

ExoticRipper

COLLABORATORS

	<i>TITLE :</i> ExoticRipper		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

ExoticRipper

1.1 ExoticRipper® V2.26

INFECT' s

ExoticRipper® 2.27

programmed by

René "Turbo" Trolldenier
and
Mark "Marley" Leitiger

Introduction

Copyrights

Distribution

ProgramStart

Commands

Hints

Configuration

Soundformats

Bugs

History

Registration Info

Addresses

Greetings

1.2 copyrights

COPYRIGHTS

The ExoticRipper® Package is Shareware!

© 1992-95
by René Trolldenier and Mark Leitiger
All Rights Reserved

Send 15\$ or 20DM to one of the
authors
if you frequently use this
program. By sending the Shareware fee you become a
registred
user.

Kickstart/Workbench 1.2, 1.3, 2.0, 2.1, 3.0, 3.1
are Copyright © 1985-1994 Commodore-Amiga, Inc.
The Reqtools Library is © by Nico Francois.
The XFD-Master Library is © by Georg Hoermann.

Pay attention: even computer music is copyrighted!
You are not allowed to use, sell, rent or play any sound
modules to the public ExoticRipper® finds in memory!
If you want to do so contact the music's author.

1.3 introduction

INTRODUCTION

This program is for detecting the largest variety of musicformats
available for the AMIGA®. Detection is possible in both a dynamic
buffer you can read any data to and in specified valid system
memory ranges. At the moment a total of 82 different
Soundformats
can be detected. ExoticRipper® offers a CLI like console ↔
interface
to the user. If the
Reqtools Library
is present in LIBS: reading
and writing checkdata or modules is performed via filerequesters.
ALWAYS REMEMBER: ExoticRipper® is no brain replacement project!
The authors take no responsibility in breaking your machine.

ExoticRipper's® aim is to make you
boldly hear what no man has heard before...

1.4 distribution

DISTRIBUTION

PD Distributors are free to distribute this package in its entirety! Following files MUST be included:

```
ExoticRipper
ExoticRipper.info
ExoticRipper.020
ExoticRipper.020.info
ExoticGUI
ExoticGUI.info
S/Exotic.config
L/Keyfile.readme
DOC/ExoticGUI.Guide
DOC/ExoticRipper.Guide
DOC/ExoticRipper.RegForm
DOC/ExoticRipper.ModList
DOC/EaglePlayers.batch
LIBS/ReqTools.library
LIBS/ReqTools13.library
LIBS/XFDmaster.library
LIBS/XFD/#? (several decruncher slaves to the master library!)
```

The latest ExoticRipper@ version is always available on AmiNet and on FuNet.

1.5 registration

REGISTRATION

To register send 15\$ or 20DM and a disk to one of the authors

German users should add a 1DM stamp. With your personal keyfile you will get both the latest 68000 version and the 68020+ optimized version. Generally this works the faster the less work we have to do, i.e. sending a stamped, self-addressed envelope is the best to get an instant reply.

People from other countries than Germany should always send 15\$ cash or (to save money) send an EuroCheck addressed to one of the authors about 20DM. Another way is to send a postal money order. Any other payments can not be accepted as to substantial bank fees we would have to pay.

To get a free update you simply send a disk plus postage (or 2\$). By the way: there will be a lot of features disabled if no personal keyfile is located in L:

If possible, use the EXOTICRIPPER REGISTRATION FORM . Thanks.

1.6 bugs

KNOWN BUGS

The ExoticRipper® will probably not operate correctly with an 68040 processor running with CopyBackCache under KickStart1.3. The maximum size of a range to scan for modules is 33.5 MByte. If the actual range is greater the percentage display will be scrambled. (But try to rip in a range of 33.5 MByte—you should have a lot of time!!!)

Actually there may occur enforcer hits especially when ExoticRipper® is scanning nonallocated memory. However there is NO illegal write done at any address.

This is no bug: either when ExoticRipper® shall be quit, new file(s) shall be read or the DA-command is used any free'd memory will be cleared, it may take some time on a lot of KBs. Although we're working hard to make just real modules detected by ExoticRipper® there cannot be a guarantee that everything you will find using it is really a soundmodule. Vice versa it might be that some module is not detected, too. Mostly this is due to the module itself. Somebody has scrambled the module's structure or changed the replayer or there are data missing to calculate the right module size. However these are very rare cases, be sure. For more information on this read the description of all detectable

Soundformats

If autodecrunching is activated there is a plus of 4 bytes to the loadbuffer in single file mode. I.e. if there is a file which has the size of 30713 bytes and which is not really packed the ripper says: buffersize 30718 while loading. This is for safety only, just in case the file was to be decrunched. Without autodecrunching disabled the buffersize would be 30714, i.e. an even size, a.s.o. with multifilemode.

Some decrunchers (esp. Imploder) need huge buffers to depack. Using XFDmaster-library this buffer is attached to the real depacked data, that's why the decrunched filesize itself is often a little bit shorter than the decrunched data buffer exotic ripper receives from the library. Of course you could copy the real data to another buffer and free the old one, but memory is dear.

THIS IS NOT A VIRUS:

During file loading, with autodecrunching, the Exec-function AllocMem is patched. It does no harm to any other program than ExoticRipper itself, just for decrunching purposes.

1.7 hints

Hint No.1:

EXAMPLE:

HOW TO RIP THE MUSIC FROM JORMAS'HC01 INTRO:

There is a Player60a module in this intro, which uses external sampledata. To get hold of the data do the following:

- boot system with no startup-sequence
- start ExoticRipper@
- enter
 - MEMPATCH C
 - arrange the DOS-window and the ripper-window in a non-covering way
- type the intro name (no return yet!)
- grab your mouse
- press return, and instantly after (while the intro decrunches) activate the ripper window by clicking the left mouse in it
- quit the intro
- enter
 - H 35
 - ...
- enter
 - SMP 35
 - ...
- save moduledata and samples using
 - WD
 - and
 - WD
 - (try the above without 'CHIP' command)

Hint No.2:

EXAMPLE:

HOW TO RIP THE MUSIC FROM VIRTUAL DREAMS' CHAOS INTRO:

This

Player50a module got packed separate sampledata at address \$4000. As the sample format is non-standard to P50a and because the intro seems not to be decrunchable by common tools you have to rip AFTER executing the intro. This is hard to realize as it is a fake intro: no mousebuttons will help exit! Thus you as a bright user install that reset-patch before starting the intro. At that very moment you hear the music just reset the AMIGA and load ExoticRipper, adjust the searchrange with

```
a h
provided
```

the usual screen conditions appeared while resetting. See that

```
RESET-command
```

. That's it: ripping continues as known. Of course you won't have a chance without the

```
SMP-command
after the song-
```

data were found.

Of course you do not succeed in ripping that module with the ordinary

```
bootblock
: that low memory ($4000) is simply "destroyed".
```

1.8 commands

COMMANDS

```
Hunt For Soundmodules:
  H      Continue Hunting:
  C      Set Searchrange:
  A      Read File(s):
  R      Read Disk:
  D      Write Module/Memory:
  W      Write Songdata:
  WD     Write Sampledata:
  WS     Hunt For Sampledata:
  SMP    Clear Memory:
  CM     Deallocate Memory:
  DA     Shift Buffer:
  SB     Dump Memory:
  M      Install Exotic-Boot:
  BOOT   Find String:
  F      Information:
  I      Set Origin:
  O      Show Help:
  ?/HELP Install Reset Patch:
  RESET  Install MemoryPatcher:
  MEMPATCH
```

1.9 a-command

A-COMMAND

This command sets a searchrange to scan for modules. You can enter A without any option and the actual searchrange will be displayed. A 40000 60000 sets the range to \$40000-\$60000. If the second argument is missing just the start of range will

be set, end of range is kept. The R option resets the range to standard values, if an allocated read buffer is present the range will be set to the buffer's borders again. The C or F option sets the range to chipmem or fastmem. The lower borders of these ranges are calculated by ExoticRipper® at the startup: the lowest non-destroyed chip and fastmem areas are detected once at this time! Upper borders are checked using system memory lists.

A special command, just useful if the Exotic-bootblock was executed before, is A with the H option. Then the range will automatically set to the protected chipmem image in a higher memory area the address of which is in \$100.w . The

origin

is

also adjusted to a correct value.

