```

```
   [] Uses
              XPK
               for depacking modules, when loading and joining. Passwords
      handled. At last it's possible to load 'squashed' modules !

   [] Uses
              XFD
               for depacking modules, when loading and joining. Passwords
      handled. Files packed with e.g. StoneCracker or Imploder can now be
      loaded.

   [] Added ThePlayer 4.1A loader.

   [] Added Art Of Noise 4/8 tracks loader.

   [] Rewritten track display routines, both cleaner and faster.

   [] Improved upwards compatibility with StonePlayer library.

   [] Removed bugs :
      - disabled "Mix" button when sample 0 is active :)
      - when inserting a song, current position is brought back to the first.
      - repaired ThePlayer 6.x loader (samples packed with Fibonacci weren't
        depacked any more)
      - now, underlined effects (indicating that there are effects before or
        after the underlined one) work on FX track !
      - avoided possible crash after a 'remap'
      - 'BPM' gadget refreshed only when required (it isn't any more when is
        executed a
                0FXX
                 command which changes inter-line gap but not BPM)
      - added AppMenuItem parameter handling : it's now possible to select
        one or several icon(s) of module(s) and select "StoneTracker" in
        Workbench menus; This will have the same effects as dropping this
        (these) icon(s) on the AppIcon. Thanks Brice!
      - when tracker screen is hidden and one drops modules on the AppIcon,
        or selects some and selects "StoneTracker" in Workbench menus, it
        doesn't hang the system any more... Thanks Brice ;)
      - the tracker crashed when loading some ThePlayer 6.1A modules without
        identifier, taking them for 5.0A or 6.0A modules, almost identical
        but with a packing system utterly different : improved detection
        routine, which leads to a correct handling of these modules. Added
        too a security which in case of bad detection would load random
        things but wouldn't crash.
      - when one clicks with the mouse in patterns and cursor jumps to
        another line, the righthand slider is now moved. =:)
      - when you inactive the tracker (
                Inactive
                ) and then you try to run
        the tracker again, it doesn't crash any more.
      - when you are in the
                config
                 editor and you try to run the tracker
        again, it doesn't crash any more.

StonePacker library :
```

```
   Created for version 1.25. This library includes all samplebank pack/unpack
   routines. Previously, these routines were included in the tracker,
   PlayStone, DeliStone and EagleStone, which was silly. Better sharing what
   can be shared ! In addition, this library removes all unexplained
   decompression problems that were noticed in these external players.

PlayStone, DeliStone, EagleStone :

   Now use the new 'stonepacker.library' shared library : no decompression
   problems any more. A bit less memory required.

Player (StonePlayer library and binary players) :

   [] SoftInterrupt in "hardware" (no operating system) binary player is now
      handled in a transparent way.

   [] Song end wasn't detected in binary players when the end of last position
      was reached. Fixed.

   []
                09xx
                 (Sample Offset) command now plays sample loop when offset> ↩
                    samplelen,
      in order to be compatible with crazy ProTracker modules (Thanks Loïc)

   []
                0Dxx
                 (Break Position) and
                0Bxx
                 (Position Jump) commands have been
      debugged and now work with craziest ProTracker modules (Thanks Loïc ;)
```

1.4 XPK compressors handling

```
      StoneTracker V1.26


XPK is a file compression standard developed by Urban Dominik Mueller and now
used by a majority of applications. Roughly, this standard enables
applications using it that would have data to pack, to avoid caring directly
about compression but instead to delegate this task to an external entity,
an XPK compressor. The developer is then freed from the work of writing a
compressor, and the user can use brand new XPK compressors with applications
that use XPK, without upgrading.

Currently, a lot of musicians seem to pack their ProTracker modules using XPK
and we have been constantly asked to integrate it into StoneTracker, in order
to load these packed modules; it's now done. When loading or joining a
module, if XPK is installed on your system, it will be automatically used for
loading and unpacking the module, provided that it is stored in XPK standard
file format (used e.g. by XFH but not by DiskExpander). A completion
indicator has been implemented mainly for slow compressors (ex. xpkSHRI). If
a password is required, you will be asked for it.

It isn't possible to distribute the whole XPK package along with StoneTracker
```

because of space and rights, and in order to follow authors wills, we won't distribute it partially. If you don't already have got it, this standard is quite easy to find, e.g. on Aminet, in util/pack directory.

1.5 XFD depack library handling

StoneTracker V1.26

XFD is a file depacking standard developed by Georg Hörmann. It consists of a set of libraries enabling depacking of more than a hundred formats (ex. CrunchMania, StoneCracker...). XFD is called by StoneTracker when loading and joining modules, in order to load modules, mostly ProTracker format, compressed in the most exotic ways. If a password is required, you will be asked for it. If XFD is not available, StoneTracker is able to unpack PowerPacker and CrunchMania files by itself.

If you don't already have got XFD system, it is quite easy to find, e.g. on Aminet, in util/pack directory.

1.6 Installation

StoneTracker V1.26

An installation script written for the now famous Commodore's Installer tool is provided, in order to ease StoneTracker hard disk installation. Under Workbench, you just have to double-click on installation script icon (available in both English and French, I bet you'll use the former one) and follow on-screens instructions. Unless you are a true novice, I advise you choose the 'expert' mode, so that the script will not do anything before you being asked first.

If you want to install StoneTracker yourself on your harddisk (if you are among people who like complexity), you should :

. copy StoneTracker program and its trailer StoneIntro located on disk 1 wherever you want to put them, the best choice being an own directory.

. copy preferences file StoneTracker.prefs located on disk 1 to ENVARC: directory of your harddisk.

. copy shared libraries StonePlayer.Library and StonePacker.Library located on disk 1 to LIBS: directory of your harddisk (you may copy them to StoneTracker directory instead, but neither DeliStone or EagleStone will find them and will then refuse to operate)

. copy requester library reqtools.library (© Nico François) located on disk 1 to LIBS: directory of your harddisk.

. copy french locale file (if you ever need it) StoneTrackerDemo.catalog in locale:catalogs/français directory of your harddisk.

. copy example musics located in modules/ directory on disk 2 wherever you
  want to put them,the best choice being an own directory.

. copy one or both documentation files, StoneTrackerDemo.Guide (french) and
  StoneTrackerDemo_E.Guide (english :) located on disk 2 wherever you like
  then modify "Multiview=..." line of StoneTracker.prefs file in order to
  setup documentation directory for StoneTracker.

. an extra disk is provided with commercial version. This version features
  example sources, includes and linked library for 'C' development; includes,
  autodocs and example sources for Assembler development; players to be
  included in your own applications; players for DeliTracker and EaglePlayer;
  an independant player; and two trailers, which can be included in your apps
  too.

1.7 Disclaimer

StoneTracker V1.26

StoneTracker is provided to you "as is" without any warranty of any kind,
either expressed or implied. Authors and other parts involved into the
distribution of this software deny all responsibility for damage that
this software may cause whatever it is. You are using this program
at your own risk.

StoneTracker, sound routines (stoneplayer.library and binaries), the
bank pack/unpack library (stonepacker.library), the linked library for 'C'
(stoneplayer.lib), include files, external software (PlayStone, DeliStone,
EagleStone) and all documentation are copyright 1995 Emmanuel MARTY & Michael
LAVAIRE. Any modification whatever it is by any person or part other than us
or any operation not explicitly allowed here on the files listed above is
illegal. Copying demonstration version (which explictly shows 'demo version'
in a request at program startup time) is allowed (provided that all files
making this demonstration version are distributed and under their original
form, and that the person or part which distributes doesn't not ask for a
price greater than the price of the media on which the software is
distributed) and even encouraged. Copying and/or distributing commercial
version (the full one, which lets you save data) is strictly forbidden,
except for persons or parts having signed a distribution contract with
authors.

All example musics are copyright 1995 Jerome ANGELOT. Any modification or
reusing of these musics without written permission of their author is
forbidden, either partially or fully, for commercial purpose or not.

StoneTracker Sound System picture is copyright 1995 Nicolas RIVIERE. Any
modification or reusing, partially or fully, of this picture under any
form, for commercial purpose or not (excepted an article or advertisement
describing explicitly StoneTracker) is strictly forbidden without written
permission of its author.

Any person breaking the rules listed above is exposed to legal proceedings
from holder(s) of the copyright(s) which has been violated.

We allow Peter Kunath and Frank Riffel (DeliTracker programmers) to
include "DeliStone" program and stonepacker.library into present and future
distributions of their module player DeliTracker. The legal conditions
applied to DeliTracker and its players will then apply to the "DeliStone"
version distributed along with their software.

We allow Henryk Richter and Jan Blumenthal (EaglePlayer programmers) to
include "EagleStone" program into present and future distributions of
their module player EaglePlayer. The legal conditions applied to
EaglePlayer and its players will then apply to the "EagleStone" version
distributed along with their software.

Buying full version of this software grants you the right of using
the "binaries" (StoneTracker sound routines that can be integrated into
your applications), music composed on StoneTracker and/or stoneplayer.library
into your applications, even commercial ones.

1.8 Requirements

StoneTracker V1.26

Powerful software needs powerful hardware... StoneTracker has been written
from the start to run on the new generations (not very new now) of Amigas.

So running the StoneTracker and external software requires a 68020 CPU or
better, and KickStart 2.04 (v37) or more recent (program does take
advantage of OS 3.0 add-ons when it is present).

The program does not ask for AGA chipset (it would be stoopid), that means
that apart from Amiga 1200 and 4000, StoneTracker can e.g. be run on
an Amiga 2000 with kickstart 2.04 and an accelerator board. Note however
that the better architecture of AGA chipset enables a much faster screen
refresh than original or ECS chipset, in 5-8 channels mode.

StoneTracker music editor and external software have been programmed and work
fine on a multisync display, VGA or other. They work of course on "basic"
PAL and NTSC displays.

Owners of 68040 (and 68060..) : StoneTracker nows work on these CPUs;
previous version didn’t because of a stack problem.. It works fine with
copyback mode, that would be a waste of efforts and performance to
deactivate it !

1.9 Authors & Distributor

StoneTracker V1.26

Refer to the disclaimer for information on the copyrights and on
what we allow and forbid.

```
Emmanuel MARTY    Programmed the editor (StoneTracker), the foreign
                        module formats importation routines, DeltaHuffman
                        sample packmethod, the bank pack/unpack library
            (stonepacker library) and external software :
      PlayStone, DeliStone and EagleStone.

Michael LAVAIRE   Programmed the soundroutines (stoneplayer library and
      players to be included in your programs), the
                        StoneCruncher/Mickey sample packmethod, the two
                        trailers, and did most of the job of adapting
                        DeliStone to the NotePlayer specs.

Jerôme ANGELOT    Composed all example musics.

Nicolas RIVIERE   Traced "StoneTracker Sound System" picture.

Benoit SAINT-MOULIN Drawn MagicWB StoneTracker icon in a couple of hours.


You are encouraged to give us feedback! We do need your suggestions, bug
reports and other :

Emmanuel MARTY        Michael LAVAIRE
10 Impasse du Romarin     99 rue François Villon
34920 Le Crès       34130 Mauguio
FRANCE          FRANCE

Or via e-mail : marty@crit2.univ-montp2.fr (Internet)


Exclusive StoneTracker 1.26 distribution in France has been granted by
written contract to the truly dynamic team of :

Quartz Informatique
2 bis avenue de Brugny
74000 Annecy
FRANCE

Tél/Fax/Ans : (+33) 50.53.82.62
(auto recognition)

If you only own demonstration version and you would like to buy the full
version, send 190 FF to the address above. You will be shipped the full
version within a reasonable delay, even outside France. You can also
contact them for getting their listing of what they distribute, or
in order to have your creations distributed if you are developer.

Distributors outside France wanting to distribute StoneTracker in the
country(ies) where they are located are highly invited to contact
authors in order to get a written agreement.
```

1.10 Thanks

StoneTracker V1.26

Emmanuel :

[] Nicolas Rivière pour l'image de la mire StoneTracker, pour chanter des chansons débiles et me faire mourir de rire à longueur de journée, pour m'envoyer des e-mail de 10 pages me racontant ses aventures à Paris et me téléphoner ensuite pour me dire qu'il m'a envoyé un e-mail, et pour tout ce qu'il m'attend encore...

[] Nicolas Daire pour avoir colorisé l'interface utilisateur du tracker et provoqué l'apparition de bugs incroyables.

[] Jérôme Angelot pour les idées et les musiques d'exemple.

[] Brice Fromentin pour l'extension StoneTracker pour AMOS.

[] Benoit Saint-Moulin pour l'icône 8 couleurs de StoneTracker, pour la réparation du 4000, pour le hardware supplémentaire, pour le sympathique séjour en Belgique et pour le job de rêve !

[] Nico François for reqtools.library.

[] Cyprien Benezet pour me faire mourir de rire depuis de longues années pour les boites à con qui encombrent mon étagère, pour me téléphoner une heure et demie par jour de n'importe où sauf la semaine où la note de téléphone arrive, pour la télépathie in-ouïe en ce qui concerne les médias et pour ses critiques toujours exemptes de méchanceté à propos des sujets qui nous font tant marrer ;))

[] Patrick et Alban pour avoir pallié à l'absence de mon 4000 par un 1200 et une carte accélératrice.

[] ZestOOn pour se coiffer avec une éponge et MIPS pour vivre sous tranxène, et pour les deux utiliser leur talent d'infographistes pour égayer les productions Christophe Clark.

[] Fanny pour avoir été ma coiffeuse et mon photographe personnel à la GASP et pour avoir gagné le premier prix du concours d'originalité rubrique enveloppes. Et aussi le concours de délai de réponse ;)

[] R.J. Mical, Michael Sinz, Dale Luck, system developers, Jay Miner, hardware creator, Dave Haynie, the psycho that (among many things) designed the A4000 (hey, you forgot the hammer required to fit the Zorro cards), and all other fathers/mothers of the Amiga for having invented the use of computers for pleasure instead of constraint.

[] All users and future users that have sent us suggestions for StoneTracker. Be thanked all.

[] Anybody that I met at the GASP who isn't mentioned here because I was so damaged that I don't remember anything I did there.

[] Anybody I met on IRC =:) esp. PhB, le_maje and gryzor.. If you like, join #amigafr or #amiga..

[] Peter Kunath and Frank Riffel for the more and more awesome DeliTracker module player, and for the NotePlayer specs.

[] Motorola for having invented the 68040 which nicely replaces my old EC030, that will have been pretty useful though..

[] Et bien entendu mes parents et amis non encore cités, qui n'ont pas forcément participé directement à ce projet mais que je me dois de citer pour éviter l'incident diplomatique ;) Marc Moulis (Fireblade), André Rieussec, Thomas et Agathe Rivière, Bruno Million, Emmanuelle Vallée, Jesse Deep, Daniel B, The Fly, {Olivier Soleil, Jean-Yves, Eric, Sylvaine, Michel Ansel, Alexandra, Jean-Christophe, Frederic, Philippe, Olivier "Ra" Béchard, Emmanuelle, Bettina et le poisson rouge "project manager" de UBI Soft Entertainment}, Clary.

Michael :

[] Nicolas DAIRE pour son soutien et sa facheuse tendance à trouver les bugs où il n'y en a pas.

[] Jérome ANGELOT pour les essais du StoneTracker et sa connaissance de la musique.

[] Bruno MILLION pour avoir soutenu Jérome.

[] A Chapter 8 pour les idées de projets ...

[] Ma soeur pour me frapper quand je fais des fautes d'orthographe.

[] Et à tous ceux que j'ai oublié mais qui m'ont soutenu pendant cette dure année de travail.

1.11 About D-Stroy...

StoneTracker V1.26

About D-Stroy...

A Shareware game featuring music composed by Jerôme ANGELOT (author of the example musics) on the StoneTracker is close to be finished (at last :) both on PC and Amiga... It reuses Bomber Man (DynaBlaster) game principles but with loads of new ideas, monsters using artificial intelligence algorythms, 256 colors delirious graphics (example : vampires, dwarfs, flowers...), StoneTracker musics, loads of levels, options, stoopid secret codes, total configurability, up to 4 players on a single machine or by null-modem (possible between PCs, Amigas and PC/Amiga). Fully programmed in assembler both on PC (386 code, 32-bit protected mode, requires a SVGA card which is VESA compliant too) and Amiga (68020 code, AGA required).

PC Code : André RIEUSSEC (game)
David GALLO (level editor, compression)
Adam Seychell (DOS32 DosExtender)
Michael LAVAIRE (sound routines)
Amiga code : Emmanuel MARTY (game & StoneTracker editor)

```
       Michael LAVAIRE (sound routines & compression)
Graphics   : Nicolas RIVIERE
Musics     : Jérôme ANGELOT

Along with the StoneTracker is distributed an information text written by
game instigator, Nicolas RIVIERE.
```

1.12 Présentation de D-Stroy ...

