

Pro-Wizard-2....English

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COLLABORATORS

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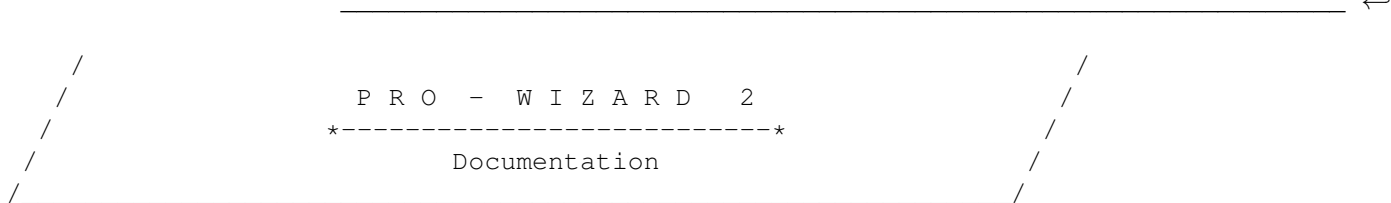
Contents

1	Pro-Wizard-2....English	1
1.1	Pro-Wizard-v2.1 Hypertext English Doc-File	1
1.2	copyrights	2
1.3	updates	2
1.4	Requirements	4
1.5	introduction	4
1.6	What's new in this version 2 ??	4
1.7	What's new in Pro-Wizard v2.1 ?	5
1.8	What's new in Pro-Wizard v2.0 ?	6
1.9	installation	9
1.10	How to use Pro-Wizard 2	9
1.11	Gadgets description	10
1.12	Fonction SCAN_BUFFER	11
1.13	menus	12
1.14	Start a conversion	15
1.15	Informations displayed	18
1.16	View Function	22
1.17	Convert....End	23
1.18	HINTS & TIPS...	23
1.19	Known Bugs	26
1.20	distribution	27
1.21	Hot Thanks	29
1.22	Les petits '+'	29
1.23	Description of the Bonus-Programs included :	30
1.24	All Known Formats	31
1.25	Things to do in the near future...	33
1.26	A few last words...	33

Chapter 1

Pro-Wizard-2....English

1.1 Pro-Wizard-v2.1 Hypertext English Doc-File



Important :

Copyrights
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! Read me !

Requirements
Nicolas FRANCK

Introduction
(alias Gryzor :-)

What's new ??

Installation

How to use it >>>

Distribution

Hot Thanks

Les petits '+'

Bonus Programs

Known formats

Things to do...

Last words...

1.2 copyrights

Pro-Wizard 2 is Copyright 1993-94 by Nicolas FRANCK - All Rights Reserved ←

Pro-Wizard-2 is a SHAREWARE program ! The unregistered version is freely distributable on condition that all files mentioned in the

DISTRIBUTION

are copied with the main program.

No modification must be done at all !! (Program and docs)

PD Collectors like Fred Fish are allowed to include the unregistered version of Pro-Wizard 2 in their library, under the same conditions.

If you use regularly Pro-Wizard 2, I invite you to register yourself. You only have to fill the "registration form" (that should be in the 'Docs/' directory) and to send your donation of at least :

50 Francs / 15\$ US / 20 DM

(Eurocheques : ONLY IN FRANCS ! ==> 70 FF (covering bank charges))

to the address mentioned in the "About" requester in the program, or mentioned in the registration form itself...

Then, you'll become a registered user of Pro-Wizard, and you'll receive your OWN version on disk, with a personal keyfile which will disable these boring requesters.

You'll also receive some "bonus" files i.e some special modules to be

converted

etc...

1.3 updates

```
=====
( Important changings concerning the UPDATE service : )
=====
```

In Pro-Wizard v2.0, I was suggesting an update service which, in fact, proved to be RATHER BAD because VERY EXPENSIVE (for both of us : sending back the disk each time, and posting charges), and moreover it is such a waste of time for ME (each time, re-assembling the source code after changing the user's name ! Blooody ! ;-))

Moreover, this system was going to force me to code updates very rarely !

That's why I've decided to change the update system !
~~~~~

From this v2.1 version, the users who will get registered will receive (as before) their OWN Pro-Wizard-2 disk but also a keyfile allowing Pro-Wizard to know if the user is registered or not !

Then, for the next versions, you'll only have 2 get the "public" lha archive of Pro-Wizard v2.2 (for example) but as you'll have the keyfile in your system, Pro-Wizard will recognize that you're a registered user !

Of course, for those who can't have access to Internet, BBS or so, those who DO want the update versions as soon as they're released, they'll still be able to send me a disk + postage so that I'll send'em the update directly !

I REPETE : This is ONLY made to facilitate the update service !  
~~~~~ Absolutely NOT to 'protect' the tool, or to 'disable' some features for the non-registered users. OKAY ??

Pro-Wizard is a REAL shareware program, everyone can use EVERY feature, whether you're registered or not !
The keyfile will only disable the "boring requesters" of the pub. version and will print the name of the registered user in the "About" window.

CONCLUSION :
~~~~~

- Great saving of time for me, as I won't have to make an own version for every registered user, but just only a keyfile.

====> Advantage for : ME !

- No more posting charges, for both of us.

====> Advantage for : YOU & ME

- All this will make me release more updates, and more often...

====> Advantage for : YOU !

- Moreover, if I realize there's an ugly bug left in the latest version, I can easily make a fixed version and spread it again... without having to tell each registered user to send me back his disk + postage, etc..

====> Advantage for : YOU !!

---

There can't be any EASIER and HANDIER solution, for everyone !  
 ~~~~~

1.4 Requirements

```
=====
The only thing Pro-Wizard 2 needs is the Kickstart 2.04 (V37) or above !
=====
```

Except this, it works on every Amiga model, all configurations, hard-disk or not etc.... but it is recommended to have a "minimum" of Free-Memory to be able to load the files to be scanned and a hard-disk is welcome too ! :-)

1.5 introduction

Pro-Wizard is a multi-converter for music modules "packed" with tools like NoisePacker, Promizer, ProPacker, ProRunner and so on.... (you'll find the list of all known

formats

below).

Of course, it converts these formats into our good oldy PROTRACKER format!

Moreover, regarding to a tool like Delitracker, it's better to

convert

packed modules into Protracker format, so that Delitracker plays' ←

em

in the correct way.... Coz with each Deliplayer, sometimes, some functions are very bad written and some effects are not handled etc...

About this point, see below the part about

Deli-Wizard

.