1.10 o-command

O-COMMAND

This command allows relocation of (commonly) chipmem images which were produced by the Exotic-bootblock or any freezer. It is just important for the

SMP

command at the moment. If no

buffer is used origin is set to 0 as all memory addresses are original. If there is a read buffer it is invalid and must be set by you. It works like this: assumed you have a chipmemory image saved from address \$100 to \$80000 which was loaded into Exotic's read buffer. All you have to do (if you want to use the

SMP

command somewhen) is to enter O 100 for the ripper to translate all important addresses scanning for sampledata.

The R option just resets the origin value to standard zero.

1.11 h-command

H-COMMAND

All the most important command at all. It starts the hunt for all known sorts of modules (or the last argument of module) if no argument is attached. If yes only that sort of module is scanned for. See valid argument numbers: known

Soundformats

There can be defined special ripmodes in

Exotic.config

file.

These ripmodes are activated by any of -1,-2,-3 or -4 option.

When a module was found its brand, its location, its size (if

there are/could be separate samples just the songdata size) and a possible name are printed. Hunting can be aborted by pressing the Escape button with the ExoticRipper window activated. To continue see the C-Command

.

1.12 help-command

HELP-COMMAND

Shows a short view of all available commands.

1.13 i-command

I-COMMAND

Shows a sorted list of all detectable soundformats as like as some sort of about text.

1.14 m-command

M-COMMAND

Dumps from by argument specified memory location 256 bytes in a manner which is known from any monitor program. If no argument is attached the actual modulestart or, if found, the actual samplestart is displayed. Otherwise the beginning of either the readbuffer, if existent, or the searchrange start is displayed as hexread with some ascii conversion. If some string occurrence has been detected with the F-command M will display that one.

1.15 c-command

C-COMMAND

This is to continue module hunting after aborting or after some module was detected. Attention: the actual module will be lost! You can also use the option R after module-detection. This will 'skip' the actual module-length. Be carefully: If you use the R option, you should be sure, the actual module was correct -If not, you may will detect nothing!

1.16 r-command

R-COMMAND

Produces an allocated readbuffer and reads a file or more to it. If the ReqTools-library is in LIBS: you are confronted with a convenient filerequester which also allows multiselected files. Should there be "AUTODECRUNCH=YES" in the configuration file then ExoticRipper tries to decrunch every single file using the

XFDmaster library

if available. Some file may not be decrunched if it was multiselected with others, this is due to some decrunchers using much memory and sophisticated coding which is actually better to handle if the file is selected on its own. This generally applies on Imploder and Titanics cruncher.

However, ExoticRippers@ aim is not to waste memory ! That's why there is a patch to Exec-library's AllocMem function just during loading/decrunching files, it is not a virus and it is harmless to any other programmes running!

If a memory address is attached like "R 40000" the ripper tries to allocate a block of filesized memory at the very address. Should there be no memory available at that location, you will be warned to cancel the operation.

1.17 d-command

D-COMMAND

Produces an allocated read buffer and reads from a diskdevice chosen by a simple requester. There should be 2 arguments: the first one is the startblock, the 2nd represents the number of blocks to be read. As a 3rd argument an absolute address can be attached. See

R-COMMAND

To read a whole disk you could type "D 0 1760". Generally a mere "D" does the same action.

1.18 w-command

W-COMMAND

Another vital command. If some module was detected W just writes it to disk. If not it will fail. There can be 2 arguments representing a hexadecimal startaddress plus endaddress:

W 280000 300000 writes memory from \$280000-\$300000 to disk.

See

WD-Command

and

WS-Command
.

1.19 wd-command

WD-COMMAND

Writes songdata to disk. No arguments supported. This command is just working if some module that has/could have separate sampledata was detected before. Indeed even if the samples are behind the songdata just the songdata are saved. If you want to save all the module use the

W-Command
.

But there is guarantee that the samples ARE behind the songdata! For safety use the

WS-Command
.

1.20 ws-command

WS-COMMAND

Writes sampledata to disk. No arguments supported. This command is just working if some module that has/could have separate sampledata was detected before and the

SMP-Command

was success-

fully used. No arguments required.

1.21 x-command

X-COMMAND

We have no idea what this command is for...

1.22 da-command

DA-COMMAND

This is command for those of us who are short of memory. If present an allocated readbuffer will be flushed. If not the protected module and, if there were detected any, the sampledata are released. I.e. DA produces zerofilled free memory of the buffer

or protected module/samples. No arguments needed.

If no one of the above memory areas could be de-allocated the ripper looks for a chipram image produced by the bootblock or the reset-patch and tries to free the memory.

1.23 sb-command

SB-COMMAND

SB is a command to copy all bytes of an allocated buffer one position higher. This is useful for a few cases where there are modules on odd addresses. This is NEVER possible, if the module was already played! Sometimes there can be modules on non DOS disk at odd positions. Generally you cannot rip on odd address with a 68000-68010 processor. There is a special guru meditation reserved... Thus just ExoticRipper@ 68020 allows setting odd searchranges. However the easiest way is to enter SB after no module was found in a diskreadbuffer or (in extreme cases) in a filereadbuffer. No arguments needed. Relocation with the

O-Command
is obsolete afterwards!

1.24 cm-command

CM-COMMAND

Using this command is always recommended BEFORE any program with some music to rip is started. Even before resetting the AMIGA@ it is useful. Result is a faster ripping process. CM just disables the system while clearing ALL nonused/nonallocated system memory. After this everything will be ok again. The command makes no sense if you rip from an allocated read buffer, however clearing is performed anyway. No arguments.

1.25 smp-command

SMP-COMMAND

You need this command if you want to rip separate sampledata of the following kinds of modules. Before using an

origin
must

be set, and the songdata must have been detected (unless otherwise not mentioned, ->

VectorDean
,..), at least to calculate

the right samplesize. ExoticRipper@ tells you when to use it.

- - VectorDean
(37):
 - o always external samples
 - o sampledata can be found on their own,
but then there is no sizecheck possible
- - Player5 0a and 6.0a
(35):
 - o sometimes external samples
- - Old JasonPage
(2f):
 - o always external samples
 - o sampledata can be found on their own,
plus a sizecheck is possible
- - TFMX
(18):
 - o always external samples
- - StarTrekkerAM
(17):
 - o always external synth-instruments
 - o data can be found on their own,
size is always 8336 bytes
- - Promizer4.0
(3a):
 - o sometimes external samples
- - Player4.xx
(2e):
 - o sometimes external samples
- - Hippel COSO
(1e):
 - o sometimes external samples
- - TrackerPacker3.1
(3f):
 - o sometimes external samples

The SMP-Command has always one argument, the module identifier. If no loadbuffer is present all memory is scanned for references or sampledata in itself. Otherwise the actual searchrange will be used. SMP's execution is quite fast and cannot be broken or

continued, actually. To save detected data use
WS

.

1.26 boot-command

BOOT-COMMAND

This command may be not interesting for you, if you can use a ActionReplay® or some other freezer. If not it allows to install an bootblock which produces a chipmem image in a higher memory area, which can be used like an allocated read buffer to hunt for modules and samples. See

A-CMD

.

Following memory configurations are supported/tested:

1MB chipmem only: o lower 512KB are copied to upper 512KB
2MB chipmem only: o lower 1MB is copied to upper 1MB
chipmem and fastmem: o all chipmem is copied to fastmem
 provided there is enough

Generally you cannot expect memory areas lower then \$8000 are not destroyed. Anyway a bootblock produced chipmem image will start at location \$2000. With good luck intact memory can be as low as \$6000, maybe lower with older systems. Of course 1MB chipmem with Kickstart1.3® is always destroyed after reset due to that ROM bug.

The bootblock installing depends on the previous filesystem the disk to put the bootblock on to has got. Installing to any DOS disk keeps the filesystem intact, other disks will become old filesystem disks. I.e. FFS-disks stay FFS-disks.

1.27 f-command

F-COMMAND

This one allows you to detect any string of ASCII following F as an argument, don't forget the " or '. In case the argument starts with a \$-sign F seeks for the bytestring following it. If any occurrence is detected (lower and upper cases are equal) its address is printed and you can use

M

to view

the specified memory. To continue searching enter just F. This command's execution can't be broken. It always applies to the actual searchrange set.

