

**RiPIT**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> RiPIT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# RiPIT

### 1.1 RiPIT v1.51 07/aPR'98

```
#####  ##  #####  ##  #####
##    ##      ##    ##  ##    ##
##    ##  ##  ##    ##  ##    ##
#####  ##  #####  ##    ##
##    ##  ##  ##      ##    ##
##    ##  ##  ##      ##    ##
---- THE MULTIFORMAT RIPPER ----
              ----- Version 1.51 -----

              << By RaTzo >>
              < Tarantula Software © 1996-98 >
```

What is RiPIT for?	Using RiPIT	History
Requirements	AutoSave	How to Register
Installation	Formats	About the Author
Commands	Disk2File	Thanks

### 1.2 What is RiPIT for?

Description of RiPIT

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So why another Ripper??

Most rippers are only dedicated to ripping just modules or pictures, but RiPIT will rip almost anything.

RiPIT is used for getting (ripping) files from within code or memory. Games, Demos etc. usually pack their data which contain the pictures and music etc. When these Games & Demos are quited then the unpacked data is usually still in memory and can be scanned by RiPIT.

RiPIT can scan both files and memory for many different Formats including pictures, music modules, samples, anims plus many more.

RiPIT is not just designed for Amiga users, PC users can also use RiPIT (on the amiga) to scan PC files. RiPIT will scan for many PC formats as well as standard Amiga ones.

- \* Note: In the Un-Registered version of RiPIT you can only save BASIC PICTURES and BASIC MODULES. To be able to save the other formats that are found you must REGISTER

## 1.3 Installing RiPIT

### Installation

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Installing RiPIT is easy, simply move the following files to wherever you want to use RiPIT from, or just drag the RiPIT drawer to the appropriate place.

RiPIT  
RiPIT.info  
RiPIT.guide  
RiPIT.guide.info  
FILE\_ID.DIZ  
rELEASE.nOTES!

- \* If you wish to distribute RiPIT, then make sure that all the above 6 files are present.

## 1.4 RiPIT Requirements

### Requirements:

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»» Workbench 3.x

- \* A hard drive is highly recommended.
- \* RiPIT is much faster when used with accelerated Amiga's.

Note: RiPIT was designed with an A1200, and has been untested on other Amiga computers, although no compatability problems have been reported by other users.

## 1.5 RiPIT Commands

RiPIT has been designed to be simple to use, press the right mouse button to reveal menu options at the top of the screen. Here is a description of the Menu and Button commands:

### Menu Commands

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```
PROJECT
~~~~~
AUTOSAVE      - Turns ON or OFF the AutoSave feature
CLEAR BUFFER  - Removes current file from memory
SPEED TEST    - Performs speed test to give indication of search speed
ABOUT        - Shows version information
REGISTER      - Allows you to Register the program
QUIT          - Quits RiPIT
```

```
SCAN MODE
~~~~~
BASIC PICTURES - Scan will look for common types of pictures
OTHER PICTURES - less common picture types
BASIC MODULES  - common types of modules
OTHER MODULES  - less common module types
SAMPLES        - Sound Samples
ARC/CRUNCH/PACK - Archives, Crunched & Packed files
ANIMS/MOVIES   - Animations & Movies
MISC           - Other files types
ALL TYPES      - This will scan for all the above types
```

The ScanMode can also be selected by using the F1-F9 keys.

```
SCAN SPEED
~~~~~
NORMAL - Scans as usual showing text and bar progress indicators.
SUPER  - Shuts down all graphic and display indicators
        for maximum scan speed. Two drawbacks to this
        option are:
            1) No progress indicators
            2) You can't stop a search once it has started
```

#### Buttons

-----

LOAD - This allows you to select to data file to scan  
SCAN - This starts the scan

FILE - When selected, SCAN will search the loaded file  
CHIP - When selected, SCAN will search chip-memory  
FAST - When selected, SCAN will search fast-memory

DISK2FILE - This activates the Disk to File transfer.

## 1.6 AutoSave feature

### AutoSave

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This is a useful feature that can be turned ON and OFF from the Menu or by pressing 'A'. When AutoSave is enabled, you scan a file as usual, but when something is found it is Automatically saved. The files that are saved will be saved in a directory called AutoSaves within the RiPIT directory.

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When a Scan is finished with AutoSave enabled, you will be told how many files have been AutoSaved.

This is useful for when you are scanning large data files or Memory, or any Scan that may take a long time, such as an ALL-TYPES Scan in CHIP or FAST Memory.

WARNING: Don't forget to rename/sort-out the AutoSaves before you perform another AutoSave Scan, otherwise previous AutoSaves may be overwritten.