1.6 What's new in this version 2 ??

In version 2.1

If you already have Pro-Wizard v2.0,
 just read this part to know which changes
 have been made in v2.1

In version 2.0

If you upgrade from a VERY OLD version
 of Pro-Wizard (v1.xx), then start by reading
 this section, then the 2.1 paragraph above.

1.7 What's new in Pro-Wizard v2.1 ?

-
Scan Buffer
feature.

Standing for a "memory hunting" function, thanks to a buffer allocated either by Exotic Ripper, or by ChipSaver.

- Free Buffer feature.

Of course, it's possible to de-allocate this memory-buffer via this function.

- Several OPTIONAL functions like : Quit-Confirmation, Enter the Module Author's name, Edit the SampleNames, Calculate the duration of each module and insert it in the DOS_Comment, and Saving of the Original (packed) module.

- Modifications in the Graphic User Interface !

No more checkboxes for all formats, but a LISTVIEW instead !
Far handier to add some new formats...
And a second LISTVIEW used to display all the informations
about what Pro-Wizard is doing (kind of history).

- Main window is re-sizeable in its height (max = 512).
LISTVIEWS are re-sized as well, of course.

- Some texts appear in COLORS in the gadgets, Reqtools requesters, etc..

- Pro-Wizard's screen is now a PUBLIC SCREEN ! So that you can put Delitracker's window on it ! ;-)

- New recognized
formats
(10).

- P60A modules with packed/delta samples are now recognized !

- Reqtools File-Requesters are now each-time REFRESHED.

- Icon window's positions are kepted and saved in the Prefs file.
- To Uniconify, you just press Right Mouse Button !
If you close the window, you'll exit Pro-Wizard !
- Several check-routines have been improved.
- There is an internal Help-Mode (as the mousepointer states...)
- All the text in the 1st LISTVIEW may be saved in an ANSI text-file.
- "Edit SampleNames" function (OPTIONAL !).

If you want to add some informations about the musician,
the module itself, the demo where it comes from...
- PlayTime calculation and insertion in the DOS_Comment of each saved mod.
- Saving of the Original (packed) module, as well as the converted module.

For those who prefer to use the packed mods with Delitracker 2
via Deli-Wizard !
- And, as we speak about it,
Deli-Wizard
v2.1 is supplied !

1.8 What's new in Pro-Wizard v2.0 ?

Pro-Wizard 2 runs in a totally different way than the versions 1.x ←
Now, it opens its own screen, screen that you can choose at the beginning.

There is a nice Graphic User Interface, which reacts on mouse-events,

```
gadgets
,
menus
select and some shortcuts ! User-friendly or what ?? :-)
```

If you're used to work with the versions 1.x of Pro-Wizard, you must remember that you could only load ONE file at a time !?

Boring, no ?

Moreover, Pro-Wizard was only able to recognize modules at the BEGINNING of each file...

Now, these two problems have disappeared !!

Pro-Wizard 2 offers now :

- MULTISELECT ! In the loading requester, you can now select more than one file, with the "ALL" gadget or by using the SHIFT key and picking all the files you want !

Pro-Wizard will switch to "multi-files" mode, where all is automatic! You'll only be asked for a Destination-Directory in which Pro-Wiz will save all found and converted modules.

All operations will be done automatically, you'll have nothing to do except follow the operations till all files are handled...

Then a big recapitulation window will open, with the converting statistics, all

formats

and the number of converted modules for each.

Of course, you can still choose only ONE file, so Pro-Wizard will run as in the versions 1.x, with all the requesters (confirm, enter the composer name, the saving name etc...)

- FILE-RIPPER !! Yeah ! Now Pro-Wizard scans for modules in WHOLE FILES !! Not only at the beginning !

Here are two examples of using :

- You receive lots of little "one-file-demos", intros... You only have to decrunch'em (with DLD 2.0) and then, you load all these files in Pro-Wizard 2 which will scan all over your files to find modules ! Remember to use "ALL" !!
- You own an Action Replay or so ?? Fine ! When you freeze a demo, no need to look for the packed module yourself : just save ALL your CHIP-RAM in a file, and load it in Pro-Wizard 2 !! Essential or what ??? ;-))

Thanks to these 2 options, rip'n'convert is very easy, fast, and coooool !

As well as these 2 new functions, here follow other great new features :

- XPK support.
 - Iconify function. A little window opens on the Workbench screen.
 - New
formats
: 12 new ones ! See the complete list below...
 - Original format name inserted in the DOS_Comment. No need to edit the module to know which format it comes from.
 - Modules which already have an own name will be saved back with this name, not the filename (KRIS, UNIC, LAXITY, EUREKA...)
-

- In "multi-files" mode, when saving a module which name is identical to an already saved module, an underscore is added at the end of the filename to avoid deleting the first one... and so on...
- In "one-file" mode, when Pro-Wizard finds a module, as well as the two buttons "Convert or Abort", there is a new button :
 VIEW
 which allows you to have a look at the beginning of the ←
 module
 AND a "model" of a module from the same format, in order to compare DIRECTLY the two headings !
 It's very useful to be sure of what you gonna do...
 Coz if you confirm conversion for a WRONG module, be sure that a GURU will follow ! In this case, please, send me the file for hot debugging :-)
- Finally, there is another great improvement :

The Graphic User Interface !

Using gadtools.library of course (besides, I thank a lot the authors of Delitracker, for their help concerning some basic gadtools routines ! Thanx Peter & Frank !).

This GUI may be used with
 gadgets
 ,
 menus
 , shortcuts...

You can enable/disable each format you want, in order to speed up scanning. (If you know what kind of format you gonna rip, disable all the others !) Of course, there is a way to enable or disable ALL the formats together !
 You can also change the palette of the screen, and the screen mode depth, size, autoscroll...
 Of course, you can save these PREFERENCES !
 (saved in 'Pro-Wizard.prefs' in your 'S:' directory)

While scanning a file, you can abort all the work or just skip the actual file, to scan the next ones.

Besides, concerning the conversion routines, I only have to mention that the Noise/Star/Protracker modules are also recognized, and are just saved back (no conversion needed for these formats).
 All the check-routines have been improved and improved, to avoid wrong recognitions !

I thank specially - Mexican Boy - for his great Beta-Testing !!

Otherwise, the versions-1
 bugs
 have been fixed, like the P50A recognition
 bug when similar samples were used in a module...

1.9 installation

Pro-Wizard 2 is very easy to install, here what you have to do :

- Copy your
 keyfile
 in 'L:' (if you're a registered user)

- Copy all the files in 'Libs/' in your 'LIBS:'
 - reqtools.library © Nico François
 - xpkmaster.library © Urban Dominik Muellerand the 'compressors/' sub-directory.