Examples: F "testsong" and F 'TestSonG' find all the same
F \$4e75 any RTS assembler opcode will be found

1.28 reset-command

RESET-COMMAND

RESET installs a resident chip memory copier similar to the actual boot copier. But it copies chipmemory beginning from address \$f00 to a safer area: which is preferably fastmemory. At every reset there will be some weird colors indicating the patch copying the chip memory to a safer area. If this is finished the screen gets light blue, then you have to press the left mousebutton to keep on working or , to get rid of the patch, just reset the AMIGA again. If after that light blue screen some sort of reddish or yellowish screen appears then there is something wrong with the allocation of either the save memory area or with the installed reset patch routine. I.e. operation is uncertain: the patch is immediately removed. Ripping from the saved chip memory works as like as with the present bootblock mem copier. See

A-Command

Following restrictions apply to using RESET:

- the save memory area is always allocated
 - > remove patch to get memory back
- 1MB chipmem with KickStart versions prior to V36 cannot be patched
- there must be at least 1MB chipram to allow the mem copy (lower 512kb are copied to higher 512kb)
- 2MB chipmem are split: 1MB is saved in the upper 1MB
- if there is fastmemory following sizes must be available:
 - 512KB chipmem: -> 1MB+ fastmem
 - 1MB chipmem: -> 2MB+ fastmem
 - 2MB chipmem: -> 3MB+ fastmem(if not copy performs inside chipmem!)
- there must not be another resident program installed, else RESET fails, same to previously installed RESET patch

1.29 mempatch-command

MEMPATCH-COMMAND

This changes the way memory allocations by foreign tasks are served. If you enter 'MEMPATCH C' this works a little like nofastmem, and it does not affect the ExoticRipper® itself. The other possible argument 'R' patches memory allocation to be reversed, i.e. memory is filled from upside down and you can operate the ripper without destroying possible sounddata or , most important, module-replaycode which is needed to locate separate samples.

Actually this command is useful in connection with ripping external samples from intros or other programmes which can be quit after running. See

hints

1.30 eagleplayer®

COMMERCIAL BREAK

For the highest listening pleasures the ExoticRipper® staff recommends you to use EaglePlayer®. If you are very low on memory or processor power use DeliPlayer1.x®.

(BTW.: DeliTracker2.x® + DeliWizard® is a great team to replay ProTracker clone formats in a style guide way)

(space for rent)

1.31 soundformats

DETECTABLE SOUNDFORMATS

00: Multisearch Mode
01: BPSoundMon2.0-3.0
02: DeltaMusic2.0
03: Digital Mugician
04: Jochen Hippel 7Voices
05: FutureComposer 1.3
06: FutureComposer 1.4
07: Jochen Hippel
08: JamCrackerPro
09: MED/OctaMED1.x-5.0
0a: MarkII Sound System
0b: SoundTrackerPro3.0
0c: NoisePacker1.0-3.0
0d: Promizer1.0-2.0

0e: ProPack2.1-3.0/CRB-Pack./ModProt.1.0
0f: ProRunner1.0
10: Quadra Composer
11: Puma Tracker
12: Sonic Arranger (PC)
13: Sound FX1.3
14: SIDmon 1.0
15: SIDmon 2.0
16: SoundTracker2.6
17: ProTracker & similars
18: The Final Musicsystem eXtended (TFMX)
19: Digital Sound Studio (DSS)
1a: The Musical Enlightenment (TME)
1b: Maniacs Of Noise
1c: Chip-tracker (KRIS)
1d: Oktalyzer1.x
1e: Hippel-COSO
1f: Fred
20: UNIC-Tracker1 & 2
21: MusicAssembler
22: ProRunner2.0
23: David Whittaker/J.C.Brooks
24: Synthesis/InStereo!
25: Martin Walker/Activision Pro
26: Actionamics Sound Tool V0.1
27: Morten Grouleff's musicprogram V0.9
28: ICE-Tracker1.x
29: Sound FX2.0

2a: Old SoundTracker
2b: DeltaMusic1.0
2c: ProPacker1.0
2d: Tronic Tracker
2e: The Player 4.xx
2f: Old Jason Page
30: Face The Music
31: MaxTrax 1.x
32: AProSys
33: MajorTomPlayer V2
34: NoiseTracker (Packed)
35: The Player 5.0A/6.0A
36: Game Music Creator
37: VectorDean
38: Digital Illusions
39: EurekaPacker
3a: Promizer4.0
3b: AMOS-Basic Konverter
3c: SKYT-Packer
3d: MCMD
3e: Voodoo Supreme Synthesizer
3f: Tracker Packer 2.0 - 3.1
40: SynTracker
41: Kefrens Sound Machine
42: Tracker Packer 1.0
43: StarTrekker (Packed)

1.32 programstart

PROGRAMSTART

Make sure you have both the
 Reqtools Library
 in your LIBS: drawer
 and
 exotic.config
 file in your S: or ENV: resp. ENVARC: drawer.
 The lowest supported Reqtools.library is V38. There should also be
 the
 XFDmaster library
 and its slave libraries installed. Lowest sup-
 ported version is V33. If either of these files is not there you are
 faced a less convenient usage! To obtain the lowest possible memory
 usage you can start ExoticRipper® with any CLI option and no Req-
 tools-library, XFDmaster-library nor configuration file will be
 loaded. At the moment of the program's start it checks for the lowest
 unused memory block of a size of at least 2 KByte in both chip- and
 fastmemory to adjust the searchranges in a sensible way. The lower
 the searchrange start is the better are your chances to get some
 music ripped after running a program that plays a module.
 ExoticRipper® is running under any non-obsolete Kickstart® version.
 ExoticRipper® is also startable from Workbench®. There are no tool-
 types supported at the moment.

1.33 configuration

CONFIGURATION

The configuration file is not absolutely necessary but strongly
 recommended for optimum usage. It can be placed either in your S:
 directory or in ENV: resp. ENVARC:. Characters must not be
 case-sensitive in any way. Also comments are allowed. To write an
 comment, use the standard C-like comment strings (eg. /*
 comment... */) or simply an asterisk (*) or an semicolon (;).

Here is an explanation of all current keywords and qualifiers:

MODULESKIP=YES

- this line lets ExoticRipper® skip moduledata which were detected
 before using the C- command
- with possible external sampledata only plain songdata are skipped
- WARNING: wrong modules are also skipped, that's why the ripper
 claims he had found a 'possible module'

AUTODECRUNCH=YES

- switches ExoticRipper® to use the
 XFDmaster library
 and its

slaves

- all files detected as crunched some way or another are now automatically depacked to the ripper buffer

DEFDIR="DH3:modules/"

- default directory for the Reqtools file requester path

WINDOW=0,20,800,580

- default window position and size
- ATTENTION! Don't make the window larger than 9999x9999 pixels!(If anyone will run his Workbench with 20000x20000 pixels ?!?)
- all values must be decimal

FONT="topaz",8

- any nonproportional font can be used, but there are some limitations in the fontsize - the fontsize must be at least between 5 and 99 pixels.
- fontsize must be decimal
- NOT YET SUPPORTED!!

OVERWRITE=NO

- switch for an asking requester to replace existing files
- if YES a file will be overwritten unreportedly

REFRATE=5

- time between updates of Actual Address Display in 1/50 sec. (PAL)
- should be set as low as 20 when a 68000 processor is installed
- value must be decimal

VIEWPROC=YES

- viewmode for Address Display
- YES enables the percentage display

COMMENT=NO

- Will toggle the comment-string (ExoticRipper x.xx by....)
- Set to NO if you use XScan from Xfh package or XScan option in your XFH device mountlist-entry, because XFH/XScan will NOT use comments for faster Examine(), if any comment is already present.
- This option needs an registered user!!!
- NOT YET SUPPORTED!!