```
                              FULLY BUGGED SOFTWARE

                                    D. STROY


                                * PRESENTATION *


     Hi...!
    Fully Bugged Software proudly present you their first game : D-STROY.
    This game has been made only for fun that player(s) will have, playing
    a nice little game.

    Available this summer on P.C., this game will be converted to Amiga 1200
    by Emmanuel Marty, co-developer of STONE TRACKER !
    P.C version also includes a translation of STONE TRACKER sound routines,
    and musics will be composed by Jerome Angelot, whose example musics
    are distributed along with StoneTracker !

    D-STROY P.C. and AMIGA will be "compatible" and you will be able to link
    2 machines in order to play with your friends (1 to 4 players).

    D-stroy will be soon available in SHAREWARE version almost everywhere,
    DON'T MISS IT !


    For further information, write to :

    P.C. Version                              Amiga Version.
    ------------                              --------------
         F.B.S.                               Emmanuel MARTY
    Nicolas Riviere                           10 Impasse du Romarin
    8 Rue Des Hospices                        34920 Le Crès
    34090 Montpellier                         (marty@crit2.univ-montp2.fr)


        I hope you will like the 2 versions,
        And thank you, Friend from the Other Side,
        For your Attention !

        BAT.
```

1.13 Basic principles...

StoneTracker V1.26

What is a tracker ?

A tracker is a program dedicated to handling the sound of your machine, in order to handle, organize and shape sounds to get the wanted effect, which is often a music. Editing a partition of a music is done most of the times note by note, that means that you enter one after another the notes making your symphony.

This partition is divided in beats, which are called patterns in trackers terminology, and which are actually two-dimensional "arrays" of equal size, made out of lines (as many as there are tracks possible, or if you prefer, sounds played simultaneously), and columns which can be filled with the notes to be played on each track. The tracker plays the notes sequentially, one after another, at a rate given by the musician, and which is represented by the BPM (Beats per minute). Patterns are played in a given order which is defined by the composer, enabling e.g. to repeat the chorus.

The notes making the music are of course not enough to output a sound. They must be associated an instrument, or sample. Trackers use the native method for outputing sounds on the Amiga, "sampled" intruments, that means instruments from which a note has been played by a real instrument then converted into numbers that the Amiga can understand, by using a sampler. The tracker then asks the machine to output the sound back and can mimic the whole scale given a single note. All natural sounds can then be "sampled" and used in a music composed on a tracker, either instruments, noises, or even voice, which can give this method a great realism. At a, say, professional level, this technique is used to compose todays dance-music hits...

Coming back to our lower level, we have a true small digital multitrack recorder, with, on the most part of clones of the first Amiga tracker (SoundTracker by Karsten Obarski, people tend to forget him), four tracks available (that means that four sampled sounds can be played in the same time, a rule imposed, even if workarounds now exist, by the Amiga hardware... One will sometimes have to trick a bit, having e.g. instruments for chords), and a single effect associated to each note, which is actually a command acting on sound properties (speed, sound volume, etc. but also vibrato, tremolo, crescendo, decrescendo...)

In order to ease your work, the keyboard of your favorite machine is transformed into a true synthetizer keyboard able to play 3 scales :

So, for example, for the first scale:

```
            do1#     re1#             fa1#      sol1#    la1#
  do1      re1      mi1      fa1      sol1      la1      si1
```

Translate on your keyboard to :

```
             S        D                G          H        J
   W        X        C        V        B         N       ,
```

Which finally translates on the editor to:

```
            C1#      D1#              F1#      G1#      A1#
  C1       D1       E1       F1       G1       A1       B1
```

Indeed, nowadays, almost all trackers use this textual USA notation, which even if arbitrary is more compact so fitting for representing notes on a screen where space is limited, and where the number of "tracks" displayed side by side is constantly increasing. Only some courageous minds keep on proposing stave notation, which is more natural to a musician but less practical for a tracker, where sound handling methods are totally different from the ones used in its "big brothers", MIDI tools. But the two kinds of software do not aim the saim goal. Trackers are oriented towards interactive and realtime applications, where MIDI tools are written for "professional musicians".

As described earlier, a tracker pattern shows up like this :

```
          Track 1   |  Track 2   |  Track 3   |  Track 4      ...
    00| C-1 010000 | --- 000000 | --- 000000 | --- 000000|
    01| --- 000000 | --- 000000 | --- 000000 | --- 000000|
    02| --- 000000 | --- 000000 | --- 000000 | --- 000000|
    03| --- 000000 | G#2 0F0482 | --- 000000 | --- 000000|
  |      |            |            |
  :      :      :        :
  .      .      .        .
  .      .      .        .
```

and this for as many lines as the beat has, each being able to hold a note and an effect. We can also notice that lines are numbered starting with 0. To the right of C1 note, on line 00 of first track, is written number 01. This is sound sample assignation, that means that C1

```
note will be played with sound sample numbered 01 in sound samples list.
The numerous effects that can be applied to each note are entered too
as number at edition time. So, at line 03, track 2, sol # note of scale 2
or G2# in USA notation will be played by instrument 0F that means in

                hexadecimal notation
                 instrument 15 of thesamplebank. This note will be
applied an effect : this is effect 04xx applying a vibrato to the sound.
"x82" is the effect parameter, here vibrato, which in this precise case
stands for is depth... But we will see this deeper in
                effects part
                .
```

1.14 Glossary

```
                      StoneTracker V1.26


  tracker   music composing program based on sequential
      output of sampled sound, on several sound tracks
                          (channels) in the same time.

  track   voice, channel, etc. for outputting a single sampled
      sound at a given moment.

  pattern   beat. "grid" which contains a given number
      of notes (the same for all patterns) to be played
      sequentially. on traditional trackers, a pattern does
      hold notes for all tracks. on StoneTracker, a pattern
      holds notes for one track only.

  position  the position list tells for each beat, which pattern
      is to be played (on traditional trackers) or which
      pattern to be played on which voice (on the
      StoneTracker).

  song    on StoneTracker (this notion doesn't exist on
      traditional trackers) represents the definition of
      the position list, the number of tracks and the BPM
      (see below). The patterns being shared on the program
      by all songs, you can create different position lists
      and so compose several songs with the same instruments
      and even reuse patterns (as they hold notes for one
      track only, you can e.g. reuse a drum beat or a
      bass line).

  sample    computer (digital) representation of the variation
      of tension that caracterizes a real sound, permitting
      the computer and the tracker to reproduce this
      variation back, making a quite realistic sound.

  sampling  action constisting of creating a sample from a real
      sound.

  module    "supreme entity", your whole music. includes all
```

```
      songs (so all positions), all patterns and all
      instruments. anything that you can create on
      StoneTracker can be found in the module.

  timing    Two factors are considered for the speed of music
      reproduction : the timing between lines and the BPM
      (see below). The timing between lines is the amount
      of time that StoneTracker waits before playing the
      next line of the pattern. The greater this number,
      the slower the music. Normal speed is 6. It ranges
      from 1 (fastest speed) to 31 (slowest speed). You can
            refer to Set Speed effect.

  BPM   Beats per minute. The second factor determining the
      speed of music reproduction. This is the music
      "tempo". Its normal speed is 125 (7D in
                hexadecimal
                .
      It ranges from 32 so 20 hexa (the slowest) to 255 so
      FF hexa (the fastest). You can refer to Set Speed
      effect.
```

1.15 USA Notation

```
      StoneTracker V1.26


  USA Notation :

    C Do
    D Ré
    E Mi
    F Fa
    G Sol
    A La
    B Si
```

1.16 Hexadecimal notation

```
      StoneTracker V1.26


  Hexadecimal notation, widespread on computers, is a number basis
different from decimal basis. In this basis, there are not ten digits like
in decimal system but sixteen, symbolized by digits from 0 to 9 and letters
from A to F for representing the rest of the digits. Traditional integer
operations still work with hexadecimal and keep their properties. So,
the same as 20-1=19 in decimal, 20-1=1F in hexadecimal. One may wonder at
first where is the point in using such a notation ; there are a lot of
advantages. Apart from its intimacy with inner machine operations, it
enables to write numbers with most of the times less digits than decimal
notation. So, one can with two digits write numbers 00 to FF which translate
```

to decimal 000 to 255 (which requires three digits). Experience will show you that hexadecimal numbers are easier to remind maybe by their reduced number of digits, which reveals pretty handy if you use a lot of instruments and don’t want to spill your time searching for their number or if you would like to not being again and again reading effects list to search for their number too. In addition, some numbers involved in music composing, become "round". For example, engineers which have created Paula sound circuit have defined volume levels ranging from 0 (silence) to 64 (full volume). In hexadecimal, it becomes 00 to 40. Increasing volume "by hand" could then be translated in decimal and hexadecimal as following :

decimal	hexadecimal
0	0
8	8
16	10
24	18
32	20
40	28
48	30
56	38
64	40

Hexadecimal looks simpler, this time... Let’s end with some example operations in hexadecimal :

operation	result
5 + 5	A
10 - 1	F
28 + 28	50
2C + 2A	56
55 * 2	AA
40 / 2	20
50 / 2	28

1.17 Binary notation

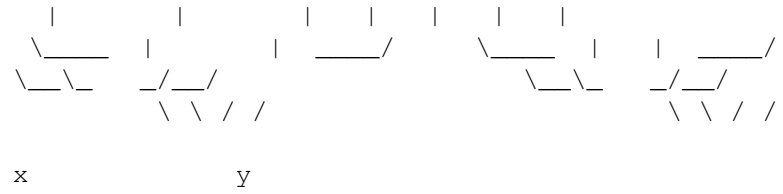
StoneTracker V1.26

Binary notation, as hexadecimal, has an high intimacy level with the machine inner operations. All internal operations of the CPU are performed in binary.

As its name says, the ’bi’ from binary means 2. Contrary to hexadecimal, this number basis has only two digits, 0 and 1, called ’bits’.

Any parameter related to an effect, is made out of two hexadecimal digits. These two digits make a byte which is made out of eight bits.
So for each hexadecimal digit, there are four bits.

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0



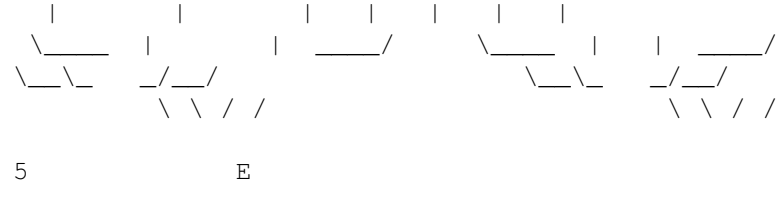
x y

The following tables shows you the conversion of four binary bits to a digit in hexadecimal basis, and vice-versa.

Binary	Hexa	Binary	Hexa
0000	0	1000	8
0001	1	1001	9
0010	2	1010	A
0011	3	1011	B
0100	4	1100	C
0101	5	1101	D
0110	6	1110	E
0111	7	1111	F

Example :

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	1	0	1	1	1	1	0



5 E

1.18 AREXX

StoneTracker V1.26

AREXX is the Amiga porting of REXX language. It would only be a kind of primitive BASIC if it hadn't got a faculty which is more or less its reason of being, the ability of controlling other applications supporting it and which are running in the same time as the AREXX program. These applications offer to the programmer a given number of specific commands by the means of an AREXX port. One can then automate by programming repeated operations. We will not go deeper here, the goal being not give you a full lesson of this powerful language. If you're not used to programming in AREXX, you are invited to read the literature which exists about it.

StoneTracker owns an AREXX port called 'StoneREXX'. It handles all required commands for program "remote control" :

```
  GET               Gets the value of a parameter
  SET               Sets the value of a parameter

  ACTIVATE          Moves program screen to the front
  ACTIVE            Reactivates the program
  APPEAR            Makes screen appear
  CLEAR             Clears pos,songs,patterns or samples
  CONTINUE          Plays music from current location
  DISK OPTIONS      Shows disk options
  EDIT              Activates/deactivates edition mode
  EXPORT MODULE     Exports current module
  FILEREQUEST       Displays a file requester
  FLUSH SAMPLES     Reorganizes the samples
  HIDE              Hides program screen
  INACTIVE          Makes program inactive
  INFO              Displays information requester
  JOIN MODULE       Fuses a module with the current one
  LOAD MODULE       Loads a module
  LOAD SAMPLE       Loads a sample/a samplebank
  LOCK INTERFACE    Locks user interface
  MAIN              Shows main menu
  NULL              Clears the pattern under the current track
  PLAY              Starts playing the music
  PRINT SONG        Prints a song/all songs
  QUIT              Quits the program without confirmation
  RECORD            Starts recording notes
  REMAP PATTERNS    Reorganizes patterns
  REQUEST           Displays a requester
  SAVE BANK         Saves current samplebank
  SAVE CONFIG       Saves current configuration
  SAVE EXEC         Saves an executable module
  SAVE FX           Saves sound effects
  SAVE MODULE       Saves current module
  SAVE SAMPLE       Saves current sample
  SHOW              Makes appear/moves to front editor screen
  STOP              Stops playing the music
  TIME SONG         Returns current song duration
  UNLOCK INTERFACE  Unlocks user interface
  UPDATE            Saves module modifications
```

1.19 GET

```
      StoneTracker V1.26


GET <parameter>

        Gets the wanted parameter into result.
```

1.20 SET

```
      StoneTracker V1.26


SET <parameter> <value>

        Sets the wanted parameter to the given value.
```

1.21 AREXX-controlled parameters

```
      StoneTracker V1.26


AREXX-controlled parameters :


CURRENT SONG    Song currently edited (decimal, 1-n)
CURRENT POSITION  Position currently edited (hexa, 0000-nnnn)
CURRENT LINE    Line currently edited (hexa, 000-nnn)
CURRENT TRACK   Track currently edited (decimal, 1-8)
CURRENT NOTE    Note under cursor (decimal, 0-35 for --- to B-3)
CURRENT SAMPLE NUMBER Sample currently selected (hexa, 00-FF)
CURRENT SAMPLE    Sample under cursor (hexa, 00-FF)
CURRENT COMMAND NUMBER  Command displayed by current track (decimal, 0-7)
CURRENT COMMAND   Command under cursor (hexa, 0000-59FF)
CURRENT PATTERN NUMBER  Pattern linked to current track (decimal, 0-65535)
MODULE NAME   Module name :) (ascii)
SONG NAME   Name of currently edited song (ascii)
SAMPLE NAME   Name of sample currently selected (ascii)
SAMPLE LENGTH   Length of currently selected sample (decimal)
SAMPLE REPEAT POINT Repeat point of currently selected sample (decimal)
SAMPLE REPEAT LENGTH  Repeat length of currently selected sample (decimal)
SAMPLE VOLUME   Volume of currently selected sample (hexa, 00-40)
SAMPLE FINETUNE   FTU of currently selected sample (decimal, -16 to +15)
MODULE CHANGED    Module modified or not (decimal, 0=no or 1=yes)
SAMPLES CHANGED   Samplebank modified or not (decimal, 0=no or 1=yes)
FX ACTIVE   FX track active or not (decimal, 0=no or 1=yes)
BPM     BPM of currently edited song (decimal, 32-255)
TRACKS      Track nb of currently edited song (decimal, 1-8)
MAXTRACKS (1)   Max track nb of currently edited song (decimal, 1-8)
SONGS (1)   Song count in current module (decimal, 1-x)
PATTERNS (1)    Pattern count in current module (decimal, 0-65535)
FX PATTERNS (1)   FX pattern count in current module (decimal, 0-65535)
PATTLEN     Pattern len of currently edited song (hexa, 000-nnn)
MAXPATTLEN (1)    Max pattern len of curr. edited song (hexa, 000-nnn)
FREQUENCY   5-8 Track freq of current module, KHz (decimal, 4-50)
STATUS      Contents of titlebar (ascii)
AUTHOR      Author name in "Ego Area" (ascii)
LEGAL     Legal notes in "Ego Area" (ascii)
COMMENT     Comment about module in "Ego Area" (ascii)
MODULE PACKER (2) Samplebank packer when saving module (3)
BANK PACKER (2)   Samplebank packer when saving samplebank (3)
BREAK NULL (2)          Stops player if speed is null (decimal, 0=no/1=yes)
KEY REPEAT (2)    Repeat keys in edition mode (decimal, 0=no/1=yes)
IFF SAMPLES (2)   Saves IFF samples (decimal, 0=no/1=yes)
```

```
FULL LOCK (2)   Locks editor when inactive (decimal, 0=no/1=yes)
PRINTER PATH (2)  Printer path, e.g. "PRT:" (ascii)
PAGE HEIGHT (2)   Printer page height (decimal, 1-n)
FAST MODE (2)   Sample FastRam loading mode (4)
FAST SIZE (2)   Size in KB for FastRam samples loading (decimal, 1-n)


(1) : Read only.
(2) : modifies configuration if written (if any of these parameters is changed
      and config is resaved by SAVE CONFIG then modifications will be
      saved). cannot be written while configuration editor is running.
(3) : decimal, 0 : no packer
               1 : DeltaHuffman packer
               2 : CrunchMania/LZH+Delta packer
         3 : StoneCruncher/Mickey packer
(4) : decimal, 0 : never
               1 : if samplesize >= FAST SIZE
               2 : if free chip memory <= FAST SIZE
```

1.22 ACTIVATE

```
      StoneTracker V1.26


ACTIVATE

  Makes editor screen come to front if it is open.
```

1.23 ACTIVE

```
      StoneTracker V1.26


ACTIVE

        Reallocates audio channels and, if allocation succeeds, reactivates
        the program.
```

1.24 APPEAR

```
      StoneTracker V1.26


APPEAR

        Reopens editor screen (if possible).
```

1.25 CLEAR

```
      StoneTracker V1.26


CLEAR [POSITIONS|SONGS|PATTERNS|SAMPLES|SAMPLE]

        POSITIONS : Clears all positions in current song
        SONGS     : Clears all songs
        PATTERNS  : Clears all patterns (so all songs)
        SAMPLES   : Clears all samples
  SAMPLE    : Clears currently selected sample
```

1.26 CONTINUE

```
      StoneTracker V1.26


CONTINUE

        The same as PLAY SONG CURRENT.
```

1.27 DISK OPTIONS

```
      StoneTracker V1.26


DISK OPTIONS (ou DISK OPT.)

