

**AlgoMusic**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> AlgoMusic	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		April 16, 2022
<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AlgoMusic</b>	<b>1</b>
1.1	Welcome to the AlgoMusic documentation . . . . .	1
1.2	Copyright . . . . .	2
1.3	Archive Contents . . . . .	3
1.4	Introduction . . . . .	6
1.5	Requirements . . . . .	7
1.6	Installation . . . . .	7
1.7	Usage . . . . .	8
1.8	Configuring Samples . . . . .	10
1.9	VOLUME . . . . .	11
1.10	FINETUNE . . . . .	11
1.11	PHASERDEPTH . . . . .	12
1.12	phaserspeed . . . . .	12
1.13	FAQ - Frequently Asked Questions . . . . .	12
1.14	Tips . . . . .	14
1.15	Bugs/Problems . . . . .	14
1.16	History . . . . .	15
1.17	Future . . . . .	19
1.18	Wanted . . . . .	20
1.19	Credits . . . . .	21
1.20	Author . . . . .	21
1.21	Registration . . . . .	24

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# Chapter 1

# AlgoMusic

## 1.1 Welcome to the AlgoMusic documentation

AlgoMusic V1.7

(C) 1.11.96 by Thomas Schürger

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

Giftware

Contents

Copyright

Archive Contents

Introduction

Requirements

Installation

Usage

Configuring Samples

History

Future

Wanted

FAQ

Tips

Bugs/Problems

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Credits

Author

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.

Two more fast-access e-mail addresses are now available!

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

## 1.2 Copyright

Software Copyright

-----  
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. Crunching with any good packer or other archivers available to the public is allowed, of course, 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.

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, A4000s, Ferraris, swimming pools, bungalows and MIG 29s are preferred) if you like AlgoMusic. I'll accept small financial donations as well, of course. For private use all these suggestions are not actually a "must", but that 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.

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

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(BBS, WWW, FTP, CD-ROMs, ...)!

### 1.3 Archive Contents

Files supplied in this release archive

Listing of archive 'AlgoMusic1\_7.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
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=15500 PHASERSPEED=120 FINETUNE 1000					
39576	17469	55.8%	25-May-96	16:03:54	AlgoMusic/Acid/Wet4
: PHASERDEPTH=10500 PHASERSPEED=100 FINETUNE=1378					
58908	29754	49.4%	01-Nov-96	13:29:28	AlgoMusic/AlgoMusic
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
419	252	39.8%	27-Jun-96	22:14:52	AlgoMusic/AlgoMusic.prefs
22656	10755	52.5%	01-Nov-96	13:19:30	AlgoMusic/AlgoMusicPrefs
662	312	52.8%	01-Jun-96	12:17:52	AlgoMusic/AlgoMusicPrefs.info
4926	2806	43.0%	28-Mar-96	19:00:30	AlgoMusic/Bass/TechBass
: FINETUNE=1000 VOLUME=56					
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
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=2500 PHASERSPEED=40
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
7000 5119 26.8% 19-Nov-92 16:07:04 AlgoMusic/melody/Metallic
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=1500 PHASERSPEED=18
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
30568 24367 20.2% 14-Mar-96 20:39:44 AlgoMusic/Rhythm/BreakBeat-1
: FINETUNE=2100
21120 14225 32.6% 08-Oct-96 22:10:08 AlgoMusic/Rhythm/breakbeat-10
: FINETUNE=-9900
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
40138 30563 23.8% 15-Feb-95 22:25:34 AlgoMusic/Rhythm/BreakBeat-4
: FINETUNE=8500
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
26466 24776 6.3% 07-Jul-96 23:30:20 AlgoMusic/Rhythm/breakbeat-8
: FINETUNE=-2580
21816 15021 31.1% 07-Jul-96 23:39:54 AlgoMusic/Rhythm/breakbeat-9
: FINETUNE=-9000
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
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
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					
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					
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
21948	17276	21.2%	20-Apr-96	14:07:00	AlgoMusic/Speech/4-TheyWereJustDreams
: FINETUNE=-5000					
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
 360      153 57.5% 01-Nov-96 12:37:48 file_id.diz
58432    29415 49.6% 01-Nov-96 13:33:20 AlgoMusic/AlgoMusic.020
10727    3416 68.1% 01-Nov-96 13:48:42 AlgoMusic/Install
47039    19531 58.4% 01-Nov-96 13:55:06 AlgoMusic/AlgoMusic.guide
 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
 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=1500 PHASERSPEED=20
 6120     4241 30.7% 28-Mar-96 19:00:06 AlgoMusic/Bass/Pluk.01
 7722     6128 20.6% 28-Mar-96 19:00:12 AlgoMusic/Bass/PlunkBass
: FINETUNE=1000
 2612     2490  4.6% 28-Mar-96 19:00:22 AlgoMusic/Bass/PlunkBass2
 7048     5162 26.7% 09-May-96 23:08:22 AlgoMusic/Bass/Tallic
: VOLUME=30
 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
-----
1708386 1197148 29.9% 01-Nov-96 13:57:28 131 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 for MUI 3.x is included since V1.5, but it's still not possible to save the preferences.

## 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

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: Install AlgoMusic](#)

## 1.7 Usage

Upto this stage, AlgoMusic can only be started via Shell or using "Execute Command" via Workbench. Otherwise no direct parameters can be passed.

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
```

Flag Argument

Flag	Argument	Description
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).
- 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.
- 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().
-

---

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:

---

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 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!

## 1.9 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.

## 1.10 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:

```
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).

## 1.11 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.

## 1.12 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!

## 1.13 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 do not correctly read filecomments when using the DOS 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  
initial 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.

## 1.14 Tips

ToolsDaemon

-----

If you are using the great tool called "ToolsDaemon", 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!

## 1.15 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!

## 1.16 History

### Release History

-----

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

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.

## 1.17 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! :)

## 1.18 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.

---

## 1.19 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 Used some of their samples from Christian Cyréus               MusicLineEditor.

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

## 1.20 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: T.Schuenger@lcs.ndh.com  
or: schuerge@cscip.uni-sb.de               (yes, it's spelled correctly!)  
or: thsc0034@stud.uni-sb.de



Sending your mails to all four 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/>

-----

Please rate AlgoMusic on Aminet!

Simply send a message with no subject.

Recipient: Aminet-Server@aminet.org

Contents: rate mus/misc/AlgoMusic1\_7.lha <number>

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

If that does not work, please use lowercase letters for the archive name.

-----

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 20.- DM (or \$15 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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=QGMv
-----END PGP PUBLIC KEY BLOCK-----
```

## 1.21 Registration

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

Author  
about that (silly questions are welcome!).