If you already have these files, no need to copy them.
Copy only the most recent version.

- Copy what there is in 'S/' in your 'S:' directory
 - > The file 'Pro-Wizard.reco' which is used for the
VIEW
function.

If you're upgrading from PW 2.0, copy the NEW "Pro-Wizard.reco" file
coz there are all the new formats examples in it...

That's all !

Then, if you have a hard-disk, you can create a "Pro-Wizard-2" directory
and copy the program and his documentations there...

1.10 How to use Pro-Wizard 2

Pro-Wizard 2 runs either from CLI or WORKBENCH.

When you run it for the first time, there is no prefs-file present in
'S:' so, Pro-Wizard displays a Screen Mode requester, in which you can
choose your favorite screen resolution etc...

If you Cancel the requester, Pro-Wiz exits immediatly ! Otherwise, it opens
your screen and then the GUI appears with all the
gadgets
...

Note: Pro-Wizard v2.1 doesn't recognize the v2.0 'prefs'-file !
You'll be obliged to re-set all your wishes and save the prefs back !
Sorry for this inconvenience ;(

Immediatly, the "About" window shows up (registered users will be able
to switch on/off this window) telling that Pro-Wizard 2 is a

Shareware
 program, the release date and the number of recognized
 formats
 for this version.

When you close this window, you're in front of the main GUI...

Gadgets Description
 Menus Description
 Go to Convert !
 Displayed Informations
 'View' Function
 Convert...last words
 Hints for ripping
 Known Bugs !

1.11 Gadgets description

You can notice that the screen is divided into 4 parts, in the ↔
 upper-left
 corner, a 5 gadgets area, on the right, the progressing bar for scanning
 with 2 other gadgets (Abort & Skip), then you find a first LISTVIEW
 which is "Read Only" in which are displayed all the
 informations
 about
 what Pro-Wizard is doing. At least, you find the second LISTVIEW, used
 instead of the checkboxes of PW 2.0. It contains all the recognized
 formats, that you can enable/disable (a "D" will be displayed in front
 of each "D" disabled format, as in Delitracker. ;-))

Let's examine these gadgets...

In the first area, you find :

- About : Displays the "About" window.
- Docs : Displays some docs-windows & other infos about Pro-Wizard.
-
- Scan Buffer : Scan for modules in memory.
- Load : Start the
 converting
 job (LOAD requester etc...)
- Quit : Guess what !? :-)

These 5 gadgets also have shortcuts :

- About : Amiga Right + "?"
- Docs : Amiga Right + "D"
- Scan B. : Amiga Right + "B"
- Load : Amiga Right + "L" or "RETURN"
- Quit : Amiga Right + "Q" or "ESCAPE"

"RETURN" for "Load" is there to keep the habit with the versions 1 of Pro-Wizard (all could be done with this key...).

You can notice that the 2 gadgets on the right are disabled, they become enabled only when you run into a conversion, and then, the 5 others become disabled, and vice versa...

These 2 gadgets also have shortcuts :

- Abort : "a" (without any other key) or "Escape"
- Skip : "s" (without any other key)

'Abort' also has a "Are you sure ?" requester.

If you confirm, the converting job is entirely canceled and Pro-Wizard displays the Statistics window (if you were in multi-file mode), otherwise it comes back to the initial state (the 5 gadgets are enabled back).

'Skip' hasn't got a confirm-request. This gadget stops the actual scanning and Pro-Wizard loads the next files, if any...

Don't forget to use 'ALL' and 'NONE' (from the menu) to enable/disable ALL the formats at a time !

1.12 Fonction SCAN_BUFFER

This function needs to be used with either Exotic Ripper, or ChipSaver. With one of this 2 proggys, you can install a "reset (or resident) routine" in memory which will allow you, at each reset, to COPY your CHIP-MEMORY in ya FAST-MEMORY (or the low-Chip in the hi-Chip in you've got no Fast).

(For further details, refer to the documentation of each tool.)

The "image" of your CHIP-MEM will thus be ALLOCATED, PROTECTED, so that, when you reboot, Pro-Wizard can SCAN in this area !!

So, this function searches for such a memory-buffer, and if one is found, Pro-Wiz starts scanning into it...

This is a very useful option for 1200 & 4000 owners, coz these two machines haven't got an "Action Replay"-kind stuff... Also use it for every TRACKLOAD demos !!

Read the
HINTS
section for some usage examples...

Exotic Ripper is © Turbo & Marley / Infect.
 ChipSaver is © The Cyborg / NGC.

IMPORTANT: For those of you who own a MMU, and are using Enforcer, you'll have understood that this function will make "some" Enforcer-Hits because Pro-Wizard scans a memory-area not allocated by itself !
 But, don't worry too much, this is "normal" !
 Exotic does the same when you hunt directly in memory.

The "Free Buffer" option also makes some hits when locating the buffer, and freeing it.

1.13 menus

They are composed of the functions of the 5 gadgets already seen PLUS some other functions :

Menu 1: Project

```

~~~~~
Help-Mode      A + "H"                Toggles "Help-Mode" (see below)
=====
About          A + "?"                See '
              gadgets
              '
Docs/Infos     A + "D"                See '
              gadgets
              '
=====
Load           A + "L"                See '
              gadgets
              '
Buffer         >>>>>>>          Sub-menu :
                               -
              Scan Buffer
              A + "B"
                               - Free Buffer  A + "F"
=====
Iconify        A + "I"                Function "Iconify"
Quit           A + "Q"                See '
              gadgets
              '

```

Menu 2: On/Off Settings

```

~~~~~
Welcome                A + "W"          On/Off "About" (Welcome) window

```

| | | |
|----------------------|---------|-------------------------------------|
| Reco-File | A + "R" | On/Off loading of 'reco' file |
| Quit-Confirm | A + "U" | On/Off Quit-Confirmation message ? |
| Author's Name | A + "T" | On/Off Enter the Author's Name |
| Edit SampleNames | A + "E" | On/Off Edit the SampleNames |
| PlayTime Calculation | A + "\" | On/Off Module's duration calculated |
| Save Original Module | A + " " | On/Off Saving of Original Module |

Menu 3: Prefs

~~~~~

Formats	>>>>>>	Sub-menu :	
		- Tag All	A + "A" Enable ALL the ←
		formats.	
		- Tag None	A + "N" Disable ALL the ←
		formats.	
Status Window	>>>>>>	Sub-menu :	
		- Clear	A + "C" Clear text_buffer
		- Save Text	A + "V" Save text in a ←
		file (ANSI)	
Screen Mode	A + "M"	Change Screen Mode	
Palette	A + "P"	Change Color Palette	
=====			
Save Prefs	A + "S"	Save the preferences.	

Some explanations about the new functions :

~~~~~

Menu 1 : "Iconify" will close Pro-Wizard screen and open a little window on your Workbench, telling that Pro-Wizard is in Sleep-Mode.
 To Uniconify : click on Right Mouse Button.
 To Quit : close the window.