CUSTOM*="Fast Scan"

- introduces a custom ripmode definition
- * is a number from 1 to 4
- "Name" for custom ripmode to print when it is used
- following lines will be interpreted as ripmode numbers, if no comma was detected behind the 1st ripmode number
- ripmode numbers MUST be HEXADECIMAL!!!
- ff ends the custom mode definition

STARTING HINTS

68000 users should do following changes to achieve maximum ripping speed:

REFRATE=20

- set a less frequent address display refresh

and if you feel better set:

VIEWPROC=NO

- disable percentage display

1.34 contact

ADDRESSES

to contact the authors write to:

Mark Leitiger
Freiherr-vom-Stein-Strasse 12
D-39108 Magdeburg
F.R.Germany
E-mail: marley@cs.csmd.tu-magdeburg.de

René Trolldenier
Astonstrasse 43
D-39116 Magdeburg
F.R.Germany

Maltese users write to:

Stephen Mifsud
"Gardenia"
Triq Il-Batterija
Qormi (QRM 09)
Malta

1.35 greetings

GREETINGS

Greetings and thanx for their work on amiga music must go to:

Digit/Delite for the additional Ripping Tutorial
Gryzor for the ProWizard
Defect for the Eagleplayer
Delirium for the DeliTracker
KIWI/Effect for the Perverter
Nicholas Clarke for the work on System Freezers
Christian Marz for his big archive of modules

1.36 multi

« MultiSearch Mode »

- 'H 00' hunts for all known modules

1.37 mw

« Activision Pro »

- soundsystem using a variety of samplebased and hybrid effects
- subsong possibilities
- done by Martin Walker? /1986-93?
- particular: replayer always in front
 · replayer code still really confused and unoptimized
 · this soundsystem is one of the ugliest we know, but
 it will noise really good!!!
 · mostly found in older Activision games (RType etc.)
- detection: hard job
- size calculation: hard job

1.38 ast

« Actionamics Sound Tool V0.1»

- samplebased soundsystem with hybrid (& synth?) effects
- subsong possibilities
- done by Michael Kleps /1992?
- particular: may an improved
 Sidmon2
 , because the same creator??
 · more modules needed (we've only Dynablasters ingame)
- detection: easy

- size calculation: good job

1.39 mg

« musicprogram by Morten Grouleff V0.9 »

- nice soundsystem using a variety of samplebased and realtime synth effects
- done by Morten Grouleff /1990
- particular: replayer always in front
 - up to 255 instruments (WAVE and FX)
- detection: easy
- size calculation: easy

1.40 it

« IceTracker 1.x »

- simply a very bad Tracker Clone
- done by IcePic /1992
- detection: easy
- size calculation: easy

1.41 sfx2

« SoundFX2.0 »

- SoundTracker clone using some extra commands
- ©1990 Line1 Software
- particular: simply the same like SoundFX1.3
 -
 - except use of 31 samples
- detection: easy
- size calculation: easy

1.42 bp

« BP SoundMon 2.0-3.0 »

- soundsystem using a variety of samplebased and
-

- realtime synth effects
- done by Brian Postma /1990-93
- detection: easy
- size calculation: easy

1.43 dm

« DeltaMusic 1.0 »

- realtime synthesizing soundsystem
- done by Bent Nielsen ©1988?
- particular: predecessor of
DeltaMusic2.0
 - detection: easy
- size calculation: easy

1.44 dm2

« DeltaMusic 2.0 »

- realtime synthesizing soundsystem with real C64 style instruments
- done by Bent Nielsen ©1990
- particular: replayer in front
- detection: easy
- size calculation: easy

1.45 dmu

« Digital Mugician »

- realtime synthesizing soundsystem
- ©1990 Thalamus Software
- detection: easy
- size calculation: easy

1.46 hip7v

« Hippel 7 Voices »

- 7 voice samplebased soundsystem
 - ©1991 Jochen Hippel
 - particular: mostly replayer in front
-

- detection: easy
- size calculation: good job

1.47 fc13

« Future Composer 1.3 »

- samplebased soundsystem with many synth effects
- done by Superzero/Superions /1988-9
- particular: FC1.3 and FC1.0 are identical moduleformats
- detection: easy
- size calculation: easy

1.48 fc14

« Future Composer 1.4 »

- samplebased soundsystem with many synth effects
- done by Superzero/Superions /1989-90
- detection: easy
- size calculation: easy

1.49 hip

« Hippel Soundsystem »

- a samplebased soundsystem with a great variety of synthesized effects
- done by Jochen Hippel ©1988-90
- particular: replayer in front
 - this system was used to create Future Composer 1.0
 - detection: good job
- size calculation: hard job

1.50 jam

« JamCracker »

- realtime synthesizing soundsystem with sample support
 - done by Xag/Betrayal /1990-91
 - detection: easy
-

- size calculation: easy

1.51 med

« MED1.x-5.0 »

- extended
 - ProTracker
 - concept, but able to use synthesized and so-called hybrid instruments
- done by Teijo Kinnunen /1990-94
- particular: all formats (MMD0/MMD1/MMD2) were detected 100%
 - unable to rip V5.0 modules without correct origin, because the module has no absolute offsets
 - with correct origin every V5 module should be ripable
 - we need a replay source too
- detection: easy
- size calculation: easy

1.52 npx

« NoisePacker1.0/2.0/3.0»

- 3 nearly equal
 - ProTracker
 - packer module formats
- NP1.0 was one of the 1st ProTracker packer system + fast replayer
- done by Twins of Phenomena
- detection: easy
- size calculation: easy

1.53 mkii

« Mark II Soundsystem »

- sample based soundsystem with some realtime synthesized effects
 - by MarkII/Quadlite ©1988-89 CACHET
 - particular: supports 52! instruments/samples
 - detection: easy
 - size calculation: hard job
-

1.54 ftm

« Face The Music »

- 8 channels sample based soundsystem
- done by J.Schmidt ©1991 MAXON
- detection: easy
- size calculation: good job

1.55 mcmd

« MCMD »

- obviously a little different
ProTracker
clone
- particular: subsongs possible, packed format
- detection: easy
- size calculation: good job

1.56 vss

« Voodoo Supreme Synthesizer »

- one of the greatest Amiga realtime synthesized soundsystem
- by Thomas Partl /Voodoo Software ©1993
- particular: subsongs possible, upside down arranged moduleformat
- detection: easy
- size calculation: hard job

1.57 ppx

« CRB-/ProPacker2.0-3.0/Module Protector1.0 »

- 5! slightly different formats in one ripmode
- 1)
 - Cryptoburners
ProTracker
Packer:
 - also known as 'Crunched Module Player'
 - done by Heatseeker/CRB in 1991
 - detection: expensive
 - size calculation: good job

2)

- ProPacker2.0+:
- another
 - ProTracker
 - module packer system plus fast replayer
- by Estrup/StaticBytes /1991-94
- most commonly used is ProPacker2.1
- some people deny but ProPacker2.0 is for sure it's predecessor (it is just using 1 single patterntable)
- ProPacker3.0 is nearly the same as PP21 but one of the 2 pattern-tables is dividible by 4 for more replayspeed I guess
- detection: expensive
- size calculation: easy

3)

- Module Protector1.0:
- a format extremely similar to CRB-Packer, but less efficient
- done by: ???
- detection: expensive
- size calculation: easy

1.58 pp10

« ProPacker1.0 »

- one of the first
 - ProTracker
 - module packer system + fast replayer
- done by Azatoth/Phenomena /1990
- particular: patterndata behind sampledata
- therefor the right module size is very important
- detection: easy
- size calculation: good job

1.59 sid

« SidMon 1.0 »

- a real time synthesized soundsystem
- done by Reiner van Vliet /1988
- particular: always with replayer in front
- detection: easy
- size calculation: hard job

1.60 sid2

« SidMon 2.0 »

- real time synthesized soundsystem with MIDI & ext. sample support
- done by Michael Kleps /1989?
- detection: easy
- size calculation: easy

1.61 st26

« Soundtracker 2.6 »

- obviously a little different SoundTracker clone
- particular: just a
 old SoundTracker
 with
 31 samples possibilities
- done by MnemoTrON/Spreadpoint /1989?
- detection: easy
- size calculation: easy

1.62 mod

« Protracker & similars »

1) Protracker

- most used sample-based soundsystem on AMIGA
- done by Lars 'Zap' Hamre ©1990?
- particular: 31 samples/127 patterns useable
 - the STANDARD of nearly ALL tracker clones of today
- detection: easy
- size calculation: easy

2) Protracker similars

- we mean 'Trackers' like Wantonpacker etc.
- simply all 'CLONES' of Protracker, coz
 no new commands, effects etc., except Noisetracker.

1.63 fred

« Fred »

- a real time synthesized soundsystem
 - done by JC & Fred(eric Hahn) /1990
 - particular: replayer in front
 - detection: easy
 - size calculation: hard job
-

1.64 mtp2

« Major Tom Player V2.0 »

- a very C64 like synthesized soundsystem
- done by Major Tom of Classified /1992
(contact us if you dare)
- detection: easy
- size calculation: good job

1.65 p4xx

« The Player 4.xx »

- 3 different systems at all: Player4.0a, Player4.0b, Player4.1a
- a very efficient
 ProTracker
 module packer plus fast replayer
- done by Jaarno Paananen /SaharaSurfers /1992-93
- but all the same data structure
- particular: sampledata can be detached from songdata
 - module will be deinitialized by ExoticRipper®
- detection: easy
- size calculation: easy

1.66 jp

« Old Jason Page »

- a samplebased soundsystem with a great variety of synthesized effects
- done by Jason Page ©1988?
- particular: separate sampledata
- detection: good job
- size calculation: good job
- BTW. If you can send us a Replaysource (may for Deli/Eagleplayer), U will be registered without paying anything!!!

