

AlgoMusic

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REVISION HISTORY

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Chapter 1

AlgoMusic

1.1 Welcome to the AlgoMusic documentation

AlgoMusic V2.0

(C) 18.4.97 by Thomas Schürger

A nice algorithmic song player
for House/Techno-style music

Giftware

Contents

Copyright

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GUI Usage/Config

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Registration

"Always remember: Music is the only drug you need."
- Steve Mason -

Note: Now there's a workaround for the comment problem!
See history or FAQ section.

Please rate each update of AlgoMusic on Aminet! See "Author"!

1.2 Copyright

Software Copyright

The Copyright for this program belongs to the author and noone else.

Type of Software

AlgoMusic is Giftware. This means that you can practically do anything to it. Copy, rename or even delete it in any manner you like. But you mustn't modify or disassemble ANY of the files supplied in the AlgoMusic-archive. Except samples, no files may be added or deleted from the release archive, especially the executables and this guide must be left unchanged. Crunching with any good packer or other archivers available to the public is allowed, but not suggested.

You may not gain any commercial or private profit out of this program. You even may not use it commercially (meaning running it in your shop to attract customers, for example) without my written permission to do so.

If you use AlgoMusic for your own (noncommercial) productions (disk mags, slideshows, demos etc.) you need to mention my name somewhere, send me a mail about it and possibly also a copy of your program.

This~ software is provided "as is", meaning that I will not in any way be responsible for any loss of data or damage done to your hardware or software directly or indirectly by the use of this program. No warranty for the functionality is given, neither implied nor expressed. If you are against such regulations, don't use this program.

You are asked to send me a gift (stamps, disks, pinup-girls, umbrellas, modems, ZIP drives, GB HDs, mini disc players, A4000s, Ferraris, swimming pools, bungalows and MIG 29s are preferred) if you like AlgoMusic. I'll accept small financial donations as well, of course. Even for private use all these suggestions are actually a "must" if you use AlgoMusic for a period of more than 2 weeks. Sending a gift will very well keep me improving the code and functionality of this program. As you can see in the history, loads of improvements have been included so far.

Not sending a gift or a donation is both immoral and illegal!

Distribution Conditions

 AlgoMusic may be taken for use in any PD/FD/Shareware library (including Aminet and Fred Fish's library). If it is published on any digital medium and thereby sold for money, regardless of the profit, you simply MUST send me at least one copy of the disk or CD it is published upon.

Availability

 Do your best to make AlgoMusic available everywhere on our small Earth (BBS, WWW, FTP, CD-ROMs, ...) and tell your friends about it.

1.3 Archive Contents

Files supplied in this release archive

 Listing of archive 'AlgoMusic2_0.lha':