"Free Buffer" also display the FreeMem Status.

"Help-Mode" is an internal help-mode ! Mousepointer changes to show you in which "mode" you are...
 In Help-Mode, no function will be executed ! Instead, you'll be shown some information-windows about this function.
 Re-toggle "Help-Mode" to come back to the normal mode.

IF SOMEONE DARES SAY THAT PRO-WIZARD LACKS DOCUMENTATIONS....!!!!

Menu 2 : This menu is composed of all the OPTIONAL functions !

- The "Welcome" flag is only used for the registered users who own a personal

keyfile
!!

It is used to choose whether you want the "About" window to be displayed at the beginning or not.

- "Reco-File" is used to Load or not 'Pro-Wizard.reco' (in 'S:') which contains all the formats-models for the VIEW function.
This loading is done at the beginning, if checked ON !
- "Quit-Confirm". UnSelect it to remove the "Are you sure" request when you wanna quit PW.
- "Author's Name" is now optional. If "ON", at the end of each conversion, you'll be able to write the module author's name.
- "Edit SampleName" (also optional !) displays a large window which allows you to Edit each sample_name (to put some words in UPPERCASE for instance... unlike Protracker does :-)

Use TAB & SHIFT-TAB to BROWSE between the string-gadgets and/or don't forget to VALIDATE each new entry with RETURN ! Otherwise your text will not be stored...

To leave this window, 3 ways :

- Close Button
- Push the "ESC" key
- Push the "RETURN" key (when you're not editing...)

Make GOOD USE of this function ! Don't write bullshit in the sample_names ! :)

Note: You'll notice that Pro-Wizard doesn't ERASE any data anymore when adding its own informations (original format, etc...) It first checks if the lines are empty, if not, it searches for empty lines, if there is NO empty line, it adds NO own info.

Note: Pro-Wizard will store the window's position when you exit. This position will be saved in the Preferences file.

- "PlayTime Calculation" will calculate the duration of each converted module, and will insert it at the beginning of the DOS_Comment of the saved files.

Maybe this will bring a kind of "new standard" in ModList Making ?? Put the duration, compositor, compo date, provenance, demo... all this in the DOS_Comment !

DO THIS ! ;)

- Save Original Module" will force PW to save not only the converted module, but also the original one ! For those who wanna listen to the packed modules via
 Deli-Wizard
 /Delitracker2.

Menu 3 : When you Disable all the formats (NONE) and launch a conversion Pro-Wizard tells you there is NO selected format, thus he doesn't know which format to search for ! :-()
 SO: Select AT LEAST ONE format to be checked for !

"Status Window/Save Text" will save all the informations of the text_buffer in a file (ram:Pro-Wizard.text) in ANSI form, and of course you can do this several times, the filename will be modified (a ".0 .1 .2" etc.. will be added).

Use this if you want to tell me about a bug.
 Send me the bugging-file + the Textfile. Thanks...

"Palette" displays the Palette Requester of reqtools.library to change the colors...

"Screen Mode" displays the Screen Mode Requester of reqtools to change the screen resolution when you want.

"Save Prefs" is.... save prefs !! :-)
 It has got an "Are you sure ?" requester.

The saved data are :

- ON/OFF flags of each format.
- ON/OFF flags of ALL OPTIONAL functions. (Menu 2)
- Palette colors.
- Some screen data.
- Main window size.
- View-Window y-pos.
- Edit-SampleNames-Window y-pos.
- Icon-Window positions.

1.14 Start a conversion

Let's come to the most interesting point... Convert! Gadget " ←
 Load"

Like in Pro-Wizard 1, a file-requester appears, to select one or several files to scan...

Don't forget to use ALL or SHIFT.

Here, there are 2 situations :

~~~~ ~~~~~~

"ONE-FILE" MODE :

-----

- You chose only one file, Pro-Wizard is in "one-file" mode.  
Some

```
        info-texts
        print in the 1st LISTVIEW, name of loaded file,
address in memory, file length...
And you can see the progressing bar "progress" to the right, while scanning
the whole file.
```

If the bar ends without any found module, Pro-Wizard tells you that he recognized nothing at all : Unknown Format !

On the contrary, if one of the known formats is detected, a little requester appears, telling that :

```
" Possibly Found a "
"Protracker module!"      (this is an example)
```

Then you have the choice between 3  
gadgets

:

- Convert : Confirm the conversion, and.....trust God ! 8)
- View : Print the heading of the found module, see that later...
- Skip : Cancels the conversion.

If you select 'Skip', the progressing bar will continue to progress till the whole file has been scanned...

If you confirm the conversion, it is done.

Then come the OPTIONAL functions you might have chosen...

"If you've selected "Author's Name" in Menu 2, Pro-Wizard will ask you to enter the author's name, if you know it... It will be written in the Sample-1 text, in the module header.

Note that Pro-Wizard displays the content of an eventual text present in this sample-1. This, to avoid erasing of important data...

Then, If you chose "Edit SampleNames" in Menu 2, a big window pops-up with STRING-GADGETS which allow you to enter some data in each sample text...

Follow the example of one of my friends - Frank128 - who was used to write several data about the musician, the demo, etc...

!! IF YOU LOVE MODULES, SHOW CONSIDERATION FOR MUSICIANS !!

On the contrary, as I said before, don't write "Ripped by (YOU)" ! Simply because EVERYBODY can ripp a module with Pro-Wizard ! Ripping becomes so easy ;) Only write down some important texts... And, please, don't touch the "Original format" information added by PW. It's useful to know which format a module comes from.

If the "PlayTime Calculation" option was "ON", Pro-Wizard tries to calculate the duration of the module (nothing is displayed yet). I just want to notice that this routine was given to me by Peter & Frank, authors of Delitracker ! Thank you again freaks ! ;) Also notice that the routine may sometimes fail (especially for "weird" modules composed of patterns played backwards, you know...) Otherwise, I can affirm it works at 99% Right !

Have a look at the  
HINTS  
section for some tips with this function.

If you've selected no "Name-Editing" option, you reach this point. A file-requester appears, asking you to enter a name for the converted module to be saved. (Notice that a name is often already present...)

Finally, if you CHECKED-ON the "Save Original Module", you will be shown a second SAVE-Requester, but this time for the Original Module ! Besides, Pro-Wizard removes the "mod." prefix and replaces it by the appropriate one (PP21, NP2, TP3....)

When done, Pro-Wizard waits for another action from you. A little "Ready." is displayed in the 1st LISTVIEW.

"MULTI-FILE" MODE :  
-----

- You chose more than one file, Pro-Wizard is now in "multi-file" mode and asks you immediately to select a Destination-Directory in which will be saved all the found'n'converted modules, automatically...

You can press 'Cancel', to abort all this.

If you select a directory, there is nothing more to do till Pro-Wizard has achieved to scan all the files that you've chosen. You only have to watch what it's going on...

You can, all the same, do 2 things : Cancel the whole conversion with the "Abort" gadget or the "a" shortcut, or jump the actual file with the "Skip" gadget or the "s" shortcut.

If Pro-Wizard finds and converts some modules, no requester appears, nothing breaks his work... all is saved automatically.

However, you can, all the same, select the "Author's name" and "Edit SampleNames" options if you want, EVEN IN MULTI-FILE MODE !! The "automatic" work will be interrupted due to these options, but when done, the modules will be saved automatically, no file-requester.

---

The PlayTime Duration is calculated and the original modules are saved (if you selected these options, of course).

And when all is done,  
the big recapitulation window opens with all the converting statistics, for each format, and the number of unknown formats too.

Note that the name of the recognized formats appear in WHITE.

While your files were scanned, you might have followed the operations

displayed  
in the 1st LISTVIEW ("Status Window").

You can save the content of this listview in a text-file,  
by pressing Right-Amiga + "V" (Menu 3 : Status Window/Save Text).

Then, go back to initial state !

Little reminder concerning the multi-file mode :