1.67 p50a

« The Player 5.0A/6.0A »

- the most efficient
 ProTracker
 module packer

- plus fast replayer at all
- done by Jaarno Paananen /SaharaSurfers /1993-94
- both types with nearly the same data structure
- particular: sampledata can be detached from songdata
 - player60a can use packed sampledata
- detection: hard job
- size calculation: easy

1.68 gmc

« Game Music Creator »

- SoundTracker clone
- done by Andreas Tadic/©1989?
- particular: the same like other Trackers except some module optimations
- detection: good job (99.9%)
- size calculation: good job

1.69 vd

« VectorDean »

- excellent samplebased sound format with hybrid effects
- subsong possibilities
- done by Andi Smithers/VectorDean & Richard Joseph/©1990?
- particular: mostly used by Richard Joseph
 - sampledata are always detached from songdata
- detection: easy
- size calculation: good job

1.70 di

« Digital Illusions player »

- another
 - ProTracker
 - packer
- done by Digital Illusions/TSL in 1991
- detection: good job
- size calculation: good job

1.71 eu

« EUREKA packer »

- another
 - ProTracker
 - packer
- done by ???
- detection: good job
- size calculation: good job

1.72 abk

« AMOS Basic Konverterter »

- a converter for
 - ProTracker
 - /SoundTracker/Game Music Creator
- only used for AMOS programs
- particular: simply special format for AMOS Basic
 - packed format
- done by ???
- detection: easy
- size calculation: easy

1.73 tron

« TronicTracker »

- sound format with few realtime synthesized effects
- done by Tronic/??? ©1990?
- detection: easy
- size calculation: good job

1.74 dw

« David Whittaker Soundsystem / J.C.Brooke Soundsystem »

- 1)
 - David Whittaker Format:
 - 1st AMIGA sample based soundsystem with some synthesized effects
 - done by David Whittaker ©1987-9x?
 - particular: pc relative replayer in front
 - only used by D.W. himself

- specific sound
- ...3f3fc0c0... square waveforms frequently used
- often 64 zero bytes at the end of module required
- detection: easy
- size calculation: hard job

2)

- J.C.Brooke Format:
- obviously some clone of the David Whittaker Format!
- done by J.C.Brooke 1988
- particular: pc relative replayer in front
- detection: easy
- size calculation: hard job

1.75 st15

« Old Soundtracker »

- 1st AMIGA sample based soundsystem using a modular format
- done by Karsten Obarski ©1988
- particular: max. 15 samples useable
 - the godfather of nearly ALL *trackers of today
 - specific sound
 - just 95% of all existing modules will be detected
 - (we feel no need to do more effort on these modules as the music quality is mostly poor)
- detection: good job
- size calculation: easy

1.76 dss

« Digital Sound Studio »

- - ProTracker
 - clone
- © GVP 1991-93
- detection: easy
- size calculation: easy

1.77 tme

« The Musical Enlightenment »

- - ProTracker
 - clone
-

- done by N.J. Luuring jr.
- detection: easy
- size calculation: easy

1.78 kris

« KRIS-Tracker(ChipTracker »

- - ProTracker
 - clone
- done by KRIS / Matthew '4-mat' Simmonds
- detection: easy
- size calculation: easy

1.79 okt

« Oktalyzer »

- 8 channels sample based soundsystem
- done by Armin Sander ©1989-92 Media GmbH
- detection: easy
- size calculation: easy

1.80 unic

« UNIC-Tracker1 and UNIC-Tracker2 »

- - ProTracker
 - clone , but using smaller patterndata
- done by Laxity/Kefrens 1991-93
- particular: 2 nearly identical formats:
 - to make a UNIC1 to UNIC2 just remove the songname and cut the sign saying "UNIC", "M.K." or the \$00000000 instead of it (cut 4bytes at offset \$438, then cut \$20bytes at begin of file-> that's all)
 - for UNIC2->1 do this vice versa!
- detection: good job
- size calculation: easy

1.81 ma

« Music Assembler »

- a very C64 like synthesized soundsystem
- done by Oscar Giesen & Marco Swagerman /1989
- particular: replayer in front
- detection: easy
- size calculation: good job

1.82 tfmx

« TFMX1.5/Professional2.x/7V »

- a samplebased soundsystem with a great variety of synthesized effects
- done by Chris Hülsbeck ©1989-94
- particular: separate sampledata
- detection: easy
- size calculation: hard job

1.83 mon

« Maniacs of Noise »

- a great combination of both samplebased and realtime synthesized soundeffects used by the former masters of amiga music: The Maniacs Of Noise
- done by Charles Deenen /1990
- particular: replayer in front
 - (few modules are NOT pc-relative!)
- detection: easy
- size calculation: hard job

1.84 coso

« Hippel-COSO »

- a samplebased soundsystem with a great variety of synthesized effects
 - done by Jochen Hippel ©1989-92
 - particular: possible separate sampledata
 - detection: easy
 - size calculation: easy
-

1.85 syn

« InStereo! / Synthesis V4.x »

- both predecessors of Sonic Arranger
- InStereo! done by Hans Bergstedt
- Synthesis V4.x ©1990 Braintrace Design
- detection: easy
- size calculation: good job

1.86 sonic

« Sonic Arranger »

- both samples and a great variety of realtime synthesized soundeffects using soundsystem
- ©1991-93 Braintrace Design
- particular: replayer (mostly) in front
- detection: easy
- size calculation: good job

1.87 tp23

« Tracker Packer 2.0 - 3.1 »

- - ProTracker
 - packer
- successor of
 - Tracker Packer 1.0
 - © 1993-94 Crazy Crack /ex-MEXX and COMPLEX
- particular: possible separate sampledata with V3.x
- detection: good job (because of possible protection)
- size calculation: good job

1.88 tp10

« Tracker Packer 1.0 »

- - ProTracker
 - packer
- predecessor of
 - Tracker Packer 2.0 - 3.1

- successor of Tracker Packer 1.0
- © 1991-92 Crazy Crack /MEXX
- detection: easy
- size calculation: good job

1.89 stp3

« SoundTrackerPro3.0 »

- SoundTracker clone, using up to 64 samples, real 8Voices system by connecting two Amiga's via PAR: (nice thing), more and better commands, in-build script language, flexible patternsize and other
- done by: Marco ???/
- particular: replayer wanted
 - We only have a B.version editor
- detection: easy
- size calculation: easy (98% :-)

1.90 prom

« Promizer1.0 - 2.0 »

- - ProTracker
 - packer
- done by: Frank Huelsmann ©1992-93
- particular: replayer in front of module
- detection: easy
- size calculation: easy

1.91 pm40

« Promizer4.0 »

- - ProTracker
 - packer
 - done by: Frank Huelsmann ©1994
 - particular: separate samples possible
 - detection: easy
 - size calculation: easy
-

1.92 puma

« PumaTracker1.0 »

- - FutureComposer
 - clone
- ©1991 AGILE
- particular: adapted just from a game called "Toki"
- detection: easy
- size calculation: good job

1.93 emod

« QuadraComposer1.0-2.0 »

- IFF-like extended
 - ProTracker
 - format
- ©1993-94 Bo Lincoln /Eternal
- particular: up to 254 samples
 - flexible patternsize
- detection: easy
- size calculation: easy

1.94 sfx

« SoundFX1.3 »

- - old SoundTracker
 - clone using some extra commands
- ©1989 Line1 Software
- detection: easy
- size calculation: easy

1.95 pru

« ProRunner1.0 »

- fix in place
 - ProTracker
-

- optimizer
- ©1991 Cosmos/Sanity
- detection: easy
- size calculation: easy

1.96 pru2

« ProRunner2.0 »

- another fine
- ProTracker
- optimizer/packer
- ©1992 Cosmos/Sanity
- detection: easy
- size calculation: easy

1.97 mxtx

« MaxTrax 1.0 »

