

Mods-Anthology

Nicolas FRANCK Gryzor

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Chapter 1

Mods-Anthology

1.1 Mods Anthology - Documentation

```

===== <->
=== M . O . D . S      A . N . T . H . O . L . O . G . Y  ===
=====
    
```

(4-CD-Rom Collection by Gryzor in May '96)

```

=====
== M A I N      D O C U M E N T A T I O N ==
=====
    
```

Welcome, dear Music and Modules lovers!!
 ~~~~~

Thank you for choosing this wonderful MOD's collection,  
 you will not be disappointed at all with your purchase, believe me!

Here is the table of contents:  
 -----

- 1  
 . About this CD-Rom set.
  
- 2  
 . For beginners, what is a "module"?
  
- 3  
 . History of this collection.

- 3.1. The very beginning.
- 3.2. The collection grows.
- 3.3. The last seven months.

- 4
- . Permission asked to the authors.

- 5
- . Contents of each CD.

- 5.1
- . The Root of each CD.

- 5.2
- . The Modules (of course:).

- 5.3
- . The Lists (of modules).

- 5.4
- . The Tools (players, trackers, for each computer).

- 5.5
- . The In-Use directory (Amiga only).

- 6
- . Hints and tips (for a better use).

- 7
- . Acknowledgements - Special Thanks.

- 8
- . The future - Projects (?)

- 9
- . Signing off.

Special Note:

-----

Some modules have been removed from the collection to avoid some copyright problems (adaptations, conversions, covers...).

Even if these mods were made 'just for fun'.

The 'fun' is not very well appreciated, sometimes...

## 1.2 Mods Anthology - Documentation/About this CD-Rom set

### 1. About this CD-Rom set.

- . The author of this huge collection is Nicolas FRANCK (it's me! :) also known as Gryzor, French Amiga Musician and Programmer since early 1988.

I won't tell you anything more about me for now, just look in my own directory on CD-2 ('Mods-2:Modules/Authors.G-Q/Gryzor/Docs/') and read the file 'Gryzor.DOC' for further details.

- . The collection was edited and manufactured by Stefan OSSOWSKI and his company (Stefan Ossowskis Schatztruhe, Gesellschaft fuer Software mbH) located in Germany.

- . Here is the company profile of Stefan Ossowskis Schatztruhe:

---

#### Company Profile - Schatztruhe

Stefan Ossowskis Schatztruhe (Treasure Chest) was formed in the autumn of 1986. Being one of the first distributors of freely distributable (FD) software in Germany, Stefan Ossowskis Schatztruhe ensured the popularity of FD software in that country.

1989 marked the expansion of operations into the publication of commercial software for the Amiga. Since that time, the Schatztruhe label has been associated with the publication of several high-ranking software titles for the Amiga, and the distribution of numerous reputable software products in Germany: TurboCalc, DiskExpander, DiskSalv 3, Directory Opus 5, Wordworth 5 and CD-Write to name just a few.

In 1993, Stefan Ossowskis Schatztruhe was amongst one of the first Amiga companies to recognize the potential of the CD-ROM. Not only were popular CD-ROM series such as Fred Fish CDs, Aminet and Meeting Pearls distributed, but full commercial software such as XiPaint, and TurboCalc was produced on CD-ROM.

Stefan Ossowskis Schatztruhe is presently the leading german manufacturer of Amiga Software. Stefan Ossowskis Schatztruhe continues to produce software exclusively for the Amiga, despite the crisis confronting the machine. Many projects are being prepared, to be released during 1996. A current product overview can be accessed on the Internet at <http://www.schatztruhe.de/>

Stefan Ossowskis Schatztruhe employs five people at its headquarters in Essen, Germany; as well as several dozen programmers throughout the world.

Stefan Ossowskis Schatztruhe  
 Gesellschaft fuer Software mbH  
 Veronikastr. 33  
 45131 Essen

---



```

|                                     Germany
|
|                                     Tel: ++49-201-788778
|___                                Fax: ++49-201-798447

```

. The Set can be ordered from the following addresses: (credit cards OK)

```

Germany: Stefan Ossowski           (English spoken)
        Tel:   +49-201-788778
        Fax:   +49-201-798447
        Email: stefano@tchest.e.eunet.de

        Price: DM 59

```

```

USA:    Fred Fish
        Tel:   +1-602-491-0442
        Email: orders@amigalib.com

        Price: $44.95

```

. The Cover-Pic was created and designed by Nicolas 'Elizium' ARFEUIL,  
 Copyright © April 1996.

. Here is a little summary of the main characteristics of the collection:

-----=( M O D S A N T H O L O G Y )-----

- 4 CD-ROMs - 18000+ mods - Permission asked to the authors -
- Multiplatform product (readable under ms-dos, win, mac, unix, AmigaDOS) -
  - All mods sorted by composers in priority, then groups and kinds -
    - MODs - FT1 - S3M - XM - MTM - IT - Amiga Synthetics -
    - Many informations about the authors (info-file, picture!) -
    - Many previously unreleased mods from the most famous composers -
- 6 years of hard collecting - 6 months of hard 'author-contacting' ;) -
  - Many players and trackers included for each machine -
    - All modules stored in uncompressed form -
    - Long filenames! (not "8+3") -

-----=( M O D S A N T H O L O G Y )-----

. This is, as far as I know, the biggest Mods' Collection to date!  
 This is also the cheapest around!

My only leitmotiv when doing this collection was: P-A-S-S-I-O-N !

This has led to a high-quality database made, above all, for YOU!  
 Not to make money, like it was the case, too often, for the previously

released Mods' Collections.

It's a tribute to all the composers, from the old legendary ones till the newest appeared in "the scene" of computer music and demos.

I have only one thing in mind when it comes to Mods: R-E-S-P-E-C-T of the composers.

That's why (to repeat some of the characteristics) I made my very best to contact a maximum of composers, and ask their authorization to include their work in this collection. It was OBLIGATORY for me!

And I'm glad to see that so many agreed, so happy that, finally, someone asked them their permission before releasing their work! Yes, many of them told me so... Thanks to all of you, guys! :)

- . Well, "18000+" modules... Maybe you think "Gosh!! How will I be able to listen to this all!?" Hehe.. yes, you will need SOME months if you plan to listen to ALL the mods one after the other ;-)

But the most important is to own this Set... Now take your time, listen carefully to the mods, you will discover some masterpieces!

And about the total number of mods, there are exactly -18096- modules!

~~~~~

Here is the repartition over the 4 CD-ROMs:

| | | | | |
|--------|--------------------|---|---------------|-----------|
| (CD-1) | Mods/Authors (A-F) | : | 2719 modules | (438MB). |
| (CD-2) | Mods/Authors (G-Q) | : | 3417 modules | (574MB). |
| (CD-3) | Mods/Authors (R-Z) | : | 2263 modules | (371MB). |
| (CD-3) | Mods/Groups | : | 1458 modules | (194MB). |
| (CD-4) | Mods/Misc (Kinds) | : | 2857 modules | (497MB). |
| | | | | |
| | Sub-Total | : | 12714 modules | (2074MB). |
| (CD-4) | + Mods/Synth | : | 5382 modules | (74MB). |
| | Total -ALL- Mods | : | 18096 modules | (2148MB). |

(Refer to section 5.2 for further details about the repartition).

- . As stated in the characteristics, all these mods are UNCOMPRESSED. This is why they take more than 2 Gigabytes of disk-space.

But this choice allows you to listen to the mods with nearly all kinds of computers, and accessing to the mods will also be faster; no need to depack any file.

Indeed, talking about the 'multi-platform' aspect of the collection, it is of course readable on Amiga (I'm an Amiga user! :) but it's also readable under MS-DOS, Windows, OS/2, Unix, Mac-OS, etc...

BUT! - Important "but!" - It was out of question for me to truncate all the filenames to this archaic "8+3" limitation! Absolutely not... But don't worry, MS-DOS users, your DOS is able to read the files anyway, it will truncate the filenames itself...
 ...or just upgrade to Win or somethin' =)

Special Note:

MS-DOS is able to truncate UNIQUE long-filenames, but doesn't manage to differentiate long-filenames which have the same 8 first chars! Only Win95/OS2 do this right... So I had to find a solution to allow MS-DOS users to read/play these specific filenames, and thanks to my friend Snes/Playmobil (Hi Alex!) we decided to copy these files twice, but this time pre-truncated for MS-DOS.

That's why you will find a "MS-DOS" directory sometimes, in some musician's directory, which contains the truncated filenames.

Here is an example with Mods-3:Modules/Authors.R-Z/Ramon directory. You will find the 3 files:

```
Clockwiser-Demo.mod
Clockwiser-End.mod
Clockwiser-Game.mod
```

You can see that the 8 first chars are identical, so MS-DOS will truncate the files as:

```
Clockwis.mod
Clockwis.mod
Clockwis.mod
```

And thus, when you try to read the second or third file, MS-DOS will always take the FIRST ONE (Clockwiser-Demo.mod, actually).

So, you will find a sub-directory called "MS-DOS" in which I have copied the second and third files specially truncated for MS-DOS:

```
Cwiser-End.mod
Cwiser-Game.mod
```

You can notice this is not "8+3" but here only the 7 first chars are identical, the 8th will differentiate the files! i.e. MS-DOS will call them:

```
Cwiser-E.mod
CWiser-G.mod
```

Then, MS-DOS users will be able to read and play them... Happy? :)

I hope you, MS-DOS users, are happy, yes, because this gave me some more work, at the final stage of this project, to detect all these

long-filenames, to copy them twice, truncated, in each 'MS-DOS' dir and all this was possible because there remained some free Megabytes on each CD, fortunately!

I must thank Snes and all PMB's as well as Dr.Yes for their support during the Garden Party 6 (18/19-May-96), when we made this choice.

Note: The truncated files have been ZIPped in the "Groups" dirs because of a lack of disk-space. Thanks again to Dr.Yes for the operation (Zipping files on his PC) ;-)

1.3 Mods Anthology - Documentation/For beginners...

2. For beginners, what is a "module"?

. Yes, I'm talking, I'm talking... and I suppose that you already know everything about what we call "modules", but maybe it is not the case?

So, let me tell you...

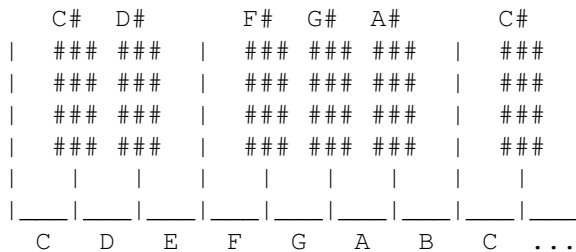
A simple definition may be: a piece of music composed on a computer.

But from here, there are tons of different kinds of "mods", many different formats...

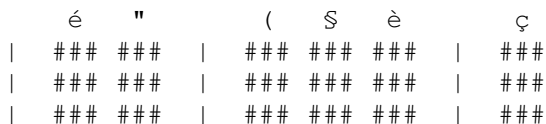
Nowadays, we do associate the term "module" with the term "tracker". A tracker is a program which allows you to compose music directly on your computer's keyboard, but the notes that you enter are not displayed as on a musical score. They use the English Notation:

C - C# - D - D# - E - F - F# - G - G# - A - A# - B

On a piano keyboard, the notes are placed as follows:



And on your computer's keyboard, this stands for: (azerty keyboard)



```

|   ###   |   ###   |   ###   |   ###
|   |   |   |   |   |   |   |   |
|___|___|___|___|___|___|___|___|___
   a   z   e   r   t   y   u   i   ...

```

Or for the lower octave:

```

      s   d           g   h   j           l
|   ###   |   ###   |   ###   |   ###
|   ###   |   ###   |   ###   |   ###
|   ###   |   ###   |   ###   |   ###
|   ###   |   ###   |   ###   |   ###
|   |   |   |   |   |   |   |   |
|___|___|___|___|___|___|___|___|___
   w   x   c   v   b   n   ,   ;   ...

```

```

[ But, for further details, I let you read the "Protracker.guide" file ]
[ in "/Tools/Amiga/Misc/PT_Support_Archive/Documentation/" on any CD. ]
[ You'll find many useful informations about the Protracker format. ]

```

Then, when you create your patterns (which stands for the score), you can entirely control your melodies, using special effect commands like doing a volume slide up or down, a vibrato, a tremolo, changing speeds, and tons of other useful effects.

Just launch a Protracker or clone on your computer, and play around with a sample, there's no better way to learn fast all the thing :)

- . And what's a "sample"? Hmmmm... a sample is a sound, usually a sound coming from synthesizers or real Audio-CDs, or real instruments, or whatever you like, and thanks to a little piece of hardware called a 'sampler', you are able to digitalize this sound in a comprehensible way for your computer. The sound is now in a normal file, and you can load it in your favorite tracker to create some melody with it =)

Then you can use samples for the Bass, the Drums, the Chords, and the main Lead, and create your wonderful first module ;-)

- . But, in the ancient times :), the music programs were of another kind than the current 'trackers'. Some programs displayed the real musical score, like the old good Aegis Sonix on the Amiga, but you had to know quite a lot about the musical theory to be able to use this kind of tool easily... This IS the difference with the 'trackers'! With a tracker, one can easily materialize his ideas of melodies, without even knowing anything about musical theory! Just with a good 'ear' :) Yes...

And there even was some kind of music programs that forced you to enter the notes and parameters in a text-file, then compile it, and listen to the results! Yes, fool work..... :(

These last tools and some more recent ones used to handle synthetic sounds, not samples! I mean, sounds created by the computer itself.

This was more like a "beep" than real music, but hey... :) There is a lot of excellent synthetics modules (on these CDs!), just refer to the "MAZ6:" dirs, or "Mods-4:Modules/Synth/" you will find some amazing pieces in several formats like Future Composer, Fred, Mark_II, and of course the famous SIDs!! :-)) (from the ol' good C64 computer).

- . Finally, to come back to the "MOD" format, let me tell you that it was introduced at first on the Amiga, by Karsten Obarski, The Legend!, when he created the very first "Soundtracker I" in 1987, this brand new concept which will attract so many composers in the future...