        Display disk options page.
```

1.28 EDIT

```
      StoneTracker V1.26


EDIT [ON|OFF]

        ON:  Enables edition mode
        OFF: Disables edition mode.
        without parameter, toggles between the two.
```

1.29 EXPORT MODULE

```
      StoneTracker V1.26


EXPORT MODULE <name>

  Exports current module, either in ProTracker (4 tracks), in
  FastTracker 6 tracks (5/6 tracks), or in FastTracker 8 tracks
  (7/8 tracks).

  name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.30 FILE REQUEST

```
      StoneTracker V1.26


FILEREQUEST <MODULE|SAMPLE|DEFAULT> [SAVE]

        Displays a file requester.

            MODULE  : uses path and current name for modules.
            SAMPLE  : uses path and current name for samples.
            DEFAULT : uses default path and name.
            SAVE    : warps requester in "save" mode :
                        double-click disabled and directory creation
           enabled (see ReqTools documentation).

        Puts full name in result if all has gone well.

  Return code: RC=0 if ok, 1 if error (cancel).
```

1.31 FLUSH SAMPLES

```
      StoneTracker V1.26


FLUSH SAMPLES [UNUSED] [REMAP]

        Reorganizes samples

           UNUSED : Clears samples not referenced in patterns
                    Clears data after loops
           REMAP  : Removes empty slots between used slots
```

1.32 HIDE

```
      StoneTracker V1.26

HIDE

        Closes editor screen while leaving program active.
```

1.33 INACTIVE

```
      StoneTracker V1.26

INACTIVE

        Frees audio channels and makes program inactive.
```

1.34 INFO

```
      StoneTracker V1.26

INFO

        Displays information requester.
```

1.35 JOIN MODULE

```
      StoneTracker V1.26

JOIN MODULE <name>

  Fuses a module with currently loaded module, adding its songs and
  its patterns next to the ones in memory, and loading samples in "MAP"
  mode (eliminates twins). If it's a module to be imported the name has
  no restrictions. If it's a StoneTracker module, the name after the
  path begins by "SPM.", like for LOAD MODULE.

  name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.36 LOAD MODULE

```
      StoneTracker V1.26


LOAD MODULE <name>

  Loads a new module into the editor.
        If it's a module to be imported name has no restrictions.
        If it's a StoneTracker module, the name after the path begins with
        "SPM." like for JOIN MODULE.

        name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.37 LOAD SAMPLE

```
      StoneTracker V1.26


LOAD SAMPLE <name>

  Loads a sample in current slot/a samplebank.

  name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.38 LOCK INTERFACE

```
      StoneTracker V1.26


LOCK INTERFACE

  Locks user interface and puts a busy pointer (if editor screen is
  opened). Editor keeps on answering AREXX and Commodity messages.
```

1.39 MAIN

```
      StoneTracker V1.26


MAIN

        Display main menu.
```

1.40 NULL

```
      StoneTracker V1.26


NULL

        Clears pattern under current track.
```

1.41 PLAY

```
      StoneTracker V1.26


PLAY [SONG|PATTERN] [TOP|CURRENT] [RESTART]

  Starts playing the music.

     SONG    : plays the whole song (default)
           PATTERN : loops on current position
           TOP     : starts from patterns top (default)
           CURRENT : starts from current line
           RESTART : starts from song start
```

1.42 PRINT SONG

```
      StoneTracker V1.26


PRINT SONG [ALL]

  Prints current song or all songs if "ALL" is added.
```

1.43 QUIT

```
      StoneTracker V1.26


QUIT

        Quits program without requester.
```

1.44 RECORD

```
      StoneTracker V1.26


RECORD [SONG|PATTERN] [TOP|CURRENT] [RESTART]

        Records notes while playing the music.
        Options similar to PLAY.
```

1.45 REMAP PATTERNS

```
      StoneTracker V1.26


REMAP PATTERNS

  Reorganizes patterns by eliminating twins.

  Return code: RC=0 if ok, 1 if error.
```

1.46 REQUEST

```
      StoneTracker V1.26


REQUEST <title> <body> <gadgets>

        Displays a requester.

        title:   requester title.
        body:    text in the requester (char 10 for new line)
        gadgets: gadgets to select seperated by '|', EasyRequest() style.
                 example: "Ok|Cancel", "Resume"...

        Return code :
           result = "0" if rightmost gadget (normally cancel gadget)
           (or the only gadget) is selected, if not, "1", "2" , etc.
           for the other gadgets.
     example: "Yes|Maybe|No". Returns: 1,2 or 0 respectively.

        Note:
           The three arguments must be surrounded with apostrophes plus inner
           quotation marks, because of the way AREXX handles commands.
           Example: '"Telephone home"'.
```

1.47 SAVE BANK

```
      StoneTracker V1.26
```

```
SAVE BANK <start> <stop> <name>

  Saves current samplebank.
        You are highly adviced to have the name after the path start
        with "SPS."

  start : slot number of start sample (hexa)
  stop  : slot number of end sample (hexa)
  nom   : filename of the samplebank to create (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.48 SAVE CONFIG

```
      StoneTracker V1.26


SAVE CONFIG

        Saves editor configuration (of which several parameters
        can be changed by AREXX - see functions GET and SET).

        Return code : RC=0 if ok, 1 if called as configuration editor is
                      active (so not from StoneTracker AREXX menu...)
```

1.49 SAVE EXEC

```
      StoneTracker V1.26


SAVE EXEC <name>

  Saves current module as an executable program.

  name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.50 SAVE FX

```
      StoneTracker V1.26


SAVE FX <name>

  Saves patterns in a module without song (for using as sound
  effects - see player documentation).
  The name after the path must begin with "SPM."

  name: filename (ascii)
```

```
  Return code: RC=0 if ok, 1 if error.
```

1.51 SAVE MODULE

```
      StoneTracker V1.26


SAVE MODULE <name>

        Saves current module.
  The name after the path must begin with "SPM."

        name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.52 SAVE SAMPLE

```
      StoneTracker V1.26


SAVE SAMPLE <name>

  Saves current sample in a file.

        name: filename (ascii)

  Return code: RC=0 if ok, 1 if error.
```

1.53 SHOW

```
      StoneTracker V1.26


SHOW

        Opens editor screen (if possible).
        Makes it go to the front if it's already opened.
```

1.54 STOP

```
      StoneTracker V1.26


STOP

        Stops playing music.
```

1.55 TIME SONG

```
      StoneTracker V1.26


TIME SONG

  Computes song duration and returns time in seconds in result.
  NOTE: stops playing music if it was playing.
```

1.56 UNLOCK INTERFACE

```
      StoneTracker V1.26


UNLOCK INTERFACE

  Unlocks user interface (if editor screen is opened).
```

1.57 UPDATE

```
      StoneTracker V1.26


UPDATE

  Resaves module under its name.
  Updates only what has been changed, either the partition (SPM),
  the samplebank (SPS), or both.

  Return code: RC=0 if ok, 1 if error.
```

1.58 Using StoneTracker

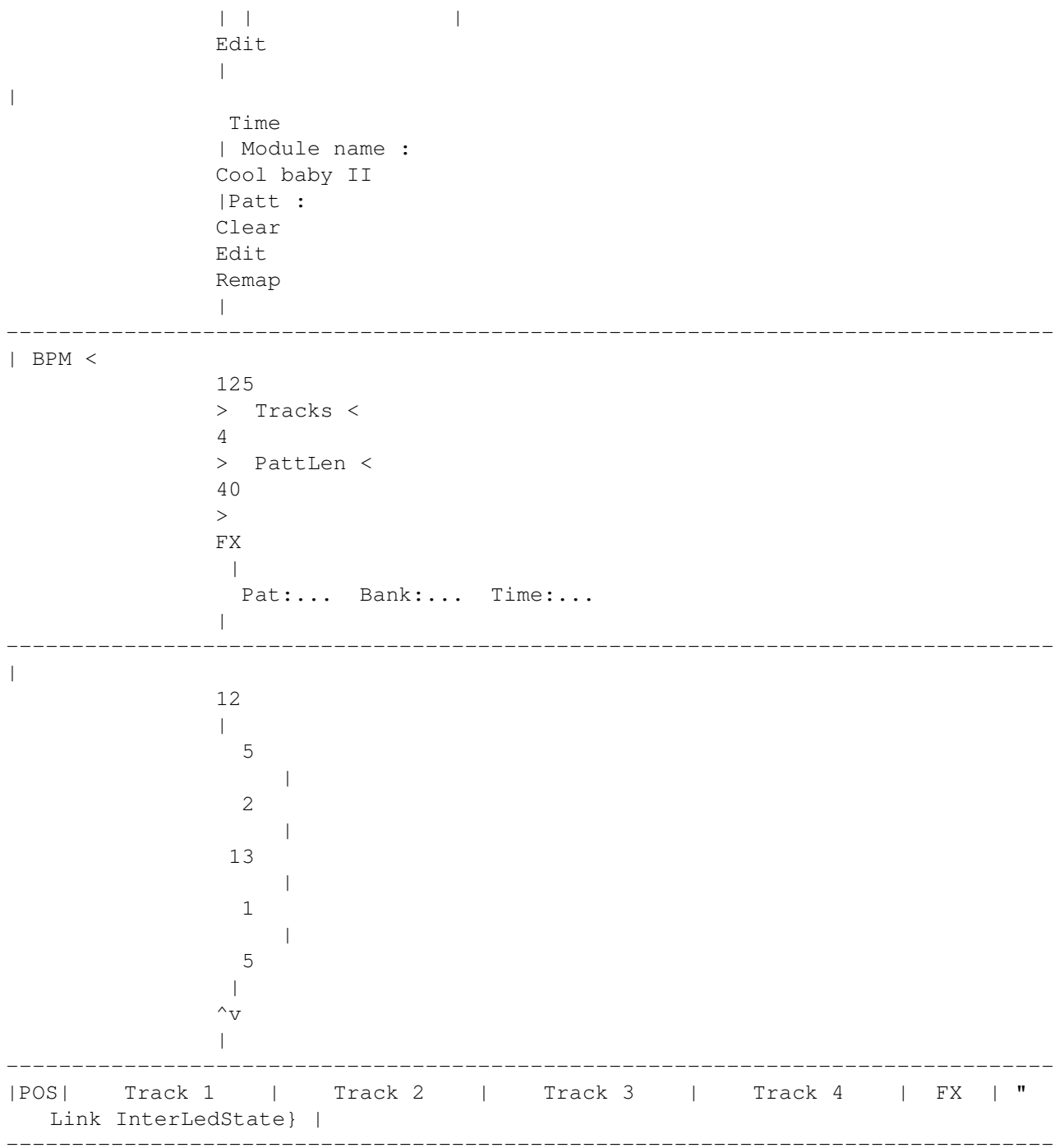
```
                     StoneTracker V1.26

 StoneTracker 1.26
------------------------------------------------------------------------------
|Position|
                PlaySong
                PlayPos
                  Stop
                 Record
                Continue
                |Frequency | MonoScope  |
|
                 Clear
                |
                  Edit
```

```
                 Clear
                 AREXX
                Inactive
                  Hide
                |          |            |
|
                 Edit
                |
                  Help
                DiskOp.
                 Config
                  Info
                  Quit
                |  24 Khz  |            |
-------------------------------------------------------|
                     #
                  |            |
|  Song  |     Samples    |
                 Mix
                 Flush
                 Pick
                 Delete
                 Clear
                 |----------------------|
|
                 <
                   1
                 >
                 |  < >   Name    Len <> Rep <
                     0
                > Vol <
                40
                >|
                ChannelMeters
                  | Cmd |
|
                 Pick
                |
                01

                Bass 01

                41200
                 Len <
                    0
                > FTU <
                 0
                >|" Link InterMasterVolume}|               |@{|
|
                 Clear
                |-------------------------------------------| |               |
                Prev
                |
|
                 Edit
                | Song name   :
                From the future ...
```



1.59 Play Song

StoneTracker V1.26

Play Song starts playing the music from the top of current position.

1.60 Play Pos

```
      StoneTracker V1.26
```

```
Play Pos starts playing the music and loops on current position.
```

1.61 Stop

```
      StoneTracker V1.26
```

```
Stops playing the music and shuts down audio outputs.
```

1.62 Record

```
      StoneTracker V1.26
```

```
Enters record mode : notes can be entered while the music is playing.
This can be performed playing the whole song or looping on current
position, depending on what mode was used last time music has been
played :

. if looped on current position, StoneTracker will record looping on
  current position.

. if played the whole thing, StoneTracker will record playing the
  whole thing.
```

1.63 Continue

```
      StoneTracker V1.26
```

```
Starts playing music from current position and current line.
```

1.64 Clear Position

```
      StoneTracker V1.26
```

```
Removes all positions from current song (after you confirmed) and
creates a new one with pattern number for each track set to 0.
```

1.65 Edit Pattern

```
      StoneTracker V1.26
```

```
Puts StoneTracker in pattern edition mode.
```

1.66 Clear Pattern

```
      StoneTracker V1.26
```

```
Clears current pattern.
```

1.67 AREXX

```
      StoneTracker V1.26
```

```
Shows up AREXX macro call menu.
```

1.68 Inactive

```
      StoneTracker V1.26
```

```
Deactivates the tracker and deallocates audio channels.
```

1.69 Hide

```
      StoneTracker V1.26
```

```
Closes tracker screen. Opening it again can be done either by Hot Key
(tracker calling key sequence), commodities exchange or by double-clicking
on StoneTracker AppIcon under Workbench.
```

1.70 Help

```
      StoneTracker V1.26
```

```
Calls this help file from StoneTracker.
```

1.71 Information

```
      StoneTracker V1.26


Displays information about author and user.
```

1.72 Quits the StoneTracker.

```
      StoneTracker V1.26


Quits the StoneTracker after you confirmed.
```

1.73 Output frequency

```
      StoneTracker V1.26


Select here the track mixing frequency for modes different from
standard 4-tracks. If CPU is overloaded (has too much to compute),
frequency will slide down automatically.

If you're the lucky owner of a multisync screen, mixing frequency
will have a maximum of 50 KHz, if not 28 KHz.
```

1.74 Mix current position

```
                     StoneTracker V1.26


This function enables you to create a sample from current position.
It can be used to generate chords or drum beats.

To do so, set the number of tracks required for your rythm (for example).
Then set up notes and effects. You can listen to what you'll get
by sending a
                Play Pos
                .

As soon as the rythm (for example) sounds fine, select the sample to
be filled with the position mix. Then press Mix button. A requester will
pop up asking you which note you want to mix on and which volume to use.
Volume is here to get rid of possible saturation. At a volume of 64 the
sample will have the same volume as the mixed position.
```

1.75 Flush Samples

StoneTracker V1.26

After several hours of intense creation, you have loaded a lot of samples into the memory of your computer. Using this function, you will remove unused samples and cut off the end of looping samples which is never played.