- a samplebased soundsystem with subsong-possibilities
- done by TM Music Software: ©1992 Sylvan Technical Arts
- particular: a lot! of subsongs
 - modules which have been played or are played can not be detected! (there is not even the MXTX in ram if one is playing, go and have a look)
 - separate samples possible?
 - (- btw. does anybody know where and if there are samples in Kyrandias FinalScreen and IntroScreen modules?)
- detection: easy/impossible if played once
- detection: good job

1.98 aps

« AProSys »

- sound format with a lot of realtime synthesized effects
 - ©1989,1990 by Petter A. Urkedal
 - detection: easy
 - size calculation: easy
-

1.99 ntpk

« NoiseTracker (Packed) »

- packed NoiseTracker format
- ©1990 by United Forces
- detection: easy
- size calculation: easy

1.100 skyt

« SKYT packer »

- another
ProTracker
packer
- done by Drifters/???
- detection: easy
- size calculation: easy

1.101 ksm

« Kefrens Sound Machine »

- definitely the 1st module packer ever
- ©1989 by Razmo/Kefrens
- particular: ·
old SoundTracker
packer
· good songdata compression
- detection: easy
- size calculation: easy

1.102 synt

« SynTracker »

- cloned
ProTracker
specialising in chippy effects
 - ©1992 ? by ???
 - particular: 32 (not 31) samples
 - detection: easy
 - size calculation: easy
-

1.103 stpk

« StarTrekker(Packed) »

- packed StarTrekker format
- © ???
- detection: good job
- size calculation: easy

1.104 history

HISTORY

Changes from V2.26F to V3.0B (at the PartyIV in Herning/DK, 28-Dec-94):

- NO changes in configuration file
- numerous small changes in the ripper
- chipmem image buffer can be released now
- 'chip' command extended to 'mempatch' command
- graphical user interface (GUI)
- the ripper is now split in two files:
 - o the ripper itself (also referred to as V2.27):
 - requires kick1.3 or higher
 - runs like former version as stand-alone
 - configurable by S:Exotic.config
 - o the GUI (also referred to as V3.0):
 - gives you control over the ripper by mouse-clicks
 - requires 1) the ripper program
2) kick2.0 or higher
 - configurable by tooltypes
 - EaglePlayer support

Changes from V2.26 to V2.26F (19-Dec-94):

- got the sonic arranger detection working again (silly bug)
- fixed problems with module-skip option

Changes from V2.25 to V2.26 (21-Nov-94):

- reset-copy-patch bug with KickStart3.1 removed
 - forced chipmem allocation improved, "avail" shows now that there is no fastmem, however Exotic can use it exclusively...
 - change in module formats:
 - o StarTrekker(Packed) added
 - o safer ProPacker1.0 detection
 - o MortenGrouleff detection optimized/shortened
-

- o safer NoisePacker1.0-3.0 detection
- bug in smp-command execution removed ("SMP 17", "SMP 2f")
- for those disliking ProTracker and Co.:
 - o information display on possible PT-like replay code after all ripmodes, i.e. every soundformat's replayer the module of which has its origin in ProTracker a.s.o. will be found...
- cache handling with kickstart1.3 and/or 68010 processor improved
- major speed increasements:
 - o multisearch mode nearly 10% faster on a 68000 processor
 - o all selective rip modes up to 85% faster

Changes from V2.24 to V2.25 (05-Nov-94):

- new configuration file keyword "MODULESKIP=YES/NO"
- processor detection for 68020-version added
- bug with diskread ('d 0 0' or 'd * 0') removed
- wrong searchrange setting fixed, if no more memory available
- sample ripper works automatically through all memory (if no loadbuffer is present)
- new command 'chip' forces other tasks than exotic itself to use chipmemory
- change in module formats:
 - o Tracker Packer 1.0 is now a separate mode
 - o 99% detection of protected Tracker Packer 2.0-3.1 modules, extra sample rip mode added
 - o 100% hippel detection, code shortened to the extreme
 - o safer bp-soundmon checking
 - o safer unic-tracker checking
 - o safer futurecomposer1.4 checking
 - o safer digital-illusions checking

Changes from V2.23 to V2.24 (18-Oct-94):

- automatic file decrunching on request
- new configuration file keyword "AUTODECRUNCH=YES/NO"
- new formats: - TrackerPacker1.0-3.1
 - (V1.0 and 2.0 were MEXX-Packer)
 - Syntracker
 - Kefrens Sound Machine
- bug with selected Digital Illusions scan removed
- disk read command recoded, no crashes on kick1.3 any more
- boot install command improved
 - (writeprotect check, auto filesystem detection)

Changes from V2.22 to V2.23C (28-Apr-94):

- major bug from V2.23 removed
 - (exotic223 did simply run correctly or totally crashed)

Changes from V2.22 to V2.23 (27-Apr-94):

- cacheclear at startup time
 - overwrite requester for existing files
 - ripping process is broken by ESC now!
-

- changed config file/faster analyzing
- config file errors are reported by their line number
- optimized/shorter code
- keyfile necessary for full efficiency
- minor bugs in detection/lengthcheck removed:
 - o TFMX
 - o SidMon2
- F-CMD for searching ASCII or hex-bytes
- I-CMD gives a sorted list of detectable formats finally
- more exact percentage display
- new formats:
 - o MEXX Packer (old and new type)
 - o J.C.Brooke Format (Hi Malta!)
 - o UNIC Packer2 (see old UNIC Packer1)
 - o Module Protector 1.0 (see ProPacker2.x etc.)
 - o Module Protector 2.0 (password ripmode coming next)
 - o SoundTrackerPro3.0 (any replayer around?)

Changes from V2.21A to V2.22 (19-Mar-94):

- ExoticRipper is shareware!
 - new (changed) ripmodes:
 - o The Player V5.0A - V6.0A fully supported (external samples, too)
 - o MCMD format fully detected
 - o Voodoo Supreme Synthesizer perfectly rippable
 - o Promizer4.0 100% rippable (external samples, too)
 - o MarkII covering all different aged modules now
 - o Face The Music (finally a must)
 - o Maniacs of Noise fully sizecalculated now
 - o Sonic Arranger Modules without header will be detected
 - o Crytoburner Packed Module Player completely detectable
 - o Startrekker AM files can be ripped: 'SMP 17'
 - o Player4xx external samples are recognised now
 - o safer KRIS (ChipTracker) module detection
 - o safer DeltaMusic2.x detection
 - o safer GMC detection
 - o safer Player50A-60A detection
 - o safer Eureka Packer detection
 - o safer Major Tom Player V2 detection
 - o correct VectorDean module deinitialization
 - o faster/shorter Noisepacker1.0-3.0 ripcode
 - general improvements:
 - o 30% more speed!!!
 - o SMP-command covering all formats with external samples now
 - o origin command added
 - o check for first free memory chunk bigger than 2kb on startup
(standard searchrange start always shows first non destroyed chipmem/
fastmem area's beginning after reset)
 - o new non-diskwriting bootblock to save chipmem image in higher memory
 - o fitting A-CMD-option to adjust searchrange/origin to chipmem image
 - o fast memory standard search range available: 'a f'
(for samplesearch on formats with replayer/songdata in fast mem)
 - o Reqtools requester for disk track reading and bootblock installer
 - o CM-command added to clear all non used system! memory, gives faster
ripping results if using before some music stuff is started
-

Changes from V2.21 to V2.21A (15-Feb-94):

- size calculation bug on few protrackermodules removed
- better check for soundtracker2.6 and icetracker included
- player50a check improved
- dangerous write(s) to nonallocated memory in icetracker rip code removed
- safer GMC detection

Changes from V2.20 to V2.21 (14-Feb-94):

- (nearly) unpublished buggy version!
(beside that copy for buggs and eagleye, programmers of eagleplayer)
- coding by both Turbo and Marley
- new config-keyword added: "mode"
this keyword allows you to switch on (mode=1) or off (mode=0)
an alternative procent display during hunting (usefull for people without knowness of the hexadecimal-system:) But on 68000 machines U should turn off this option (coz slowdown during Rip)
- full support of TFMX songlength and NEW!NEW!NEW! samplelength. Works always 100% with TFMXPro, TFMX7V and TFMX1.5 modules.
HINT: Check out ALL your TFMX sounds (many songs/samples are to long)
- Synthesis/InStereo! check routine improved: Synthesis4.2 modules now will be detected (thx Berry for the module:-)
- Configfile can now also be placed in ENV: or ENVARC: (there is really enough in S: :-) or in your current dir
- Bug fixed in file-request. Now U will get an wait-pointer in Exotic during filerequest
- additional feature added in Read file function: MULTISELECT. Try it out, when ← you like to rip maannnyyyy short files
- address-check-routine now works 100% (using system-routines for check)
- Bug fixed in SoundMon name length (now you will get the full name)
- NoiseRunner,WantonPacker,Promizer2.0,Promizer4.0 are completely detected now (btw. NoiseRunner is a predecessor of/fix-in-place-converter like ProRunner1.0)
- SoundTracker15 detection debugged
- SidMon1.0 detection/lengthcheck is a perfect one, finally
- AMOS Basic Konverter format included, 2 different types supported
- SKYT-Packer detection added, length is just 98% as to a lack of info/replayer for that moduleformat
- special Old MarkIII Soundsystem detection added
- GMC and DeltaMusic2 detection improved