Original	Packed	Ratio	Date	Time	Name
2657	647	75.6%	01-Jun-96	12:17:52	AlgoMusic.info
161	126	21.7%	22-May-96	23:13:26	AlgoMusic/acid/.readme
37108	16759	54.8%	12-Feb-97	21:05:08	AlgoMusic/acid/Distorted
: PHASERDEPTH=10000 PHASERSPEED=20 VOLUME=40					
61310	48252	21.2%	25-May-96	16:03:24	AlgoMusic/acid/LongSynth
: PHASERDEPTH=28000 PHASERSPEED=200					
31090	24712	20.5%	25-May-96	16:03:30	AlgoMusic/acid/TranceSweep2
: VOLUME=40 PHASERDEPTH=14000 PHASERSPEED=120					
21908	14762	32.6%	25-May-96	16:03:34	AlgoMusic/acid/wet
: PHASERDEPTH=10000 PHASERSPEED=90					
32362	22772	29.6%	16-Jun-96	19:06:32	AlgoMusic/acid/Wet2
: PHASERDEPTH=13000 PHASERSPEED=150					
36424	23205	36.2%	25-May-96	16:03:50	AlgoMusic/acid/Wet3
: PHASERDEPTH=14500 PHASERSPEED=120 FINETUNE 1000					
39576	17469	55.8%	25-May-96	16:03:54	AlgoMusic/acid/Wet4
: PHASERDEPTH=10500 PHASERSPEED=60 FINETUNE=1378					
2008	707	64.7%	01-Jun-96	12:20:34	AlgoMusic/AlgoMusic.guide.info
470	301	35.9%	01-Jun-96	12:17:52	AlgoMusic/AlgoMusic.info
430	260	39.5%	12-Dec-96	23:39:14	AlgoMusic/AlgoMusic.prefs
35608	16584	53.4%	18-Apr-97	21:04:12	AlgoMusic/AlgoMusicPrefs
662	312	52.8%	01-Jun-96	12:17:52	AlgoMusic/AlgoMusicPrefs.info
1560	1335	14.4%	13-Oct-96	21:29:28	AlgoMusic/Bass/Bassguit
2936	1409	52.0%	28-Mar-96	18:58:18	AlgoMusic/Bass/basssound
: PHASERDEPTH=900 PHASERSPEED=2					
4948	2822	42.9%	28-Mar-96	18:58:30	AlgoMusic/Bass/BigBass2
: FINETUNE=1000					
3072	1741	43.3%	28-Mar-96	18:58:44	AlgoMusic/Bass/DigDugBass
: FINETUNE=1000					
7548	6023	20.2%	09-May-96	23:08:02	AlgoMusic/Bass/Hitbass
: FINETUNE=1000					
2970	1217	59.0%	11-Dec-96	20:39:12	AlgoMusic/Bass/KnisterBass

```

: FINETUNE=1110
  1518      645 57.5% 07-Dec-96 15:45:06 AlgoMusic/Bass/KnisterBass2
: FINETUNE=1110
  4104      2651 35.4% 28-Mar-96 18:59:42 AlgoMusic/Bass/KorgBass
: FINETUNE=1000
  6704      5105 23.8% 28-Mar-96 18:59:50 AlgoMusic/Bass/MonoBass
: VOLUME=48 FINETUNE=1000
  19600     9339 52.3% 09-May-96 23:08:06 AlgoMusic/Bass/Moog
: FINETUNE=980 PHASERDEPTH=1200 PHASERSPEED=20
  6120      4241 30.7% 28-Mar-96 19:00:06 AlgoMusic/Bass/Pluk.01
  2612      2490  4.6% 28-Mar-96 19:00:22 AlgoMusic/Bass/PlunkBass2
  4926      2806 43.0% 28-Mar-96 19:00:30 AlgoMusic/Bass/TechBass
: FINETUNE=1000 VOLUME=56
  6152      5071 17.5% 28-Mar-96 19:00:40 AlgoMusic/Bass/WasteHard
: VOLUME=48
  5176      4144 19.9% 28-Mar-96 19:00:48 AlgoMusic/Bass/WasteSoft
: VOLUME=48
  464        277 40.3% 03-Jan-96 20:35:20 AlgoMusic/Chords/.Readme
  6652      5098 23.3% 29-Nov-95 18:27:42 AlgoMusic/Chords/Bright-Maj
  6652      4339 34.7% 29-Nov-95 18:27:42 AlgoMusic/Chords/Bright-Maj4
  6652      5553 16.5% 29-Nov-95 18:27:42 AlgoMusic/Chords/Bright-Maj6
  6652      5139 22.7% 29-Nov-95 18:27:44 AlgoMusic/Chords/Bright-Min
  6652      4484 32.5% 29-Nov-95 18:27:42 AlgoMusic/Chords/Bright-Min4
  6652      5564 16.3% 29-Nov-95 18:28:28 AlgoMusic/Chords/Bright-Min6
  6652      5625 15.4% 14-Mar-96 20:55:44 AlgoMusic/Chords/C-Maj
  6652      5198 21.8% 14-Mar-96 20:55:44 AlgoMusic/Chords/C-Maj4
  6652      5741 13.6% 14-Mar-96 20:55:46 AlgoMusic/Chords/C-Maj6
  6652      5652 15.0% 14-Mar-96 20:55:46 AlgoMusic/Chords/C-Min
  6652      5355 19.4% 14-Mar-96 20:55:46 AlgoMusic/Chords/C-Min4
  6652      5785 13.0% 14-Mar-96 20:55:48 AlgoMusic/Chords/C-Min6
  6652      3835 42.3% 06-Aug-96 21:38:02 AlgoMusic/Chords/Strange-Maj
: VOLUME=40
  6652      3216 51.6% 06-Aug-96 21:38:04 AlgoMusic/Chords/Strange-Maj4
: VOLUME=40
  6652      5028 24.4% 06-Aug-96 21:38:04 AlgoMusic/Chords/Strange-Maj6
: VOLUME=40
  6652      3918 41.1% 06-Aug-96 21:38:04 AlgoMusic/Chords/Strange-Min
: VOLUME=40
  6652      3328 49.9% 06-Aug-96 21:38:04 AlgoMusic/Chords/Strange-Min4
: VOLUME=40
  6652      5018 24.5% 06-Aug-96 21:38:04 AlgoMusic/Chords/Strange-Min6
: VOLUME=40
  1238      531 57.1% 05-Jul-96 17:38:34 AlgoMusic/Install.info
  5962      4634 22.2% 14-Mar-96 20:57:46 AlgoMusic/Melody/AckerBell
  32234     22313 30.7% 14-Mar-96 20:57:58 AlgoMusic/Melody/AWCPiano1
: FINETUNE=1000 VOLUME=40
  8450      7314 13.4% 13-Dec-92 18:28:02 AlgoMusic/Melody/blow
  7100      3734 47.4% 19-Nov-92 16:05:40 AlgoMusic/Melody/BrightVoice
: PHASERDEPTH=2000 PHASERSPEED=30 FINETUNE=1000
  4918      4310 12.3% 14-Mar-96 20:58:10 AlgoMusic/Melody/MagicTubes
: PHASERDEPTH=1200 PHASERSPEED=10
  8034      5164 35.7% 13-Dec-92 18:28:26 AlgoMusic/Melody/MetalBell
  3094      2811  9.1% 13-Oct-96 21:34:10 AlgoMusic/Melody/PanPipe
: VOLUME=40
  19658     16223 17.4% 15-Oct-96 17:25:52 AlgoMusic/Melody/PanPipe2
  8130      6490 20.1% 14-Mar-96 20:58:20 AlgoMusic/Melody/Pianosolo
: VOLUME=40