~~~~~

If you want all the loaded files to be scanned, and all modules saved AUTOMATICALLY, without any break, UNSELECT the "Author's Name" and "Edit SampleNames" options in Menu 2 !

If you want to load several files at a time but being able to edit the samplenames of each module all the same, SELECT the option !
Then Pro-Wizard will break his work between each file, to allow you to edit these informations..... okay ?

You have to make a good use of the OPTIONAL features ! ;-)

1.15 Informations displayed

For those who already use Pro-Wizard v2.0, you will agree if I ←
tell you
that the informations displayed above-and-under the progressing bar were very "FAST" !! ;-)
That's why I decided to display'em in a Listview, handier isn't it ??

Let's sum up what you can see in this listview :

When loading a file, you'll see this :

"xLoading File 01/?? : Name of loaded file" (name printed in WHITE)

and

"Scanning File located at: \$00000000 - Length : 0000000 bytes"

The "x" is there to remind you that Pro-Wiz loads and decrunches itself any "xpk"-crunched file.

The second line tells you where in your memory the file has been loaded, and its size...

Then, may follow some informations like :

"Converting a NoisePacker 2 module..." (example !)

and when done :

"Saving File : mod.xxxxxxxx" (for the PTK converted module)

and if the "Save Original Module" option is set :

"Saving File : NP2.xxxxxxxx" (for the NoisePacker mod itself)

When all is finished, a little "Ready." appears in the listview telling you that Pro-Wizard is waiting for something to do ;-))

In general, the names of all SAVED files will appear in MAUVE (color 3) : name of saved modules, name of text-file saved, and name of prefs saved.

The name in WHITE (color 2) are those of LOADED files, and names of the recognized formats...

Otherwise, when you directly scan in memory with the
Scan Buffer
option,

Pro-Wizard displays the location and the size of the buffer.

Finally, when you change a OPTION in the Menu 2, it is displayed also ("ON" or "OFF"), same thing when enabling/disabling ALL the formats, and when saving the text-buffer or prefs-file.

Here are, besides, some examples of what you can see :
(of course with the colors added)

***** Loading of a packed modules, and conversion canceled :

xLoading File 01/01 : "CHAN.Fury-Present"

Scanning File located at: \$07A50358 - Length : 38412 bytes

Ready.

***** Loading of a packed modules, conversion, saving of the PTK module
and the original module :

xLoading File 01/01 : "CHAN.Fury-Desert"
Scanning File located at: \$07A50358 - Length : 36410 bytes
Converting a Channel Player 2 module...
Saving File : "mod.Fury-Desert"
Saving File : "CHAN.Fury-Desert"
Ready.

***** Loading of a packed module, conversion, but files not saved :
(the user has selected CANCEL in the SAVE-Requester)

xLoading File 01/01 : "CHAN.Fury-Desert"
Scanning File located at: \$07AD5440 - Length : 36410 bytes
Converting a Channel Player 2 module...
! Protracker module not saved !
! Original (packed) module not saved !
Ready.

***** Loading of a file, and nothing is recognized :

xLoading File 01/01 : "???.CNCD_Intro"
Scanning File located at: \$07AD5440 - Length : 35008 bytes
Unknown format...
Ready.

***** File Loading, and Scan-interruption (button "Abort") :

xLoading File 01/01 : "???.Stellar"
Scanning File located at: \$07AF9738 - Length : 126728 bytes
Aborted by the user !
Unknown format...
Ready.

***** Memory-Buffer Scanning (allocated by ChipSaver) (demo CPLX/PeeWee)
and saving of both converted and packed module :

Scanning memory-buffer allocated by Chip Saver !

Located at: \$078032E8 - Length : 2097152 bytes !
Module detected at: \$078C32E8 / CHIP-MEM address : \$0C0000
Converting a Tracker Packer 2/3 module...
Saving File : "mod.the song.fake2"
Saving File : "TP3.the song.fake2"
Ready.

***** Modifications of ON/OFF Flags (all the optional functions) :

- "Welcome" flag : ON
- "Load RECO-File" flag : ON
- "Quit-Confirm" flag : ON
- "Author's name" flag : ON
- "Edit sample_names" flag : ON
- "PlayTime Calculation" flag : OFF
- "Save Original (packed) Module" flag : OFF

***** Enable/Disable all formats :

All formats enabled.
All formats disabled.

***** Saving of the Text-Buffer (content of the 1er LISTVIEW) :

Saving Status_Window Buffer to: "Ram:Pro-Wizard.text"
Ready.

Here it is !

The Listview is made of 41 lines... just enough for 10 converted modules
(without the "Save Original Module" option of course).

A higher number of lines would slow down the displaying again more !!
Slowness due to the colors used ! Thing not planned by the system
responsible for the listviews in Gadtools.library, that's why I had to
use a PATCH to allow these colors, that make the text more readable !

When you see all the above examples, all in BLACK,
don't you think this isn't very "clear" ?