Changes from V2.18 to V2.20 (03-Feb-94):

- last update completely by Marley
- replayercode kicked, some routines optimized
- 7 KBytes won

Changes from V2.18 to V2.19 (26-Jan-94):

- unpublished version!
 - ThePlayer4xx is now a single ripmode -> code shortened
 - all filereads are going to fastmem if possible
 - exotic is running on kickstart1.3 with 68000 again
 - exotic is now running as a dos process and it has a workbench startup
 - an old feature: run exotic with any argument you like and no reqtools library or configuration file will be loaded to save memory
-

- new configuration file to define custom rip modes
- custom rip modes are activated with 'h -1', 'h -2' etc.
- MarkII rip code detects all modules ('new' and 'old') now:
 - length checked adapted/improved
- introducing lengthcheck for FRED modules
- Digital Illusion, also known as SilentsTracker, included (full support, i.e. lengthcheck...)
- bug in sidmon2 detection/lengthcheck, causing hardware crash, removed
- Eureka Packer detection/lengthcheck added
- modules found in non-allocated memory will be abs-allocated until the next mod will be found or exotic is quit or the new 'DA'-command is used
- SonicArranger hunt slightly speeded up
- no hardware color register acces anymore: no flickering
- instead there is new highspeed printroutine for the actual searchaddress (it might seem a little strange, but be sure it is really fast, no speed loss against color flickering noticeable on 68030 at a refresh rate of 10 per second, on gfxboard you didnt see the \$dff180 color anyway)
- new left mouse button check, true multitasking with exotic is now possible (had to be done also with least systemcode used possible -> highspeed, maybe it reacts a little late sometimes)
- the last used reqtools filereq-directory is restored finally
- SoundFX20 rip code bug causing a dead end loop removed
- SidMon10 rip code bug causing various crashes removed, detection improved, but no lengthcheck yet
- OldSoundtracker detection improved (again and again)
- numerous little 1 second changes

Changes from V2.17 to V2.18 (14-Jan-94):

- new bootblock (not that bad copy boot):
 - using the new 'game'-command you can install a little bootblockgame
 - the command works exactly like 'boot'
- completely reworked DavidWhittaker detection plus lengthcheck (ripmode 23)
 - there is nothing but one DW-ripmode left, old DWs are named by saving data
 - lengthcheck fails with two of the very 1st DWs: Feud, IkariWarriors
 - lengthcheck fails with missing sampledata at the end of the module
- completely reworked ProPacker21 detection plus lengthcheck
- Hippel7V detection plus lengthcheck (ripmode 04)
- EMOD (QuadraComposer) detection plus lengthcheck (ripmode 10)
- VectorDean (a recently used game music system) detection plus lengthcheck
 - separate sample data can be lengthchecked/searched with the new smp-command
- TFMX detection slightly made better/worse (see WARNING)
- type file to window function removed (replaced by internal testmode)
- smp command introduced
- safer star/pro/noise/soundtracker detection
- searchmode P50A (deep) is now also available with h 00
- P50A (lite) will be the only P50A check executed with h -1 (fastscan)
- optimized/shortened code

Changes from V2.16 to V2.17 (03-Jan-94):

- The Player 5.0A:
 - a light check mode is included (doesn't detect plain mods)
 - the DEEP check mode should detect all modules (attention: as it is quite expensive DEEP check is NOT run

- in MultiSearch mode anymore!)
 - length check should be 100% o.k.
- David Whittaker format:
 - finally revised
 - length check improved (not every mod needs 64 bytes zero at the end)
- Soundtracker15:
 - hopefully the last change ever: mods with 8+ chars in name were ignored by 2.16, who cares?
- Bootblock:
 - graphics display debugged/changed

Changes from V2.15 to V2.16 (31-Dec-93):

- Psygnosis(special) format removed (i happened to check it is GMC!)
- Soundtracker15:
 - the length check works now with 15 samples mods
 - recognition improved again
- chipmem fragmentation removed:
 - a false st15-init, which was called everytime a st15-mod was detected caused the length-error AND a corrupted memory list with KS3.x (hell knows why)
- introducing CUSTOM SEARCHMODES (to increase the speed, partially):
 - type 'h -1' for fastscan:
 - those modules with a mere longword code are found e.g. "MXTX", "M.K.", "COSO", "TFMX", etc.
 - gives little more speed, but less safety
 - modlist comes here:
 - BP, DM2, DMU, FC13, FC14, HIP, JAM, MED, MKII, PROM, PRU, PUMA, SFX, SID, SID2, ST26, MOD, TFMX, DSS, TME, KRIS, OKT, COSO, MA, PRU2, SYN, MW, AST, IT10, SFX2, DM, PP10, TRON, P40A, P40B, P41A, MXTX, APS, MTP2
 - type 'h -2' to scan for Protracker&Clones(Relatives)
 - these ordinary modules could be reconverted to ProTracker (most can be reconverted. by Perverter or ProWizard)
 - this is the list:
 - MED, NP2, NP3, PROM, PP21, PRU, SFX, ST26, MOD, DSS, KRIS, OKT, UNIC, PRU2, IT10, SFX2, ST15, PP10, P40A, P40B, P41A
 - type 'h -3' to scan for real chipmusic
 - i like those c64-like chippies most:
 - BP, DM2, DMU, FC13, FC14, JAM, PUMA, SONIC, SID, SID2, FRED, MA, SYN, DM, TRON, APS, MTP2
 - type 'h -4' to hunt for real exotic sound formats:
 - DW, HIP, MKII, TFMX, TME, MON, COSO, DWOLD, MW, AST, MG, MXTX, GMC
- improved Tronic support:
 - better (more flexible) detection code
 - 100% lengthcheck available
- David Whittaker support:
 - (re)improved detection code
 - 'new' DW modules are also 100% length checked (although there is some data area to build BEFORE the module, this is what deli/eagle-players cannot handle, they should!)
 - if you cannot play those 'new' DWs: this is due to the incomplete detection code of the players

- if you like to play it anyway cut all in front up to:
\$48E7F1FE (this is what the players expect, but
be warned, the data area is built any-
way, if the internal replaycode is used)
- soundfx samples are cut off new DWs!
- more speed

Changes from V2.14 to V2.15 (Party III, 25-Dec-93):

- for the first time all updating by Marley
- really fast hacked (i.e. little buggy and lame) version
- 'usable' bootblock: -press rmb to cancel save
-press lmb -> red screen then rmb to save
-screen condition red? ->finished!
- improved soundtracker15-support:
-mainly those annoying 'found stold15'-texts
should become very seldom from now on
-every oldST15 with a little 'x' should be
detected, however
- 'HanniPacker' changed to ProPacker1.0:
-i guess it was a hoax, ain't Hannibal?
-all PP10 i possess are detected
-100% length check available
- Game Music Creator support:
- is now 99% supported as to bad recognition code
- lengthcheck should be 100%
- MaxTrax support:
- let us say: better than nothing...
- recognition should be 100%
- length check could cut last sample
(21 mods checked: some became 4 bytes too long,
due to this problem)
- replayer doesn't work as it is a very different
from regulars
- modules which have been played or are played
can not be detected! (there is not even the
MXTX in ram if one is playing, go and have a look)
(- btw. does anybody know where and if there are
samples in Kyrandias FinalScreen and IntroScreen
modules?)
- Major Tom Player V2 support:
- a perfect one, as far as MTP's development is now
- recognition 100% (if not faked to death)
- length 100% (unused patterns are cut off)
- AProSys support:
- full working detection and length check
- deliplayer does not yet (but why?)
- BPSoundMon3 support:
- full working detection and length check
- still no accurate replayer available
- a Guru causing bug with PumaTracker checking was removed
- selective searchmode speeded up (thus multisearch slowed a little bit again,
will be fixed in 2.16, no time to do now)
- if chipmem is low 'r' reads to fastmem finally (Hi Gamekiller)
- the 'm'-command gives now a memory dump of the last module that was found