```

```

9400    6609 29.6% 13-Dec-92 18:28:18 AlgoMusic/Melody/Pizza
4848    4056 16.3% 27-Nov-92 11:55:16 AlgoMusic/Melody/Strange
: PHASERDEPTH=1000 PHASERSPEED=6
7000    5109 27.0% 19-Nov-92 16:07:16 AlgoMusic/Melody/Tubes
5800    4611 20.5% 27-Aug-92 16:22:28 AlgoMusic/Melody/Vibraphone
: PHASERDEPTH=1100 PHASERSPEED=15
375     236 37.0% 08-Jul-96 02:00:22 AlgoMusic/Rhythm/.Readme
4518    1201 73.4% 17-Apr-96 20:50:42 AlgoMusic/Rhythm/Base-1
: VOLUME=56
3434    1302 62.0% 17-Jun-96 20:53:08 AlgoMusic/Rhythm/Base-2
7182    3260 54.6% 13-Aug-95 21:21:22 AlgoMusic/Rhythm/Base-3
7078    3070 56.6% 10-Jul-92 02:13:46 AlgoMusic/Rhythm/Base-4
5086    2211 56.5% 17-Apr-96 20:51:56 AlgoMusic/Rhythm/Base-5
2912    1191 59.1% 11-Dec-96 20:56:34 AlgoMusic/Rhythm/Base-6
7276    3323 54.3% 09-Feb-97 14:28:36 AlgoMusic/Rhythm/Base-7
21120   14225 32.6% 08-Oct-96 22:10:08 AlgoMusic/Rhythm/Breakbeat-1
: FINETUNE=-10100
33196   28817 13.1% 21-Jun-95 13:55:46 AlgoMusic/Rhythm/BreakBeat-2
: FINETUNE=4150
29902   25927 13.2% 21-Jun-95 13:55:48 AlgoMusic/Rhythm/BreakBeat-3
: FINETUNE=1450
21816   15021 31.1% 07-Jul-96 23:39:54 AlgoMusic/Rhythm/Breakbeat-4
: FINETUNE=-9000
29864   26383 11.6% 12-Mar-96 23:37:44 AlgoMusic/Rhythm/breakbeat-5
: FINETUNE=1350
31660   22336 29.4% 03-Jul-96 16:32:38 AlgoMusic/Rhythm/breakbeat-6
: FINETUNE=2500
26652   18989 28.7% 06-Aug-96 17:16:42 AlgoMusic/Rhythm/breakbeat-7
: FINETUNE=-2100
4506    3533 21.5% 21-Jun-95 13:55:44 AlgoMusic/Rhythm/Clap-1
2404    2115 12.0% 14-Mar-96 20:38:54 AlgoMusic/Rhythm/Clap-2
7202    4267 40.7% 21-Jun-95 13:55:44 AlgoMusic/Rhythm/Clap-3
3304    2872 13.0% 21-Jun-95 13:55:44 AlgoMusic/Rhythm/Clap-4
10204   7618 25.3% 17-Apr-96 21:09:08 AlgoMusic/Rhythm/Clap-5
7380    4213 42.9% 09-Feb-97 14:27:54 AlgoMusic/Rhythm/Clap-6
1914    1574 17.7% 14-Mar-96 20:03:40 AlgoMusic/Rhythm/Clap-Cool
3372    3050 9.5% 08-Jan-96 19:27:54 AlgoMusic/Rhythm/Clap-Hand
1848    1559 15.6% 12-Mar-95 19:17:12 AlgoMusic/Rhythm/Clap-Short
7306    5112 30.0% 14-Mar-96 20:04:16 AlgoMusic/Rhythm/Clap-W1
4356    3251 25.3% 14-Mar-96 20:06:20 AlgoMusic/Rhythm/Hihat-1
4772    2958 38.0% 14-Mar-96 20:06:10 AlgoMusic/Rhythm/Hihat-2
2190    1798 17.8% 21-Jun-95 13:55:44 AlgoMusic/Rhythm/Hihat-3
3894    3429 11.9% 21-Jun-95 13:55:44 AlgoMusic/Rhythm/Hihat-4
5700    4136 27.4% 21-Jun-95 13:55:46 AlgoMusic/Rhythm/Hihat-5
6742    5807 13.8% 21-Jun-95 13:55:46 AlgoMusic/Rhythm/Hihat-6
8340    5876 29.5% 03-Jul-96 16:35:06 AlgoMusic/Rhythm/Hihat-7
5468    3873 29.1% 12-Feb-97 17:05:34 AlgoMusic/Rhythm/Hihat-8
7006    5482 21.7% 13-Dec-92 18:27:50 AlgoMusic/Rhythm/Snare-1
4188    3126 25.3% 23-May-96 22:08:28 AlgoMusic/Rhythm/Snare-2
2850    2611 8.3% 21-Jun-95 13:55:48 AlgoMusic/Rhythm/Snare-3
: VOLUME=40
2696    2385 11.5% 13-Dec-92 16:22:10 AlgoMusic/Rhythm/Snare-Cool
183     123 32.7% 08-Jul-96 19:34:34 AlgoMusic/Speech/.readme
5260    4458 15.2% 01-Jan-93 16:52:14 AlgoMusic/Speech/1-Boing
: FINETUNE=-7500
5940    4677 21.2% 04-Jul-96 20:18:26 AlgoMusic/Speech/1-Dildo
: FINETUNE=-1000

```



```

    2912    1171  59.7% 12-Feb-97 17:04:34 AlgoMusic/Speech/1-Wupp
: FINETUNE=-2000
    6794    6099  10.2% 26-Nov-90 22:49:36 AlgoMusic/Speech/1-Yeah
    72220   53122  26.4% 08-Oct-96 22:28:42 AlgoMusic/Speech/16-ThisMachine
: FINETUNE=2000
    18414   12460  32.3% 03-Jul-96 17:26:40 AlgoMusic/Speech/2-Crash1
    14080   13014   7.5% 27-Aug-92 16:18:40 AlgoMusic/Speech/2-Cry
    9468    9127   3.6% 07-Jul-96 21:48:36 AlgoMusic/Speech/2-Cymbal
    19660   12596  35.9% 04-Jul-96 07:38:42 AlgoMusic/Speech/2-Extacy
: FINETUNE=3000
    5564    3926  29.4% 12-Feb-97 17:05:08 AlgoMusic/Speech/2-Hihat
: FINETUNE=-10000
    9798    8128  17.0% 03-Jul-96 16:41:40 AlgoMusic/Speech/2-Lazer
: FINETUNE=-7000
    15394   12380  19.5% 21-Oct-96 18:03:50 AlgoMusic/Speech/4-AllSystemsActivated
: FINETUNE=-25000
    16868   14612  13.3% 19-Oct-96 21:51:42 AlgoMusic/Speech/4-BassKick
: FINETUNE=-6000
    17580   14105  19.7% 07-Jul-96 21:49:14 AlgoMusic/Speech/4-Cymbal2
: FINETUNE=-16000
    19660   12596  35.9% 04-Jul-96 07:38:58 AlgoMusic/Speech/4-Extacy
: FINETUNE -14000
    21110   12396  41.2% 03-Jul-96 16:41:28 AlgoMusic/Speech/4-Falling
: FINETUNE=-10000
    22660   17550  22.5% 16-Apr-96 22:31:50 AlgoMusic/Speech/4-FeelTheBass
    19408    9140  52.9% 03-Jul-96 16:41:22 AlgoMusic/Speech/4-HackFlerp
: FINETUNE=-8000
    18788   16123  14.1% 29-Oct-96 08:25:04 AlgoMusic/Speech/4-ItsADream
    21348   12858  39.7% 19-Oct-96 21:52:52 AlgoMusic/Speech/4-Laugh
: FINETUNE=-5500
    27140   24943   8.0% 19-Oct-96 21:53:20 AlgoMusic/Speech/4-MoveYourBody
    17580   12665  27.9% 11-May-96 16:21:34 AlgoMusic/Speech/4-RespectIsDue
    24082   17373  27.8% 10-Nov-96 12:38:16 AlgoMusic/Speech/4-RollTheDrums
: FINETUNE=2500
    21948   17276  21.2% 20-Apr-96 14:07:00 AlgoMusic/Speech/4-TheyWereJustDreams
: FINETUNE=-5000
    23100   18549  19.7% 08-Mar-97 22:35:54 AlgoMusic/Speech/4-Welcome
: FINETUNE=-7000
    27564   22317  19.0% 16-Apr-96 22:16:32 AlgoMusic/Speech/8-BassThatGoesBoom
: FINETUNE=-17000
    31460   17017  45.9% 03-Jul-96 22:50:50 AlgoMusic/Speech/8-MoreMuscle
: FINETUNE=-10000
    57952   45176  22.0% 03-Jul-96 18:44:40 AlgoMusic/Speech/8-Stöhn
: FINETUNE=2500
    3308    1475  55.4% 03-Sep-95 19:08:28 AlgoMusic/ToolBrush/AlgoMusic.tb
    1093     477  56.3% 21-Oct-95 08:34:48 AlgoMusic/ToolBrush/Readme
    1396     806  42.2% 03-Sep-95 19:08:28 AlgoMusic/ToolBrush/Readme.info
    270      124  54.0% 18-Apr-97 21:51:58 file_id.diz
    51605   20731  59.8% 18-Apr-97 22:00:16 AlgoMusic/AlgoMusic.guide
    62084   31041  50.0% 18-Apr-97 22:07:02 AlgoMusic/AlgoMusic
    61572   30795  49.9% 18-Apr-97 22:08:02 AlgoMusic/AlgoMusic.020
    11440   3561  68.8% 18-Apr-97 22:02:02 AlgoMusic/Install
    61312   30984  49.4% 18-Apr-97 22:16:50 AlgoMusic/AlgoMusic.040
-----
1795514 1214077 32.3% 18-Apr-97 22:18:24 137 files