As soon as this has been done, StoneTracker will ask you if you want to group samples together. For example if samples numbered 1 and 3 are used but sample 2 isn't, after "Flush Samples" first pass, sample 2 will be deleted away from memory. Then, if you choose to let the program do its second pass, sample 3 will become sample 2, both in samples list and in patterns (and the same for all empty sample slots), so that no empty slot will be let between used slots.

1.76 Pick Sample

StoneTracker V1.26

Pops up a requester with the list of all samples, that lets you choose a sample very quickly from the all available samples.

1.77 Deletes current sample

StoneTracker V1.26

Deletes current sample from memory after confirmation.

1.78 Deletes all samples

StoneTracker V1.26

Deletes all samples from memory after confirmation.

1.79 Changes current song number

StoneTracker V1.26

This button changes current song number. If the tracker is not playing the music, it instantly jumps.

On the other hand, if the tracker is currently playing, it will jump to
the wanted song only when current position ends. This is truly useful
to test synchronization between songs. When the tracker is waiting
for the end of current position, if you press the button again, it
will immediatly jump to the wanted song.

1.80 Current song number

StoneTracker V1.26

Shows current song number, or the song number to which the tracker will
jump when current position ends.

The same as when you press
<
>
you can test song
synchronization.

1.81 Sample loop point

StoneTracker V1.26

Shows sample loop point in bytes. The smaller the number, the closer to the
start of the sample. So, the bigger the number, the closer to the end of the
sample :)

1.82 Sample volume

StoneTracker V1.26

This shows sample volume in
hexadecimal
. This notation has been used because
when you set up
Set Volume
effect notation is hexadecimal too.

1.83 Changes ChannelMeters mode

StoneTracker V1.26

```
Even if there seems to be no gadget, you can use the mousebuttons
for several actions.

Left one :  Changes current ChannelMeters mode.

    - Real mode (averages volume of currently played sound)
    - Fake mode (Old trackers-style)
    - Volume mode, showing the volume of last played sample
    - Frequency mode, showing note height of last played sample

Right one : Reactivates all muted tracks.
```

1.84 Pick a song in a list

```
      StoneTracker V1.26


Pops up a requester letting you choose a song among available ones. The same
as when jumping to another song using arrows, you can chain (sync) songs.
```

1.85 Current sample number

```
                     StoneTracker V1.26


This number shows current sample number in
                hexadecimal
                . This notation
has been used for easier writing of sample numbers on
                patterns
                .
```

1.86 Sample name

```
      StoneTracker V1.26


Sample name. Up to 8 chars (you'll put your greetings somewhere else).
```

1.87 Sample length

```
      StoneTracker V1.26


Sample length in bytes.
```

1.88 Sample loop length

```
                    StoneTracker V1.26

Sample loop length in bytes. If this field is set to 0, sample will be played
once then will be stopped. If not it will be played back again from its

               Loop point
                using length indicated by this field.
```

1.89 Set sample fine tune.

```
                    StoneTracker V1.26


Lets you finetune the sample. Value ranges from -16 to +15. Finetunes ranging
from -8 to +7 are ProTracker-compatible.

Refer to
               SetFineTune
                effect.
```

1.90 Music general volume

```
      StoneTracker V1.26


Enables you to set music general volume.
```

1.91 Shows next/previous effect

```
      StoneTracker V1.26


Up to seven effects can be inserted on each track, while only one is
displayed on screen. 'Next'/'Prev' button loop shows the next/previous
effect on the track where the cursor is located.
```

1.92 Deletes all songs

```
      StoneTracker V1.26


Deletes all songs.
```

1.93 Current song name

```
      StoneTracker V1.26
```

```
This is the name of current song (up to 31 chars).
```

1.94 Edit effects

```
      StoneTracker V1.26
```

```
Opens a window for editing all effects of current track.
```

1.95 Computes current song duration

```
      StoneTracker V1.26
```

```
Stops all tracker activity and computes current song duration.

Song end is marked by :

  - the end of last position
  - backwards position jump command
  - null speed :
  - song jump command
```

1.96 Module name

```
      StoneTracker V1.26
```

```
This is the name of current module (up to 31 chars).
```

1.97 Deletes all patterns

```
      StoneTracker V1.26
```

```
Removes all patterns so all positions of all songs and creates a
new empty pattern.
```

1.98 Reorganizes patterns

```
      StoneTracker V1.26


Reorganizes patterns: keeps a single copy of identical patterns then updates
pattern numbers in positions. This function is very efficient when importing
modules from formats not having seperated patterns for each track.
```

1.99 Beat Per Minute

```
                     StoneTracker V1.26


Shows/Changes current song
                BPM
                .
```

1.100 Tracks number

```
      StoneTracker V1.26


Shows/Changes the number of tracks for current song.
```

1.101 Patterns length

```
      StoneTracker V1.26


Shows/Changes the number of lines per pattern, for the whole module.
```

1.102 FX Track

```
      StoneTracker V1.26


Activates/Deactivates control (FX) track for current song.
```

1.103 Miscellaneous informations

```
                    StoneTracker V1.26


When clicked, toggles between :

Patt:   UNPACKED size of patterns in memory. This size is not related
    to the size of patterns once module will be saved.
Bank:   Unpacked size of samplebank in memory.
Time:   Time elapsed since music started.
Patt/Pos: Patterns count (
                in Hexadecimal
                )/Position count for the
    current song (in hexadecimal too).
    If cursor is located on an audio track, this number shows the number
    of audio patterns in module.
    If cursor is located on control (FX) track, this number shows the number
    of control patterns in module.

  and :

Fast:   Shows free fast memory size.
Chip:   Shows free chip memory size.
Time:   Shows system time.
Date:   Shows system date.
```

1.104 Go to another position

```
      StoneTracker V1.26


Enables you to go to another position, in current song.
```

1.105 Status Led

```
      StoneTracker V1.26


Led color tells you in which mode the tracker is currently running.
Color itself depends on your .

Colors show the following modes :

  - Waiting (for user)
  - Playing the whole music
  - Loop playing current position
  - Editing current position or recording
  - Step by step mode
```

1.106 Loads a module

StoneTracker V1.26

Loads a module, in StoneTracker format or in an
imported
format. If the
module can be loaded, all songs, patterns and positions in memory will be deleted and replaced by the ones in the module.

If
XPK
compression standard in installed on your system, it will be automatically used for loading modules packed with one of its methods.

If
XFD
decompression standard is installed on your system, it will be called too for depacking for example ProTracker modules packed with Imploder or StoneCracker.

If none of these standards if available, StoneTracker can unpack modules packed with PowerPacker and CrunchMania; as many ProTracker modules are.

1.107 Saves current module

StoneTracker V1.26

Saves module currently edited. Saves two files, that means the partition (SPM.) which holds all songs, positions and patterns; and the samplebank (SPS.) file which holds all samples.

1.108 Load sample

StoneTracker V1.26

Loads a sample or a samplebank.

StoneTracker is able to read samples recorded in RAW, IFF/8SVX, RIFF/WAVE (16-bit or stereo samples are reduced back respectively to 8-bit and mono), or any format loaded by DataTypes (under OS 3.0).

If a StoneTracker samplebank is selected, the tracker has provision for :

- Remplacing current samplebank.
- Inserting the new bank after the current one.
- Loading only samples which are not already present in current bank (remap).

1.109 Loads a module as extra song(s)

StoneTracker V1.26

Loads a module as extra song(s). New patterns will be inserted next to those already resident in memory. Only samples which are not already present in memory will be loaded (if a sample of the joined module is indentical at data level to a sample already existing in current sample bank, it won't be loaded and its number will be replaced by the original ones in the patterns). Extra songs are inserted next to the current ones.

If

XPK

compression standard in installed on your system, it will be automatically used for loading modules packed with one of its methods.

If

XFD

decompression standard is installed on your system, it will be called too for depacking for example ProTracker modules packed with Imploder or StoneCracker.

If none of these standards if available, StoneTracker can unpack modules packed with PowerPacker and CrunchMania; as many ProTracker modules are.

1.110 Information about current music

StoneTracker V1.26

Shows/Lets you edit information about current music, that means author name, legal notes (copyright, freeware, etc.), and a comment. Each text can be up to 26 chars long.

1.111 Sends an AmigaDOS command

StoneTracker V1.26

Enables you to send an AmigaDOS command. This function is similar to Workbench "Execute" function, but it avoids going back to Workbench.

1.112 Delete file(s)

StoneTracker V1.26

Enables you to erase one or several files. In order to erase several files,

select several names in the file requester by holding down 'shift' key
while selecting a name.

1.113 Saves module modifications

StoneTracker V1.26

Saves only what has changed since last save, either the partition (SPM.),
the samplebank (SPS.), or both. If you don't change the samples it
can f.ex. avoid you sample compression time if you have choosed to
pack them.

1.114 Exports current module

StoneTracker V1.26

Exports current song in a format different from StoneTracker.

If current song has 4 tracks, format will be ProTracker.
If current song has 5/6 tracks, format will be 6-tracks FastTracker (6CHN).
If current song has 7/8 tracks, format will be 8-tracks FastTracker (8CHN).

1.115 Saves current samplebank

StoneTracker V1.26

Saves current samplebank.

1.116 Imported formats

StoneTracker is able to import the following formats :

Sound/Noise/Star/ProTracker Standard "module" format on the Amiga and
widespread on PC too.

4 tracks, 31 instruments, no multisong, up
to 128 positions, no seperated patterns for
each track, up to 64 global patterns (128
or 256 on some trackers, StoneTracker loads
them if required), fixed length of 64 lines
per pattern.

Original format (15 instruments) comes from
SoundTracker by Karsten Obarski (and is not

imported under StoneTracker, because it brings too much problems), has been modified by Mahoney and Kaktus on NoiseTracker in order to handle 31 instruments, and has then been reused as is (apart from "Vibrato" effect which has been modified) by Amiga Freelancers then Cryptoburners for their respective Protrackers.

FastTracker Format of a 6/8 channel tracker for PC.

6 or 8 tracks, 31 instruments, no multisong, up to 128 positions, no seperated patterns for each track, up to 64 global patterns, fixed length of 64 lines per pattern.

Created by Triton group on PC. Version 1 of this format is only the silly adaptation of ProTracker format for 6/8 tracks, so was it easy to import it under StoneTracker, considered that a lot of cool modules exist in this format. Now exists a version 2 (eXtended Module) of this format but it's not yet imported by StoneTracker, as most modules (btw great and signed Lizardking) use 16 tracks.

OctaMED MMD0/MMD1 Format of a well-known 4-8 channel tracker.

4 to 8 tracks, 63 instruments, multisong (but only the first song is loaded by StoneTracker for the moment... this is no lazyness but this format is really weirdo.. this will be corrected later), up to 99 songs, up to 1000 positions, no seperated patterns for each track, up to 1000 global patterns, variable length patterns, up to 3200 lines per pattern.

Created by Teijo Kinnunen. OctaMED can save three different formats : MMD0, MMD1 and MMD2. StoneTracker can import the former two, which should be enough. The latter is not yet loaded as I have not documentation about it and see no major difference from MMD1 files. For the moment, only the first song of a multi module is imported (this will be extended later), and is loaded no synthetic or hybrid instrument, because they are not (yet) implemented on the StoneTracker.

Oktalyzer 1.1 Fileformat of the first 8-channel tracker for the Amiga.

4, 6 or 8 tracks, 36 samples, no multisong,

up to 128 positions, no seperated patterns
for each track, up to 65535 global patterns
variable length patterns, up to 65535 lines
per pattern.

Created by Armin Sander and featuring the
first 8 channel mixing routine ever written.

Art of Noise Fileformat of an 8-channel tracker for the
Amiga.

4 or 8 tracks, 61 instruments, no multisong,
up to 256 positions, no seperated patterns,
up to 128 global patterns, fixed length of
64 lines per pattern.

Created by Bastian Spiegel (Twice/Lego) and
quite recent so not used in anything yet.
That may happen, so this loader has been
written.

SoundFX 1.3 Fileformat of a SoundTracker "competitor".

4 tracks, 15 instruments, no multisong, up
to 128 positions, seperated patterns for
each track, up to 64 patterns, fixed length
of 64 lines per pattern.

ThePlayer 4.1A-6.1A An opus of ProTracker format with packed
patterns.

4 tracks, 31 instruments, no multisong, up
to 128 positions, no seperated patterns for
each track, up to 64 global patterns, fixed
length of 64 lines per pattern.

Created by Jarno Panaanen (Guru/Sahara
Surfers) and used in most demos and games
since last year. For sure the best ProTracker
packer I know. StoneTracker loads format
versions 5.0A to 6.1A (the latest when I'm
writing this). Instruments packed with
"lossy" Fibonacci Delta method (an option of
version 6.x) are of course unpacked.

ProRunner 1.0/2.0 An opus of ProTracker format with packed
patterns, created by Cosmos/Sanity and
logically used in the most part of the
demos from his group. There exist two
utterly different versions of this format,
both are imported.

NoisePacker 2.0/3.0 An opus of ProTracker format with packed patterns.

4 tracks, 31 instruments, no multisong, up to 128 positions, seperated patterns for each track, up to 256 patterns, fixed length of 64 lines per pattern.

Created by Twins/Phenomena this is the first, I believe, packed ProTracker format and certainly one of the most widespread in games and demos until 1993.

UnicTracker 1.0/2.0 An opus of ProTracker format with packed patterns.

4 tracks, 31 instruments, no multisong, up to 128 positions, no seperated patterns for each track, up to 64 global patterns, fixed length of 64 lines per pattern.

Created by Laxity/Kefrens and used in demos from his group. There exist two versions of this format, both are imported.

ChannelPlayer An opus of ProTracker format with packed patterns.

4 tracks, 31 instruments, no multisong, up to 128 positions, seperated patterns for each track, up to 64 KB of patterns, fixed length of 64 lines per pattern.

Created by Alain Guyet, I’ve seen it used only for excellent soundtrack from the game "Fury of the Furies" by Frederic Motte (Moby). This format is one of the most cleverly written "ProTracker module packers" I’ve ever studied.

KrisTracker An opus of ProTracker format with packed patterns.

4 tracks, 31 instruments, no multisong, up to 128 positions, seperated patterns for each track, up to 256 patterns, fixed length of 64 lines per pattern.