So, don't come'n bug me with: "the mods come from the PeeCee!" baahhhh! If you think this, you must be young... let the ones of the old brigade tell you the real history ;-)

- . And very finally :), I must tell you that, at the beginning of the era of 'trackers', the mods had got 4 channels, it means that you could play 4 samples at the same time only. This situation lasted for quite a long time, untill the arrival of some new soundcards on PC, allowing the so called "Multichannel" modules, with 6, 8, 16, 32 channels, and it's even more at present with some new trackers... Of course, this kind of mods, using really good samples and 10 or 20 channels may sound much more like real music, obviously more than 'poor' 4-channel-Protracker modules, but please, don't disown the past! Many amazing and fantastic modules were composed with these 'poor' 4 channels, nobody can deny it.

(By the way, some multichannel trackers have appeared on the Amiga, but it's not very good yet, as the hardware limitations are the same (4ch), the processor has to mix the additional channels and, unless you have a rather fast processor, it's not very handy to play 16-32 channel-mods on a standard Amiga, but wait'n see the new generation ;-)

1.4 Mods Anthology - Documentation/History

3. History of this collection.

3.1. The very beginning.

~~~~~

The beginning of this collection corresponds to my arrival on the Amiga Scene, for sure. In early '89, I discovered the great capacities of the Amiga, and I was immediately attracted by the sound side of this great computer ;) I started composing modules on Soundtracker in '89, and obviously, I was totally amazed by the modules coming from the demos of that time (rhhaaa DOC, Wild Copper, Kefrens.... ;) and I started to try to get the modules out of these demos (like lots of other freaks), just to be able to play them in my Soundtracker, without being forced to run the demo.. (and then, learn some new effects and tips, hehe...)

It was the beginning of my Mods Collection.

---

3.2. The collection grows.

~~~~~

Then, the years passed, tons of demos were released, even more modules which I -had- to get my hands on! :) This was more than a passion... Addiction? :)

In '92-93, I noticed that many modules were stored in several new and weird formats in some demos, grmbl! Impossible to listen to them in my Protracker!? No, noo, noooo! I -had- to do something! So I started to write some tiny utilities, so called 'converters' which were made to convert the weird module back to the standard Protracker format, then I'd be able again to admire these great mods scrolling in my tracker ;)

I can tell you that this converting job was HELL! How many nights spent in my Hex-viewer, trying to analyze a module, trying to see what is a note, what is an effect, where was the pattern-table, and so on..... Well, this is another point, this corresponds to the history of my big utility "Pro-Wizard", a module-converter grouping together all the single convert-routines for each weird format. But without any doubt, Pro-Wizard helped me a lot in making my Collection grow!

But don't think that I was the only one guy, ripping modules like that, fortunately not, and I got many mods from many contacts and friends.

I kept on collecting like that, for fun, untill summer '95. Thanks to the arrival of the hard-disks (by the way!) because storing so many mods on floppy-disks would have been so bloodyyyy... ;)

In summer '95, I think I had got some 8 or 9000 mods in my collection.

Then, with the arrival of the CD-Rom drives here and there, I finally bought one in September '95, and I guess it gave me the idea of editing all my Mods Collection on CD. I can't remember having thought about this before... but.....?

3.3. The last seven months.

~~~~~

In September, I also came back to studies, and got an Internet access. This also had a great influence for the release of this project.

I started to look for some musicians' Internet addresses, in order to contact them and ask them if they would agree in letting me include their mods in the CD-Set. Yes, I wanted to let them know about it.

As far as I remember, I started to ask for permissions at the beginning of October '95. And just read the next section "4" for further details.

You just have to know that all this "author-contacting" work lasted from October '95 untill March '96, 6 months of really hard work, believe me! Around 200 composers contacted, this made hundreds of mails sent and received, and I was also forced to contact dozens of musicians via snail-mail (not everyone had got an Inet access). I also contacted all the French composers (or nearly) via our "Minitel" Network. And I even went to The Party 5 at Xmas in order to meet some other composers,

directly!

In the last month, the 7th one, April '96, I stopped adding mods to the collection and concentrated on the list- and index-files, and all the final work (depacking all mods, renaming them...).

Also I must say that I have contacted my editor, Stefan Ossowski, at the beginning of November '95, and proposed him to edit this huge collection. At my great surprise, he agreed at once, and here we goooo!

:~)

## 1.5 Mods Anthology - Documentation/Authorizations asked!

### 4. Permission asked to the authors.

-----

Let's see this point in detail, yes...

- . If I wanted to warn the authors, it's because I know how you feel when you see some of your own modules on a CD-Rom which you never heard of!

Don't forget that I'm a musician too ;) and this happened to me...

And, another thing, the worst! You're terribly angry when you see, in your directory, some mistakes! Some mods NOT composed by you! I hate this, and I think that I'm not the only one. That's why I made my best to avoid the 'sorting-mistakes' in the directories of this collection. (Hope I did succeed!?)

And contacting the authors directly allowed me to send them the list of the mods I had from them, so that they could tell me if there was any error or somethin' ;)

Additionally, I took advantage of these contacts to ask every musician

1. A personal info-file
2. A picture! :)

And I must admit that it was quite hard sometimes to get these things! Sorry to all I have bothered and bothered again during weeks'n months :) But look at the results now, this is just great to be able to read some lines about (nearly) each composer, and to see how do they look like! ;)

And, finally, I must add that most of the contacted composers took advantage of this opportunity to include some new modules in their own directory!! Yes, you will find many many previously unreleased modules from dozens of composers (Heatbeat, Strobo, Delorean, Moby, Vinnie...)

Thank you very much, friends! ;)

- . Well, here we go, you will find the list of all the 'Composers' dirs included in the collection with a statement for each... either "Agreed" or "Not contacted" (hey, I couldn't contact ALL composers either!) or



some other notes in particular cases.

- Key: (1) ==> My letter came back to me with "has moved away" :(  
 (2) ==> I never received any answer, still waiting...
- (a) ==> Contacted via the French "Minitel" Net or via the phone.  
 (b) ==> Contacted via Internet.  
 (c) ==> Contacted via snail-mail.  
 (d) ==> Met during a Party or else...  
 (e) ==> I suppose that it's OK, being a good friend or so.. ;)  
 (f) ==> Agreed but refused for his game musics :(

Authors (A-F)

Authors (G-Q)

Authors (R-Z)

Groups

Synths

They refused

-----

Notes: If I haven't contacted some composers, it's either because I couldn't find their address (in their modules or else..) or simply because I didn't have the time, or simply didn't! ;)

Facet agreed, at least told me Supernao! But I never had any news again from both of them :( Supernao's email address has changed.

Concerning Dice, SLL and Nightlight, Slide and Gargoyle/Polka B. told me at The Party 5 that they could get their address, but unfortunately I never heard of them again....

Vocal agreed, at least told me Chorus when he agreed himself ;)

Special Note: <Miss Saigon> and <Skie> are two female composers! =)

Yes! In this world of MEN, it's good to have some girls who use a computer, and furthermore a tracker! >:^)

Welcome Misses! And thanks a lot for your participation!  
 (see you soon in #trax.. ;)

-----

. Here it is! More than 215 agreements amongst 330+ composers...

I think it's not that bad ;-)  
...even good! Don't you think so? =)

Who else did this before...?

And please, if YOU are one of the "Not contacted" composers included, please don't blame me! I did my very best, you can't imagine the work this gave me during all these months... And if you want to get in touch with me <for an eventual update of this collection> don't hesitate one second! Thank you.

## 1.6 Mods-Anthology - Documentation/Permissions - Authors(A-F)

. Authors (A-F)

~~~~~

| | | | |
|----------------------|---|---------------|---------------------|
| 16beat | : | Not contacted | |
| 4mat | : | | I wrote him but (1) |
| 911 | : | | I wrote him but (2) |
| Absys | : | Agreed (a) | |
| Accord | : | Not contacted | |
| Accord_of_Gel_Dezign | : | Not contacted | |
| Acechan | : | Agreed (b) | |
| Acetip | : | Agreed (e) | |
| Adamski | : | Agreed (e) | |
| Airon | : | Agreed (b) | |
| Airwalk | : | Not contacted | |
| Alexel | : | Agreed (a) | |
| Alien | : | Not contacted | |
| Allister_Brimble | : | Agreed (b) | |
| Amenophis | : | Agreed (a) | |
| Anders_Hamre | : | Not contacted | |
| Andre_Eickler | : | Not contacted | |
| Andy.finland | : | Agreed (b) | |
| Andy.germany | : | | I wrote him but (2) |
| Arios | : | Agreed (a) | |
| Arpegiator | : | | I wrote him but (2) |
| Audiomonster | : | Agreed (a) | |
| Axel | : | Not contacted | |
| Axis | : | Agreed (e) | |
| Azazel | : | Not contacted | |
| Baby | : | Agreed (b) | |
| Balrog.quebec | : | Agreed (b) | |
| Balrog.sweden | : | Agreed (b) | |
| Bar | : | Not contacted | |
| Baroque | : | | I wrote him but (2) |
| Basehead | : | Agreed (b) | |
| Bass-41 | : | Agreed (e) | |
| Bc | : | Not contacted | |
| Bethoven | : | Not contacted | |
| Big_Jim | : | Agreed (b) | |

| | | | |
|-----------------------|---|------------|---------------------|
| Bird | : | Agreed (e) | |
| Bit-Arts | : | | Not contacted |
| Blaizer | : | | I wrote him but (1) |
| Blue_Silence | : | Agreed (a) | |
| Brainbug | : | | I wrote him but (2) |
| Braintumour_&_Heywood | : | Agreed (c) | |
| Breeze.finland | : | Agreed (b) | |
| Breeze.sweden | : | | Not contacted |
| Bruno | : | | Not contacted |
| Bruno_Bossier | : | | Not contacted |
| Captain | : | Agreed (b) | |
| Cash | : | Agreed (d) | |
| Chorus_&_Sid | : | Agreed (c) | |
| Chris_Jarvis | : | Agreed (b) | |
| Chris_Meland | : | Agreed (b) | |
| Chromag | : | Agreed (c) | |
| Chrono | : | Agreed (b) | |
| Chrylian | : | Agreed (b) | |
| Chuck_Biscuits | : | Agreed (b) | |
| Claim | : | | I wrote him but (2) |
| Clawz | : | Agreed (a) | |
| Codex | : | | Not contacted |
| Cosmiq | : | Agreed (a) | |
| Counterpoint | : | Agreed (b) | |
| Curt_Cool | : | | Not contacted |
| Cutcreator | : | Agreed (c) | |
| Daddy_Freddy | : | | Not contacted |
| Dax | : | | Not contacted |
| Dean | : | Agreed (b) | |
| DeathJester | : | | Not contacted |
| Deck | : | Agreed (c) | |
| Deelite | : | | Not contacted |
| Delorean | : | Agreed (b) | |
| Dexter.norway | : | | Not contacted |
| Dexter.uk | : | | Not contacted |
| Diablo | : | Agreed (c) | |
| Dice | : | | I wrote him but (2) |
| Diesel | : | Agreed (a) | |
| Dizzy | : | Agreed (b) | |
| Djamm | : | Agreed (a) | |
| DJ_Joge | : | | Not contacted |
| Dockers | : | Agreed (e) | |
| Doh | : | Agreed (a) | |
| Don_Cato | : | Agreed (c) | |
| Draghan | : | Agreed (e) | |
| Dreamer | : | | I wrote him but (2) |
| Dreamfish | : | | Not contacted |
| Dr_Awesome | : | Agreed (b) | |
| Dr_Bully | : | | Not contacted |
| DSX | : | Agreed (b) | |
| Dune | : | Agreed (d) | |
| Eagle | : | Agreed (a) | |
| Emax | : | | Not contacted |
| Eniac | : | | Not contacted |
| Estrayk | : | | Not contacted |
| Fabian | : | | I wrote him but (2) |
| Facet | : | Agreed (b) | |

```

Fash                : Agreed (c)
Fasjer              :                Not contacted
FBY                 : Agreed (b)
Feedback            : Agreed (c)
Ferdinand           : Agreed (e)
Firefox             :                I wrote him but (2)
Flame               :                Not contacted
Fleshbrain          : Agreed (b)
Foxx                :                Not contacted
FRED                : Agreed (c)
    
```

1.7 Mods-Anthology - Documentation/Permissions - Authors(G-Q)

. Authors (G-Q)

~~~~~

```

Gandbox            : Agreed (a)
Gibs               : Agreed (a)
Ginseng            : Agreed (b)
Glue               :                Not contacted
Glue_Master        :                Not contacted
Gnosis             :                Not contacted
Gonzo              :                Not contacted
Greg               :                Not contacted
Groo               : Agreed (c)
Gryzor             : Agreed ;-)
GTO                :                Not contacted
Hardfire           : Agreed (c)
Heatbeat           : Agreed (b)
Hein               : Agreed (c)
Hi-Lite           :                Not contacted
Hille              : Agreed (c)
Hithansen          : Agreed (c)
HMW                :                I wrote him but (2)
Holger_K           :                Not contacted
Hollywood          : Agreed (b)
Hornet             : Agreed (a)
Hoshi              : Agreed (c)
Hydra              : Agreed (e)
Ibanez             : Agreed (a)
Interphace         :                I wrote him but (1)
James              :                Not contacted
Jam_&_Spoon        : Agreed (b)
Jason              : Agreed (c)
Jayce              :                Not contacted
Jazz.denmark       :                I wrote him but (2)
Jazz.france        : Agreed (e)
Jelace             :                Not contacted
Jellybean          :                Not contacted
Jesper_Kyd         :                I wrote him but (2)
Jester             : Agreed (b)
Jogeir_Liljedahl   : Agreed (c)
Johan_Alpmar       : Agreed (b)
Jugi               : Agreed (b)
Jukebox            :                Not contacted
Julius             :                I wrote him but (2)
    