```

The length and date of "AlgoMusic.guide" and the archive date and length may differ from those of the release archive.

1.4 Introduction

Ever been tired of looking into your soundmodule-directory ←
and yawning
your head off because you've heard all your boring mods thousands of times?
Well, here is the ultimate solution!

AlgoMusic is quite a complex program that creates and plays a song randomly out of a series of algorithms in a Techno/House manner. Just try it, it sounds nice. :)

AlgoMusic will read its samples randomly from different directories. You may add, delete and configure these files. Please look at the readme-files in the sample directories or the
Configuring Samples
-part for more info.

AlgoMusic is a shell-tool only. Starting from Workbench is possible, but configuration using tooltypes does not work yet. A prefs-program which also features a GUI for everyday use with MUI 3.x is included since V1.5.

1.5 Requirements

AlgoMusic requires:

- o any Amiga with Motorola 680x0 processor
- o Amiga OS 2.0 or higher
- o about or less than 512 KB of free chipmem
- o additional 512 KB of free chipmem or fastmem
- o a harddrive (or a HD disk or ZIP disk ; -D)
- o about 1.7 MB of free disk space
- o Commodore's or AT's Installer
- o MUI 3.x if you want to use the prefs-program

Recommended hardware/software:

- o Amiga OS 3.1
 - o 68030/50, 68060/66 for hyperspeed use
 - o Installer 43.3
-

- o MUI 3.8

AlgoMusic won't work on:

- o Amigas with non-standard audio or CIA hardware (e.g. DraCo)

Development info:

It was developed on a PAL Amiga 1200 with OS 3.1, 68030/50 and 20 Megs of 60 ns Fast-RAM. It has also been tested on quite a large variety of other differently equipped Amiga hardware.

1.6 Installation

Installation is performed using Commodore's (or AT's) Installer. It is not included in the AlgoMusic package but is part of your Workbench. The newest version should also be available on Aminet. That should be V43.3.

Easy installation is guaranteed.

Click here to install if you haven't done it already:

Install AlgoMusic

1.7 Shell Usage

AlgoMusic can be used either via launching it from the shell or, alternatively, by using the prefs program which also allows starting AlgoMusic.

The argument-template looks as follows:

```
SPEED=DELAY/K/N, FOREVER/S, QUIET/S, FILTER/S, NOFADE/S, VOL=VOLUME/K/N,
ACID/S, INIT=RANDOMINIT/K, BPM/K/N, NOCIA/S, NOALLOC/S, BB=BREAKBEAT/S
NEWSONG/S, QUIT=BREAK/S, NOENV/S, STOP/S, CONT=CONTINUE/S, CVOL=
CHORDSVOLUME/K/N, BVOL=BASSVOLUME/K/N, DVOL=DRUMSVOLUME/K/N, BBVOL=
BREAKBEATVOLUME/K/N, MVOL=MELODYVOLUME/K/N, AVOL=ACIDVOLUME/K/N,
LOG=LOGFILE/K, ECHO/S, INFO/S, SPEECH/S, SPEECHVOLUME/K/N, SAFE/S,
FREEMELODY/S
```

Flag Argument

S	SPEED=DELAY n	This is the speed the created song is played at. The lower the number, the faster it is played. The standard speed is 4. The speed must be in the range of [2..8]. It will be ignored if you don't use NOCIA.
---	---------------	---