## 1.7 Using RiPIT

Using RiPIT

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Follow these simple steps:

- 1) Select LOAD from the button on the front panel, and load in a data file to scan.  
»» If you want to SCAN memory instead of a file, then select CHIP or FAST button.
- 2) Now goto the menu and select what you would like to scan for by changing the SCAN MODE.
- 3) Now select SCAN from the button on the front panel and RiPIT will start searching for the file types that you selected in the SCAN MODE.  
»» You can see how much of the file has been searched by the progress bar in the bottom right hand corner.  
»» You can cancel the search at any time by pressing the right mouse button.
- 4) When/If RiPIT finds anything then you will hear a bleep, and RiPIT will present you with some options.

|            |                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------|
| (C)ontinue | - Press C to continue the search and ignore the find                                              |
| (I)nfo     | - Press I to display some information about the find                                              |
| (H)eader   | - Press H to display the header found, this can be useful to check if the find is genuine or not. |
| (S)ave     | - Press S to save the find to disk                                                                |

|        |                                                                                                                    |
|--------|--------------------------------------------------------------------------------------------------------------------|
| (P)lay | - This only appears when a Protracker/clone, MED module or sample is found. You can press P to attempt to play it. |
| (V)iew | - This only appears when an IFF picture is found. You can press V to attempt to view the found picture.            |

|       |                             |
|-------|-----------------------------|
| (E)nd | - Press E to end the search |
|-------|-----------------------------|

Tips:

\* To toggle between RiPIT and Workbench, press LeftAMIGA key & 'A'

- \* I would suggest ripping from memory after you have run the program you want to rip from, because the vast majority of files will have packed data to prevent ripping.
- \* There is a small button at the top left hand side of the ripping window. This can be used, when RiPIT is not in search mode, to clear the display window.

## 1.8 RiPIT Formats

### RiPIT Formats

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RiPIT will find all the following file formats within Files, Chip memory and Fast memory.

#### Basic Pictures

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IFF-ILBM (all formats)  
JPEG/JFIF Compliant  
GIF v87 (Noninterlaced)  
GIF v89 (Interlaced)

#### Other Pictures

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TARGA - 8 bit (Compressed & UnCompressed)  
TARGA - 16 bit (Compressed & UnCompressed)  
TARGA - 24 bit (Compressed & UnCompressed)  
TIFF Pictures  
PCX Pictures (all formats)  
BMP (OS/2 & Windows)  
DIB (OS/2 & Windows)  
RLE Pictures  
PNG Pictures  
PC Paint Pictures  
MacPaint Pictures  
Windows Clipboard Pictures  
EPS Pictures  
GEM Pictures  
Microsoft Paint Pictures  
PBM Pictures (Ascii & Binary encoded)  
PGM Pictures (Ascii & Binary encoded)  
PPM Pictures (Ascii & Binary encoded)  
Adobe Photoshop 2.5 Pictures  
Sun Raster Images Pictures  
Windows Metafile Pictures  
WordPerfect v5.0/5.1/6.0 Pictures

#### Basic Modules

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Protracker  
Noisetracker (and PTK Clones)  
OctaMED/MED (All Types)

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## Other Modules

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Art of Noise  
Hippel  
Hippel-Coso  
PlaySid, C64 Sounds  
ICE Tracker  
Tracker Packer 1  
Tracker Packer 2  
Tracker Packer 3  
Fc-M Packer  
Promizer v2.0  
Promizer v4.0  
Module Protector  
ProRunner 1.0  
ProRunner 2.0  
Player 4.XX  
Soundtracker Pro 3.0  
Pha Packer  
Unic Tracker  
Startrekker Packer  
Kris/Chip Tracker  
Wanton Packer  
Skyt Tracker  
AC1D/D1CA Tracker  
Soundtracker v2.6  
Noisetrapper Pak  
Polka Packer  
Power Music  
Hornet Packer  
Stonetrapper v1.25  
Scream Tracker III Multi-Channel  
FastTracker II Multi-Channel  
Impulse Tracker Multi-Channel  
THX Chiptunes

## Samples

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IFF-8SVX (all formats)  
RIFF/WAV Samples  
AU/Sun Samples  
AIFF Samples  
Maestro Samples  
MAUD Samples  
VOC Samples  
Stonetrapper v1.25 Sample Banks

## Arc/Pack/Crunch

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LZX Archives  
LHA Archives  
LzH Archives  
DMS Packed Disks  
Zoo Archives  
Rnc Rob Northern Crunched  
PKZIP Archives  
ARJ Archives

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```
Power Packer v2.0 Packed
Ice! Packer
Crunch Mania Crunched
RAR Archives
GZIP Archives
XPK Compressed (BLZW,IMPL,MASH,NUKE,RDCN,SHRI,SMPL,SQSH)
StoneCracker 4.0.x Packed Data

Anims/Movies
~~~~~
    IFF Anims
    MPEG Movies
    AVI Movies
    MOV/Quicktime Movies

Misc
~~~~
    Lightwave Objects/Scenery
    Imagine Objects
    Workbench Preference Files
    VISTA DEM & Script Files
    Amigaguide Documents
    Amiga Datatypes
    Amos Data Files
    Amos Basic Programs
    Write PC Documents
    MIDI Music Files
    WordWorth Documents
    Amiga Executable Programs
```

## 1.9 Disk2File

```
Disk2File
~~~~~
```

This will simply save the entire contents of a disk as a file.  
The created file can then be scanned using RiPIT.

The disk can be either a standard disk or a non-dos (NDOS) disk.  
To use Disk2File, click the Disk2File button and follow the  
on-screen instructions.