Changes from V2.10 to V2.14 (25-Apr-93):

- last version completely by Turbo
- Some new rip-routines included. Now you can rip also The Player 4.0A-4.1A. (in case you are in need of them over the next half year)

Changes from V2.06 to V2.10:

- What's new ? - Bug fixed in Promizer rip routine -no promizer modules were found in memory, coz I've simply not used the riproutine (write error!:-(-
- Bug fixed TFMX-sample search, only CHIP-addresses will be printed out now.
- Totally new Hippel hunt-routine, coz to many modules are 'unrippable' with the old one. Replayer was included (using my own routine).
- Bug fixed Hippel- lenght- calculation (I've forgot to put a [-] before a command :-). This routine will work now 100%!
- Many crap kicked out (gaining more than 10!kbytes).
- title ANSI - kicked out, U will see the menu instead.
- Escape-sequences in texts- kicked out -> more speed at text-printing...
- Sometimes GURU at ripper-exit (only kick1.3). Bug fixed.
- Small '(L)user'- check implemented. Hardwareregisters (like DFFxxx,BFExxx) now read/write protected.
- always AllocMem/AllocAbs at the {R} and {D} commands, but you can read any crap in already allocated memory (and may destroy your system!), if you wish.
- Bug fixed FC1.4/FC1.3 name-build-routine.
- All sounds will be played in background now using the 'system - friendly' AddInt/RemInt. Use {STOP} to switch off music.
- New PumaTracker rip-routine and length-calculation. The ripper will now find ALL! tunes. Sometimes the modules are 2Bytes to long,but I think, it's not so nasty...
- After a long time without replayers -> here they are. I'll use an concept like Delitracker, coz it's really memory-friendly! Look at {P}-command for more details... Sorry for no Background-playing, but the time runs and it is not comleted for the CeBit :-((
- first bug fixed (25-Mar-93 - the countdown is running :-) Lenght calc for Old David Whittaker-modules fixed (I think, they are some bytes to short)
- some Delay() calls included to make the ripper more multitasking-friendly during mousewaits
- bug fixed in MarkII hunt-routine. The number of samples has been changed always to 32, coz my samplenummer-checkroutine was wrong :-(-
- Riproutines for SoundFx2.0, Old Soundtracker15 and Deltamusic1.0 added
- new BootBlock included (Thx to Steve/3003)

Changes from V2.05 to V2.06:

- IceTracker1.0/1.0 rip-routine added
- Bug fixed in the Old DW rip-routine. I've also found new DW's (fixed)

Changes from V2.04 to V2.05:

- adding a command to write an special copy bootblock to your disks. This boot will still save the CHIP Mem from 0 to \$7ffff (512k) on a disk.
- New rip-routine for Morten Groufleff's Musicprog added
- totally new uninitialization-routine for MED. Now U can:
 - ripping ALL versions of MED/OktaMed correctly...
 - loading freezed memory into ram and rip tunes with correct delocation!!

If U have any trouble (e.g. Med/Multimodules) or false delocation from MMD1 modules, contact me!

- totally new Old Whittaker rip-routine. this routine has now a lengtcalculation and is still a little bit 'intelligent', coz I've found an protected module in an old game. Now this routine does not more searching for special commands in special routines, but this routine build up his 'own' replaycode and will try to find out some likenesses...

Changes from V2.03 to V2.04:

- Bug fixed with name-built routine on BP soundmon.
- ACTIONAMICS SOUND TOOL V0.1 changed to hard-address routine - I will now show the Jumps foPP20it - play and end. This kind of Modules are NOT pc-relative!!! (I think.). Send modules, if you found anything in memory.

Changes from V2.02 to V2.03:

- searching for PT/ST/NT-Modules protected with NoRip(Idea from ActionRipper)
- New moduleformat included:ACTIONAMICS SOUND TOOL V0.1,short AST. This piece was got from the game DynaBlaster done by Actionamics (I hope, the modules are ripped correctly - send modules if you have this module-format. (I've only found one piece in memory.) I can't say, if the lengthcalc-routine is still okay...
- bug fixed in lengthcheck. Sometimes you found modules with an impossible length. It would show up modules lenghts up to \$100000 (that's really very long!)
- Adding replayer for Tracker-modules, like PT/NT/ST/STAR. Replayer is the Protracker1.lb replayer.
- If you still use the reqtools.library - the filename will appear automatically. (Hey Marley!). The filename looks like: MOD.INFECT RULEZ! or KRIS.KILLER . The signs (e.g. MOD./FC14./SONIC./) are added automatically. If the module has no name, the final name is also NoName!

Changes from V2.01 to V2.02:

- New rip-routines for SynthesisV4.0 and Martin Walker?!? added

Changes from V2.0 to V2.01(low memory release):

- Hui, here was an BIG BUG with the reqtools.library. If it wasn't present, and you used the R or W command, the ripper goes bezerk ! (fixed)
- New riproutine for old David Whittaker modules (DW-sounds from 1987 games)
- Bug fixed with MED4.x modules.If an Med4.x module was found in memory, I'll will print out a small text. At the moment I can NOT uninitialize the Med4x modules, coz I have no replayer source. Sorry!
- Init jumps for Exotic formats like Old DW and Psygnosis Special are printed out now, If the ripper find such an module in RAM

Changes from V1.99 to V2.0(low memory release):

- new command play memory included
 - TFMX-Song lengtcalculation now works fine (many many Sounds re-ripped)
 - 8 new sound-formats included (thanks to SPIV and Jörn for many many sounds)
 - now reqtools.library no more needed - but no reqtools...no filereqs :-)
 - Bug in MED riproutine. New MED-modules (MED4.x) were not delocated correctly, because I've no replayer source. All other old Med-modules were ripped right! (I've got MED4.x modules from some new commercial stuff)
-

- some bugs removed - other bugs found (Arrgghhh!)

Changes from V1.90 to V1.99 (Party II, The final, 27-Dec-92):

- better and more commands
- many,many new riproutines included (This was really the hardest work)
- Now a small user interface implemented to get the standard...
- reqtools-filerequester for filehandling included
- some bugs fixed...and, and, and.

Changes from V1.29 to.. V1.90 (never released):

- All my friends say: Hey Turbo, we wanna have a ripper with commands, file requesters and many many more rip-routines... and I said: Okay Okay... First I had coded some crap but then...
- Totally new concept - the lame basic concept goes to my trashcan :-((I've just to many ideas and I started the coding of a totally new Exotic with the finish of Exotic2.0 for my eyes...

Changes from V1.28 to V1.29:

- just some bugs removed...

Changes from V1.27 to V1.28:

- new riproutine for Prorunner1.0 modules included.

Changes from V1.26 to V1.27:

- new riproutine for ST2.6 modules included. Bug fixed in SonicArranger hunt.

Changes from V1.25 to V1.26:

- new riproutine for MarkII modules included. Bug fixed in Promizer hunt.

Changes from V1.24 to V1.25:

- now the ripper can rip Noise/Protracker and Startrekker(4Voices) modules. I've written these routines, because many rippers can't rip Startrekker(4) modules (I don't know, why not ???). Special improvement is the hunt routine for the new promizerV1.0c. The old version (v0.1a) was very very awkward to rip. This new version is very easy (YOH! MC68000/Tech! ;-) to rip.

Changes from V1.23 to V1.24:

- added show name function by PumaTracker, Med & OctaMed. If no name will be displayed, the module is destroyed (always by PumaTracker!) or the module has no name (often by Med and OctaMed).

Changes from V1.22 to V1.23:

- Now my ripper checks automatically, how many CHIP-RAM is available (i.e. you have only 512k CHIP - the ripper will only searche up to \$7ffffe).
 - I've written a new hunt routine for a module like David Whittaker modules. I don't know the creator and the type. The name (from me :) is Psygnosis special.
-

Changes from V1.21 to V1.22:

- bug fixed in the hunt routines for Pumatracker and MED. Now modules at all addresses are found (the older version only found longword aligned sounds).
- illegal address error in pumatracker routine removed - I hope, this routine does not crash so often anymore...
- Optimized code, it's now faster.

V0.9 - V1.21

- small ripper with many bugs and lame riproutines...
-