-
- S FOREVER=REPEAT If you want AlgoMusic to go on playing forever, this is the right switch to use. After finishing a song, a new song is quickly created and played. By default, FOREVER is switched off.
- S QUIET All output is suppressed, except error messages.
- S FILTER If this switch is activated, then the audio filter is switched on. By default, the filter is switched off.
- S NOFADE Normally, the song is smoothly faded out in the song's last pattern. Using this switch, you can disable this.
- SR VOL=VOLUME n This sets the volume the song is played at. It must be in the range of [0..64]. Default is 64 (maximum volume).
- S ACID Switches on the use of an acid-style sample where applicable. By default, it is switched off.
- S INIT=RANDOMINIT \$h Initializes the random generator with the hex-value specified. Same hex numbers will result in same songs.
- SR BPM n Sets the playing speed to the BPM value specified. It will be ignored if you use NOCIA, because then, DELAY/SPEED will be used. It must be in the range of [84..200]. The default is 160.
- S NOCIA If you don't want AlgoMusic to use a CIA timer, you can tell it to use Delay() instead. Then the DELAY/SPEED value will be used for setting the playing speed. FEATURE IS OBSOLETE!
- S NOALLOC This switch disables the allocation of audiochannels. By default, the channels are allocated.
- S BB=BREAKBEAT Enables using breakbeats where applicable.
- R NEWSONG Forces an already running AlgoMusic process to create a new song and instantly play it.
- R QUIT=BREAK Forces an already running AlgoMusic process to immediately stop playing and quit. It is the same as sending the process a CTRL-C (e.g. using the Shell Break-command). If AlgoMusic was not running before, it is launched.
- S NOENV When enabled, AlgoMusic will ignore the preferences in your ENV: directory. Cool for putting AM on e.g. bootable CDs without having to bother about an ENV: directory.
- R STOP Forces a running AlgoMusic to stop playing but not to quit. Using CONT you can tell it to go on playing
-

the song. All other commands may be used as well while stopped.

R CONT=CONTINUE Tells AlgoMusic to go on playing after having been STOPped. Otherwise it is ignored.

SR CHORDSVOLUME n Allows setting relative volumes for different samples.
 BASSVOLUME n Values may range from 0 to 64. The main volume can be
 DRUMSVOLUME n controlled using the VOLUME argument.
 BREAKBEATVOLUME n
 MELODYVOLUME n
 ACIDVOLUME n
 SPEECHVOLUME n

S LOG=LOGFILE name Specifies a filename (with path) for a logfile. Each time a new song is rendered, some information is appended to that file. If not specified, no logfile is generated.

S ECHO Tells AlgoMusic to use echo-effects, where possible.

SR INFO Shows some information about used samples for each song and general info about this AlgoMusic version.

S SPEECH Enables use of speech samples.

S SAFE Uses workaround for a bad V37 and V39 Kickstart bug when reading comments with ExAll(). If AlgoMusic tells you some strange things about wrong comments, you must use this switch. ExAll() is then emulated via Examine()/ExNext(). Just try, if it works without, leave this switch off, because directory scanning is slightly faster then.

S FREEMELODY Chooses "free melody" melody creation type.

Flags:

S: Usable when AlgoMusic is launched
 R: Usable when AlgoMusic is already running

Examples:

```
1> AlgoMusic BPM 140
```

would play it a bit slower than with the default value.

If you like it fast and forever with acid-style, breakbeats, speech and echo, you might use

```
1> AlgoMusic BPM 176 SPEECH ACID FOREVER BREAKBEAT ECHO :^)
```

Using a prefs-file by hand:

 You can put your favourite arguments into a variable called "ENV:AlgoMusic.prefs". It is parsed just the way the shell arguments are parsed. Shell arguments override the variable arguments, which means that if you have specified "INIT \$4002" in the variable and use "INIT \$5" in the shell arguments, the second value is taken.

Switches are handled differently. If you specify the same switch in both the variable and the shell arguments, it is switched off, because it is first turned on and toggled back off afterwards.

If you already have an AlgoMusic process running, you can stop it either by sending a break signal to the process or by just running AlgoMusic again with the BREAK or QUIT argument.

1.8 GUI Usage

AlgoMusic's prefs program features a config part as well as a ←
 realtime
 part where you can start AlgoMusic and so on.

Note that the "config" page of the prefs program is not realtime, meaning that changing the settings there will not directly influence a running AlgoMusic. If you want to use these settings directly, you must first hit "Eject" and then push "Play" or "New".

As MUI 3.x help bubbles are heavily used, the prefs program should be self-explanatory. If you are still unsure about something, have a look at the

shell arguments

.

1.9 Configuring Samples

Each sample may have an own configuration in volume, pitch ←
 etc. You'll
 just have to add a filenote (comment) with your wished template style string to the sample's file.

The following things are possible to set for each sample:

VOLUME/K/N

FINETUNE/K/N

PHASERDEPTH/K/N
 works only with

PHASERSPEED/K/N
 acid, melody & bass samples

Just concatenate these options in the filecomment of the specific sample. It could look like this:

```
"VOLUME=40 FINETUNE=1000 PHASERDEPTH=15000 PHASERSPEED=120"
```

Additionally, please look at the different ".readme"-files in the sample directories!

1.10 VOLUME

The VOLUME=x template works as follows:

It sets the relative sample volume (0-64). Relative, because you can also alter the sample's volume by changing the main volume or e.g. the bassvolume for bass-samples.

The default volume for samples is 64. If any samples appear to be too loud, just use a smaller value.

1.11 FINETUNE

The FINETUNE=x template works as follows:

Normal samples

It is the permillage (not percentage) of what is added to the samples normal frequency. x may also be negative.

x	Frequency	Factor
0	0% more =	* 1
1000	1000% more =	* 2
500	500% more =	* 1.5
-500	500% less =	/ 2
-750	750% less =	/ 4

So if a sample appears to be too deep, you can just add "FINETUNE 1000" to the samples' file-comment in order to play it twice as fast (=1 octave higher).

So the formula is:

$$\text{Factor} = (x+1000)/1000$$

If you're good at math, you can even calculate the x's for semitone transpositions! ;-)

For transposing a tone up n semitones, simply use this formula:

$$x = 1000 * 2 ^ (n/12) - 1000$$

FINETUNE won't work with drum samples (excluding breakbeat-samples), because the samples are mixed in order to get combinations (base+clap, for example). Different volumes for mixed samples are possible, though.