Created by a famous unknown, I’ve met this format only for 4-Mat/Anarchy (or Matthew Simmonds of Core Design, who is the same person) modules. Chuck Rock, Car V-Up or Madness II musics for example are KrisTracker musics.

```
SkyTracker      Fileformat of a ProTracker clone.

        4 tracks, 31 instruments, no multisong, up
        to 256 positions, seperated patterns for
        each track, up to 256 patterns, fixed length
        of 64 lines per pattern.

        Created by Mr.Bluesky/Drifters and used in
        demos from his group.
```

1.117 External software

```
     StoneTracker V1.26
```

Three programs dedicated to playing StoneTracker music "outside" the editor are provided. They have been written because we try to propose an open standard.

```
DeliStone    DeliTracker player
EagleStone   EaglePlayer player
PlayStone    Independant player
Notes        Common notes
```

1.118 DeliStone

```
     StoneTracker V1.26
```

As its name says, DeliStone enables the awesome music player "DeliTracker" by Peter Kunath & Frank Riffel (of which versions 2.18 and 2.21 are now available mainly on BBS, as Aminet sticked to version 2.14) to play musics in StoneTracker format. DeliTracker is indeed truly open and lets anybody wanting to do so make it know new music formats, it's what does DeliStone for StoneTracker format. One just has to put it into "DeliPlayers" subdir of DeliTracker to have any StoneTracker module played, the next time DeliTracker is ran. If you have installed StoneTracker on your harddisk using our installation script, it will have asked you for DeliStone installation anyway.

```
NOTES : . DeliStone requires DeliTracker version 2.07 at least.
        . DeliStone now has a NotePlayer interface! That means that it
          doesn't directly talk to the audio hardware and use StonePlayer
          8-channel mixing routines, but uses DeliTracker virtual audio
          hardware system. So it's now possible to play 5-8 channels
          modules with 14bit quality, inspect the sound with the
          monoscope and play modules on a Toccata soundcard (and on
          DraCo workstation, then) or with Maestro soundcard, for
          example!
```

1.119 EagleStone

```
    StoneTracker V1.26


This program is to the nice module player "EaglePlayer" by Henryk Richter
and Jan Blumenthal (available on Aminet too) what DeliStone is to
DeliTracker : it enables EaglePlayer to recognize musics in StoneTracker
format. You just have to put it into "EaglePlayers" subdirectory of
EaglePlayer and it should do the trick, if it hasn't been done already
by StoneTracker harddisk installation script.

NOTE : If you are using "EP-Batch" option of the latest EaglePlayer
 versions (recognizes module types by filename in order to not
 keep all players in memory), either update format recognition
 file by adding a line like "SPM.* = EaglePlayers/EagleStone" in
 EaglePlayers.Batch file which must be located in ENVARC: directory,
       or shut down this option.
```

1.120 PlayStone

```
    StoneTracker V1.26


If you can't get yourself a copy of DeliTracker or EaglePlayer (if you are
often listening to modules, maybe should you think about getting your
hands on them), PlayStone is a small program utterly independant that
enables you to replay musics in StoneTracker format. It shows a simple
but full-featured GadTools graphic interface. For maximum user-friendliness
it declares itself to system as a commodity, so can it be controlled by
Workbench "Exchange" program and handles its own keyboard calling sequence
(HotKey).

Its calling syntax from Shell is as following :

PlayStone FILE,PUBSCREEN/K,QUIT/S,CX_POPUP/K,CX_PRIORITY/N/K,CX_POPKEY/K

[FILE]=file

  you can pass the name of a module (with full path) to PlayStone, it will
  try to load and play it at startup time. if no name is given, PlayStone
  will not play anything when starting up and will simply wait that you
  select something. This option is here mainly for users of programs
  like DirectoryOpus where you could detect a StoneTracker module and start
  PlayStone with its name when you double-click on it, for example.
  "FILE" keyword before a name can be ommited.

  NOTE: if PlayStone is already running and playing a module, the new
  module name will be transmitted and it will try to load and
        play it.

PUBSCREEN=public_screen_name

  default behavior is that PlayStone opens its window on Workbench screen.
```

If you'd like to open in on another public screen (say DOPUS.1), you just have to pass its name to PlayStone.

QUIT

if this keyword is present in command line, it will "suicide" any other PlayStone task playing a module (same effect as selecting "Quit" option from program window menu).

CX_POPUP=[YES|NO]

tells to PlayStone if it must open its window at startup time or let it hidden. if no CX_POPUP keyword or if "CX_POPUP=YES" is present in command line, it will open it. if "CX_POPUP=NO" is given, window will remain hidden.

CX_PRIORITY=priority

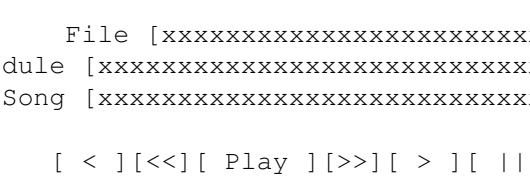
enables definition of program keyboard calling sequence ("Hotkey") priority (see below). if two programs are using the same sequence, operating system transmits it to the application which has the highest priority. this option lets you choose if it will be PlayStone or another application using the same sequence which will be called. Priority ranges from -128 (lowest) to +127 (highest).

CX_POPKEY=key_sequence

default behavior is that PlayStone alternatively opens and close its window when control, alt and p keys are pressed in the same time. another key sequence can be choosen by writing it in standard commodities text form (examples : "control alt p", "help", "shift x", "shift alt z", etc.)

When called from Workbench, PlayStone handles PUBSCREEN, CX_POPUP, CX_PRIORITY and CX_POPKEY tooltypes that work just like command line parameters described above.

When PlayStone is running, its user interface shows up like this :



File : shows and lets you choose the file containing the module to be played. You can either enter its name directly in the gadget right to File, or click on the 'getfile' right to the gadget in order to select it using a filerequester. You must like under StoneTracker select the "SPM" file of the module.

Module : when a module is loaded, shows its real name (the same as under

```
          StoneTracker).

Song :    when a module is loaded and a song is played, shows its name
          (the same as under StoneTracker).


CD-player-style buttons :

  <   jumps to previous song
  <<    jumps backwards to previous position
  Play    starts playing the music
  >>    jumps forward to next position
  >   jumps to next song
  ||    Pause
  Stop    stops music
  Eject   ejects music from memory

Notice that the same commands are available in a window menu, if you
prefer using it. And remember that, as any commodity, closing program
window does not quit the program, the window disappears and a module
eventually loaded keeps on being played. To really quit the program,
you have to select the "Quit" menu option (if a module was being
played, it will be automatically ejected before the program quits).

Note that, like the StoneTracker, the requester library reqtools.library
by Nico François must be located in LIBS: or in the same directory as
PlayStone so that the program can work.

A last note, PlayStone window is declared as an "AppWindow", so can
you, if you're working under Workbench, "drop" a StoneTracker module icon
on the window, PlayStone will load and play it automatically.
```

1.121 Common notes

```
    StoneTracker V1.26


. All players use just like the StoneTracker the stoneplayer.library
  and stonepacker.library runtime libraries (except DeliStone which
  now has a NotePlayer interface and then uses only stonepacker.library)
  which contains StoneTracker sound routines. They must be located in
  LIBS: or in the same directory as the concerned program (DeliTracker,
  EaglePlayer or PlayStone). Remember that these libraries require a 68020
  CPU at least.

. As under StoneTracker, both files (partition and samplebank) must
  begin respectively with "SPM." and "SPS." and end by the same name.
  All programs load musics this way.

. Compressed samplebanks are of course handled by all programs. Note that
  this doesn't require extra memory.
```

1.122 Appendix

```
     StoneTracker V1.26


  This chapter enables you to access directly important notions to know
  in order to fully use the StoneTracker, particularily if you're not
  familiar to that kind of program.


  Glossary                StoneTracker terminology
  Keyboard shortcuts      Keyboard shortcuts used under editor
  American notation       American notation for notes
  Hexadecimal notation    Hexadecimal number basis explanation
  Binary notation         Binary number basis explanation
  Notes about effects     What you have to know about effects
  Effects                 Documentation on StoneTracker effects
```

1.123 Effects

```
                     StoneTracker V1.26


StoneTracker understands about fifty commands. They are numbered (in

                hexadecimal
                ) from 00 to 33. Effects from 00 to 1F are compatible
with ProTracker, however, effects like 'Exy' have been converted to '1x0y'.
For multi-effect usage, have a look at the notes about effects.


     Command    Effect

  00
                Arpeggio
                  01
                Portamento Up
                  02
                Portamento Down
                  03
                Tone Portamento
                  04
                Vibrato
                  05
                Tone + Vol Slide
                  06
                Vib + Vol Slide
                  07
                Tremolo
                  08
  09
                Sample Offset
                  0A
                Vol Slide
```

```
                0B
              Position Jump
                0C
              Set Volume
                0D
              Break Position
                0E
              Set Note
                0F
              Set Speed
                10
              Set Filter
                11
              Fine Slide Up
                12
              Fine Slide Down
                13
              Glissando CTRL
                14
              Vib WaveForm
                15
              SetFineTune
                16
              Loop CTRL
                17
              Tre WaveForm
                18
19
              Retrig Note
                1A
              FineVolUp
                1B
              FineVolDown
                1C
              Note Cut
                1D
              Note Delay
                1E
              Position Delay
                1F
20
              Set Dest Voice
                21
              On Dest Voice
                22
              Off Dest Voice
                23
              Set Abs Volume
                24
              Add Abs Volume
                25
              Sub Abs Volume
                26
              Fine Add Abs Volume
                27
              Fine Sub Abs Volume
                28
```

```
                ID
                  29
                Jump Abs Song
                  2A
                Jump Rel Song
                  2B
                Set Jump Song Position
                  2C
                Set Jump Song Line
                  2D
  2E
  2F
  30
                Next note
                  31
                Previous note
                  32
                Next note Porta
                  33
                Previous note Porta
```

1.124 Arpeggio

```
                     StoneTracker V1.26


  Arpeggio        Effect : 00xy

"Arpeggio" creates a modulation on sample frequency, it makes the note
vibrate. It operates in three parts :

  - Normal note
  - Normal note + x halftone(s)
  - Normal note + y halftone(s)

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.125 Portamento Up

```
                    StoneTracker V1.26


  Portamento Up       Effect : 01xx

"Portamento Up" lets you increase note frequency.

  - Sample frequency + xx

xx is an hexadecimal value ranging from 0(does nothing) and FF(255)

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.126 Portamento Down

```
                    StoneTracker V1.26


  Portamento Down       Effect : 02xy

"Portamento Down" lets you decrease note frequency.

  - Sample frequency - xx

xx is an hexadecimal value ranging from 0(does nothing) and FF(255)

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.127 Tone Portamento

```
                    StoneTracker V1.26


  Tone Portamento       Effect : 03xx

"Tone Portamento" enables to slide smoothly to the note present on current
line. This one is then not considered as a note to be played but as the
destination note. Transition speed is defined by xx. The smaller xx,
the slower the transition. If xx = 00, previous speed will be kept.

For instant transition, use
                Set Note
                .

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.128 Vibrato

```
                    StoneTracker V1.26


  Vibrato         Effect : 04xy

"Vibrato" creates a modulation on sample frequency, it makes the note
vibrate.

x defines modulation speed. 1 for the slowest up to F for the fastest speed.

y defines modulation level. 1 for slight modification up to F for maximum
modification.

Both parameters are independant from each other. If any of these parameters
is set to zero, the previous value is kept for this parameter.

Frequency can be modulated using three waveforms :

  - Sinusoid
  - Triangle
  - Square
```

```
Choice of modulation waveform is possible using effect
                Vib WaveForm
                .

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.129 Tone + Vol Slide

```
                     StoneTracker V1.26


  Tone + Vol Slide      Effect : 05xy

"Tone + Vol Slide" combines a
                Tone Portamento
                 and a
                Vol Slide
                .

x and y parameters are
                Vol Slide
                 parameters.
                Tone Portamento
                 is given no
parameter so will it keep its previous speed.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.130 Vib + Vol Slide

```
                     StoneTracker V1.26
```

```
  Vib + Vol Slide       Effect : 06xy

"Vib + Vol Slide" combines a
                Vibrato
                 and a
                Vol Slide
                .

x and y parameters are
                Vol Slide
                 parameters.
                Vibrato
                 is given no parameter
so will it keep its previous speed and amplitude.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.131 Tremolo

```
                     StoneTracker V1.26


  Tremolo         Effect : 07xy

"Tremolo" creates a modulation on sample volume.

x defines modulation speed. 1 for slowest speed up to F for fastest speed.

y defines modulation level. 1 for slight modification up to F for maximum
modification.

Both parameters are independant from each other. If any of these parameters
is set to zero, the previous value is kept for this parameter.

Volume can be modulated using three waveforms :

  - Sinusoid
  - Triangle
  - Square

Choice of modulation waveform is possible using effect
                Tre WaveForm
                .

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.
```

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice

1.132 Sample Offset

                      StoneTracker V1.26

  Sample Offset   Effect : 09xx

"Sample Offset" enables to skip the first bytes of a sample. Sample will
begin at byte xx*256 (xx*100 in
                hexadecimal
). This has instant effect
and can be used several times for long samples.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice

1.133 Vol Slide

                      StoneTracker V1.26

  Vol Slide   Effect : 0Axy

"Vol Slide" makes current sample volume slide up or down. Volume will slide
up of x and down of y.

This command is function of number of
                BPM
                 (Beats Per Minute). To be
held, the effect must be repeated each line.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21

```
                On Dest Voice
                  22
                Off Dest Voice
```

1.134 Position Jump

```
                      StoneTracker V1.26


  Position Jump       Effect : 0Bxx

"Position Jump" is a jump instruction :) StoneTracker will jump to indicated

                position
                , as soon as current line has been fully played.

If several jumps are inserted on the same line, only one will be executed.
Control track has priority over all others, then priority goes down from
track 1 to track 8.
```

1.135 Set Volume

```
                      StoneTracker V1.26


  Set Volume        Effect : 0Cxx

"Set Volume" instantly changes current sample volume to hexadecimal value xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.136 Break Position

```
      StoneTracker V1.26


  Break Position        Effect : 0Dxx

"Break Position" is a jump instruction. StoneTracker will jump to next
position, line xx, as soon as current line has been fully played.

If several jumps are inserted on the same line, only one will be executed.
Control track has priority over all others, then priority goes down from
```

track 1 to track 8.

1.137 Set Note

```
                    StoneTracker V1.26


  Set Note        Effect : 0Exx

"Set Note" lets you redefine current sample note without restarting
sample from the beginning. This command replaces the famous '03FF'.

Note will instantly change if xx=0, if not then instant change to
new note will be delayed by some amount of time defined by xx.
This delay must be smaller than inter-line delay defined by

                Set Speed
                .

! WARNING ! This command does not exist on ProTracker !

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.138 Set Speed

```
                    StoneTracker V1.26


  Set Speed       Effect : 0Fxx

"Set Speed" defines number of
                BPM
                 or pause time between lines.

If xx>31, "Set Speed" changes BPM (which defaults to 125).

If xx<32, "Set Speed" changes pause time between lines (inter-line delay,
defaults to 6). The greater the x, the longer the pause.

For special value xx=00, the Tracker will stop playing music.

If several of these commands are inserted on the same line, all will be
executed.
```

1.139 Set Filter

```
      StoneTracker V1.26


  Set Filter         Effect : 100x
                ProTracker equivalent :  E0x

"Set Filter" enables or disables hardware low-pass filter.

If x=0 filter is enabled.
If x is different from 0 filter is disabled.

If several of these commands are inserted on the same line, all will be
executed, so only the rightmost one will change filter behavior.
```

1.140 Fine Slide Up

```
                     StoneTracker V1.26


  Fine Slide Up       Effect : 110x
               ProTracker equivalent :  E1x

"Fine Slide up" has the same function as
                Portamento Up
                , but transition is
slower.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.141 Fine Slide Down

```
                     StoneTracker V1.26


  Fine Slide Down       Effect : 120x
               ProTracker equivalent :  E2x

"Fine Slide Down" has the same function as
                Portamento Down
                , but transition
is slower.

If this command is applied on control (FX) track, all tracks selected by
```

```
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.142 Glissando CTRL

```
                     StoneTracker V1.26


  Glissando CTRL        Effect : 130x
               ProTracker equivalent :  E3x

"Glissando CTRL" defines if a
                Tone Portamento
                 must be aligned on halftones.
This function can be useful for e.g. applying a portamento on a piano sound.
There are high odds that piano would sound wrong if this function wasn't
enabled.

If x=0, function is disabled.
If x is different from 0, function is enabled.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.143 Vib WaveForm

```
                     StoneTracker V1.26


  Vib WaveForm        Effect : 140x
               ProTracker equivalent :  E4x

"Vib WaveForm" configures
                Vibrato
                 waveform. Tracks can be configured
seperately.

Modulation can follow three waveforms :

  - x = 0 : Sinusoid (default)
  - x = 1 : Triangle
```

```
  - x = 2 : Square

Any other value cancels all
                Vibrato
                 requests.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.144 SetFineTune

```
                     StoneTracker V1.26


  SetFineTune       Effect : 15xx
               ProTracker equivalent :  E5x

"SetFineTune" defines current sample "Fine Tune". On ProTracker, x ranged
from 0 to F for a FineTune of -8 to +7. On StoneTracker this range
has been extended.


     FineTune       xx Value    |   FineTune      xx Value
  -16   F0    |  -15   F1
  -14   F2    |  -13   F3
  -12   F4    |  -11   F5
  -10   F6    |  -09   F7
  -08   F8    |  -07   F9
  -06   FA    |  -05   FB
  -04   FC    |  -03   FD
  -02   FE    |  -01   FF
  +00   00    |  +01   01
  +02   02    |  +03   03
  +04   04    |  +05   05
  +06   06    |  +07   07
  +08   08    |  +09   09
  +10   0A    |  +11   0B
  +12   0C    |  +13   0D
  +14   0E    |  +15   0F

Any other xx value will be ignored.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
```

```
                Off Dest Voice
```

1.145 Loop CTRL

```
      StoneTracker V1.26


  Loop CTRL       Effect : 16xx
               ProTracker equivalent :  E6x

"Loop CTRL" enables looping in current position.