Now, make REAL conversions with Pro-Wizard, thus with colored texts,
and compare !

Isn't it more pleasant with the colors ??
(even if this slows down the display).

1.16 View Function

!!!! This function is ONLY available in ONE-FILE mode !!!!

When Pro-Wizard has found a module, in the requester, you can press the VIEW button to see what Pro-Wizard has found...

A big window (almost as big as the whole screen) appears, composed of two LISTVIEWS one above the other.

The first one, at the top, displays the heading of what Pro-Wizard has found, and the second one, a heading-model for this format.

Two options :

- You didn't allowed the loading of 'Pro-Wizard.reco' with the flag in the Menu 2.

Pro-Wizard will confirm you this fact :

"Pro-Wizard.reco" isn't in memory"

To load this file without leaving Pro-Wizard, you have a gadget between the 2 LISTVIEWS : "LoadReco".

So, pick it, and the file will be loaded in memory, IF YOU HAVE COPIED IT IN YOUR 'S:' DIRECTORY !

The second LISTVIEW is filled with a heading model thus...
And the "LoadReco" gadget becomes 'Disabled'.

- You allowed the loading of this file at the beginning, so, no problem, the 2 listviews are filled...

It's up to you to compare the 2 listviews in order to learn if Pro-Wiz has really found a good module.... or not.

You can quit this VIEW window by two ways :

- Close the window (-:-))
- Press the "ESCAPE" key.

Then, you come back to the little requester "Convert / View / Skip".

Note: Pro-Wizard will store the window's position when you exit.

This position will be saved in the Preferences file.

1.17 Convert....End

Usually, a conversion takes 2 or 3 seconds max, and even 1 second ↔
 for
 some
 formats
so if you see it lasts and lasts, it could mean that
 Mr Guru Meditation had decided to have a walk in your amiga...hum hum...
 Daya know CTRL+A+A ??? huhu :-)))

Well, seriously, lots and lots of tests have been made again for this v2.0
 so that you shouldn't be confronted to this situation too often...
 unless the initial module was trashed, fucked or bugged (hey!).

In case of crash, don't hesitate to contact me !!

NOTE : The 2 requesters (LOAD & SAVE) are independent from each other,
 you can (and should) specify a different directory for each one,
 they'll be stored during all the converting work (till you change'em or
 quit Pro-Wizard).

NOTE : I DEEPLY suggest that you ALWAYS save the converted modules in RAM:
 because, if Pro-Wiz fails a little, calculates a modsize of 56 Giga
 and if you save this file on your Hard-Drive..... ;-)))

(BTW, if you have such a BIG HD, contact me ! ###:-)

By saving in RAM: you will crash the systeme, but NOT your HD !!
 Anyway, don't worry too much !! OK ! This won't happen so often.. ;)

1.18 HINTS & TIPS...

* Use the new
 Scan Buffer
 feature when you can't decrunch a demo, or
 to ripp a TRACKLOAD demo. (NON-DOS)

Use Exotic or ChipSaver, launch the demo, reset, CHIP-MEM is copied
 into FAST-MEM (if available) and is protected, then reboot normally
 and run Pro-Wizard 2.1, click on

Scan Buffer
 and Pro-Wiz now
 scans the image of your CHIP-MEM as it was before reseting.

====> Memory Hunting !

* If the Reset-Patch installed by Exotic or ChipSaver is destroyed by the
 demo, last solution: Exotic's BOOT command !

This, of course, for all the AGA-Demos, coz for the other demos, just a little hit on your MK-III plugged on an A500 and OKAY ! ;)

* Other HINT for TRACKLOAD demos :

~~~~~

The data, on the tracks, may not be crunched, thus take DMS or SUPER-DUPER, make a BIG file with all the disk, and scan this file with Pro-Wizard.

\* If there's still no positive result, you must be more "curious" :

Again, make a large file of the disk with DMS or SUP-DUP, and load it in a File-Editor (like File-X), and then, search for some headers of wellknown crunchers (PP20 for PowerPacker, CRM! for CrunchMania, S404 for StoneCracker 4 etc..)

Then, save this partial packed data in ram: and, normally, DLD or XFD should recognize'em now ! ok ??

Try with COMPLEX/PeeWee, there are lots of "S404" files ! ;)

Of course, the best would be a DLD or XFD able to recognize crunchers NOT ONLY AT THE BEGINNING OF FILES, but in WHOLE files !! Does this remind you something ?? It's exactly what I did for the upgrade of Pro-Wizard-2 !! So, it's not so difficult !

=====> Write to the authors of DLD / XFD, and ask'em this feature !!

\* You don't need to use the P60A-tool itself anymore, in order to decrunch the modules with packed/delta samples, now Pro-Wizard is able to do it !

===> Thanks to Chexum's help !

\* Here are, to me, ALL the tools that everyone MUST have to be sure to ripp and convert almost anything :

- File Decrunching :

~~~~~

- DLD, XFD, UnPacker et ProDecruncher.

- File Viewers, Disk-Buffers :

~~~~~

- File-X, DMS, SuperDuper.

- Ripp'n'Convert :  
~~~~~  
- ChipSaver, Exotic Ripper, Pro-Wizard-2.
- Modules' Compression :
~~~~~  
- All the XPK package !! (SQSH library for the modules !  
or SMPL for BIG modules)
- Module Playing :  
~~~~~  
- DeLiTrAcKeR-2 !! The one and only ! ;-)

=====
= Find out all these utilities !! They are FREEWARE OR SHAREWARE !! =
=====

Note about xpkSMPL :

~~~~~

"Big-Time-Sensuality" module is 744302 bytes long, unpacked...

Packed with SQSH, it's 434330 bytes long ! (gain 42%)

Packed with SMPL, it's 332848 bytes long !!! (gain 56%)

The moral is : Always try with SMPL on very big modules, full of digits  
~~~~~ it's sometimes stronger than SQSH, but SQSH remains the  
best library for 95% of the modules.

(Use SHRI for very little Chip-Tunes. ;-))

* Finally, a little tip concerning the "PlayTime Calculation" option :

~~~~~

1. Let's say that you've just received some Protracker modules.  
You want to calculate their duration and insert it at the beginning  
of the DOS\_Comment ?

Very easy, just load'em all in Pro-Wiz with the option "ON" !

Note: If there was already a comment, it won't be erased but  
just moved forward, to allow the insertion of the duration.

2. The contrary ? You want to remove the durations from the DOS\_Comment ?

No problemo ! Deselect the option ("OFF") and load the modules in PW,  
it will save'em back after removing the durations.

## 1.19 Known Bugs

In fact, this is not "bugs" but just informations :

- The Old-Soundtracker (Soundtracker 15) modules are not recognized.  
 ~~~~~  
 Use Exotic Ripper ! hehe..
 Or load them in your Protracker and save'em back (31 samples) !