Speech and Breakbeat samples

The finetuning works different for Speech and Breakbeat samples because the sample period has to be properly scaled to the specified bpm playback rate. Internally the period is calculated like this:

$$\text{period} = (30000 - \text{finetune}) / \text{bpm}$$

This means that if you'd like to play a sample twice as fast (at the same bpm rate, of course) you'll have to put a "FINETUNE=15000" in the sample's filecomment. You'll also have to be careful not to hit the hardware's playback limit (being somewhere around 130 for the period). As the maximum bpm is 200, you can calculate the maximum finetune value you can use: it's 4000 (or you'll get strange results when playing rather fast).

1.12 PHASERDEPTH

Some samples appear to have a transforming sound while being played. This is done by just changing the sample's start offset while playing.

The PHASERDEPTH is the amount of words (=2 bytes) in the samples to move to and fro for the start offset.

PHASERDEPTH 17000 would cause the byte-offset to move forward and back from 0 to 34000 bytes.

So, the PHASERDEPTH should be slightly smaller than the sample's length divided by 2, here meaning the actual sampled data of the sample (not including 8SVX header).

The initial starting offset and its movement direction are random.

1.13 phaserspeed

You can set the amount of words to add to or subtract from the current starting offset for phaser-samples with this option. It should neither be too small nor too big. A value from 20 to 200 should be quite okay most of the time. Just check it out!

1.14 FAQ - Frequently Asked Questions

Frequently asked Questions about AlgoMusic

Q: When I start AlgoMusic, it keeps telling me that my sample's filecomments are faulty. The first character in the displayed comment is always missing.

A: This is a bug in OS V37 and V39 (the latter only when using DirCache on your harddrive). Those two version do not correctly read filecomments when using the dos.library function ExAll(). Now there is a workaround. Simply start AlgoMusic with the "SAFE" switch. ExAll() will then be emulated using the OS functions Examine() and ExNext().

Q: When I start AlgoMusic, I get an error telling me that there's something wrong with an acid sample's comment.

A: If you haven't changed any comment at all yourself, it seems as if it has been destroyed, possibly by some application. This may happen when copying files with certain DirOpus-like programs, for example, which manipulate the filecomment.

When copying configured samples, always be sure that the filecomment is copied along as well. This may be done by using "Copy Clone ...". Especially Breakbeat and Acid samples cannot live with missing comments.

You can always look at the
archive contents
in order to see the
original sample filecomments.

Q: When I install own acid-samples, they sound weird sometimes.

A: You'll have to set the acid-parameters ACIDDEPTH and ACIDSPEED in the samples' filecomments in order to work properly. You'll have to experiment which values sound best. ACIDSPEED should be somewhat around 100, ACIDDEPTH should be about 10% less than your samplelength divided by 2.

Q: When I install own breakbeat-samples, they seem to be cut off at the end, almost regardless of the finetune-parameters for the samples.

A: You seem to want to use breakbeat-samples with eight (!) beats. This is not supported. You can only use samples with four beats.

Q: What is the easiest way to install own breakbeat-samples?

A: Just start AlgoMusic several times until you hear a song starting with a breakbeat. Now remember the randominit-number for it. Then you can move all existing breakbeat-samples somewhere else on your harddisk.

After that just put your new breakbeat-sample inside the rhythm-directory. Now you can start AlgoMusic with the randominit-number over and over again in order to find out the right FINETUNE value.

Use this method for acid and speech samples as well.

Q: Will AlgoMusic be able to save a song in mod-format (Protracker, OctaMED) in the future?

A: No, I don't see a good reason why it should be able to. It would just cause a new mod flood on Aminet.

1.15 Tips

ToolsDaemon

If you are using the great tool called "ToolsDaemon" by Nico Francois, you should do the following to implement AlgoMusic into it:

Create two menu entries, one called "AlgoMusic Start/Stop" (assign Amiga-'m' to it) and one called "AlgoMusic Next Song" (assign Amiga-'-' to it).

The first menu entry should execute "AlgoMusic >NIL: BREAK" (CLI), the second one "AlgoMusic >NIL: NEWSONG" (CLI).

So whenever you want to start or stop AlgoMusic, just hit Amiga-'m'. If you want to hear a new song (or want to start AlgoMusic), just hit Amiga-'-'. It's very handy indeed!

If you have other tips for other tools, please let me know!

1.16 Bugs/Problems

Known Bugs and Problems

- o The player still does not run 100% smooth when certain programs are used. Those seem to use Disable()/Enable() while scrolling, which is extremely bad. Examples are FinalWriter and Mand2000Demo. This does rarely happen and I can't change it. If you find more, tell me!
 - o Uses direct hardware access on audiochannels and CIA timers.
 - o You will find that same RANDOMINIT values are useless when using different versions of AlgoMusic. You'll get other songnames with other versions as well.
-

- o If you have a proportional font for Floattext objects in MUI, the "Info" switch in the prefsprogram will cause rather odd looking results. That won't cause any damages, though.

They will be (partly) removed in the future. So watch out for further updates!

If you discover Bugs

If you have discovered any kind of bug, please let me know what happens, when it happens and where it happens. If the bug is song-dependent (meaning strange things in a particular song, for example) please send me the randominit-number and the song number of that song.

The more thoroughly you check out these things, the more likely it is that the bug is fixed quickly. Don't forget to tell me the version of AlgoMusic where you have discovered the bug.

1.17 History

Release History

Dates are dates of release as well as dates of last change.

V2.0: (18-Apr-97) Major Update

Note that my e-mail address has changed again. The new address is schuerge@studcs.uni-sb.de. The old address will be valid until end of 1997, but please don't use it anymore.

AlgoMusic:

- o Emensely cleaned up code.
- o Included 68040/060 version as well.
- o Removed NOCIA and DELAY option because they were useless. Reorganized argument handling as well.
- o Adjusted some more samples.
- o Fixed some internal bugs.

AlgoMusicPrefs:

- o Totally reworked the layout of the prefs program.
 - o Now saving and using the settings is possible.
 - o Added "analyzer" displaying base and clap. Nice!
-

- o Added ability to see guide when pressing HELP.