If xx=0, current line is defined as loop startpoint.

If xx is different from 0, the Tracker will loop xx+1 times between current
line and the line defined as loop startpoint.

On a same track, "Loop CTRL" commands cannot be embedded. If you have
to use several loops, they must be inserted on several tracks (one
loop per track).
```

1.146 Tre WaveForm

```
                     StoneTracker V1.26


  Tre WaveForm        Effect : 170x
               ProTracker equivalent :  E7x

"Tre WaveForm" configures
                Tremolo
                 waveform. Tracks can be configured
seperately.

Modulation can follow three waveforms :

  - x = 0 : Sinusoid (default)
  - x = 1 : Triangle
  - x = 2 : Square

Any other value cancels all
                Tremolo
                 requests.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.147 Retrig Note

```
                    StoneTracker V1.26


  Retrig Note       Effect : 19xx
               ProTracker equivalent :  E9x

"Retrig Note" lets you restart current note several times during inter-line
delay.

If xx=0 effect has no effect ;).

If xx is different from 0, sample will be restarted after some amount of time
defined by inter-line delay (defined by
                Set Speed
                ) divided by xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.148 FineVolUp

```
                    StoneTracker V1.26


  FineVolUp       Effect : 1Axx
               ProTracker equivalent :  EAx

"FineVolUp" increases sample volume by xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.149 FineVolDown

```
                    StoneTracker V1.26


  FineVolDown       Effect : 1Bxx
```

```
               ProTracker equivalent :  EBx

"FineVolDown" decreases sample volume by xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.150 Note Cut

```
                     StoneTracker V1.26


  Note Cut        Effect : 1Cxx
               ProTracker equivalent :  ECx

"Note Cut" cuts current sample after some delay defined by xx. This delay
is function of inter-line delay defined by
                Set Speed
                . What this command
actually does is forcing sample volume to zero.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.151 Note Delay

```
                     StoneTracker V1.26


  Note Delay        Effect : 1Dxx
               ProTracker equivalent :  EDx

"Note Delay" delays sample start. xx defines this delay.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
```

22
Off Dest Voice

1.152 Position Delay

StoneTracker V1.26

Position Delay Effect : 1Exx
ProTracker equivalent : EEx

"Position delay" delays reading next line. xx defines number of ticks (see

Set Speed
) before enabling next line to be read.

If several delays are inserted on the same line, only one will be executed.
Control track has priority over all others, then priority goes down from
track 1 to track 8.

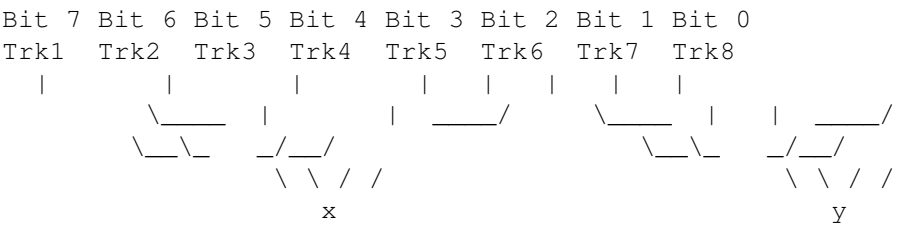
1.153 Set Dest Voice

StoneTracker V1.26

Set Dest Voice Effect : 20xy

"Set Dest Voice" defines tracks that will be controlled by the control (FX)
track.

xy is defined in
binary
as following :



This command can only be used on Fx track.

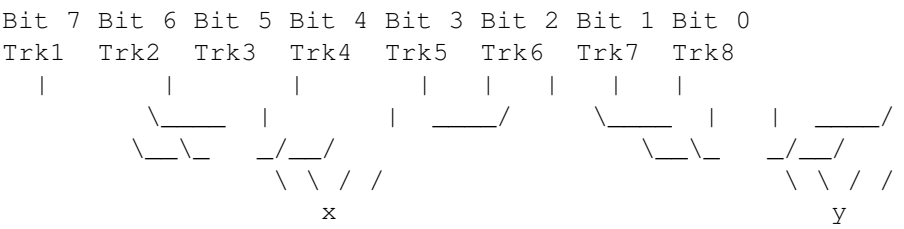
1.154 On Dest Voice

StoneTracker V1.26

On Dest Voice Effect : 21xy

"On Dest Voice" adds tracks indicated in xy to tracks that will be controlled
by control (FX) track.

xy is defined in
binary
as following :



This command can only be used on Fx track.

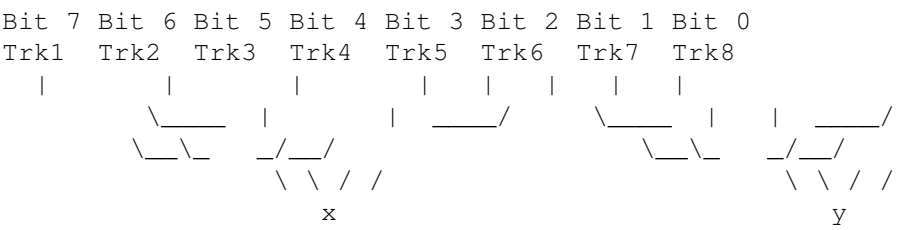
1.155 Off Dest Voice

StoneTracker V1.26

Off Dest Voice Effect : 22xx

"Off Dest Voice" removes tracks indicated in xy to tracks that will be
controlled by control (FX) track.

xy is defined in
binary
as following :



This command can only be used on Fx track.

1.156 Set Abs Volume

StoneTracker V1.26

Set Abs Volume Effect : 23xx

"Set Abs Volume" sets current track absolute volume to xx.

If this command is applied on control (FX) track, all tracks selected by

```
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.157 Add Abs Volume

```
                      StoneTracker V1.26


  Add Abs Volume        Effect : 24xx

"Add Abs Volume" increases current track absolute volume.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.158 Sub Abs Volume

```
                      StoneTracker V1.26


  Sub Abs Volume        Effect : 25xx

"Sub Abs Volume" decreases current track absolute volume.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.159 Fine Add Abs Volume

```
                      StoneTracker V1.26


  Fine Add Abs Volume     Effect : 26xx
```

"Fine Add Abs Volume" increases current track absolute volume by xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice

1.160 Fine Sub Abs Volume

                    StoneTracker V1.26

  Fine Sub Abs Volume   Effect : 27xx

"Fine Sub Abs Volume" decreases current track absolute volume by xx.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice

1.161 ID

                    StoneTracker V1.26

  ID   Effect : 28xx

This command is not useful for musicians. It syncs music with external
events. When the player finds this command, it calls a vector defined
by application programmer passing xx as parameter.

See
                Developer
                 section.

1.162 Jump Abs Song

                    StoneTracker V1.26

```
  Jump Abs Song       Effect : 29xx

"Jump Abs Song" jumps to song xx.

By default, player will jump to line 0 and position 0.
This can be changed using
                Set Jump Song Position
                 and
                Set Jump Song Line
                .
```

1.163 Jump Rel Song

```
                     StoneTracker V1.26


  Jump Rel Song       Effect : 2Axx

"Jump Rel Song" jumps to song number (xx+current song number).
For example if you are playing song 3 and player meets 2A01,
it will jump to song 3+1=4.

By default, player will jump to line 0 and position 0.
This can be changed using
                Set Jump Song Position
                 and
                Set Jump Song Line
                .
```

1.164 Set Jump Song Position

```
      StoneTracker V1.26


  Set Jump Song Position      Effect : 2Bxx

Defines which position will be the starting one for next song jump.
After a song jump, this value is reset to 0.
```

1.165 Set Jump Song Line

```
      StoneTracker V1.26


  Set Jump Song Line      Effect : 2Cxx

Defines which will be start

Defins which line will be the starting one for next song jump.
After a song jump, this value is reset to 0.
```

1.166 Next note

```
                    StoneTracker V1.26


  Next note       Effect : 30xx

Plays next note of the range.

Note will instantly change if xx=0, else instant change will be
delayed by xx. This delay must be smaller than inter-line delay
defined by
                Set Speed
                .

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.167 Previous note

```
                    StoneTracker V1.26


  Previous note       Effect : 31xx

Plays previous note of the range.

Note will instantly change if xx=0, else instant change will be
delayed by xx. This delay must be smaller than inter-line delay
defined by
                Set Speed
                .

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.168 Next note Porta

```
                    StoneTracker V1.26
```

```
  Next note Porta       Effect : 32xx

Does a
                Tone Portamento
                 with next note of the range.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.169 Previous note Porta

```
                     StoneTracker V1.26


  Previous note Porta     Effect : 33xx

Creates a
                Tone Portamento
                 with previous note of the range.

If this command is applied on control (FX) track, all tracks selected by
the following commands will be affected.
  20
                Set Dest Voice
                  21
                On Dest Voice
                  22
                Off Dest Voice
```

1.170 Notes about effects

```
                     StoneTracker V1.26


  StoneTracker multieffect enables you very simply to compose musics
with loads of effects. However, there are some subtle cases that you'd
better know in order to avoid some surprises.


  General modification commands

  0D
                Break Position
                  0F
                Set Speed
```

```
                16
              Loop CTRL
                1E
              Position Delay
                20
              Set Dest Voice
                21
              On Dest Voice
                22
              Off Dest Voice
                23
              Set Abs Volume
                24
              Add Abs Volume
                25
              Sub Abs Volume
                26
              Fine Add Abs Volume
                27
              Fine Sub Abs Volume
                28
              ID
                29
              Jump Abs Song
                2A
              Jump Rel Song
                2B
              Set Jump Song Position
                2C
              Set Jump Song Line
              These commands are general music configuration commands. Excepted ↩
                 commands 20
to 22, they can be inserted on any track, either FX or music track 1 to 8.
However, it's somewhat better to insert them on dedicated FX track, so that
your patterns will be cleaner, and that you may, for example, reuse these
patterns later in another song but running a different tempo. These commands
are always executed whatever tracks are controlled by FX track. For deeper
information see here.


  Jump commands

  0B
              Position Jump
                0D
              Break Position
                16
              Loop CTRL
                29
              Jump Abs Song
                2A
              Jump Rel Song
              Commands are read as following :

FX track, Track 1, Track 2, Track 3, Track 4, Track 5, Track 6, Track 7, Track 8.

When the tracker meets on the same line the commands above, only the first one
```

```
will be executed.


  Portamento commands

  03
                Tone Portamento
                  05
                Tone + Vol Slide
                  0E
                Set Note
                  32
                Next note Porta
                  33
                Previous note Porta
                On the same track, only one of these commands can be inserted.
Warning! If any of these commands is inserted on FX track, all tracks
selected by commands 20 to 22 will then react to this command.


  Volume control commands

  23
                Set Abs Volume
                  24
                Add Abs Volume
                  25
                Sub Abs Volume
                  26
                Fine Add Abs Volume
                  27
                Fine Sub Abs Volume
                These commands control volume of each track.
This volume is not to be confused with the volume of the sample applied
to the said track.

To sum up, two volumes are combined :
 - volume of the sample which is controlled by ProTracker-like commands
 - volume of the track which is controlled by the above commands

If these commands are applied to any other track than FX track, they
will only affect the track they apply to.

If these commands are applied to FX track, then tracks selected by
commands 20 to 22 will react.

They can be used, for example, when they are all applied to FX track,
to decrease general music volume while using patterns previously used
but with a different volume.
```

1.171 StoneTracker features

```
      StoneTracker V1.26
```

Many of you already know the famous ProTracker, on which many musicians have found their inspiration. With StoneTracker, you have in your hands, in addition to all ProTracker abilities, many other advantages.

First of all, what is most visible is extension from 4 to 8 tracks. So, one can choose the number of tracks for each song between 4, 5, 6, 7 and 8. For deeper information look here.

It's now possible to create several musics in a single module and use seperated patterns for each track. For deeper information look here.

Under Protracker, you were limited to one command per note. That means it wasn't possible to simultaneously do e.g. a portamento up and a volume slide. Now, you can insert up to 7 effects per line per track.
For deeper information look here.

In addition to previous properties, StoneTracker features a track called the FX track or control track. It's here to apply effects on the whole song.
For deeper information look here.

Amiga hardware limitation made it impossible, without clever handling, to play a sample longer than 128 KB. StoneTracker lets you use any sample size. The only limitation is the available memory. In addition, depending on your StoneTracker configuration, it's now possible to use 'Fast' memory for samples.

1.172 8 tracks and tracks mixing

StoneTracker V1.26

Under Protracker, voice panning is as following: Left Right Right Left
In order to follow this rule, additional tracks panning is as following :

Left Right Right Left Left Right Right Left

You have to know that the Amiga can only output 4 sounds in the same time, so are additional ('virtual') tracks always mixed to 4 tracks.

So for virtual tracks modes, configuration is as following :

- Tracks 1 and 2 are always output by the Amiga.
- Track 3 is mixed in 6-tracks mode with track 6, and with tracks 6 and 7 in 7 and 8-tracks mode.
- Track 4 is mixed in 5-tracks mode with track 5, and with tracks 5 and 8 in 8-tracks mode.

Computed tracks may have a dirtier sound than tracks directly output by the Amiga. This is the result of a loss in harmonics caused by digital mixing, more or less important depending on its frequency.

Track mixing quality depends on used frequency. In 5-8 tracks modes, you can modify mixing frequency thanks to "Frequency" slider in up/right corner of StoneTracker screen. For pretty good quality, it's recommended to choose a frequency around or above 20 KHz.

Maximum mixing frequency depends on your machine. If you own a stock Amiga 1200 with no fast memory expansion, maximum frequency will be around 20 KHz. For an Amiga 4000 or an Amiga 1200 with accelerator board, mixing frequency can grow up to 50 Khz.

Maximum mixing frequency depends on your display too. On a 'basic' 50 Hz display, maximum frequency is 28 Khz. On a VGA, multisync, etc. display, maximum frequency is 50 Khz. This sound pretty strange, but that's the way the Amiga works : it can only fetch sound data at the start of a video line. The more lines you on your screen, the more sounddata output.

1.173 Multi-song and seperated track patterns ...

StoneTracker V1.26

StoneTracker handles modules containing several songs. This lets you create e.g. interactive sound environments using auto song chaining.

A pattern for Protracker is an array holding all notes to be played on all tracks. This array can then be called several times in the song. To each position is linked a pattern.

Under StoneTracker, a pattern holds notes for a single track only. So, when you create a song, you have to link a pattern for each track for each position.

This lets you, for example, define drums on a pattern and reuse it on several positions, eventually moving it from track to track (left or right). The main purpose is saving memory.

Patterns size indicated by StoneTracker is the size that the patterns take 'expanded' in memory. When module is saved, patterns are packed but directly used by an external Stone player (they won't be expanded, only editor does this for edition purposes).

In addition, you can change the size (the number of lines) of the patterns. This change is applied to all patterns in memory.

1.174 Multi-effect ...

StoneTracker V1.26

Format of a pattern line is as following :

Note	Sample	Eff1	Eff2	Eff3	Eff4	Eff5	Eff6	Eff7
C#3	05	0C40	0A03	0434	090F	0000	0000	0000

On every line, it is possible to insert a note, a sample number and up to 7

effects. These effects will be read from left to right.

On this example, sample 5 is played with note C#3, and using the
following effects :

- Sets start sample volume to 40
- Smoothly slides volume down by 3
- Applies a vibrato of speed 3 and amplitude 4
- Cuts sample start by $F*$100 = $F00 or 3840 bytes

Under StoneTracker editor, you will only see one effect at a time on
each track. Using 'Cmd Edit' function, you can edit all effects on
the line of the track where the cursor is located.

Even if only one effect is visible at a time, an underline appears on the
current line to show that another effect is present on the right or on
the left of current effect. You can also use 'Cmd Next' and 'Cmd Prev'
commands (or their equivalent Keyboard shortcuts) to see all effects,
a bit like bullets in a barrel.

For preceding example, if current track displays effect 4, display will
be as following :

```
    | C#3 05 090F |
```

For more information about multi-effect, take a loot a the notes about
effects.

1.175 FX Track

StoneTracker V1.26

FX track has its own patterns, because, as opposed to other tracks, it plays
no sound. It can't hold notes or sample numbers but offers 8 slots for
commands that will be applied to selectable tracks.