- MED/OCTAMED modules are NOT recognized !!
 ~~~~~  
 Okay ? Everybody's asking me this ! MED format is stronger than Protracker ! There are some features that PTK doesn't handle. Although SOME Med Modules may be similar, I prefer to include ONLY 100% convertible formats in Pro-Wizard ! That's it !  
  
 Moreover, MED and OCTAMED tools themselves can save the modules in PTK format ! Just try it... and you'll see that even these progs don't manage to convert correctly some modules... (wrong loops, strange effects all over the patterns...) Forget it !
  
- Pro-Wizard doesn't recognize FUTURE COMPOSER modules, and so on...  
 ~~~~~  
 All the "synthetic" formats ! They are ABSOLUTELY NO PTK-CLONE ! They are just rippable (Exotic), and playable (Delitracker 2) and this is not so bad at all like that... ;)

- Pro-Wizard doesn't decrunch .EXE files itself...
 ~~~~~  
 (Not yet ??) Simply because there are 3 decrunch tools (at least) for decrunching executable files :  
  

DLD,      XFD      &      UNPACKER !

  
 And I've noticed that you often have to use the 3 tools, to manage to decrunch a particular demo. Thus, if I ONLY include ONE of these tools, all the exe formats won't be recognized.... bad thing !  
  
 We need a tool that groups together ALL the exe formats !  
  
 XFD seems to be the most complete actually... Wait & See...

IMPORTANT NOTE :

If you meet a recognition bug (ex: you load a Unic module and it is recognized as a Protracker), you can use the enable/disable function to "bypass" the bug : switch off the Protracker checkbox

---



```

Docs/                                (DIR)
  Pro-Wizard-2_English.guide          ; English docfile, format hypertext.
  Pro-Wizard-2_French.guide           ; French docfile, format hypertext.
  Pro-Wizard-2_FORMATS.guide          ; HyperText file explaining how to
                                      recognize each format.
  Pro-Wizard-2_History                 ; Bugs, new features...
  READ_ME.First                       ; XPK-doc to decrunch the docfiles.

L/                                    (DIR)
  Pro-Wizard.key                       ; Your PERSONAL
    keyfile
    !

Libs/                                 (DIR)
  reqtools.library                    ; ReqTools.library v2.0+
  xpkmaster.library                   ; XpkMaster.library
  COMPRESSORS/                        (SUB-DIR)
    xpkNUKE.library                   ; NUKE compression sublib.
    xpkSQSH.library                   ; SQSH compression sublib.
    xpkSQSH.library_68000             ; SQSH for 68000.

S/                                    (DIR)
  Pro-Wizard.reco                     ; NUKEd file used by the "VIEW" option

C/                                    (DIR)
  xpk                                  ; xpk tool if you want to depack
                                      ; the documentations.

Bonus-Modules/                       (DIR) ; Some special mods to be converted.

Bonus-Progs/                         (DIR)
  ModInfo_12.lha                      ; Displays the header of a PTK module
                                      ; similar to FileMaster ;- )

  IFF-FileRipper_11.lha               ; IFF-FileRipper based on Pro-Wizard
                                      ; scan-routines.

  Deli-Wizard_21.lha                  ; New Deli-Wizard version !!
                                      ; Use it with Delitracker-II.

  ChipSaver_13a.lha                   ; Tool written by The Cyborg/NGC (hi!)
                                      ; to be used with the
                                      ;
    Scan Buffer
    option !

```

Just copy all the 'Libs/' files and sub-dir in YOUR 'LIBS:' and the 'Pro-Wizard.reco' in your 'S:' and Pro-Wizard will be ready !

## 1.21 Hot Thanks

- Nico François for his marvellous © ReqTools.library !!
- Urban Dominik Mueller for the great © XPK libraries and all the authors of compression libraries.
- Delitracker authors (Peter Kunath & Frank Riffel).
- Exotic Ripper authors (Turbo & Marley / Infect).
- The Cyborg/NGC ! Cool ChipSaver ;-)
- Janos Farkas (Chexum) for his help with the 'Lost Converter' !
- Avoriaz for the 8colors icon !
- Elenfeste for the coool disk-label (for the registered users) !  
BIG Thanx Romu ;-)
- All the Beta-testers who tested, test or will test Pro-Wizard (try not to find too many bugs huhu !)  
Thanx especially to Mexican Boy who proved to be very active in his Beta-Tester job ! :-))
- All the users who, I hope, will find Pro-Wizard useful, effective and convivial ! (Oh yes, I worked HARD for, be sure of this !!)  
  
Mega-Thanx to everybody who wrote to me, especially from others European Countries; it always gives me great pleasure !
- Great thanks to all  
registered users  
! Thanks to YOU !

## 1.22 Les petits '+'

If you want a full description of the new features, click  
HERE

.

- Written in \* 100% Assembler \* !
  - More than 22000 lines of source, 460 kb !!
  - User-friendly : mouse / gadgets / menus / keyboard !
  - Prefix "mod." added to the save\_name before saving.
  - Requester structures LOAD & SAVE stored separately, very useful if you want to convert lots of modules in one session.
  - Suppression of the "mod." prefix in the module\_name INSIDE the module,
-



- not in the DOS name...
- Suppression of the packed module prefixes ("PP21" or "NP2" etc...)
  - Disabling DOUBLE-CLICK when saving the final module (RT option) this avoids erasing of a file by mistake...
  - Tested on Amiga 4000 '040 with Enforcer : NO ENFORCER HIT !!  
(Thanx Pascal, I want a MMU !!)
  - Possibility of aborting the conversion in each requester.
  - Powerpacker & XPK crunched files auto-decrunched.
  - Mega-Doc-Files including a very useful part "How to recognize each format in memory" (.GUIDE) with a heading\_model for each format... essential !?

## 1.23 Description of the Bonus-Programs included :

Note : Some of these Bonus-Progs are included ONLY in the REGISTERED version of Pro-Wizard-2 !

- Deli-Wizard v2.1 :

~~~~~

For those of you who use Delitracker-2, you must know this tool...
Special version of Pro-Wizard, adapted to Delitracker's usage,
as a "Genie" ;)

It simply allows to convert "on the fly" the packed modules
that you'll load in Delitracker-2, and then, Deli will play
the modules in Protracker format !