```

|                     |   |            |                     |
|---------------------|---|------------|---------------------|
| Kasi_Mir            | : | Agreed (b) |                     |
| Khyron              | : | Agreed (b) |                     |
| Killroy             | : |            | Not contacted       |
| Kookai              | : | Agreed (e) |                     |
| Laxical             | : | Agreed (d) |                     |
| Leviathan           | : | Agreed (b) |                     |
| Liquid              | : |            | Not contacted       |
| Liszt               | : | Agreed (e) |                     |
| Lizard              | : | Agreed (b) |                     |
| Lizardking          | : | Agreed (d) |                     |
| M-C-MP              | : |            | Not contacted       |
| Maelcum             | : | Agreed (b) |                     |
| Maestro             | : |            | I wrote him but (2) |
| Maf                 | : | Agreed (a) |                     |
| Magnum_Force        | : |            | Not contacted       |
| Mahoney_&_Kaktus    | : |            | Not contacted       |
| Maniac              | : | Agreed (c) |                     |
| Mantronix           | : |            | I wrote him but (2) |
| Marck               | : | Agreed (e) |                     |
| Matt_Furniss        | : |            | Not contacted       |
| Maxym               | : | Agreed (b) |                     |
| Mayweed             | : | Agreed (a) |                     |
| MC_Spicy            | : |            | Not contacted       |
| Mellow-D            | : | Agreed (b) |                     |
| Mel_o'Dee           | : | Agreed (c) |                     |
| Memorys             | : | Agreed (a) |                     |
| Mental_Floss.canada | : | Agreed (b) |                     |
| Mental_Floss.usa    | : | Agreed (b) |                     |
| Miika_Kuisma        | : |            | Not contacted       |
| Mindfuck            | : | Agreed (d) |                     |
| Miss_Saigon         | : | Agreed (b) |                     |
| Misty_&_Daeron      | : |            | Not contacted       |
| Moby                | : | Agreed (b) |                     |
| Monty               | : | Agreed (a) |                     |
| Moog                | : | Agreed (a) |                     |
| Moone               | : | Agreed (a) |                     |
| Motion              | : | Agreed (b) |                     |
| Mr_Man              | : |            | I wrote him but (2) |
| Mr_Young            | : | Agreed (a) |                     |
| Mushies_&_Soundy    | : | Agreed (a) |                     |
| Music-Steve         | : | Agreed (b) |                     |
| Mystical            | : | Agreed (b) |                     |
| Nao                 | : | Agreed (b) |                     |
| Nebula              | : |            | Not contacted       |
| Necros              | : | Agreed (b) |                     |
| Nemesis             | : | Agreed (b) |                     |
| NHP_&_BKH           | : | Agreed (a) |                     |
| Nightshade          | : |            | Not contacted       |
| Norbert_Tausch      | : |            | Not contacted       |
| Nuke                | : | Agreed (f) |                     |
| Nutcase             | : | Agreed (c) |                     |
| Odie                | : | Agreed (b) |                     |
| Olivier_Maraval     | : | Agreed (a) |                     |
| Omega               | : |            | Not contacted       |
| Otis                | : | Agreed (b) |                     |
| Oxbow               | : | Agreed (a) |                     |
| Papa_Smurf          | : |            | Not contacted       |

```

Parsec           :           Not contacted
Perro            :           Not contacted
Peter_Salomonsen :           Not contacted
Pinion           : Agreed (b)
Psynomix        :           Not contacted
Pulse           : Agreed (b)
Purple_Motion   : Agreed (c)
Pye             : Agreed (a)
    
```

## 1.8 Mods-Anthology - Documentation/Permissions - Authors(R-Z)

### . Authors (R-Z)

~~~~~

```

Ramon           : Agreed (b)
Ramosa          :           Not contacted
Red_Ribbon      : Agreed (b)
Reflex          : Agreed (a)
Reg             : Agreed (e)
Reverse         : Agreed (a)
Rez             : Agreed (e)
Rhino           : Agreed (b)
Rico            :           Not contacted
Roberts         :           Not contacted
Rogue_Male      :           Not contacted
Romeo_Knight    :           I wrote him but (2)
Ryan_Cramer     : Agreed (b)
Rymix           : Agreed (b)
Sam             : Agreed (e)
Scavy           : Agreed (b)
Scorpik         : Agreed (c)
Scott           :           I wrote him but (2)
Shad            : Agreed (a)
Shazz           : Agreed (a)
Shorty          :           I wrote him but (2)
Shout           : Agreed (a)
Shun            : Agreed (e)
Sidewinder      : Agreed (b)
Siren           : Agreed (b)
Skaven          : Agreed (c)
Skie            : Agreed (b)
Slice           :           Not contacted
Slide           : Agreed (d)
SLL             :           I wrote him but (2)
Smith           : Agreed (e)
SMT             : Agreed (e)
Snoopy          :           Not contacted
Solar           :           Not contacted
Somel           :           Not contacted
Soul            : Agreed (b)
Sparky          : Agreed (b)
SPI             :           Not contacted
Spin            : Agreed (e)
Splitter        : Agreed (a)
SSilk           : Agreed (b)
ST-Mixes        : Agreed (a)
    
```

| | | |
|-----------------------|--------------|---------------------|
| Stalker | : Agreed (b) | |
| Stargazer | : Agreed (c) | |
| Static | : | Not contacted |
| Steel | : Agreed (a) | |
| Strobo | : Agreed (b) | |
| Substance | : | Not contacted |
| Sun | : Agreed (e) | |
| Svolkraq | : Agreed (c) | |
| Stephane_Picq | : Agreed (b) | |
| Stephan_Stoop | : | Not contacted |
| Taron | : | Not contacted |
| Tatoufo | : Agreed (c) | |
| TDK | : Agreed (b) | |
| Tebirod | : Agreed (e) | |
| The_Rew | : | I wrote him but (2) |
| Throb | : Agreed (a) | |
| Tim_Wright | : | Not contacted |
| Tip | : | I wrote him but (2) |
| Titan | : Agreed (a) | |
| TJM | : Agreed (b) | |
| TJOA | : | Not contacted |
| Tonid | : | Not contacted |
| Travolta | : Agreed (c) | |
| TrickTrax | : | I wrote him but (2) |
| TSM_of_SunRiders | : | Not contacted |
| Tune_TNT | : Agreed (b) | |
| Twilight | : | Not contacted |
| Twilight_&_DocHoliday | : | Not contacted |
| Twister | : | Not contacted |
| Typhoon | : | Not contacted |
| Ukulele | : Agreed (b) | |
| Uncle_Tom | : | Not contacted |
| Velvet | : Agreed (c) | |
| Vince | : Agreed (a) | |
| Vinnie | : Agreed (c) | |
| Virgill | : Agreed (d) | |
| Vocal | : Agreed (c) | |
| Vogue | : | Not contacted |
| Voyce | : Agreed (e) | |
| Wal | : | Not contacted |
| Walkman | : | Not contacted |
| Weasel | : | Not contacted |
| Wotw | : | Not contacted |
| Xerxes | : Agreed (b) | |
| XTD | : Agreed (c) | |
| Yannis | : Agreed (b) | |
| Yolk_&_Legend | : Agreed (b) | |
| ZBB | : Agreed (a) | |
| Zigg | : | Not contacted |
| Zodiak | : Agreed (b) | |
| Zoon | : Agreed (a) | |

1.9 Mods-Anthology - Documentation/Permissions - Groups

. + the 'Groups' directories
 ~~~~~

Abyss : Agreed (d) (Pink)  
 Analog : Agreed (a) (Dunhill, Swan, Erekosë, ....)  
 Brainstormers : Agreed (a) (SML)  
 Cryptoburners : Agreed (b) (Trixal & Vortex)  
 Extreme : Agreed (e) (Solon & Cristofer Lee)  
 Force\_Ten : Agreed (b) (The Zapper!, The Duellist & Vizz)  
 Les\_Heretiques : Agreed (a) (Bouffon & The Seventh Son)  
 Kefrens : I wrote him but (2) (Nightlight)  
 Maniacs\_of\_Noise : I wrote him but (2) (Oistein Eide)  
 Mistery : Agreed (b) (Sikamikanico, The Fear, Zalt)  
 Neoplasia : Agreed (c) (Cyborg)  
 Playmobil : Agreed (a) (FX, Pepito & Snes)  
 Speedy : Agreed (e) (Speedy)  
 Tragedy : I wrote him but (2) (The Undertaker)  
 Wild\_Copper : Agreed (e) (Bug Vindicator & Pat)

### 1.10 Mods-Anthology - Documentation/Permissions - Synthetics

. + the 'Synth' directories  
 ~~~~~

Nemesis1 agreed for his wonderful collection of SID modules!
 Slight too (Hi Mike! :)

Chris Huelsbeck allowed me to include only one TFMX module, but the one!
 (Turrican II Main Title! (7 channels) Thanks Chris!)

1.11 Mods-Anthology - Documentation/Permissions Refused

. And now the guys who refused!
 ~~~~~

Orpheus agreed at first, but then told me that he was forced to make me remove all his mods because he will soon use them in other commercial products (Audio CDs I guess), that was really too bad, Orpheus made some great pieces of Ambient Music in OctaMED format. Try to get them from Aminet anyway, for your own use and pleasure ;)

U4ia was one of the firsts I asked the permission to! But he refused at once, telling me that he had been ripped off too many times before, etc, etc... I'm really sorry for YOU now, guy, you can see that it was not a fake project at all.. It's surely the greatest Mods Collection around but you're not a part of it, too bad..

### 1.12 Mods Anthology - Documentation/Contents of each CD



5. Contents of each CD.

-----

Choose a sub-section:  
 ~~~~~

- 5.1. The Root of each CD.
- 5.2. The Modules (of course:).
- 5.3. The Lists (of modules).
- 5.4. The Tools (players, trackers, for each computer).
- 5.5. The In-Use directory (Amiga only).

1.13 Mods Anthology - Documentation/Contents/Root

5.1. The Root of each CD.

~~~~~

Let's examine what you will find on the root of each CD.

(Note that, except the modules, all the other files and directories are present on ALL THE 4 CDs! You will find the same things in the "Tools", "Lists" and "In-Use" directories, on each CD).

Here is the root directory of the CD-1: (for instance)

|                     |        |
|---------------------|--------|
| In-Use              | (Dir)  |
| Lists               | (Dir)  |
| Modules             | (Dir)  |
| Tools               | (Dir)  |
| Click_Me_First      | 768    |
| Click_Me_First.info | 2099   |
| CP.BAT              | 47     |
| Disk.info           | 3212   |
| In-Use.info         | 1233   |
| Lists.info          | 1233   |
| MAfind              | 23108  |
| MAfind.info         | 1032   |
| Modules.info        | 1233   |
| ReadMe.doc          | 128367 |
| ReadMe.guide        | 139883 |
| ReadMe.guide.info   | 5169   |

Tools.info

1233

Let's take the files, at first:

- Non-Amiga users, don't pay attention to the ".info" files, they are useful for the Amiga Workbench only. (icon-files)
- Click\_Me\_First: Amiga only startup-file! It makes some required assigns and runs DeliTracker-2, but we will examine this file in one moment.
- CP.BAT : PC users only! Simply run this .bat file to launch Cubic Player 1.7 and.... just load some modules ;)
- MAfind : Amiga only. It's a finder! Use it to search for some modules in the different lists supplied, but we will examine this tool in detail below...
- ReadMe.doc : Main documentation (this file ;) in ASCII form, thus readable on any computer (I hope..)
- ReadMe.guide : Main documentation in AmigaGuide form, thus, for Amiga users only =)

Now, the 4 directories:

- In-Use : Amiga only! DeliTracker V2.24 is installed here, as well as the tools used to show the pictures. But refer to section 5.5 for further details.
- Lists : You will find here all the list-files that cover the whole collection. All the modules and docs are listed here, in several formats (ASCII, AmigaGuide, DeliTracker Program-Lists, MAfind Lists) but refer to the section 5.3 for further details.
- Modules : Here are stored the modules themselves! :) Of course, sorted in many other sub-directories... Refer to section 5.2 for further explanations.
- Tools : Finally, you will find here a lot of Mods-related software, for several computers! Refer to section 5.4 for full list of these tools.

-----

The 'Click\_Me\_First' startup-file

The 'MAfind' tool

## 1.14 Mods Anthology - Documentation/Contents/Root/Click\_Me\_First

Now, let's see in detail the "Click\_Me\_First" (Amiga) startup- ←  
file:

Let's print it:

```

| Assign >NIL: MAZ1: Mods-1:Modules/Authors.A-F
| Assign >NIL: MAZ2: Mods-2:Modules/Authors.G-Q DEFER
| Assign >NIL: MAZ3: Mods-3:Modules/Authors.R-Z DEFER
| Assign >NIL: MAZ4: Mods-3:Modules/Groups DEFER
| Assign >NIL: MAZ5: Mods-4:Modules/Misc DEFER
| Assign >NIL: MAZ6: Mods-4:Modules/Synth DEFER
| Assign >NIL: SMUS_Instruments: MAZ6:SMUS/Instruments DEFER
|
| Mkdir >NIL: T:MArexx
| Copy Mods-1:In-Use/Deli/Arexx/pm T:MArexx QUIET
| Assign >NIL: Rexx: T:MArexx REMOVE
| Assign >NIL: Rexx: T:MArexx ADD
|
| Resident >NIL: Mods-1:In-Use/PPShow FORCE
| Resident >NIL: Mods-1:In-Use/FJPEG FORCE
| Setenv FJPEG_SCREENMODE 0x29004
|
| CD Mods-1:In-Use/Deli
|__ Run >NIL: Delitracker2 module Mods-1:Lists/Deli/Startup.program

```

- . At first, you can see a group of Assigns which will be used all over the ModLists to access all the modules.

You can see the repartition of the main directories over the 4 CDs.

On CD-1, you will find the Composers (Authors) dirs from 'A' to 'F'. In fact, from '1' to 'F' (16Beat, 4mat, 911 are before the "A" dirs ;) And you can reach these directories via the assign "MAZ1:" instead of typing "Mods-1:Modules/Authors.A-F". It's far easier like that.

On CD-2, you will find the Composers dirs from 'G' to 'Q', even if there is no directory starting with a "Q" =) And you can reach these directories via the assign "MAZ2:".

On CD-3, you will find 2 main sub-directories, the one grouping all the Composers from 'R' to 'Z' (it's assigned "MAZ3:") and the one grouping all the 'Groups' directories (assign "MAZ4:").

On CD-4, finally, you will find again 2 main sub-directories, the one grouping all the 'Misc' directories (assign "MAZ5:") and the very last one, grouping all the 'Synth' directories (Synthetic Formats), assigned to "MAZ6:".

Please remember well these assigns, even you, non-Amiga users ;) If you see in one of the lists: "refer to MAZ4:Kefrens directory", you'll have to remember that MAZ4 = the Groups dirs, and that they are located on CD-3! Don't worry, it's easy to remember, with time...

Note: You can see that all the assigns referring to the other CDs than the one currently inserted (i.e. the CD-1, here) are DEFERred, but they will be activated as soon as you will insert the CD-2, 3 or 4.

About the "SMUS\_Instruments:" assign, it is required to tell to the SMUS (Sonix) player where are stored the Instruments used to play the corresponding modules. It is also DEFERred and will be activated as soon as you want to play these SMUS modules.

Finally, if you wonder what "MAZx" means, it's simply comes from my own assigns, on my Amiga, where I use Z1, Z2, Z3, Z4, Z5 & Z6. ("Z" standing for "Zik", "Zicos", "Zikmu", or whatever... :-)) Then, I have just added the "MA" prefix, for "Mods Anthology" =)

. Then you can see the 4 lines:

```
| Makedir >NIL: T:MArexx
| Copy Mods-1:In-Use/Deli/Arexx/pm T:MArexx QUIET
| Assign >NIL: REXX: T:MArexx REMOVE
| Assign >NIL: REXX: T:MArexx ADD
```

It's quite simple to understand. All the AmigaGuide lists will allow you to directly play the modules, by sending them to DeliTracker via AREXX, using this tiny "pm" command, which is the same as "dt\_playmodule.rexx", but reduced to 2 letters, just to make the lists not TOO BIG => 18000 times "pm" is far smaller than 18000 times "dt\_playmodule.rexx"!

And, to allow you to play the mods from the 4 CDs, without directly needing CD-1, or CD-3, I just create a directory in 'T:' (which should be located in your 'Ram Disk:'), copy this little (124 bytes) command, and ADD an Assign REXX: to this directory, so that all the RX commands sent from the AmigaGuide-Lists will refer to the 'pm' located in Ram:, not on each CD...

The script also tries to REMOVE any previously added assign, before adding the new one.

Note: It is assumed that you already launched 'RexxMast' in your boot-startup! If this is not the case, do it at once, AREXX is very useful. You will find RexxMast in 'SYS:System/'. Copy it in your WBStartup directory or just add the line:

```
SYS:System/RexxMast >NIL:
```

in your 's:user-startup' file.

. Then you can see the 3 lines:

```
| Resident >NIL: Mods-1:In-Use/PPShow FORCE
| Resident >NIL: Mods-1:In-Use/FJPEG FORCE
| Setenv    FJPEG_SCREENMODE 0x29004
```

It's again very clear. PPShow and FastJPEG are used, from the AmigaGuide files, to display the various pics and gfx from the different dirs, and as these tools can be made 'resident', I do it! :) This means that they will be copied in resident memory so, when you need to display a picture the program will be directly accessible from the Ram, instead of being launched all the time from each CD. It may take around 90kB of memory but makes the use of the collection far handier.

Note: I use the "FORCE" argument just because the original "P" flags are not supported by the CDROM filesystem.

Additionally, I set an ENVIRONMENT variable for FastJPEG, which will force it to display all the JPEG files in a 640x512 HiRes screenmode.

If you're not satisfied with this, just copy the whole script on your hard-disk, modify it as you wish, and run it from your hard-disk instead of running the original from each CD. By the way, this is recommended to do so... and not only for the startup script, but also for the lists, MAFind etc, just copy them on your HD, they will be accessed a lot faster. But I explain all this in section

6  
later...

Here I must thank: Nico François for: PPShow  
and: Christoph Feck for: FastJPEG.

Note: The version of FJPEG installed is FJPEG\_AGA! I do think that all remaining Amiga users have got a machine with AGA Chipset and Kickstart 3.0 at least!? Hopefully...

If this is not the case, you will find the ECS version of FJPEG in its original archive, supplied in the "Arc" sub-directory.

. Finally, with the 2 lines:

```
| CD Mods-1:In-Use/Deli
|__ Run >NIL: Delitracker2 module Mods-1:Lists/Deli/Startup.program
```

...you can easily understand that I change the current directory to the one where

    DeliTracker  
        is installed, and I launch it, specifying  
a list of modules (included in the current CD, obviously ;).

This list is made of the 'best' or 'classic' mods from most of the included directories (composers, groups, misc, synth..), it contains less than 100 mods, just to be quickly loadable. You can find many other DeliLists in the same directory (listed above).

A warm thanks is going to Peter Kunath for the best player ever:

!! D E L I T R A C K E R !!

...and watch out for the version 3! :)

OK, so this little startup-script will make all the required commands and will run Delitracker which will start playing some mods at once..

" Click and Play " !? :-))

Note: If you want to "desinstall" the CDs entirely, just execute this after exiting Delitracker:

```
Assign >NIL: SMUS_Instruments: REMOVE
Assign >NIL: MAZ6: REMOVE
Assign >NIL: MAZ5: REMOVE
Assign >NIL: MAZ4: REMOVE
Assign >NIL: MAZ3: REMOVE
Assign >NIL: MAZ2: REMOVE
Assign >NIL: MAZ1: REMOVE
```

```
Assign >NIL: Rexx: T:MArexx REMOVE
Delete >NIL: T:MArexx/pm
Delete >NIL: T:MArexx
```

```
Unsetenv FJPEG_SCREENMODE
Resident >NIL: FJPEG REMOVE
Resident >NIL: PPShow REMOVE
```

## 1.15 Mods Anthology - Documentation/Contents/Root/MAfind

Now, and to close this "5.1" point, let's examine the tool ' ←  
MAfind'.

As its name says, it's a Finder (Amiga only) which will allow you to enter a string and it will start searching for this string in the MAfind-list specified in the tooltype, then, according to your Prefs, it will build a

```
Delilist
and/or an
AmigaGuide
document with all the
```

entries matching the string.

This program was written by a very good friend of mine, Loïc Marechal, (deep thanks, Loïc!). It has some requirements though, it's a nice MUI application, so MUI will be required (V2.3 at least, I guess) to use MAFind from its GUI. But you can also use it from a CLI/SHELL by specifying some arguments, and there MUI is not needed.

Informations about MUI coming up:

-----  
 This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
 Eduard-Spranger-Straße 7  
 80935 München  
 GERMANY

-----  
 Really, if you haven't installed MUI yet, you should do it at once!

I also guess that MAFind makes use of some 68020 instructions, so I hope this is OK... (who is still using a poor 68000 nowadays? ;)

Well, Loïc told me that he didn't want any documentation for his finder, and I'm already writing too many lines ;-)

I will just tell you to look in MAFind's menu, you will see a 'Prefs' item which will allow you to select the source-file, the destination-file (for the DeliList) and the destination-file (for the AmigaGuide List), and of course to choose if you want to generate both lists or just one of them.

Then make some tries... It's far simple to use.

You will notice that it sorts the matching mods by CD (1/2/3/4), so that, if you have e.g. the CD-2 currently inserted in your drive, you'll know which mods to play ;-)

From CLI/SHELL, type 'MAfind' without any argument and you will see a little usage information.

For instance, an MAfind command from CLI could be like this:

```
MAfind Great! Mods-1:Lists/MAfind/MAZ4.findlist Ram:List.guide ag open
```

This will search for "Great!" in the MAZ4 (Groups) list and generate an AmigaGuide file called 'Ram:List.guide', then open the document.

Just note that a running Delitracker is required (in order to receive the DeliList sent from MAFind). Obviously...

I hope you will enjoy the power of MAFind, it's so useful!

Note that on the very right of each output line, in the generated AmigaGuide file, you will find back the module's path (directory).

Finally, the string searched for is NOT case-sensitive, note this well! And no wildcards are supported, but actually, when you search for "Moby", MAFind searches for "#?Moby#?".

Hints: At least, I must tell you what you might search for.

If you have a look at the MAFind Lists supplied, with a simple text editor, you will see that, for each module (each line), several fields are noticed:

Filename, Directory, Size and Filecomment.

So, you may search for a module-name, of course, an author-name, but also for all the modules of the same size (just for fun), or, and it is where many useful informations are stored, you can search for something included in the original Filecomments! The AmigaDOS filecomments, unfortunately not supported by the CDs format.

In the filecomments, you will find a lot of informations, like:



- Duration of the module (e.g. [05:21] )
- Author's name (for misc mods) (e.g. By Chipper)
- Composition date (e.g. On 21-Feb-95  
or In Jul '93  
or In '88)

(Pay attention to the different formats).

- Event for which the module was composed (For The Party 4,  
For The Gathering '95, etc...).
- Demo from which the module is coming, and many other things.

(Just have a look at the global ModList(s) to see what you may find in the filecomments).

So you can search for all the modules lasting for <[02:00]> mins or composed <In Mar '92> or coming from a <Rebels> demo, or containing the word <Funk>, and so on.....

And don't hesitate to create some special Delilists with MAfind, and to store them on your hard-disk or somewhere, like e.g. for all the mods coming from this or that Party, related to this author, related to that type of music (name containing <Funk> or <Jungle> etc...), or all the mods from a same date, and so on... then you will be able to load again these Delilists in Delitracker later on... MAfind is so useful!

Have fun with MAfind! :)

## 1.16 Mods Anthology - Documentation/Characteristics Summary

-----=( MODS ANTHOLOGY )-----

- 4 CD-ROMs - 18000+ mods - Permission asked to the authors -
- Multiplatform product (readable under ms-dos, win, mac, unix, AmigaDOS) -
  - All mods sorted by composers in priority, then groups and kinds -
    - MODs - FT1 - S3M - XM - MTM - IT - Amiga Synthetics -
    - Many informations about the authors (info-file, picture!) -
    - Many previously unreleased mods from the most famous composers -
- 6 years of hard collecting - 6 months of hard 'author-contacting' ;) -
  - Many players and trackers included for each machine -
    - All modules stored in uncompressed form -
    - Long filenames! (not "8+3") -

-----=( MODS ANTHOLOGY )-----

## 1.17 Mods Anthology - Documentation/Contents/Mods

### 5.2. The Modules.

~~~~~

Let's come to this big part... The Modules!

- . Well, as already stated in the previous paragraph, you will find some other sub-directories in each "Mods-?:Modules/" directory (of each CD).

On CD-1, you will find "Authors.A-F/".

On CD-2, you will find "Authors.G-Q/".

On CD-3, you will find "Authors.R-Z/" and "Groups/".

On CD-4, you will find "Misc/" and "Synth/".

And in each of these directories, again some sub-directories, the ones that really contain the modules.

You will also find a "-Readme-.guide" and a "-Readme-.txt" files in each of these 6 main sub-directories. They notice all the directories that you will find, the number of modules included (e.g. <132>) and the size of each directory, and finally the informations that were stored in the filecomment of each directory, originally, which notice the real name of the musicians, most of the time, and his country.

There is also the correspondence between the REAL directory-names and the TRUNCATED directory-names (this was forced because of the MS-DOS limitations :(It is able to truncate long filenames, but not to enter long directory-names... tss..)

Here is an example line:

```
Audiomon = Audiomonster      < 25>      2831k - (Raphael GESQUA / France)
```

Note that the AmigaGuide file allows you to browse all the directories of the currently inserted CD. Unlike the main (big) list files that you will find in the "Mods-?:Lists/Guides/" directory, all the links are external, here.

- . In each of the sub-sub-directories ;) (those containing the mods), you will find at least 2 additional files, called:

```
!Mods.guide   and   !Mods.txt
```

These are the index-files of the current directory, have a look at them. They simply notice all the mods included, their size, and the original filecomment (with the duration, etc..). And of course, in the AmigaGuide file, you will be able to directly play the modules, like from MAfind, when you click on a module, it is sent to Delitracker via Arexx.

Additionally, when a "Docs/" sub-directory is present, you will find two other files called:

```
!Docs.guide   and   !Docs.txt
```

They describe what you will find in this "Docs/" sub-dir... Usually the info-file from the concerned composer, his picture (when there is one), and sometimes other files, pictures, texts, I let you the surprise! :)

All these files start with a "!" just to make them appear at the very beginning of the directory, not lost between all the "M" and "D" files.

Note that, when there is a "!Docs.guide" file, it is also accessible from the "!Mods.guide" file. And in this file you will be able to show the different pictures (thanks to PPSHOW and FJPEG, as I said..), or to display the other texts, info-files, etc...

You can view everything from the .guide file! Great or what!? :-)

And, as explained in the
 About
 section, you may find
 a 'MS-DOS' directory in some dirs, with pre-truncated filenames.

- . Besides, let's make a list of 'who has got an info-file and/or picture in his "Docs/" sub-directory':

 Authors (A-F)

 Authors (G-Q)

 Authors (R-Z)

 Groups

 Synths

- . Now, let's talk a bit about the way I have sorted all these ←
 modules.

The priority went to the COMPOSERS, this is clear! :)
 This collection is a tribute to them, so I have created an own directory for each known composer and for other ones who had at least 4-5 modules included...

Concerning the different formats of Mods, I have mixed'em all since they belonged to the same composer (e.g. in Lizardking's directory, you will find all his MOD's and all his XM's, together).

Apart from the Authors.* dirs, I have then grouped some mods from some composers coming from the same GROUP. Read the "-Readme-.guide" file in MAZ4: for further details..

Then, all the "Misc/" (MAZ5) dirs contain some mods composed by various other authors, who don't have a personal directory. And here, I have tried to sort the mods by kind (e.g. Chip-Tunes, Dance-Techno, Delirium, Miscellaneous, Oldies...) but also just read the "-Readme-.guide" file

in MAZ5: for further infos...

Finally, we come to the last main sub-directory, the MAZ6 "Synth/" dir. It groups together several synthetic/exotic formats of modules. You will find absolutely no MOD/XM/S3M module herein.. Also have a look at the "-Readme-.guide" (or .txt) file included.