So, without changing the patterns of a music, you can apply a vibrato or
change a track volume.

In order to select which voices will react to effects on FX track, three
commands have been written :

```
  20
               Set Dest Voice
                 21
               On Dest Voice
                 22
               Off Dest Voice
               Example:

  Eff1  Eff2  Eff3  Eff4  Eff5  Eff6  Eff7  Eff8
  2003  0432  21F0  0A02  2203  0101  0F03  0000
```

- Enables reaction only on tracks 7 and 8.

```
- Creates a
                Vibrato
                 on tracks 7 and 8 as if this command had been
  inserted on these tracks.
- Enables reaction of tracks 1 to 4, so that tracks reacting to FX commands
  are now 1,2,3,4, plus previous tracks 7 and 8.
- Smoothly decreases sample volumes on the 6 reacting tracks.
- Disables reaction for tracks 7 and 8. Only tracks 1 to 4 are now concerned
  by FX track commands.
- Applies a
                Portamento Up
                 on tracks 1 to 4.
- Changes inter-line delay (this applies to ALL tracks, obviously).

The last command belongs to a group of commands that are always executed
whatever tracks controlled by FX track are. For deeper information have
a look here.
```

1.176 Current position number

```
      StoneTracker V1.26


Shows/Changes position number in current song.

Using right mouse button, a request will be opened letting you choose the
position number you want to go to showing its linked pattern numbers.
```

1.177 Pattern number

```
      StoneTracker V1.26


Pattern number linked for current position to the track located below.

Using right mouse button, a request will be opened letting you choose which
pattern you want to link for current position.
```

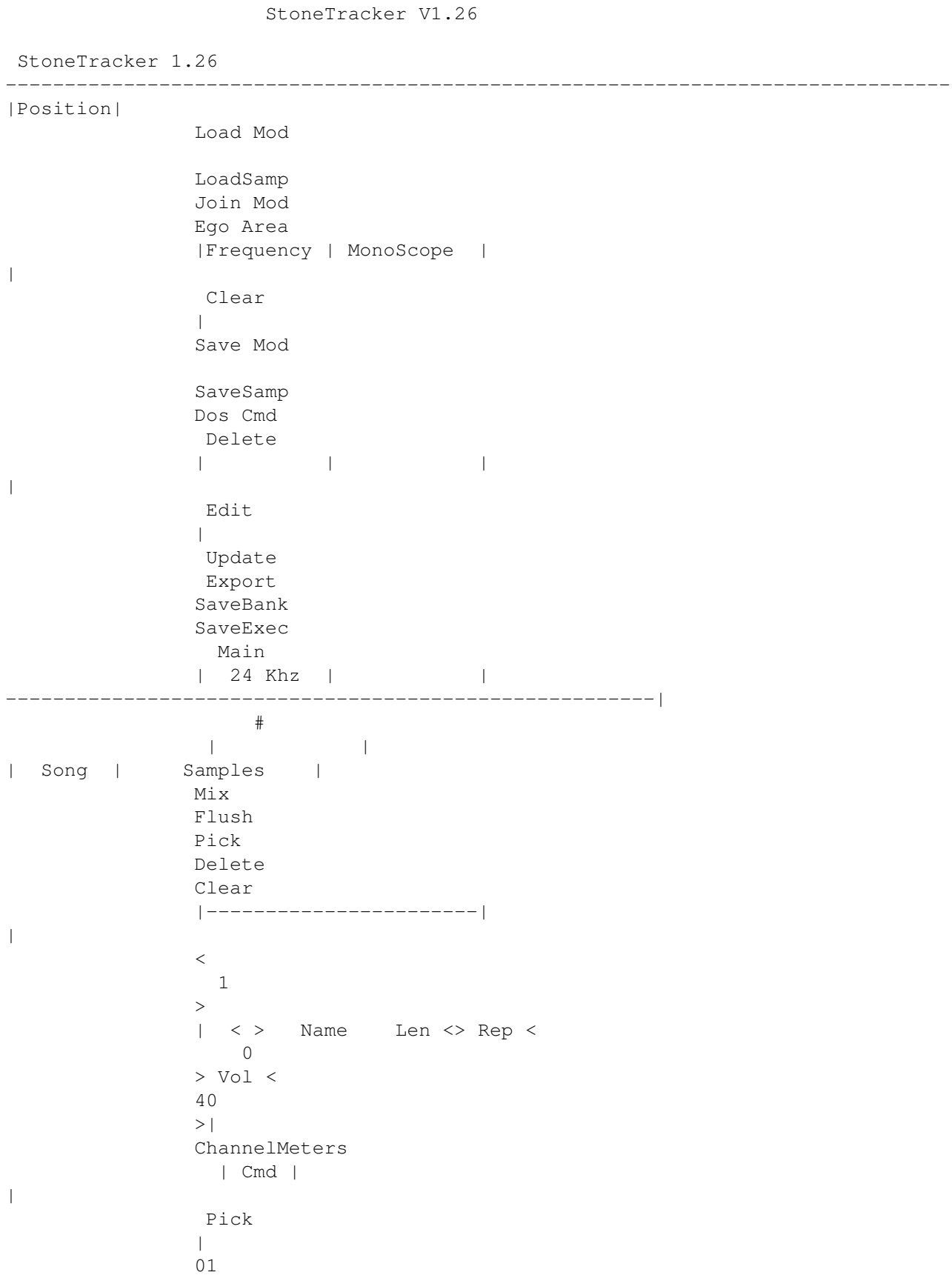
1.178 Numéro de la pattern de contrôle

```
      StoneTracker V1.26


Pattern number linked for current position to the control (FX) track.

Using right mouse button, a request will be opened letting you choose which
FX pattern you want to link for current position.
```

1.179 Using StoneTracker



```
                Bass 01

                41200
                 Len <
                    0
                > FTU <
                 0
                >|" Link InterMasterVolume}|               |@{|
|
                 Clear
                |-------------------------------------------| |               |
                Prev
                |
|
                 Edit
                | Song name   :
                From the future ...
                | |               |
                Edit
                |
|
                 Time
                | Module name :
                Cool baby II
                |Patt :
                Clear
                Edit
                Remap
                |
--------------------------------------------------------------------------------
| BPM <
                125
                >  Tracks <
                4
                >  PattLen <
                40
                >
                FX
                 |
                  Pat:...  Bank:...  Time:...
                |
--------------------------------------------------------------------------------
|
                12
                |
                  5
                     |
                  2
                     |
                 13
                     |
                  1
                     |
                  5
                 |
                ^v
```

```
                |
-------------------------------------------------------------------------------
|POS|    Track 1    |    Track 2    |    Track 3    |    Track 4    |  FX  | "  ↩
   Link InterLedState} |
-------------------------------------------------------------------------------
```

1.180 "

1.181 Creates an executable module

```
      StoneTracker V1.26


Creates an executable module which will use StonePlayer.Library to play
itself.

When you run the generated program, module will start playing and control
will be given back to AmigaDOS.

In order to stop music run the program again or send a CTRL-C to executable
module task.
```

1.182 Developer area

```
                      StoneTracker V1.26


This section is reserved for programmers wishing to use StoneTracker modules
in their applications. It is available only for
                purchasers
                 of the
commercial version of this software. Developers, esp. of module players,
may request this information to us even if they're not bought the full
version. Maybe will we send it.
```

1.183 Position Editor

```
                      StoneTracker V1.26


Opens position editor.

      Position editor

                 1
                 2
                 3
                 4
                 5
```

```
 6
 7
 8
FX

 Ins
 Rem
  Copy
 Rept

 Exg
 Sprd
  Dub
 Swap
```

1.184 Track selection

```
      StoneTracker V1.26


These buttons select which tracks will react to commands below them.
Buttons which are recessed (brighter) show tracks which are SELECTED.
```

1.185 "

```
      StoneTracker V1.26


Inserts a position between current one and next one.
Inserted position will contain patterns numbers set to 0.
```

1.186 "

```
      StoneTracker V1.26


Removes current position (the ones following are shifted one
position back).
```

1.187 "

```
      StoneTracker V1.26


Copies current position to another one which is selected by requester.
```

1.188 "

```
      StoneTracker V1.26


Copies current position on each position between a starting and an ending one
both selected by requesters.
```

1.189 "

```
      StoneTracker V1.26


Swaps current position with one selected by requester.
```

1.190 "

```
      StoneTracker V1.26


Fills pattern numbers from current position to a position selected
by requester with pattern numbers ranging from and to pattern
numbers selected by requester. This applies only to selected
tracks. Ehm.. Well.. try it!
```

1.191 "

```
      StoneTracker V1.26


Provided that two tracks are selected, this function copies pattern
numbers from the first track to the second, from current position
to a position selected by requester.
```

1.192 "

```
      StoneTracker V1.26


Provided that two tracks are selected, this function swaps pattern
numbers between the first track and the second, from current position
to a position selected by requester.
```

1.193 Pattern editor

```
                    StoneTracker V1.26


Opens pattern editor.

      Pattern editor

                 Cut
                Copy
                Paste
                Swap

                 Exg
                Rem
                 Ins
                 Del

                OctUp
                OctDn
                NotUp
                NotDn
```

1.194 "

```
      StoneTracker V1.26


Copies pattern under cursor into the clipboard then clears the pattern.
```

1.195 "

```
      StoneTracker V1.26


Copies pattern under cursor into the clipboard.
```

1.196 "

```
      StoneTracker V1.26


Copies pattern in clipboard over pattern under cursor.
```

1.197 "

```
      StoneTracker V1.26

Swaps pattern in clipboard with pattern under cursor.
```

1.198 "

```
      StoneTracker V1.26

Swaps pattern under cursor with a pattern selected by requester.
```

1.199 "

```
      StoneTracker V1.26

Removes patterns from pattern under cursor to the end of the list.
```

1.200 "

```
      StoneTracker V1.26

Inserts an empty line under cursor, shifting all lines below one
line down.
```

1.201 "

```
      StoneTracker V1.26


Removes a line under cursor, shifting all lines below one line up.
```

1.202 "

```
      StoneTracker V1.26

Increases by one range all notes of pattern under cursor.
```

1.203 "

```
      StoneTracker V1.26

Decreases by one range all notes of pattern under cursor.
```

1.204 "

```
      StoneTracker V1.26

Increases by one halftone all notes of pattern under cursor.
```

1.205 "

```
      StoneTracker V1.26

Decreases by one halftone all notes of pattern under cursor.
```

1.206 Song Editor

```
                    StoneTracker V1.26

Opens song editor.

      Song editor

                Insert
                Remove
                Copy

                Exchg
                Join
                Split

                Single
                Print
                PrtAll
```

1.207 "

```
      StoneTracker V1.26

Creates a new song after having requested some parameters, then inserts
it at current song number, shifting all following songs by one number.
```

1.208 "

```
      StoneTracker V1.26

Removes current song, shifting all following songs by one number.
```

1.209 "

```
      StoneTracker V1.26

Copies current song over a song selected by requester.
```

1.210 "

```
      StoneTracker V1.26

Swaps current song with a song selected by requester.
```

1.211 "

```
      StoneTracker V1.26

Adds positions of a song selected by requester next to the positions of
current song.
```

1.212 "

```
      StoneTracker V1.26

Splits current song in two, by moving its positions from current to
end into another song selected by requester.
```

1.213 "

```
      StoneTracker V1.26
```

After you confirmed, removes all songs but the current one.

1.214 "

```
      StoneTracker V1.26
```

Prints current song.

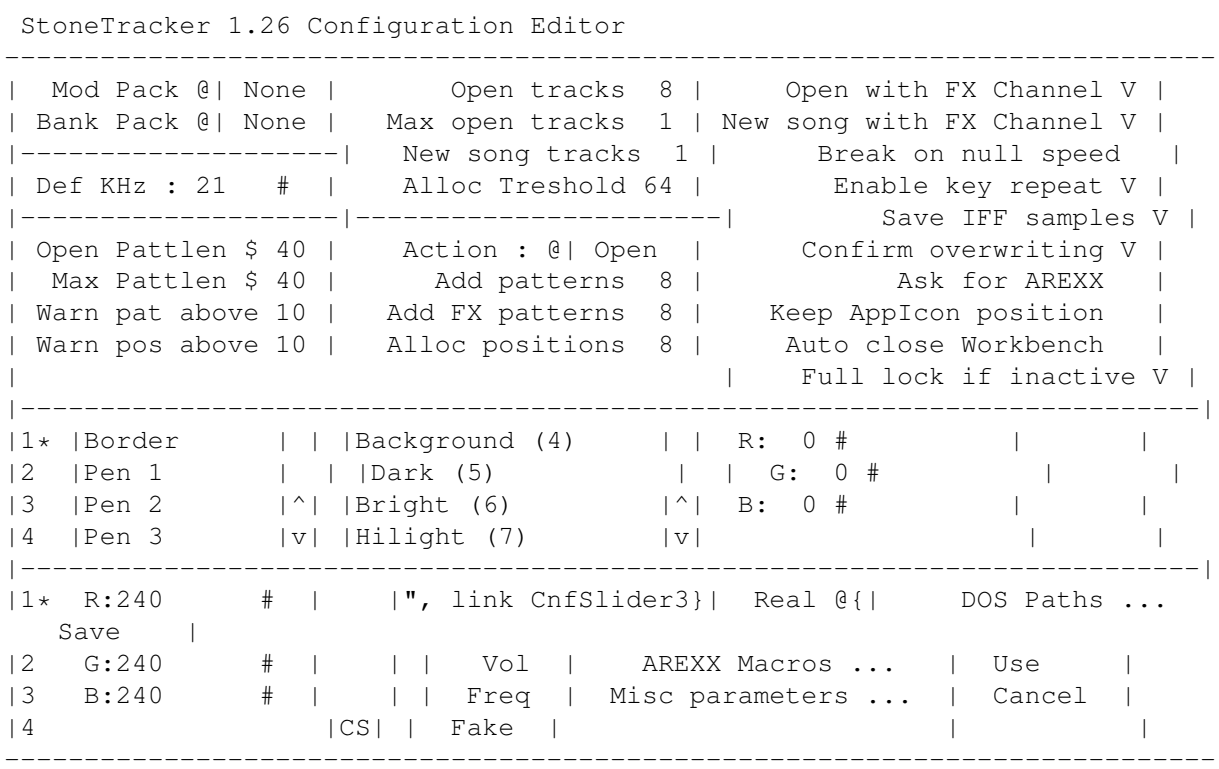
1.215 "

```
      StoneTracker V1.26
```

Prints all songs.

1.216 StoneTracker Configuration

```
      StoneTracker V1.26
```



1.217 "

```
      StoneTracker V1.26


StoneTracker features samples bank packing in order to spare some space on
(hard)disk, drawback being a longer load/save time. As of version 1.26, four
options are available :

 . None

   Samples are saved in their original state without being packed. Use this
   option if you can't stand packing/depacking time or if the module is going
   to be used in an application of yours (in this case, samples MUST be
   unpacked !!).

   (Note that when using 'update' function that saves modifications, if you
    haven't changed the samples, then the bank will not be re-saved, avoiding
    possible packing time.)

 . DeltaHuffman

   The fastest packer/depacker and the least efficient.
   Pack ratio : 20-25% average.
   Author : Emmanuel Marty

 . CrM / LZH-Delta

   Method that packs the most and which is the slowest.
   Pack ratio : 35-40% average.
   Author : Thomas Schwartz, programmer of CrunchMania.

   ( Note that this method requires CrM.Library shared library in LIBS: for
     packing - StoneTracker unpacks by itself. We are not granted to
     distribute this file along with StoneTracker. )

 . StoneCruncher / Mickey

   Intermediate method between DeltaHuffman and CrM/LZH-Delta.
   Pack ratio : 25-30% average.
   Author : Michael Lavaire

   ( This method requires StoneCruncher.Library shared library - provided -
     in LIBS: for both packing and unpacking )
```

1.218 "

```
      StoneTracker V1.26


Default number of tracks that will show the song which is created at
program startup time (ranging from 4 to 8).
```

1.219 "

```
      StoneTracker V1.26
```

Defines if song created at program startup time will immediatly show a FX track or not.

1.220 "

```
      StoneTracker V1.26
```

Maximum tracks available on the song created at program startup time (ranging from 4 to 8).

1.221 "

```
      StoneTracker V1.26
```

Defines if a new song created will immediatly show a FX track or not.