On the one hand, it's safer to play modules in PTK format,
to be sure that all effects will correctly be handled;
on the other hand, this allows you to remove all the DeliPlayers
usually used (ProRunner, ProPacker, etc...)

This version handles ALL the formats that Pro-Wizard 2.1 knows !
(minus the Protracker itself, of course ;-)

- ChipSaver v1.3a :

~~~~~

If you've read all the docfile, you must know this tool quite well  
now... It allows you to install a resident routine in memory  
which, at each reset, will allow you (among other things)  
to COPY your WHOLE CHIP-MEM in your FAST-MEM (the best case!).  
Then, reboot normally, or in low mode if you haven't got so much  
free memory, launch Pro-Wizard, and click on

---

Scan Buffer  
!

Pro-Wizard will then detect that there's been a buffer allocated by ChipSaver and will start to hunt directly in this memory, to find modules !

It's a very useful option for 1200/4000 owners...  
Just have a look at the

Hints  
section.

Obviously, this "Scan Buffer" function also detects the buffers created by Exotic Ripper (RESET or BOOT cmd).  
Pro-Wizard will notice you which tool was used to allocate it.

- ModInfo v1.2 :  
~~~~~

This little tinytool was already present in the Registered PW2.0 but it was "slightly" bad written... huh ;) I've improved it, and added some informations displayed.

For those who don't know, it allows to display the header of a Protracker module ! Presentation based on FileMaster's Modinfo.

I've written this because I found it lacked in DirOpus ! Thus, now, you can put this "ModInfo" in a button of DirOpus and ggoooooo !

Just read its documentation (very short) in the LHA archive.

- IFF-FileRipper v1.1 :
~~~~~

Yooooo ! This was asked to me by some friends... They wanted to be able to rip any IFF file included in a BIG file.

Thus, I took Pro-Wizard's source, modified it (deeply) and made this little tool.

However, it uses the "File-Ripper" and "Multi-Load" features of Pro-Wizard-2 but it hasn't got a great user interface, there are only some Regtools windows on the Workbench screen, similar to Pro-Wizard v1.xx versions ;)

I think this is more than sufficient for such a little tool.

Also refer to its own little documentation...

## 1.24 All Known Formats

---

Here is the list of all known formats that Pro-Wizard is able to convert

:

---- Formats ---- | ---- Examples ----

```

Noise/Protracker           : Moby "Elekffuuunnnnnnkkkkk" !!!
Channel Player v1          : Game "Fury...", Tunes "Intro, Usine"
Channel Player v2          : Game "Fury...", Tunes "Desert, Village..."
Channel Player v3          : Game "Fury...", Tune "Forest" (only one!)
Digital Illusions          : Pinball Dreams & Fantasies games...
Heatseeker Packer         : CRB Party Time Demo (wiz the cool zoom)
Pygmy Projects             : Pygmy Projects "Extension" Demo !! Tune by Jester.
Laxity-Tracker             : KEFRENS "Desert Dream" & "Dane"
EUREKA-Packer              : ANARCHY "Spring Melodies"
Wanton-Packer              : FINLANDIA Music-disk !
UNIC-Tracker               : KEFRENS "Egregious", "Guardian Dragon 1&2"
KRIS-Tracker               : That's 4mat tracker ! (Chuckrock...)
SKYT-Packer                : French diskmag "Pros It" by DRIFTERS
Xann-Packer                : DIGITAL "Lethal Exit" Demo
AC1D-Packer                : ANARCHY "In The Kitchen" Demo
NoiseRunner                : SANITY "Arte" Demo
Pha-Packer                 : LEMON "Announce" Demo (ex-HanniPacker)
NoisePacker_v1/2           : Most of PHENOMENA demos and music-disks...
NoisePacker_v3             : Music-disk "Mirror" by ANDROMEDA
Promizer_v1.0c             : Old version... ANARCHY "Flower Power"
Promizer_v1.8a             : DRD "Arkham Asylum" (Hello Moby!)
Promizer_v2.0              : DRD "Bubble Bobble music" by Reflex
Promizer_v4.0              : PM40.Do You Wanne, Movement "Numb"
ProPacker_v1.0             : DAI Music-disk (too cool "Soulman"... )
ProPacker_v2.1             : Yen a tout un tas ;- )
ProPacker_v3.0             : All the Static Bytes Eurocharts !
ProRunner_v1.0             : SILENTS "Something...makes me sick"
ProRunner_v2.0             : SANITY "Interference" Demo
The Player v5.0a           : VD-FLT "Full-Moon", "Love"
The Player v6.0a           : STELLAR "MindFlow"
GMC                        : Knights of Sky Title
Soundtracker 2.6           : SpaceWalk
IceTracker                 : Order of Death II
StarTrekker Pack'         : Cave BBS Intro (OLD)
Module Protector           : Adprod Music, Grapevine diskmag...
Avalon Packer              : Avalon Demo
Fuzzac Packer              : Silents '90 Demo "Tropical Sunset"
FC-M Packer                : Scoopex "Occasions of Sin" music
Kefrens Sound Machine      : Certaines ziks de la Kefrens MegaDemo 7 !! yeahh
The Player 40A/40B/41A     : Complex "Delirium", several games (SuperFrog..)
Tracker Packer 1/2/3       : Complex "Seduction" (TP30) (Hi Clawz !)
NoiseTracker Pak           : Tune "Surburbia.mix"
Polka Packer               : Most of "Polka Bros" demos...
Power Music                : Created with the tool OPTIMOD
Soundtracker Pro 3.0       : Gyroscope, Sliding Skill Title

```

Up to -50- formats !!

~~~~~

Other ones will be implemented as soon as I'll discover'em
but which ones are left ?? :-)

For further infos, read the History-file.

1.25 Things to do in the near future...

What could I add in the further versions....?

- Maybe some new formats... 2 or 3 new ones are waiting to be
"analysed" !
- Re-build the Graphic Interface with MUI !!?!?
This would bring a great flexibility to the interface, would allow the
localisation, font sensitive etc...
- Make use of XFD or a new tool which groups together ALL the crunchers !?
- What else ??? :-)

1.26 A few last words...

When you send me a module that Pro-Wizard doesn't handle,
or, worse!, a module that it knows but it doesn't recognize (ohhh a BUG!)
don't forget to tell me which version of Pro-Wizard you used to convert it.
And above all, be sure that the litigious module is strictly the same as
it was when you ripped it from memory ! (See the HISTORY for some problems
due to this fact, in Pro-Wizard v1.4, v1.4a)

For the doc-file concerning the format-recognition, refer to the
"Pro-Wizard_FORMATS.guide" !

End Of File ! See you in further versions !! ByeBye....

====> GRYZOR <====