- . Talking about the mods' formats, let's make a list of all the extensions you will find in these directories:

```

*.mod           : 4 channels Noise/Protracker mods
*.MOD           : FastTracker-1/TakeTracker (multichn)
*.S3M           : ScreamTracker 3
*.XM            : FastTracker-2
*.IT            : ImpulseTracker
*.MTM           : MultiTracker
*.ULT           : UltraTracker
*.DMF           : X-Tracker
*.MDL           : DigiTrak
*.PTM           : PolyTracker
*.MED           : MED (4ch) and OctaMED (8ch)
*.OKT           : Oktalyzer (Amiga 4 & 8ch)
*.DMU or *.DMU2 : Digital Mugician (Amiga 4 & 7ch)

FTM.*          : Face The Music (Amiga 8ch)
SPM.* and SPS.* : StoneTracker (Amiga 8ch)
AON.* or AON4.* or AON8.* : Art of Noise (Amiga 8ch)
    
```

Note: Notice the difference between "*.mod" and "*.MOD"!

And about the 4ch "*.mod" files, I think there remains some NoiseTracker and StarTrekker mods amongst all the Protracker mods but don't worry, they are also played well by DeliTracker and Protracker.

And, concerning the exotic formats:

```

APS.* : AProSys | AST.* : Actionamics Sound Tool
AMAD.* : AY-3-8912 Emulator | EMUL.* : AY-3-8912 Emulator
ST11.* : AY-3-8912 Emulator | STRC.* : AY-3-8912 Emulator
CUST.* : Custom Modules | DM?.* : Delta Music 1.0 or 2.0
DIGI.* : DigiBooster | DMU.* : Digital Mugician
FC13.* : Future Composer 1.3 | FC14.* : Future Composer 1.4
FRED.* : Fred Monitor | FTM.* : Face The Music
HIP.* : Hippel | HIP7.* : Hippel 7ch
HIPC.* : Hippel COSO | ISM.* : In Stereo (Synthesis)
JAM.* : JamCracker | JCB.* : J.C. Brooke
LME.* : Legless Music Editor | MKII.* : Mark II
MCMD.* : MCMD (?) | ML.* : Music Line Editor
MTH.* : MTH (?) | MA.* : Music Assembler
MC.* : Mark Cooksey | MON.* : Maniacs of Noise
MW.* : Martin Walker | *.DAT : PlaySID
PUMA.* : PumaTracker | SID?.* : SidMon 1.0 or 2.0
SMUS.* : IFF-SMUS (Sonix) | SA.* : Sonic Arranger
    
```

```

SFX.* : SoundFX 1.3          | SFX2.* : SoundFX 2.0
BP.*  : SoundMon            | SYN.*  : Synthesis
ST.*  : SynTracker          | MDAT.* : TFMX (with SMPL.*)
THN.* : The Holy Noise      | TRON.* : Tronic
TF.*  : Tim Follin          | *.SNG  : Vector Dean (with *.INS)
VSS.* : VSS                  | DW.*   : David Whittaker
OLDW.* : David Whittaker (old)
    
```

. Note that some of these formats cannot be played with DeliTracker (yet) as *.ULT / *.MDL / *.PTM / ML.* but they may be implemented soon.

But you can play the ML.* mods on Amiga with the original program, MLine (Music Line Editor), to be found in the ":Tools/Amiga/Trackers/" directory on each CD.

. Let's notice again the total number of mods for each main directory:

```

_____
| (CD-1)   Mods/Authors (A-F) : 2719 modules ( 438MB). |
| (CD-2)   Mods/Authors (G-Q) : 3417 modules ( 574MB). |
| (CD-3)   Mods/Authors (R-Z) : 2263 modules ( 371MB). |
| (CD-3)   Mods/Groups         : 1458 modules ( 194MB). |
| (CD-4)   Mods/Misc (Kinds)   : 2857 modules ( 497MB). |
|          _____ |
|          Sub-Total           : 12714 modules (2074MB). |
|          (CD-4) + Mods/Synth  : 5382 modules ( 74MB). |
|          Total -ALL- Mods    : 18096 modules (2148MB). |
|_____
          ~~~~~
    
```

Amongst the 5382 "Synth" modules, there are 4396 PlaySID ones!
 And thus 986 other synthetic (or exotic) mods.

Amongst the composers' directories, Strobo's one is the biggest
 (in number of mods!) ==> 300 mods! :) Very productive, Niko! =)

Then, there is XTD with 200 mods, Heatbeat with 186 mods,
 Lizardking with 126 mods, Moby with 118 mods, Dr.Awesome with 193 mods,
 Allister Brimble with 126 mods, Chromag with 124 mods, Clawz with 122
 and Delorean with 132 mods. Deep thanks to all of you who sent me so
 many new mods to be included! And also to many other composers ;)

Enjoy all these mods, freaks!

Special Note: Some musicians who have got their own directory ALSO have
 some mods in some other directories, because of various
 reasons, that you'll understand by yourself ;)

Here is a more or less complete list:

| | | | |
|---------|--|----------|---|
| Analog | > MAZ6:FC14 | Axis | > MAZ6:StoneTrk |
| Bird | > MAZ4:Heretiqu | Blaizer | > MAZ4:Kefrens |
| Chromag | > MAZ2:Laxical | Dice | > MAZ4:Kefrens |
| Doh | > MAZ5:Delirium | Doh | > MAZ6:FC14 |
| Estrayk | > MAZ6:SidMon | FRED | > MAZ6:Fred |
| Gryzor | > MAZ5:Delirium | Ibanez | > MAZ5:Delirium |
| Jason | > MAZ1:A_Hamre | Jesp_Kyd | > MAZ4:Kefrens |
| Julius | > MAZ5:Compos/TP94.4CH | Kefrens | > MAZ6:Custom (Powerlaxen) |
| Maestro | > MAZ4:Kefrens | Mindfuck | > MAZ5:Delirium |
| Moby | > MAZ5:Delirium | Monty | > MAZ4:Analog |
| Moone | > MAZ5:Delirium | Nemesis1 | > MAZ5:ChipTune.G-N, + MAZ5:Misc.S-Z |
| Romeo_K | > MAZ6:SidMon | Shorty | > MAZ4:TheGiant |
| SLL | > MAZ4:Kefrens + MAZ4:Predator + MAZ4:BeastieB | | |
| Static | > MAZ4:Rebels | Svolkraq | > MAZ6:DigiBoos |
| Throb | > MAZ5:Delirium | Walkman | > MAZ4:Predator |

1.18 Mods Anthology - Documentation/Contents/Mods/Info-files Z1

| Authors (A-F) | Info-File | Picture | |
|-----------------------|-----------|---------|-------|
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| Absys | Yes | Yes | |
| Acechan | Yes | Yes | |
| Acetip | No | No | |
| Adamski | No | No | |
| Airon | Yes | Yes | |
| Alexel | Yes | Yes | |
| Allister_Brimble | Yes | No | |
| Amenophis | Yes | Yes | |
| Andy.finland | Yes | Yes | |
| Arios | Yes | Yes | |
| Audiomonster | No | Yes | |
| Axis | No | No | |
| Baby | Yes | Yes | |
| Balrog.quebec | No | No | |
| Balrog.sweden | Yes | Yes | |
| Basehead | Yes | Yes | |
| Bass-41 | No | No | |
| Big_Jim | No | No | |
| Bird | No | No | |
| Blue_Silence | Yes | Yes | |
| Braintumour_&_Heywood | No | No | |
| Breeze.finland | No | No | |
| Captain | Yes | No | |
| Cash | No | Yes | |
| Chorus_&_Sid | Yes | No | |
| Chris_Jarvis | Yes | Yes | |
| Chris_Meland | Yes | Yes | |
| Chromag | Yes | Yes | |
| Chrono | Yes | Yes | |
| Chrylian | No | No | |
| Chuck_Biscuits | No | No | |
| Clawz | Yes | Yes | |
| Cosmiq | No | No | |

| | | | | | |
|--------------|--|-----|--|-----|--|
| Counterpoint | | Yes | | No | |
| Cutcreator | | Yes | | Yes | |
| Dean | | No | | Yes | |
| Deck | | Yes | | Yes | |
| Delorean | | Yes | | No | |
| Diablo | | Yes | | Yes | |
| Diesel | | Yes | | Yes | |
| Dizzy | | Yes | | Yes | |
| Djamm | | Yes | | Yes | |
| Dockers | | No | | No | |
| Doh | | Yes | | Yes | |
| Don_Cato | | Yes | | Yes | |
| Draghan | | No | | No | |
| Dr_Awesome | | Yes | | Yes | |
| DSX | | Yes | | Yes | |
| Dune | | Yes | | No | |
| Eagle | | Yes | | Yes | |
| Facet | | No | | Yes | |
| Fash | | Yes | | No | |
| FBY | | Yes | | Yes | |
| Feedback | | Yes | | Yes | |
| Ferdinand | | No | | No | |
| Fleshbrain | | Yes | | No | |
| FRED | | Yes | | Yes | |

1.19 Mods Anthology - Documentation/Contents/Mods/Info-files Z2

| Authors (G-Q) | | Info-File | | Picture | |
|------------------|--|-----------|--|---------|--|
| Gandbox | | Yes | | Yes | |
| Gibs | | Yes | | No | |
| Ginseng | | Yes | | Yes | |
| Groo | | Yes | | Yes | |
| Gryzor | | Yes | | Yes | |
| Hardfire | | Yes | | Yes | |
| Heatbeat | | Yes | | Yes | |
| Hein | | Yes | | Yes | |
| Hille | | Yes | | Yes | |
| Hithansen | | Yes | | Yes | |
| HMW | | Yes | | No | |
| Hollywood | | Yes | | Yes | |
| Hornet | | Yes | | Yes | |
| Hoshi | | Yes | | Yes | |
| Hydra | | No | | No | |
| Ibanez | | Yes | | No | |
| Jam_&_Spoon | | Yes | | No | |
| Jason | | Yes | | No | |
| Jazz.denmark | | No | | Yes | |
| Jazz.france | | No | | No | |
| Jester | | Yes | | Yes | |
| Jogeir_Liljedahl | | Yes | | Yes | |
| Johan_Alpmar | | Yes | | Yes | |
| Jugi | | No | | No | |
| Kasi_Mir | | Yes | | No | |
| Khyron | | Yes | | Yes | |

| | | |
|---------------------|-----|-----|
| Kookai | No | No |
| Laxical | No | No |
| Leviathan | Yes | Yes |
| Liszt | No | No |
| Lizard | Yes | No |
| Lizardking | No | No |
| Maelcum | Yes | Yes |
| Maf | Yes | Yes |
| Maniac | Yes | No |
| Marck | No | No |
| Maxym | Yes | Yes |
| Mayweed | Yes | Yes |
| Mellow-D | Yes | Yes |
| Mel_o' Dee | Yes | No |
| Memorys | No | Yes |
| Mental_Floss.canada | No | Yes |
| Mental_Floss.usa | Yes | Yes |
| Mindfuck | No | Yes |
| Miss_Saigon | Yes | Yes |
| Moby | Yes | Yes |
| Monty | Yes | No |
| Moog | No | No |
| Moone | Yes | Yes |
| Motion | No | No |
| Mr_Young | Yes | Yes |
| Mushies_&_Soundy | No | Yes |
| Music-Steve | Yes | Yes |
| Mystical | Yes | Yes |
| Nao | Yes | Yes |
| Necros | Yes | Yes |
| Nemesis | No | No |
| NHP_&_BKH | No | No |
| Nuke | No | No |
| Nutcase | Yes | Yes |
| Odie | Yes | Yes |
| Olivier_Maraval | Yes | Yes |
| Otis | Yes | Yes |
| Oxbow | Yes | Yes |
| Pinion | Yes | Yes |
| Pulse | Yes | Yes |
| Purple_Motion | No | No |
| Pye | Yes | Yes |

1.20 Mods Anthology - Documentation/Contents/Mods/Info-files Z3

| Authors (R-Z) | Info-File | Picture |
|---------------|-----------|---------|
| Ramon | Yes | Yes |
| Red_Ribbon | Yes | Yes |
| Reflex | Yes | Yes |
| Reg | No | No |
| Reverse | No | No |
| Rez | No | No |
| Rhino | Yes | Yes |
| Ryan_Cramer | Yes | Yes |

| | | |
|---------------|-----|-----|
| Rymix | Yes | Yes |
| Sam | No | No |
| Scavy | No | No |
| Scorpik | Yes | Yes |
| Shad | No | No |
| Shazz | Yes | Yes |
| Shout | Yes | Yes |
| Shun | No | No |
| Sidewinder | No | Yes |
| Siren | No | No |
| Skaven | Yes | Yes |
| Skie | Yes | Yes |
| Slide | No | Yes |
| Smith | No | No |
| SMT | No | No |
| Soul | Yes | Yes |
| Sparky | Yes | Yes |
| Spin | No | No |
| Splitter | No | Yes |
| SSilk | No | Yes |
| ST-Mixes | No | No |
| Stalker | Yes | No |
| Stargazer | Yes | Yes |
| Steel | No | Yes |
| Strobo | Yes | Yes |
| Sun | No | No |
| Svolkraq | Yes | Yes |
| Stephane_Picq | Yes | No |
| Tatoufo | Yes | Yes |
| TDK | Yes | No |
| Tebirod | No | No |
| Throb | Yes | Yes |
| Titan | Yes | Yes |
| TJM | Yes | Yes |
| Travolta | Yes | Yes |
| Tune_TNT | No | No |
| Ukulele | No | No |
| Velvet | Yes | Yes |
| Vince | Yes | Yes |
| Vinnie | Yes | No |
| Virgill | Yes | Yes |
| Vocal | No | No |
| Voyce | No | No |
| Walkman | Yes | No |
| Xerxes | Yes | No |
| XTD | No | Yes |
| Yannis | Yes | Yes |
| Yolk_&_Legend | Yes | Yes |
| ZBB | Yes | Yes |
| Zodiak | Yes | Yes |
| Zoon | Yes | Yes |

1.21 Mods Anthology - Documentation/Contents/Mods/Info-files Z4

| Groups | Info-File | Picture |
|----------------|-----------|---------|
| Abyss | No | No |
| Analog | Yes | Yes |
| Brainstormers | No | No |
| Cryptoburners | Yes | No |
| Extreme | No | No |
| Force_Ten | Yes | Yes |
| Les_Heretiques | Yes | Yes |
| Mistery | No | No |
| Neoplasia | No | No |
| Playmobil | Yes | Yes |
| Speedy | No | No |
| Wild_Copper | No | No |

1.22 Mods Anthology - Documentation/Contents/Mods/Info-files Z6

| Synth | Info-File | Picture |
|-----------------|-----------|-----------------------------|
| Nemesis1 | Yes | No |
| Slight | Yes | Yes |
| Chris Huelsbeck | Yes | Yes |
| David Whittaker | Yes | Yes (magazine interview...) |

1.23 Mods Anthology - Documentation/Contents/Lists

5.3. The Lists.

Here we come to the 'Lists' directory, containing more than 11MB of Lists, in various form, of course.