1.222 "

```
      StoneTracker V1.26
```

Defines the default number of tracks that will be displayed in new song creation request.

1.223 "

```
                    StoneTracker V1.26
```

Defines if sound must be muted when player meets a nullspeed command (
0F00
),
if not player will stop playing ;) the music and will let current notes end.

1.224 "

StoneTracker V1.26

Default mixing frequency for "virtual tracks" modes (5-8 tracks). All samples played on virtual tracks will be recomputed to this frequency. Obviously, the greater the frequency, the greater the quality, and the slower the machine.

On a "normal" display (PAL or NTSC), that means which displays at an horizontal frequency of 15.75 Khz, mixing frequency ranges from 4 to 28 Khz. If you own a (S)VGA, Multisync, etc. display which displays "deinterlaced" modes of ECS and AGA at an horizontal frequency of 31.5 Khz, mixing frequency will range from 4 to 50 Khz (Amiga works the way it works...)

1.225 "

StoneTracker V1.26

StoneTracker handles up to 65.536 patterns, and, contrary to ProTracker (which has a maximum of 64), it can't allocate required memory for this maximum number of patterns once at program startup time (for 65.536 patterns, one would need 64 Megabytes of workspace [and which cannot be put as virtual memory on harddisk] !!).. So StoneTracker allocates memory as required. In order to avoid memory fragmentation, patterns memory is not allocated seperately for each pattern but by groups.

This number defines the number of patterns reserved in one allocation. The greater the number, the smaller the chances of fragmentation, and the greater the chances of spilling memory (for example, if the Tracker is told to allocate patterns 100 per 100 and you have 101 patterns in memory, there will be memory allocated for 200 patterns).

In most cases you won't even have to care about this parameter, as its default value of 64 seems efficient (we are using it from the start of StoneTracker development).

1.226 "

StoneTracker V1.26

Defines if keyboard repeat is enabled in "pattern edition" mode and in "record" mode (leaving the key pressed repeats the same note).

1.227 "

StoneTracker V1.26

Defines if StoneTracker will save samples as IFF when using command for saving seperated samples ('Save Samp'). If not, samples will be saved as RAW format (no header).

1.228 "

StoneTracker V1.26

Length of patterns (in lines) shown at program startup. Ranges from $1 to $FFF.

1.229 "

StoneTracker V1.26

Defines which action is concerned by default parameters below (number of auto-created
patterns
,
control patterns
and
positions
) when program starts, or when a new song is created (these parameters being then default parameters shown in request).

1.230 "

StoneTracker V1.26

Defines if StoneTracker will ask before writing over a file that already exists.

1.231 "

StoneTracker V1.26

Maximum length of patterns (in number of lines), ranging from $1 to $FFF. Really tune this number function of your needs! The greater this number, the greater the required workspace (under editor, only).

1.232 "

StoneTracker V1.26

Number of patterns automatically created either when program starts or when a new song is created (see
Action
) (in the latter case this is the default value shown in song creation request).

1.233 "

StoneTracker V1.26

Defines if StoneTracker will warn you when, at startup time, it states that RexxMaster is not running and so no AREXX command will be able to run.

1.234 "

StoneTracker V1.26

When adding patterns by typing directly a pattern number (that doesn't exist) into the slots above tracks, any addition of a number of patterns greater than this number will require confirmation.

1.235 "

StoneTracker V1.26

Number of control patterns automatically created either when program starts or when a new song is created (see
Action
) (in the latter case this is the default value shown in song creation request).

1.236 "

StoneTracker V1.26

Defines if StoneTracker should use the position on Workbench screen stored in icon file used as AppIcon, if not it will make it "float" (Workbench will position the icon where possible)

1.237 "

StoneTracker V1.26

When adding positions by typing directly a position number (that doesn't exist) into the position number above line numbers, any addition of a number of positions greater than this number will require confirmation.

1.238 "

StoneTracker V1.26

Number of positions automatically created either when program starts or when a new song is created (see
Action
) (in the latter case this is the default value shown in song creation request).

1.239 "

StoneTracker V1.26

Defines if StoneTracker should try to close the Workbench when it starts up, in order to free some chip memory.

1.240 "

StoneTracker V1.26

Defines if StoneTracker screen must be locked (nothing is refreshed) when it isn't displayed, because you are multitasking on another application - this enables to free a lot of CPU time. If this option is disabled, StoneTracker will only lower its task priority, making it less greedy for CPU time, giving it back to the other running tasks.

1.241 "

StoneTracker V1.26

Palette number. You can define up to four different palettes for StoneTracker screen and change instantly, depending on your mood, using this button.

1.242 "

StoneTracker V1.26

Scrolls list of colors available on the left.

1.243 "

StoneTracker V1.26

Scrolls list of StoneTracker screen regions available on the left.

1.244 "

StoneTracker V1.26

Lets you choose the level of intensity of red, green and blue for currently edited color.

1.245 "

StoneTracker V1.26

Number of vu-meters palette. You can define up to four different palettes for vu-meters (ChannelMeters) and change instantly, depending on your mood, using this button.

1.246 "

StoneTracker V1.26

Lets you choose the level of intensity of red, green and blue for currently edited vu-meter line.

1.247 "

StoneTracker V1.26

Selects the line of vu-meter where the color must be edited.

1.248 "

StoneTracker V1.26

Selects the default vu-meter type used at program startup, that means "real" (average sound volume of what is currently played by the corresponding track - like ProTracker 3.xx), "volume" (volume of last sample played on the track), "frequency" (note height of last played sample) and "fake" (volume set to maximum when a sample starts, then smoothly growing down - just like the very first trackers)

1.249 "

StoneTracker V1.26

Saves configuration so that it will be restored next time your start the program. Configuration is saved as "ENVARC:StoneTracker.prefs"

1.250 "

StoneTracker V1.26

Returns to the Tracker with current configuration, but doesn't save it - next time your run StoneTracker, configuration will be as it was before running configuration editor.

1.251 "

StoneTracker V1.26

Cancels modifications made to the configuration and returns to the Tracker with config as it was before entering the configuration editor.

1.252 "

StoneTracker V1.26

Copies a color from a vu-meter line to another. Method : select line to be copied, press this button once, select the target line, press this button again.

1.253 "

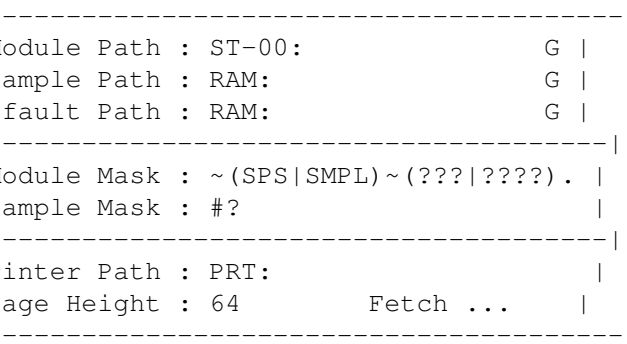
```
      StoneTracker V1.26


Spread colors between two vu-meter lines. Method : select starting line, press
this button once, select ending line, press this button again
```

1.254 Default paths configuration window

```
      StoneTracker V1.26


Opens default paths configuration window.
```



1.255 "

```
      StoneTracker V1.26


Default path where StoneTracker will fetch modules when using module load
and save commands. If you are working with a harddisk, setting here where
your modules are located will avoid indicating it all the time.

NOTE: if you change this path, the new one will be taken into account only
      when you restart the program.
```

1.256 "

```
                    StoneTracker V1.26


Selects the
               default modules path
                by file request.
```

1.257 "

```
      StoneTracker V1.26


Default path where StoneTracker will fetch samples when using sample and
samplebank load and save commands. If you are working with a harddisk,
setting here where your samples are located will avoid indicating it all
the time.

NOTE: if you change this path, the new one will be taken into account only
      when you restart the program.
```

1.258 "

```
                    StoneTracker V1.26


Selects the
               default samples path
                by file request.
```

1.259 "

```
      StoneTracker V1.26


Default path for all file commands that do not handle a particular file
type, mainly 'delete file' command.
```

1.260 "

```
                    StoneTracker V1.26


Selects the
               default misc files path
                by file request.
```

1.261 "

```
      StoneTracker V1.26


Default "Mask" used in module file requests. This mask enables to include or
exclude files having particular letters or words in their name. The main
goal here is to exclude samplebank files, beginning by "SPS.".
```

1.262 "

StoneTracker V1.26

Default "Mask" used in sample file requests. This mask enables to include or exclude files having particular letters or words in their name.

1.263 "

StoneTracker V1.26

Path used by AmigaDOS for accessing printer, normally "PRT:".

1.264 "

StoneTracker V1.26

Number of lines per page of your printer.

1.265 "

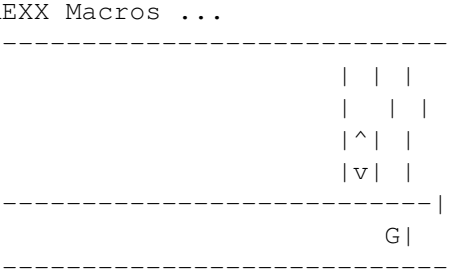
StoneTracker V1.26

Fetches the number of lines per page of your printer in your prefs files.

1.266 Opens AREXX macros installation window

StoneTracker V1.26

Opens AREXX macros installation window.



1.267 "

```
                    StoneTracker V1.26


AREXX macros list. 14 can be installed in the same time, corresponding to
letters A to N (their
                keyboard shortcut
                 being CTRL + their letter).
```

1.268 "

```
      StoneTracker V1.26


Scrolls AREXX macros list.
```

1.269 "

```
      StoneTracker V1.26


Lets you edit the name of the file containing the AREXX macro to be installed
on the letter currently selected in the list above.
```

1.270 "

```
      StoneTracker V1.26


Selects by file request the file containing the AREXX macro to be installed
on the letter currently selected in the list above.
```

1.271 Opens misc parameters configuration window

```
      StoneTracker V1.26


Opens misc parameters configuration window.
```

```
    Misc parameters ...
  ----------------------------------------
  |   App Icon: StoneTracker.Info    G |
  |  AREXX I/O: CON:0/0//100/StoneREXX/ |
  |     Hotkey: control alt s           |
  | ScreenMode: PAL:High Res         G |
  |--------------------------------------|
```

```
  | Fast load : @| SampleSize  KB 256  |
  ---------------------------------------
```

1.272 "

```
      StoneTracker V1.26
```

```
Name of icon file containing AppIcon to be used for StoneTracker.
```

1.273 "

```
      StoneTracker V1.26
```

```
Selects by file request the icon file containing AppIcon to be used for
StoneTracker.
```

1.274 "

```
      StoneTracker V1.26
```

```
Defines console window to be used for i/o of AREXX commands ran from the
StoneTracker.
```

1.275 "

```
      StoneTracker V1.26
```

```
StoneTracker "Hot Key". The indicated key sequence when pressed makes
editor screen either come to front or open if it was "hidden".
```

1.276 "

```
      StoneTracker V1.26
```

```
Shows screen mode for StoneTracker screen (and configuration screen).
```

1.277 "

StoneTracker V1.26

Selects screen mode for StoneTracker screen (and configuration screen) using a request. Note that StoneTracker screen requires at least a size of 672 per 200 pixels, and that you will need a height of 256 pixels to work properly.

1.278 "

StoneTracker V1.26

StoneTracker features fast memory samples loading, if you don't have enough chip memory. This option will slightly slow down the player in 4-tracks mode, and may speed it up in virtual tracks modes (5-8 tracks).

This button rules the condition of loading samples in fast memory rather than in chip. Three options :

- never

- if sample size is greater than a given size
  - if free chip memory size falls under a given size
  .

1.279 "

StoneTracker V1.26

StoneTracker features fast memory samples loading, if you don't have enough chip memory. This option will slightly slow down the player in 4-tracks mode, and may speed it up in virtual tracks modes (5-8 tracks).

Defines in kbytes either the minimum size for a sample to be loaded in fastram, or the minimum size of free chip memory under which samples are loaded in fastram, depending on current mode
.

1.280 Keyboard shortcuts ...

StoneTracker V1.26

```
      Keyboard shortcuts


General keys :

General keys :

F1        Select octaves #1 and #2
F2        Select octaves #2 and #3
SHIFT F3      Cut pattern
SHIFT F4      Copy pattern
SHIFT F5      Paste pattern
CTRL F3       Cut effects
CTRL F4       Copy effects
CTRL F5       Paste effects
F6 TO F10     Move into the pattern (for compatibility with other trackers)
SHIFT F6-F10  Record pattern position on corresponding key
              (F6-F10 without qualifier will bring you back here)
AMIGA F6-F10  Clears stored position on corresponding key
              (warps back to native mode)
ALT F6-F10    Plays from pattern position recorded on corresp. key
CTRL F6-F10   Records from pattern position recorded on corresp. key
SPACE         Stop music, enter/exit edit mode.
DEL           Delete note under cursor (edit mode only)
ALT DEL       Clears effects of track under cursor
SHIFT DEL     Clears note of track under cursor
CTRL DEL      Clears whole pattern
BACKSPACE     Delete line under cursor (edit mode only)
SHIFT BACKSP. Insert new line under cursor (edit mode only)
RIGHT SHIFT   Start recording        \
RIGHT AMIGA   Play current position  /  with left shift (or right mousebutton)
RIGHT ALT     Play current song     /   starts at current line
BOTH ALTs     Restart and play current song
<             Cut current voice
`             Pick song by requester
RETURN        Enter step mode, step one (with left shift: exit step mode)
UP            Move one line up
SHIFT-UP      Move 16 lines up
ALT-UP        Move to first line
CTRL-UP       Move to previous position
DOWN          Move one line down
SHIFT-DOWN    Move 16 lines down
ALT-DOWN      Move to last line
CTRL-DOWN     Move to next position
LEFT        Move one character left
SHIFT-LEFT    Move one voice left
ALT-LEFT      Move to first voice
CTRL-LEFT     Show previous command column (multieffects)
RIGHT       Move one character right
SHIFT-RIGHT   Move one voice right
ALT-RIGHT     Move to last voice
CTRL-RIGHT    Show next command column (multieffects)
TAB       Move to the note on next voice to the right

Effects editing keys :

SHIFT 0-9     Stores effect displayed by current track on corresp. key
```

```
ALT 0-9       Writes effect stored on corresp. key under the cursor
              (default effects are ProTracker's)
ALT "\"       Copies effects above cursor under cursor
ALT "="       Copies effects above cursor under cursor and adds 1 to
              the parameter
ALT "-"       Copies effects above cursor under cursor and substracts
              1 from the parameter

Notes keyboard (just like other trackers) :

 23 567 90 -     23 567 90 -
AZERTYUIOP^$    QWERTYUIOP{}
 SD GHJ LM      SD GHJ L;
WXCVBN,;:=     ZXCVBNM,./

Numeric keypad :

without qualifiers - set lower digit of sample number

[]/*  : x1,x2,x3,x4
789-  : x5,x6,x7,x8
456+  : x9,xA,xB,xC
123 : xD,xE,xF
. : x0
0   : select sample 0
ENTER   : pick sample by requester

with left shift - set higher digit of sample number

[]/*  : 1x,2x,3x,4x
789-  : 5x,6x,7x,8x
456+  : 9x,Ax,Bx,Cx
123 : Dx,Ex,Fx
. : 0x
0   : select sample 0
ENTER   : pick sample by requester

Note Skip keys :

CTRL + 1-9  Select new Note Skip value.

Requester keys :

ESC   \
N   Negative answer
Amiga/B   /

Y   \ Positive answer
Amiga/V         /

RETURN          Satisfy single-answer requester (ex. Info)
                Select an element in a list (ex. Pick Sample)

UP/DOWN keys  If the requester shows a list of elements, go up or down
                in that list (16 times faster with SHIFT, directly at top
                or bottom with ALT)
```

```
AREXX Macro calls (with ctrl) :

A-N   Call AREXX Macro A-N

Shortcuts (with left shift) :

O   Load Module
W   Save Module
L   Load Sample
M   Save Sample
B   Save Bank
U   Update
D   Delete File(s)
R   Remap patterns
C   Clear patterns
V   Clear positions
G   Clear songs
A   Add song
T   Time song
X   Mix position to sample
F   Flush samples
E   Edit commands
S   Open/Close Sample Editor
`   Pick pattern by requester
\   Close/Open Workbench
N   Make editor inactive
H   Hide
I   Information
Q   Quit
```