Once Disk2File has finished, the file can be loaded and scanned like  
any other file (although some of the data in the file maybe packed  
with Rnc or ATN! etc..).

NOTE: You will only be able to Load and Scan the Disk2File file  
(that you created) if you have enough available RAM. Also,  
If the saved file is not visible in the File Requester  
then click on GetDir to update the Requester.

## 1.10 History of RiPIT

### History

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The Latest version of RiPIT can be found at:

<http://www.ratzo.force9.co.uk>

07/04/98 v1.51 - Updated new email address  
Updated new homepage info  
Minor changes

29/01/98 v1.50 - Added THX module format  
All types of MED now supported  
Company name changed  
Minor bug fixes

22/08/97 v1.40 - Now scans Fastmem!  
Disk2File built in  
Auto detects chip and fast memory  
FastTrackerII & Impulse Tracker added  
Changed GUI and buttons

08/08/97 v1.40B - Beta test version  
Problems detecting fastmem correctly  
Several code fixes

01/08/97 v1.35B - Unreleased test version

19/07/97 v1.34B - Unreleased test version

27/06/97 v1.33 - ScanMode buttons  
Fixed bug on file requester if file not found

29/05/97 v1.32 - Better AutoSave and Speed displays  
Changed GUI  
Minor updates

23/05/97 v1.31 - SuperSpeed option  
Upto 100% speed increase over v1.30  
Minor code changes

24/04/97 v1.30 - Improved Multitasking  
Added StoneCracker format  
Now finds Amiga Executables  
Speed Test added  
AutoSave indicator  
Module ident tag

18/04/97 v1.22 - Minor code changes  
Sample info for mods  
Header display now has relative offsets

08/04/97 v1.21 - Now finds all XPK formats with length fix  
Sample length bug fix  
Minor changes

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17/03/97 v1.20 - 20% speed increase  
AutoSave feature  
Scan ALL-TYPES mode  
New formats added  
MED and BMP lengths fixed  
Minor bug fixes

20/02/97 v1.12B - Another Beta test version.

13/01/97 v1.11B - Unreleased test version.

09/11/96 v1.10 - Faster searching.  
Now rips S3M modules.  
Views IFF pictures  
Disk2File DOS/NDOS utility added  
Now plays OctaMED/MED modules & IFF samples  
Menu 'quick' Keys  
Optimized Code  
Rips Write docs, RAR & GZIP Archives  
Improved GUI and Error trapping.  
IFF picture/sample length calculations fixed  
Easy Register from menu

01/11/96 v1.09B - Unreleased test version.

05/08/96 v1.00 - First release  
AmigaGuide written etc..

02/08/96 v0.94 - View header function  
Auto save name & extensions added

28/07/96 v0.93 - Anims & Misc modes

23/07/96 v0.92 - Arc/Crunch/Pack mode  
Made search routines much faster  
Fixed several bugs

17/07/96 v0.91 - Samples mode  
Allowed playing of modules  
Module calculations added

08/07/96 v0.90 - More Module & Picture formats  
Now scans Chip-Mem

14/06/96 v0.80 - Test version  
Very slow at searching  
Only a few formats

## 1.11 About the Author

About the Author

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RiPIT is SHAREWARE, you may distribute it to anyone you like.

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Barnoldswick,  
Lancs. BB18 5LH.  
England, UK.

- \* Please make all cheques/postal orders payable to J.A.Ramsden
- \* I will not be held responsible for money lost in the post.  
The Registration code will only be issued when the money  
is received.
- \* For a fast reply please send me your email address (if you  
have, or have access to one)

You will be sent your own personal RiPIT Registration code.  
To use this code simply select Register from the menu, and  
enter the code exactly as stated.

The Registered Version will:

- \* Save:  
OTHER PICTURES  
OTHER MODULES  
SAMPLES  
ARC/PACKED/CRUNCHED  
ANIMS/MOVIES and MISC files.
- \* Get rid of the annoying PLEASE REGISTER!!! message when you quit
- \* The registration code you are given will work on all future  
versions of RiPIT 1.x

Lets keep the Amiga alive and keep supporting Amiga Shareware!

## 1.13 Many Thanks to...

I would like to thank the following people for their excellent  
programs and inspiration that made RiPIT possible.

|                             |                    |
|-----------------------------|--------------------|
| Gryzor                      | »» Pro-Wizard      |
| Turbo & Marley of Infect    | »» Exotic Ripper   |
| Insane Warrior & StarWriter | »» Jack THE Ripper |
| Buggs of Defect             | »» Noiseconverter  |
| Cyborg of N.G.C             | »» ChipSaver       |
| C. Nowak                    | »» CheckCrunch     |

I would also like to thank the following for their help,  
support and Beta-testing of RiPIT.

|                   |                                 |
|-------------------|---------------------------------|
| Henrik Nilson     | - Swedish AmigaGuide Translator |
| Dominic Cresswell | - Betatester                    |
| Kris King         | - Betatester                    |
| Ben Wyatt         | - Fastmem Help                  |

Jennie Suarez      - Thanks for being amazing! :)