V1.8: (30-Jan-97) Major Update

AlgoMusic:

- o Fixed a small bug in the date of the logfile output.
- o Added much better melody creation. Can be switched on using "FREEMELODY" option. Does anyone know a better algorithm? I hope so.. :-)

V1.7: (01-Nov-96) Major Update

AlgoMusic:

- o Created an AlgoMusic support site:
<http://fsinfo.cs.uni-sb.de/~schuerge/AlgoMusic/>
- o Now 68020+ version is included (handled automatically by installer).
- o Implemented ExAll() workaround for faulty comment interpretation of some Kickstarts (the V1.6 workaround didn't work properly). If you have any problems running AlgoMusic, just try using the SAFE switch.
- o AlgoMusic can now handle samples with lengths up to 128 KB.
- o Added speech support.
- o Added SPEECH switch and SPEECHVOLUME argument.
- o INFO will now also show needed Chipmem for used samples.
- o Made Breakbeat rendering somewhat cooler.
- o Random generator initialization is now more random. :)
- o Now also Bass and Melody samples can make use of PHASERDEPTH and PHASERSPEED sample options, making some things sound much better.
- o Melody creation will now adapt to Maj/Min-4/6 chords, causing groovier sounding songs.
- o Changed max. BPM rate down from 225 to 200. Some Breakbeat and speech samples couldn't be transposed properly (hitting the playback limit of Amiga's customchips) at very high bpm rates.

AlgoMusicPrefs:

- o Removed Enforcer hit, which was caused when AlgoMusicPrefs was running
-

while AlgoMusic was not.

- o The displayed song number was an input button instead of a normal read-only gadget. Now fixed. <Claus Dyring>
- o Added speechvolume slider.
- o Fixed AlgoMusicPrefs <-> AlgoMusic communication bug.

V1.6: (23-Jun-96) Minor Update

AlgoMusic:

- o Very stupid bug detected: when passing out-of-bounds values as arguments, AlgoMusic caused a Software Failure. Now fixed.
- o Added echo effects for acid samples.
- o Implemented OS 37.x ExAll() fix. AlgoMusic could not correctly read filecomments due to an error in 37.x's (Fast)Filesystem. Now AlgoMusic will really work on all Amiga OS versions starting with OS 2.0. <Michael van Elst>

AlgoMusicPrefs:

- o Added more menu and keyboard shortcuts.

V1.5: (10-Jun-96) Major Update

AlgoMusic:

- o Totally reworked sample organisation. Now they are randomly read out of directories.
 - o Samples can be configured by attaching a standard template-style filenote to them. Have a look at the readme-files in the sample directories to see how it works.
 - o Fixed a bug that didn't set the upper and lower bpm limit correctly.
 - o Removed that nasty bug that played a strange "beep" sometimes. It will never appear again!
 - o Changed the internal chord-structure. Now also Maj6, Min6, Maj64 & Min64 is possible. Makes everything sound much nicer! ;)
 - o Reduced used player-cpu-time a bit.
 - o Breaking AlgoMusic just by running it again is not possible anymore. It must now be broken using an argument switch (QUIT).
 - o Uses real task communication now. You can ask a running AlgoMusic
-

process about the songname and initnumber of the song currently being played. Just run AlgoMusic again without arguments to see that information. You can also change volumes and playing speeds while playing.

- o Added much more structures.
- o Added five more switches: NEWSONG, QUIT=BREAK, NOENV, STOP and CONT=CONTINUE.
- o Added ability to set volumes for each type of sample. Added ability to set volume for each individual sample as well. Can be done by using "VOLUME=x" in the filenote of a sample.
- o Ability of using a non-CIA (=VBI) player has been removed. This is due to different screen refresh rates in different screenmodes which would result in awkward breakbeat sample periods and different playing speeds. Noone uses it, anyway (I hope). A CIA-timed player is much nicer.
- o Started working on AlgoMusicPrefs for MUI.
- o Added ability to specify a logfile. This can be done by setting "LOGFILE <Filename>" in the arguments. <Agust Arni Jonsson>
- o Added ECHO switch. With it, you can switch on the usage of echo-effects.
- o AlgoMusic is now able to fade in and fade out any of its voices.
- o Now an Installer-script is included for easy installation.
- o Added INFO switch. It will show you lots of information about the current song.
- o Fixed a bug in INFO generation. AlgoMusic could only display that info when launched while the prefsprogram was active.
- o AlgoMusic will now show the sample's name and comment if something is wrong with its comment. You can then easily fix it.
- o Removed all Enforcer hits.
- o Now AlgoMusic will show all errors using system requesters.
- o Logfile output includes AlgoMusic version and creation date now.

AlgoMusicPrefs:

- o Added Bubble-Help for most of the groups/buttons shown. Saving etc. is not possible yet.
 - o Added "Info" button, which shows just the same thing like when using the INFO switch.
 - o Now ALL AlgoMusicPrefs-windows can be closed via closegadget. :)
-

- o The most needed buttons now have a keyboard shortcut.
- o The information-listview is not an input-list anymore.
- o The different groups and the "About" window in the GUI have other backgrounds now.

V1.4: (16-Oct-95) Major Update

AlgoMusic:

- o Added breakbeats! I don't know anymore who proposed that, but I liked the idea! Can be enabled using the BREAKBEAT switch.
- o Small bug: BPM rate could not be set below 84.
- o Changed to Giftware!

V1.3: (13-May-95) Major Update

AlgoMusic:

- o Included a nice CIA timer for playing.
 - o Added option NOCIA which plays just the former way (using Delay()).
 - o Added the ability to set the BPM rate per argument.
 - o Added acid-style sample and option ACID.
 - o Now outputs the random seed.
 - o Added the ability to set the random seed as a hex value via RANDOMINIT/INIT argument.
 - o Found out how to play a sample without automatic repetition... ;) The samples all used to have quite a big zero-byte buffer behind them. This has been changed -> AlgoMusic is MUCH shorter now!
 - o Rewrote the song creation algorithm. There used to be only four chords per pattern and fixed bass/melody sequences (16 steps long). This has been changed. Now the chords can span over several patterns and can be changed quicker etc.
 - o Added the ability to put one's favourite arguments into a variable called "ENVARC:AlgoMusic.prefs". Look at the "Usage" section to find out more about this.
 - o Now, "INIT \$0" is possible. It turns the pseudo-random random seeding back on. Not bad if you have specified an init-value in the ENV-variable and want to specify in the shell arguments to have real randomization again.
-

- o Rhythms don't sound as monotonous as before.
- o Now allocates audiochannels. May be disabled using NOALLOC.
- o Now songs have names. >;-)
- o Switched to an AmigaGuide documentation.