There are 4 'types' of lists included, so you will find 4 sub-dirs:

- *
 - Ascii
 - /
 - Deli
 - /
 - Guides
 - /
 - MAfind
- *

Two of them have a specific usage, these are "Deli" and "MAfind".

The 2 other ones are more usual lists, in ASCII and AmigaGuide form.

1.24 Mods Anthology - Documentation/Contents/Lists/Ascii-lists

- . The Ascii lists are simple text-lists covering the whole collection, and again there are some sub-lists, for each assign, instead of a huge file.

Let's have a look at the directory:

```

PartyRes
Header_ModList.txt           31724
MAZ1-Authors (A-F) .txt     233013
MAZ2-Authors (G-Q) .txt     286467
MAZ3-Authors (R-Z) .txt     203949
MAZ4-Groups.txt             143464
MAZ5-Misc.txt                250660
MAZ6-Synth.txt              464898
Oldies_Forever!.txt         11029
~~~~~
=>      8 files                1625204
    
```

You can see each sub-list and the "Header_ModList.txt", which shows the total number of mods and some other things.

All is in pure ASCII form so it should be readable with any computer.

Additionally, there are 2 "bonus" :

- Oldies_Forever!.txt which groups together all the "oldies" from the collection (you know, the old good mods from '88-89 composed with ST-01/ST-02 :))
- PartyRes a sub-directory containing many results from nearly all Parties held during the last five years.

1.25 Mods Anthology - Documentation/Contents/Lists/Deli-lists

- . The DeliLists are made for DeliTracker (thus, Amiga only). Let's make a DIR of this directory:

```

All_Mods.program           650384
MAZ1-5.program             390667
MAZ1.program               80899
MAZ2.program               101259
MAZ3.program               64304
MAZ4.program               44130
MAZ5.program               100107
MAZ6.program               259725
MAZ6_except_PSID.program   28562
MAZ6_PSID_only.program     231171
Startup.program            1939
~~~~~
=>      11 files                1953147
    
```

You can see, totally at the end, the already seen "Startup.program" Delilist, which is played when you click on the Click_Me_First icon.

Then, you can easily understand that there is a list for each of the main Assigns (MAZ1, MAZ2, MAZ3, MAZ4, MAZ5 and MAZ6), another one grouping together all the MAZ1 to MAZ5 lists (this means all the mods except the synthetic/exotic ones), then the MAZ6 list is splitted in 2 sub-lists, one without all the PlaySID modules, and another with all the PlaySID modules ONLY! If you want to listen to some synthetic mods but no PSID at all, you know which one to load ;) and finally there is the BIG list, "All_Mods.program" which contains ALL the modules of the collection! Quite huge! :)

So, according to the CD you have inserted in your drive, you can just load the list of the corresponding assign(s) (CD1 - MAZ1 / CD2 - MAZ2 / CD3 - MAZ3 and MAZ4 / CD4 - MAZ5 and MAZ6).

Just load these lists as if you were loading a single module, DeliTracker will recognize this is a list_of_modules instead.

1.26 Mods Anthology - Documentation/Contents/Lists/AmigaGuide-lists

. The most interesting lists are the AmigaGuide lists! :)

Let's show them:

```
Header_ModList.guide           32413
MAZ1-Authors(A-F).guide        626679
MAZ2-Authors(G-Q).guide        796546
MAZ3-Authors(R-Z).guide        545910
MAZ4-Groups.guide              351262
MAZ5-Misc.guide                 633737
MAZ6-Synth.guide               220575
Oldies_Forever!.guide          25264
Party-Results.guide            222652
~~~~~
=>      9 files                 3455038
```

Note that each list has got an icon file joined, so you can view them from the Workbench, with Multiview.

Here you find exactly the same structure as in the Ascii directory, except concerning the Party-Results.guide, which groups together all the results, instead of having dozens of files in a sub-directory.

I hope that these lists will please you a lot! They gave me quite a hard and long work, even if they were built at 90% with 'xList' ;-)

With them, you will be able to browse the WHOLE collection!

Enter in any main-directory, sub-directory, sub-sub-directory (Docs) and view & listen to everything directly from the lists!

Enjoy the work! ;)

Some explanations about the location of each icon when you open the corresponding window from the Workbench. Don't think that the icons are completely in disorder!

They respect a special order, on the contrary ;)

If you are smart enough ;) you may have already understood it...

It simply uses this curve:

```

*      ****
*      *   *
*      *   *
      ****   *
```

On the top-left corner, you will always find the "Header_ModList", this is the main list, from which you can access all the others.

Then, you go down and you will find the lists of the assign(s) corresponding to the CD which is currently inserted in the drive.

Then, you follow the curve, and you will find the lists of the other assigns, referring to the other CDs (the order is always respected).

Finally, at the end of the curve, on the bottom-right corner, you will always find the 2 "bonus" lists (Oldies_Forever! and Party-Results).

Isn't it simple!? :-))

So, just don't take the icons from the left to the right as if you were reading, but follow the curve.

A precision about these AmigaGuide lists:

I have tried to create many LINKS each time it was possible, for example when, in a module's filecomment there was "Composed with Necros", I have created a link on "Necros" which refers to his own directory list but PAY ATTENTION TO THE CD WHICH IS CURRENTLY INSERTED!!

Sometimes, the links refer to other CDs than the current one, so you will be displayed a "Please insert volume Mods-?" etc... unless you own a multi-CD-Rom drive, wohh! =)

If you remember well, you can guess which CD each link refers to, e.g. here "Necros", he's a composer who has got his own directory, the first letter is "N", so it's between "G" and "Q", so this is MAZ2: assign ==> CD-2! Ok? ;)

And if there is a link on "Cryptoburners"? ...which CD is it? ;) Is Cryptoburners a composer? Noooooo... It's a group! Tilt! Groups = MAZ4 = CD-3!

Just be smart! =)

Another detail... these lists are BIG, so Multiview may take some time before displaying them, just keep this in mind.

They are big because they are composed of all the "!Mods.guide" and "!Docs.guide" files from all the concerned directories! They don't refer to the external files, all is internal, except when you want to access a module or a doc-file, obviously! :)

Finally, don't forget that when you click on a module, it will be sent to DeliTracker but the previous modulelist will be erased (if you were playing the 'Startup.program' list, for instance) and as the 'Songend' flag is set, the module will stop after one play, unless you switch off the 'Songend' flag, in the Options Window in DeliTracker.

For my part, I have put all these flag-changings in some hotkeys used via ToolManager, this is very handy like that! Do the same for Filter on/off, also for Next Module and Previous Module, use the Arexx commands supplied with DeliTracker! They are so useful...

1.27 Mods Anthology - Documentation/Contents/Lists/MAfind-lists

. The MAfind Lists are also for Amiga only, they are made to be used in the MAfind tool described in section 5.1.

Here is the directory list:

```

AllMods.findlist          1232555
MAZ1-5.findlist           862867
MAZ1.findlist             167468
MAZ2.findlist             216486
MAZ3&4.findlist           247688
MAZ3.findlist             140958
MAZ4.findlist             106730
MAZ5&6.findlist           600913
MAZ5.findlist             231225
MAZ6.findlist             369688
~~~~~
=>    10 files            4176578
    
```

Again, several lists according to the repartition of the modules over the four CDs. And the global, total ModList which is the default one when you run MAfind, besides.

Additionally, you can notice 2 new lists "MAZ3&4" and "MAZ5&6", simply because they group together the 2 assigns from CD-3 and CD-4.

It's your decision to search for a module in the global list or in one of the sublists only, depending on what you're searching for!

If you look for a synthetic module, sure you will use the MAZ6.findlist instead of the global one :) It will be far faster!

Change the list name in the tooltypes of MAfind, as explained above, or select the "Prefs" item in MAfind's menu, there is a filerequester allowing you to choose another source-list.

1.28 Mods Anthology - Documentation/Contents/Tools

5.4. The Tools (players, trackers, for each computer).

~~~~~

Let's see what you will find in the "Tools" directory of each CD.

[ And, while we are at it, I must point out that, because of a lack of  
 [ disk-space on the CD-4, I couldn't include all the ARCHIVED tools  
 [ like on the previous CDs. But they are all unarchived anyway.  
 [ So, if you need the original archive of Delitracker or Cubic Player,  
 [ you will find it on each of the 3 first CDs, but not on the 4th.

Let's examine the directory:

```

Amiga
          15M (Dir)

Atari
          3432k (Dir)

BeBox
          1128k (Dir)

C64
          41k (Dir)

Mac
          1217k (Dir)

PC
          10M (Dir)

Silicon
          210k (Dir)

Sun
          304k (Dir)
    
```

Yes, you will find 8 sub-directories, one for each of the supported computers.

Globally, there are approx. 25MB of installed tools (unarchived)

and 9MB of original archives.

## 1.29 Mods Anthology - Documentation/Contents/Tools/Amiga

```
. Amiga:
~~~~~
Here is the biggest Tools directory ;)
```

You will find 3 sub-directories:

```

Misc 5936k (Dir)
Players 4419k (Dir)
Trackers 3617k (Dir)
```

Listing of 'Misc':

```

-Archives- 2041k (Dir)

ExoticRipper_31 520k (Dir)
ModTime_v1.5 11k (Dir)
Pro-Wizard-v2.20 1569k (Dir)
PT_Support_Archive 1181k (Dir)
xList_v1.06 133k (Dir)
XModule_34 474k (Dir)
```

I will not detail each tool separately, it would take some lines for nothing, you just have to enter these dirs, and you will always find a documentation file included.

Anyway, about my Pro-Wizard-v2.20, I advise you to have a look at the "L/" sub-directory.... IMHO, you will have a nice surprise :)

ModTime is my latest little tool, you will find it useful I guess.

Also, have a look at the fabulous 'xList' by Reeeeeez! :)

Listing of 'Players':

```

-Archives- 1642k (Dir)

DeliTracker_II 843k (Dir)
HippoPlayer_223 532k (Dir)
PlaySID3 140k (Dir)
PS3M_312 78k (Dir)
Tracker_444 1179k (Dir)
```

Here you will find some players you must already know if you're a Great Amiga User ;)

You will also find the "Tracker" from Marc Espie, with sources for many other systems, use it and greet Marc for his huge work!



Listing of 'Trackers' :

-----

|                |             |
|----------------|-------------|
| -Archives-     | 1331k (Dir) |
| Mline          | 822k (Dir)  |
| Protracker_23d | 266k (Dir)  |
| StoneTracker   | 1194k (Dir) |

Here you will find -not too many- Amiga trackers but the essential Protracker 2.3d, AGA fixed and debugged by Detron & Duff in '94.

I prefer this one compared to the 3.x CRB releases, it's my opinion!

I have included a Config file on each CD, referring to the correct Modules directory. I also make Protracker run via IconX, this allows it to find this Config file without any problem.

Of course, don't forget that PTK will have troubles with some ScreenModes, but you may already know this...

I hope you will appreciate my choices in configuring Protracker!  
(Don't you like my colours? :)

Note about Protracker: Due to the fact that Protracker displays all filenames with the same font (there's no uppercase and lowercase) you will not be able to differentiate the \*.mod files (4ch Protracker mods) from the \*.MOD files (MultiChannel FT1/TakeTracker modules!). So have a look at the ModLists, to be sure!

Also, 2 new trackers, Music Line Editor and Stone Tracker.

Check them, they're worth using (and registering ;).

Actually, there is something else in the Amiga dir, pom polom polom...

>:-)

### 1.30 Mods Anthology - Documentation/Contents/Tools/Atari

. Atari:

~~~~~

Here I must thank Megar for sending me all these players and trackers for the Atari ST/STE computers and for the Falcon.

Here is the list:

```

PACKERS 995k (Dir)
PLAYERS 1180k (Dir)
SID 99k (Dir)
TRACKERS 1156k (Dir)
LIST 2k

```

Have a look at the 'LIST' file (typed by Megar):

```

| This is a very short list of what the ATARI directory includes:
|
| STF means that the software was designed for the first series of ST.
| In most case, it will also run on STE. It might also run on Falcon.
|
| STE means that the software was designed for STE/Mega STE/TT computers.
| It should work on Medusa without problem. It might also run on
| Falcon. You *might* use it on STF using a software called 'PETRA',
| even if it dramatically slows the computer. PETRA is included in
| PAULA24 directory.
|
| Falcon means that the software was made to take part of the Falcon
| Sound-Architecture. It will only run on Falcon. Falcon(DSP) means
| that the software will use the DSP, allowing a true 16-bit, 50 Khz
| background music, taking less than 5% of CPU of a standard Falcon.
|
>ATARI
|
>>PACKERS
| ARJ_996 Archiver ARJ
| NDP_10 Depacker for most of Atari packers
| STZIP26 Archiver ZIP
| LHARC310 Archiver LZH/LHA
>>PLAYERS
| 50KHZ STE 50 KHz MOD player
| ACP_130 Falcon(DSP)+MulitiTOS MOD player
| BACKTRAK STE MOD player. Accessory/Program
| CDPLAYER STE MOD player. Look Beautiful
| DESKTRAC STF/STE/Falcon MOD player. Accessory
| FALCPLAY Falcon MOD player.
| MGPL-115 Falcon(DSP) 32-voice player. Accessory
| NTK4_15 FALCON(DSP) MOD player (best sound quality). TSR
| PAULA24 STE/Falcon MOD Player. Accessory. (Work on STF wiz PETRA)
| PTREPLAY STF/STE Original Protracker Replay
| RAPE_THE.DSP Falcon(DSP) .MOD player
| UTRK_252 STE/Falcon GEM .MOD player
>>TRACKERS
| CMM_DEMO Falcon(DSP) 'Crazy Music Machine' Demo (c)ASP 4-voices
| GTK07501.DMO Falcon(DSP) 'Groumf Tracker' Demo (shareware) 32-voices
| MEGATRAK Falcon(DSP) 'Mega Tracker' Demo (shareware) 32-voices
| NEW_DT Falcon(DSP) 'Digital Tracker' Demo (c)Frontier 32-voices
| PROTRACK ST/STE/Falcon 'Protracker' (shareware) 4-voices
| STORM STE 'Storm Tracker' Demo under GEM (shareware) 4-voices

```

Bonus: a SID player for the Atari computers (SID/mmm226.lzh)  
 (Thanks to Slight!)

Have Fun, Atari users!

### 1.31 Mods Anthology - Documentation/Contents/Tools/BeBox

```
. BeBox:
~~~~~
Yes! The brand new computer from Be Inc. is supported! :)
Thanks to Raphael Moll and his "Ralf Tracker"!
(Base on the sources of "Tracker" by Marc Espie).
```

Let's list the directory:

```

-Archives-                455k (Dir)
Ralf_Tracker_0.3           318k (Dir)
Ralf_Tracker_0.3_Src      323k (Dir)
BeBox_Infos.txt           16k
Ralf_Tracker_03a.txt       4k
ScreenTracker.GIF         13k
```

In the "-Archives-" directory, you will find the original archives of the Application, and of the Sources, which are both unarchived in the "Ralf\_Tracker\_0.3" and "Ralf\_Tracker\_0.3\_Src" directories.

If you've got a BeBox, just read the "Ralf\_Tracker\_03a.txt", and you can even have a look at the tracker with the GIF file included ;)

You can also learn everything about the BeBox in the "BeBox\_Infos.txt"! Thanks to Pascal for grabbing these informations from the Be WWW page..

Have fun, BeBox users! =)

### 1.32 Mods Anthology - Documentation/Contents/Tools/C64

```
. C64:
~~~
Of course! Where do the PSID modules come from, in your opinion?? :)
```

Here you will find:

```

M-I-PLAYER15.PRG 12098
M-I-Play_v51.1-M8.lnx 20930
MIP-DOCS.PRG 8484
~~~~~
=>      3 files           41512
```

I must admit that I'm not familiar with C64 players (shame on me, I never got a C64 :( ) but these files were sent to me by my friend Slight, a great SID'n C64 lover, so I assume that all is OK for you, C64 users ;)

Enjoy!

### 1.33 Mods Anthology - Documentation/Contents/Tools/Mac

. Mac:

~~~

Here you will find some tools for the Macintosh, kindly sent to me by my friend BigM (Hi Marc! :).

Here they are:

| | |
|--------------|-----------------------------|
| MACMODP.EXE | 350983 - MacMod Pro V4.15 |
| PLAYERP4.EXE | 749121 - Player Pro V4.4 |
| ST-20.EXE | 145968 - Soundtrecker V2.0e |
| | ~~~~~ |
| => 3 files | 1246072 |

The names are stated, so I let you use your favorite one...

1.34 Mods Anthology - Documentation/Contents/Tools/PC

. PC:

~~

Here I must thank Snes for sending me most of these tools, but also BigM and Brice Eychenie, and of course the authors of Cubic Player, Impulse Tracker and SidPlay for their agreement! (I couldn't contact the authors of the other players, I'm sorry..)

Listing:

| | |
|--------------|-------------|
| -ARCHIV- | 3451k (Dir) |
| CAPAMOD | 110k (Dir) |
| CP17 | 852k (Dir) |
| DIGITRAK | 338k (Dir) |
| EASYMOD | 791k (Dir) |
| FT206 | 689k (Dir) |
| IT106 | 541k (Dir) |
| MOD4WIN | 1505k (Dir) |
| SID2MIDI | 225k (Dir) |
| SIDPLAY.DOS | 571k (Dir) |
| SIDPLAY.UNX | 202k (Dir) |
| SIDPWIN1.16B | 148k (Dir) |
| SIDPWIN1.32B | 112k (Dir) |
| SIDPWIN2.16B | 166k (Dir) |
| SIDPWIN2.32B | 124k (Dir) |
| ST321 | 280k (Dir) |
| WINMODP | 454k (Dir) |

All these directories correspond to these archived files:

| | |
|--------------|---|
| CMOD304.ZIP | 101078 - CapaMod V3.04 |
| CP17.ZIP | 329244 - Cubic Player V1.7 |
| CP17_ADD.ZIP | 12717 - Cubic Player V1.7 new drivers for GUS & AWE. |

```

DIGITR31.ZIP          256841 - DigiTrakker V3.1
EZMOD.ZIP            347136 - EasyMod for Windows V1.0
FT206.ZIP           341955 - FastTracker II V2.06
IT106.ZIP           416273 - Impulse Tracker V1.06
MOD4WIN.ZIP         437472 - Mod4Win V2.30
Sid2MidiDos_08.ZIP  105576 - Sid 2 Midi, V0.8
SidPlayDos_144.ZIP  386064 - SidPlay for DOS, V1.44
SidPlayUnix-17-GUI-SRC.TAR 245760 - SidPlay for Unix (sources)
SidPlayWin-16bit-1.ZIP 49205 - SidPlay for Windows, 16bit,
                                     24-Mar-96
SidPlayWin-16bit-2.ZIP 53897 - SidPlay for Windows, 16bit,
                                     01-Apr-96
SidPlayWin-32bit-1.ZIP 47156 - SidPlay for Windows, 32bit,
                                     24-Mar-96
SidPlayWin-32bit-2.ZIP 52078 - SidPlay for Windows, 32bit,
                                     01-Apr-96
SidPlayWin-Changes.HTML 1497 - SidPlay for Windows, changes.txt
                                     in HTML format
ST321.ZIP           185977 - ScreamTracker V3.21
WMP004B.ZIP         163506 - WinMod PRO V0.04B
~~~~~
=> 18 files          3533432
    
```

Note: The drivers changing for CP 1.7 is already made, thanks to Snes ;)

```

As seen in the section
    5.1
    , there is a CP.BAT file on the root
of each CD, which will directly run Cubic Player and CD in the
Modules directory, for your pleasure :)
(Thanks again, Snessou!)
    
```

1.35 Mods Anthology - Documentation/Contents/Tools/Silicon & Sun

```

. Silicon and Sun:
~~~~~
Hehe! Surprising, isn't it? :)
    
```

Thanks to Ludo for compiling the "Tracker" by Marc Espie on these machines! And, in fact, you can (try to) compile the Tracker's source on any other computer yourself, and then can listen to all these mods quietly ;)

Anyway, I would like to know WHO is going to use these 2 executables? If you are one of them, please contact me, just to make some stats ;)

1.36 Mods Anthology - Documentation/Contents/In-Use

```

    5.5. The In-Use directory (Amiga only).
~~~~~
    
```

This directory is Amiga only, indeed.

It contains, as already seen in the
5.1

section, PPSHOW and FJPEG,
which are used, from the AmigaGuide Lists to display the pictures from
each composers, and other gfx...

These tools are made 'resident' in the
Click_Me_First
script.

You will also find their original archive in the "Arc/" sub-directory.

And this dir also contains a 'light' version of DeliTracker-2 (V2.24)
which is also used from the Startup Script.

In theory, you don't have to go in this directory, unless you have
exited DeliTracker and you want to re-launch it.

(But you can also click on the "Click_Me_First" icon again, no problem
with the Assign and Resident commands, they will replace the previous
ones...).

Important note: There is a NEW deliplayer included in the "DeliPlayers/"
directory, it's "ImpulseTracker" and it allows DT2 to
recognize and play the brand new ".IT" PC format!
There are some IT modules in the collection, yes...
Use MAFind and search for ".IT" ;-)

Thanks to Jeffrey 'Pulse' LIM and Peter Kunath! =)

There is another NEW deliplayer: DeliDMF!
Allowing you to play the ".DMF" (X-Tracker) mods!
There are also a few ones in the collection...

You will NOT find these deliplayers in the public
archive of DeliTracker, they are in BONUS for this
Mods Anthology Collection :-)

Thanks, Peter!

In the "DeliPlayers/" directory (while we are at it), I have chosen to
make DT load quite a lot of them, to allow you to listen to most of the
formats included in the collection. Of course, all the PC formats are
supported, and most of the Synthetic formats too..

Here is the list:

```
=====
ModS-?:In-Use/Deli/DeliPlayers

33 files
=====
```

| | | |
|---|---|---|
| PlayerStore | (Dir) | |
| ArtOfNoise 95) | 6940 - ArtOfNoise player module V1.1 (19 Apr | ↔ |
| DelidMF 1.0 player module V0.6 (29 Mar 96) | 10980 - Delusion Digital Music Format/XTracker | ↔ |
| Delis3M Mar 96) | 5552 - ScreamTracker 3.0 DeliPlayer 1.02 (26 | ↔ |
| DelisID Dec 94) | 8260 - PlaySID 3.0 DeliTracker Module V1.5 (26 | ↔ |
| DeliStone_Note 95) | 14576 - StoneTracker player module 1.6 (29 Dec | ↔ |
| Delta1.0 Mar 94) | 2940 - Delta Music 1.0 player module V1.2 (15 | ↔ |
| Delta2.0 Mar 94) | 448 - Delta Music 2.0 player module V1.2 (15 | ↔ |
| DigiMugi Feb 96) | 6612 - Digital Mugician player module V1.3 (13 | ↔ |
| FastTracker2 Mar 96) | 10272 - FastTracker 2.0 player module 0.99 (03 | ↔ |
| FC1.3_note .6 (22 Jun 94) | 5000 - Future Composer 1.0-1.3 player module V2 | ↔ |
| FC1.4_note (18 Jan 95) | 4764 - Future Composer 1.4 player module V2.4 | ↔ |
| Fred | 540 - Fred player module V1.5 (15 Mar 94) | |
| FTM Oct 94) FTM-Player Copyright © 1991 Jörg | 12332 - Face The Music player module V2.7 (29 | ↔ |
| Hippel 95) | 852 - Jochen Hippel player module V1.4 (24 Apr | ↔ |
| Hippel-COSO_note 95) | 3932 - Jochen Hippel player module V1.6 (12 Sep | ↔ |
| Hippel_7V_note Apr 95) | 4048 - Jochen Hippel 7V player module V1.0 (18 | ↔ |
| IFF-SMUS Mar 96) | 12380 - IFF-SMUS/Sonix player module V0.9 (12 | ↔ |
| ImpulseTracker (27 Apr 96) | 11632 - ImpulseTracker 1.0 player module V0.5 | ↔ |
| JamCracker_note 94) | 2628 - JamCracker player module V2.4 (24 Jun | ↔ |
| M.O.N Mar 94) | 668 - Maniacs of Noise player module V1.4 (15 | ↔ |
| MarkII | 444 - Mark II player module V1.6 (15 Mar 94) | |
| MED_note | 13140 - MED 6.0 player module V3.1 (20 Jun 95) | |
| MultiTracker 95) | 10944 - MultiTracker player module V1.0 (29 Apr | ↔ |
| Music-Ass_note Apr 95) | 2108 - Music-Assembler player module V1.3 (30 | ↔ |
| OctaMED_note 95) | 13948 - OctaMED 6.0 player module V3.1 (01 Jul | ↔ |
| Oktalyzer May 95) | 3512 - Oktalyzer 1.56 player module V1.9 (24 | ↔ |
| SaPlayer_note May 95) | 7504 - Sonic Arranger player module V2.9 (24 | ↔ |
| SIDMon1.0 95) | 680 - SIDMon 1.0 player module V1.4 (28 May | ↔ |
| SIDMon2.0_note 94) | 3600 - SIDMon 2.0 player module V2.2 (22 Jun | ↔ |

```

SoundMon20_note          3428 - SoundMon 2.0 player module V1.9 (12 Jul 94) ←
TakeTracker              9528 - TakeTracker player module 1.6 (04 March 96) ←
TFMX_note                9584 - TFMX player module V2.19 (15 Jun 95)
Whittaker                2908 - David Whittaker player module V4.2 (02 Jun 95) ←
~~~~~
=> 33 files                206684
    
```

As noticed, these loaded players will take around 200KB of memory. If you think it's too much, just install DT on your hard-disk and select yourself the deliplayers you want ;) But you'd better buy some additional memory, IMHO.

Now, the list of the "PlayerStore/" directory, the deliplayers which will NOT be automatically loaded when launching DeliTracker:

```

=====
ModS-?:In-Use/Deli/DeliPlayers/PlayerStore
                                     33 files
=====

Actionamics              4412 - Actionamics Sound Tool player module V0.9 (27 Apr 94) ←
AIFF                     8928 - IFF-AIFF player module V1.3 (25 Jun 95)
DataType                 3628 - DataType player module V1.1 (22 Jun 95)
DIGIbooster             9984 - DIGI Booster 1.0-1.4 - 8 channel player ←
    module V1.5 (03 Mar 96)
DSS                      5452 - Digital Sound Studio 3.0a player module ←
    V1.4 (04 Jul 95)
DTMusicMaker4           8036 - MusicMaker 4-channel player module V1.0 ←
    (22 Mar 93)
DTMusicMaker8          24748 - MusicMaker 8-channel player module V1.0 ←
    (22 Mar 93)
EarAche                 1752 - EarAche player module V1.1 (31 May 95)
EMS                     1836 - Editeur Musical Séquentiel 1.22 player ←
    module V1.2 (15 Mar 94)
GMOD                    704 - GMOD player module V0.8 (15 Mar 94)
HolyNoise               6492 - The Holy Noise V2.01 player module V0.5 ←
    (03 Apr 94)
IFF-8SVX                8816 - IFF-8SVX player module V2.9 (17 Jun 95)
JasonPage_note         3780 - JasonPage player module V1.0 (04 Apr 95)
LME                     2840 - Legless Music Editor player module V1.0 ←
    (29 Mar 95)
MaxTrax                 13576 - MaxTrax player module V1.0 (23 Jul 94)
ProRunner21            8868 - ProRunner2.1 player module V0.9 (15 Mar 94) ←
PSA                     2388 - Professional Sound Artists player module ←
    V1.0 (29 Mar 95)
PumaTracker             4760 - PumaTracker player module V1.1 (15 Mar 94) ←
    