V1.2: (18-Apr-95) Major Update

AlgoMusic:

- o Added optional fadeout at the end of the song.
- o Now at least Kick 2.0 (V36) is required (!).
- o Added proper argument handling by using ReadArgs().
- o Added new switches: FOREVER, QUIET, FILTER and NOFADE.
- o Added the ability to set VOLUME.
- o Added some more rhythms, chords, basses and melodies.
- o Enhanced random generator.

V1.1: (12-Apr-95 afternoon) Minor Update

AlgoMusic:

- o Added the ability to choose playing speed per argument.
- o Used better rhythm samples (basedrum, clap).
- o Added other chords, basses~& melodies.
- o Added version-string :)
- o Added more freedom for creating the song-structure.

V1.0: (12-Apr-95 2:00 a.m)

AlgoMusic:

- o First public release.

1.18 Future

The Future of AlgoMusic

I will continue working on AlgoMusic in the future, because I have already received a lot of feedback. Of course, more gifts or financial donations would morally support me as well!

Many people have suggested to make AlgoMusic save a created module in Protracker-format. This is not what AlgoMusic is supposed to do. My replayer is much shorter than any Protracker-replayer, and AlgoMusic itself is shorter than the resulting module would be, so I will NOT include that in the future!

If you still want module saving, you don't seem to have understood AlgoMusic's aim. :*)

Things to be added:

- o Real workbench support.
- o Better melody creation.
- o Optional possibility to create a new song by pressing both mousebuttons while AlgoMusic is active.

If you've got other wishes for improvement, please contact
me
.

I will, of course, add much more customization. Be prepared for it! :)

1.19 Wanted

Samples

I could need a lot of more samples for AlgoMusic, especially cool speech, rhythm and acid samples (others are welcome as well). If you've got some, please pick only the best, configure them (with filenotes) and send me those. LZX or LHA packed will work best.

Please don't send me hundreds of kilobytes of samples. You shouldn't send me archives with more than 500 KB.

If I receive enough more samples that I find usable, I will probably release an Additional AlgoMusic Sample Archive.

Icons

I need someone who draws some nice icons for AlgoMusic. There should be normal 4 color, MagicWB and possibly NewIcon icons available.

1.20 Credits

I would specially like to thank the following people for their support and help:

- Rüdiger Prang o My betatesters
- Katrina Ratzlaff
- Sascha Dages
- Stefan Redel
- Maic Striepe
- Douglas Baigrie o Sent me great speech samples.
- Graeme Marshall
- Agust Arni Jonsson
- Hans Raaf

- Kari-Pekka Koljonen o Supplied me with a nice CIA-timing-routine.
- Richard Körber o Reported some bugs, sent me a source for audiochannel allocation.
- Ville Ranki o Drew that nice ToolBrush icon for AlgoMusic.
- Felix Müller o Reported a bug.
- Michael van Elst o Sent me a Kickstart 37.15 ExAll()-problem workaround.

Other special thanks to:

- R. Cant o Thanks for letter and disks!
- Humanoid/Embassy o Sent me some cool mods/samples.
- Durandal/dECiSiON
- Ramon Bleche

- Conny Cyréus o I used some of their samples from Christian Cyréus their cool MusicLineEditor.
- Mark Hillebrand o Gave me some useful hints about creating melodies.

And thanks to all the other people that sent me a mail about any of the previous versions!

1.21 Support

You will find updates of AlgoMusic, announcements and possibly additional sample archives on the AlgoMusic Support Site:

<http://fsinfo.cs.uni-sb.de/~schuerge/AlgoMusic/>

Just have a look inside there regularly and leave me your comments.

Remember: The availability of additional sample archives depends on you
(as a user) sending me samples!

1.22 Author

If you like AlgoMusic, or even if you don't (but then let me know why), if you have any suggestions, questions or ideas, or if you have found any bugs (even in this guide), send a mail to:

Phobos@eratosth.dssd.sub.org
or: schuerge@studcs.uni-sb.de (preferred)

Sending your mails to both addresses at once would be the most secure thing to reach me.

When writing mails, please let the message subject begin with "AlgoMusic". It just makes things easier!

Have a look at AlgoMusic's webpage:

<http://fsinfo.cs.uni-sb.de/~schuerge/AlgoMusic/>

or

<http://home.pages.de/~AlgoMusic>

Please rate AlgoMusic on Aminet!

Simply send a message with no subject.

Recipient: Aminet-Server@aminet.org
Contents: rate mus/misc/AlgoMusic2_0.lha <number>

where <number> is a number from 1 to 10, 10 is the best.

You'll get a mail back from the server telling you whether it worked or not.

For those still not being able to send e-mails or those who would like to send me gifts:

My snail-mail-address:

Thomas Schürger
Birkenbusch 39
53757 Sankt Augustin

Germany

Tel.: Germany 02241/331935 (voice)
World (+49)2241/331935

My bank account:

KNR: 0132107632
BLZ: 386 500 000 Kreissparkasse Siegburg

or

KNR: 8781990
BLZ: 592 020 090 Bayerische Vereinsbank

If you consider sending me money, please do not send more than 30.- DM (or \$20 US).

Please contact me, I would be very pleased to receive a lot of feedback.

My (new) PGP-key: (use it if possible!)

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.2i

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```
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=PQ+N
-----END PGP PUBLIC KEY BLOCK-----
```

1.23 Registration

Registration is not possible yet, but you may very well contact [↔](#)
the

Author
about that (silly questions are welcome!).