```


| | |
|---|---|
| QuadraComposer (25 Jun 95) | 7400 - QuadraComposer 2.1 player module V1.3 ↔ |
| RIFF-WAV | 8940 - RIFF-WAV player module V2.3 (20 Jun 95) |
| RobHubbard_2 April 95) | 4744 - V1.3 DeliTracker Rob Hubbard 2 player (↔ |
| SCUMM | 448 - SCUMM Player module V1.0 (25 Mar 95) |
| SoundControl April 95) | 3164 - DeliTracker Soundcontrol player V1.0 (↔ |
| SoundFX13_note 95) | 2204 - SoundFX 1.3 player module V1.3 (16 Dec ↔ |
| SoundFX20_note 95) | 2524 - SoundFX 2.0 player module V1.0 (28 May ↔ |
| SoundMon22_note 94) | 4044 - SoundMon 2.2 player module V1.0 (12 Jul ↔ |
| StarTrekker4AM module V1.4 (30 Mar 93) | 3984 - StarTrekker AM 4 Voices 1.2 player ↔ |
| Synthesis (22 Feb 95) | 8500 - Synthesis Version 4.2 player module V0.8 ↔ |
| TFMX_1.5 | 5400 - TFMX 1.5 player module V1.8 (15 Mar 94) |
| TimFollin_note (05 Apr 95) | 3452 - Tim Follin Player II player module V1.0 ↔ |
| TME V1.4 (15 Mar 94) | 5024 - The Musical Enlightenment player module ↔ |
| VectorDean_note 95) | 4716 - VectorDean player module V1.3 (16 Dec ↔ |
| VSSDeliPlayer V1.5 (31 May 95) | 6016 - Voodoo Supreme Synthesizer player module ↔ |
| | ~~~~~ |
| => 33 files | 191560 |

So, you will need to ADD these deliplayers by yourself if you want to play some of the corresponding modules.

Again about memory, if you have quite a lot of FastrAM, and go low in ChipRAM, DeliTracker will use the "4Voc-NotePlayer" genie to play the mods from FastrAM! Yes, only 1KB of ChipRAM will be used.

And to stay with the Genies, don't forget to load and use the so useful Headphone-NotePlayer if you intend to listen to some mods with your.... headphones :)

Note that you can now go along in the patterns in the S3M and XM mods! Thanks to Peter again for all his efforts in achieving this in time for the release of the Collection =)

No doubt, DeliTracker really rulezzzzzzzzzz! :-)))

1.37 Mods Anthology - Documentation/Hints & Tips

6. Hints and tips (for a better use).

Nothing special, but just some advices...

If you have some room on your hard-disk, just copy some of the important files of each CD on your HD, like:

- The "Click_Me_First" file (even include his commands directly to your s:user-startup file).
- DeliTracker (install it, entirely, on your HD).
- All the lists (just the ones you really need).
- MAFind (change its tooltype for the sourcefile)
- This main doc-file,
- Install some other tools.

Then, you will be able to launch MAFind from your HD, it will be faster to search for some files from the HD-lists than from the CD-Lists ;)

Adapt the "Click_Me_First" to your needs, no need to create T:MArexx anymore, but just copy "pm" in S: or in the Rexx: path, then you can easily remove some lines from the script.

I think that's all.... except that, the best way to use this Set is to have a MULTI-CD-ROM DRIVE!!! :-))

...or to have a 1.5GB Hard-disk, and to copy all the mods on!
(and to pack them, of course ;)

[Joke!]

1.38 Mods Anthology - Documentation/Special Thanks!

7. Acknowledgements - Special Thanks.

For lack of a complete Greetings' List, I must thank, warmly, several persons for their precious help, support, work put in building this wonderful collection with me:

- Stefan Ossowski,

...for agreeing to build this huge project with me, for all the

fantastic hardware support and for all his help and advices during these last 7 months. Thanks A LOT, Stefan!

- Peter 'Deli' Kunath,

...for all his work in improving DeliTracker again and again :)
 For so much help regarding Asm programming, for mailing me a bunch of mods when I had my HD-crash :(and for achieving some great Deliplayers in time for this collection! Keep on!

- Nicolas 'Elizium' Arfeuil,

...for the nice cover-pic! Especially when you know that it was created with an A4000/030 25Mhz (most of the time ;) which made him go nuts!! Thank you Nico =)
 Also thanks to Alex for rendering the final version of the pic on his PeeCee ;)

- Loïc 'Daubman' Marechal,

...for the wonderful 'MAfind' (even if it was nothing difficult for you ;) It's so useful over all the 18000 mods!

- David 'Reez' Le Corfec,

...for zi wounderfoool 'xList' !! Really a great tool!
 All the ASCII and AmigaGuide lists of this collection were made with it. Use it, guys! :)

- Sylvain 'Gasonics' Dias,

...for the thousands of scans he made for me, from all the pics sent by each musician, and all the ones taken at The Party 5. Deep thanks, Sylvain!

- Pascal 'Je mange, je dors, je mange...' Lauly,

...for providing me with an Internet access at the beginning of this project, untill I finally decide to buy a modem ;) Also for this fool night when my HD crashed, when I was about to lose the whole collection!! Thanks for all, Pascal!

- Bernard 'President forever' Blanc,

...for trying to snapshot some demo-screens via his genlock,
but we failed. ('pouvez pas les faire en interlace vos demos?)
:-)

- All the other Melun Microtel Club members,

...for cool frienship each wednesday evening, especially Throb &
OM for the 'noise' support ;-)) ("Lis'en up, yooooo!")

- Frédéric 'Pepe' Barachant,

...for his 'would have been cool' cover-pic ;)
Thanks for the try, see you at the next Gardeeeen!

- Slight,

...for the cool support, mails, phonecalls (mais non c'est pas
toi, Mike :) bunch of mods, composers' interviews, ascii's!
Hang on, Mike!

- Frédéric 'Absys' Bellec,

...for the nice disk icons :)

- Marc Espie,

...for his great portable 'Tracker'. Amazing work!

- Ludovic 'Motif' Robinot,

...for compiling the 'Tracker' on Silicon and Sun! Thank-U, Ludo!

- Raphael 'Ralf' Moll,

...for the very first tracker on the BeBox :) - Written from the
sources of 'Tracker' by Marc Espie.

- Jeffrey 'Pulse' Lim,

...for his new Impulse Tracker (thanks 4 the special CD version!)

And for being a great musician too!

- Snes / Playmobil,

...for providing me with lots of PC players and trackers, for the cool friendship, mails and support during the last months ;) Hi to the other PMB's!

- Marc 'Bigm' Noirez,

...for providing me with the players/trackers for Mac :) Bisous aux p'tits n'enfants :^)

- Gilles 'Megar' Bouthenot,

...for providing me with the players/trackers for ST/Falcon. Thank you!

- Dirk 'DOJ' Jagdmann,

...for letting me include Cubic Player V1.7 in the collection! Great tool, guys! ;)

- Michael Schwendt,

...for letting me include SidPlay for PC in the collection. Great gift to all PSID lovers! =)

- Chris Huelsbeck,

...for his agreement in letting me include this so fantastic TFMX module "Turrican II Main Title (7ch)"! Genius track! Thanks a lot, Chris!

- Dr_Unix,

...for allowing me to contact again the mythic FRED in time for the collection! ;)

- Frédéric 'FRED' Hahn,

...for all his efforts in sending me a picture of himself :-))
 For all his wonderful melodies from the good ol' times,
 and for contacting another old giant, Music-Steve!
 Hello and warm thanks to both of you!

- Cyborg / Crazy,

...for being one of my biggest mods supplier via snail-mail in
 the last months ;-) Thanks, Helge!

- Agust Arni 'Nemesis1' Jonsson,

...for his fool work in collecting all these PSID modules! ;))
 And his agreement in letting me include his collection
 in this one. See you soon, Nem' :^)

- Emmanuel 'Napoleon' Arnaud,

...for sending me this crazy pack with 80 disks!! Huhu.. :)
 Thanks! See you, Napo!

- Florent 'Moone' Bartolozzi,

...for his great backup of mods that I was missing (and he made
 it twice, because of my HD-crash, I lost the first one...)
 Thanks MooOOooOOone! :)

- Spoky / Analog,

...for providing me with nearly all the mods composed by Analog
 musicians! Thanx! Fuuuunk rulez! :)

- Nick Salvatico,

...for sending me some of the mods I had lost in the HD crash...
 See you soon, Nick ;)

- SML,

...for sending a bunch of 'oldies' to Slight, and Slight to me ;))
 Oldies forever!

- Lizard / TBL,

...for giving me some musicians' addresses (Thanks!) and also for his loooong info-file ;-)

- Metin Seven, Ramon and Rhino,

...for being so coool! Really great artists and Amiga Lovers! :) Keep on the good work, guys!

- Dizzy / CNCD,

...for his amazing talent! :) And for his great friendliness in sending me some new mods (from him, from his brother Andy, and also from other great composers, just to complete their directory!) You rule, Juha! ;)

- Prime Premium / CNCD,

...for all these mails during the last months, sending me tons of Heatbeat's modules and other files! It was really kind of you, Ville & Aleks, warm thanks for your efforts ;)

[BTW, I would like to insist on the fact that I really got a lot of positive feedback from all the Scandinavian composers! (and some very famous ones, furthermore! :) I was really pleasantly surprised! Great behaviour, guys!

- All the musicians who overflowed me with mods, mods and mods :-))

...especially Strobo!!, Heatbeat, Dizzy, Delorean, Groo, TDK, Chrono, Chromag, Jogeir, Vinnie, Dr.Awesome, Jester, Xerxes, and lots of other cool ones! Really, thank you all for showing so much kindness to me! This collection is for YOU, enjoy! ;)

- All the #trax'ers ;) who gave me a warm welcome in their "world" =)

...especially Basehead, Necros, Zodiak, Mellow-D, Leviathan, Axl, Ryan Cramer, Mental Floss, Balrog, Chuck Biscuits, Maelcum, Sikamikanico, The Fear, Zalt, Xerxes, Chrono, Miss Saigon (Kikoo Jackie!), Skie (Kikoo Jennifer!), Stalker, Pinion, Yannis, The Zapper! (Hey Zappy!:) (and I'm forgetting many ones, argh...)

...and also all the regular Tracking'ers :-))

- And finally, thanks to all friends, contacts and family for continuous support, kindness and love.

1.39 Mods Anthology - Documentation/Future Projects?

8. The future - Projects (?)

Well, I must admit that, since many musicians that I have contacted haven't answered yet (or their address was no longer exact), I thought it would be cool to release an update of the collection in some time..

But don't wait for it right now! Hey... I have spent 7 full months, non-stop, on this collection, now I would like to have a REST! >:->

Of course on 1 or 2 CDs only... One would be better, no problem with CD-swapping! ;))

Anyway, as I said in the EndText of each ModList, if you have some mods that I miss from FAMOUS composers (above all!) try to get in touch!

And, especially if YOU are one of these musicians (who haven't answered yet!) Don't hesitate one minute! Especially ones of the old brigade :) (Nightlight, SLL, Romeo Knight, Static, 4mat, Blaizer, Mantronix, ...)

Otherwise, I think I will come back to my Pro-Wizard soon, because a great improvement is waiting since September '95. Totally modified GUI, new features... I will see, in some time...

Also I would really like to come back to music, to compose again! And probably in MultiChannel this time ;) Yes.. Wait'n see...

1.40 Mods Anthology - Documentation/Signing off

9. Signing off.

It's time for me to leave you! :(

I really hope that you enjoyed this collection! And that you realize the amount of work there is behind it!

I must be crazy, I always put so much work and energy in all my projects (Pro-Wizard, now Mods-Anthology...) I'm really passionate, for sure! :))

Well, the most important is that you loved it, and especially that the included musicians themselves loved it! It was the main goal.

Tell me your feeling, if you wish... <gryzor@club-internet.fr>

My deepest wishes,

Nicolas 'Gryzor' FRANCK.

(21-May-96)

1.41 Mods Anthology - Documentation/Index

Musicians' agreements - The key

1. About

2. Beginners

Musicians' agreements - Authors (A-F)

3. History

Musicians' agreements - Authors (G-Q)

4. Permissions

Musicians' agreements - Authors (R-Z)

5. CD-Contents

Musicians' agreements - Groups

6. Hints & Tips

Musicians' agreements - Synth

7. Special Thanks

Musicians' agreements - Refused!

8. The Future

9. Bye-Bye!

Click_Me_First startup-script

MAfind (Module Finder)

Characteristics Summary

Musicians' Info-file and/or picture - Authors (A-F)

Musicians' Info-file and/or picture - Authors (G-Q)

Musicians' Info-file and/or picture - Authors(R-Z)

Musicians' Info-file and/or picture - Groups

Musicians' Info-file and/or picture - Synth

The MODS come from The Amiga!

The ASSIGNs used

The <MS-DOS> directories

The <!Mods.guide> (and .txt) files

The Mods' extensions used

The Total number of Mods

The Musicians present in other dirs

ModLists - Ascii

ModLists - Deli

ModLists - Guides

ModLists - MAFind

Tools for Amiga

Tools for Atari

Tools for BeBox

Tools for C64

Tools for Mac

Tools for PC

Tracker for Silicon & Sun

Tracker for any system

About DeliTracker-2

About PPSHOW and FJPEG

Playing the Mods via Arexx

How to 'desinstall' everything?