



Wavetable Instrument Converter

v1.5

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A big thanx should go to those people who have supported me with information and beta testing;
An honourable mention must go to Fred Warren who donated a Maui card,

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Terms of Use

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Licensing agreement:

This piece of software is being distributed as Shareware.

This means that you may try out the program a few times for free, but if you decide to use it, you must register it and pay a fee to obtain a license. The license will cover all versions of 2PAT, past present and future, and so it's a once per lifetime expense.

There is no separate registered and unregistered versions of this program, i.e. the files you now have is the full program with full functionality. Since quite a lot of work has gone into this software, please do register, if not enough people do, future (unregistered) versions may not be made fully functional.

Besides, failure to register is illegal as well as highly immoral.

Please see the enclosed registration form REGISTER.TXT for details and terms.

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The following files, and those only, must always be supplied:

FILE_ID.DIZ	BBS info file.
2PAT.EXE	Program executable.
2PAT.HLP	Program documentation in WinHelp hypertext format.
WFLOAD.EXE	Turtle Beach Maui patch loader.
README.TXT	Installation instructions.
REGISTER.TXT	Registration form.

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Step-by-Step Instructions

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1) *Installation:*

See the README.TXT file.

2) *Configuration:*

Run the program.

The first time you run 2PAT, it will automatically associate a bunch of filetypes with 2PAT. If any of those file types are already associated with another program, you will be prompted whether to replace the old association or not; in most cases you will not want to, since the other program is probably more specialized in that particular file type...

Press down the right mouse button over the program window and select **Properties...**

Choose the export format you will be using; you can change this anytime, but note that instrument files will have to be reloaded afterwards.

The checkboxes to the right of some of the export format name shows which (if any) wavetable card(s) has been detected in your system; if one of these are checked, and you have a midi in device as well; the Audition box will be ungrayed and you will be able to use the audition (midi thru redirection) feature of 2PAT, in order to play instruments before you save them! Note! This feature is only available when exporting to the native format for a card, i.e. it only works with .PAT selected as export format for the Ultrasound and .WFP for the Turtle Beach Maui.

You can enable and disable the audition feature by choosing **On, dev:** or **Disable** respectively.

If you have more than one midi in device you can choose which one you want to use in the listbox to the lower right. If you can't get sound [check this](#)

Click **OK**.

3) *Loading an instrument file:*

Press the right mouse button, select **Open New File** and choose a file using the dialog box.

A scroll list with the following info for the instruments, contained within the file loaded, will appear:

wind.panflute 16b 1s 44f 52KB

4) *Selecting and playing an instrument:*

Select an instrument from the list by clicking on it with the mouse.

You can then play it, provided that you have a midi-in device, you have turned midithru on in the config dialog and you are using the native export format for a card in your system, i.e.

5) ***Saving an instrument:***

Doubleclick on an instrument or press the right mouse button and select *Save Instrument...*

A dialog box will appear and prompt you for the file name to save to.

Some export formats will produce multiple files; typically an ascii-file with extension .DES containing descriptions of loop points and such for the instrument, as well as a number of files containing sample data, numbered from 0 and upwards.

Note! When you have saved an instrument it will automatically be removed from the instrument list.

6) ***Right mouse button commands:***

Right mouse button and selecting:

Save Instrument, saves the currently selected instrument,

Instrument Info, will pop up a dialog with essentially the same info as an .DES file,

Open New File..., clears the instrument list and prompt you for a new file,

Properties..., brings up the property sheet (i.e. setup window) for 2PAT,

Help..., well guess what.

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InstrumentName

The number of characters shown may be more than what is supported by the current export format.

InstrumentSize

Total size in Bytes for all waveforms in the instrument.

Bits/Sample

Applies to the last wavesample in multisample instruments.

SampleRate in kHz

Applies to the last wavesample in multisample instruments.

WaveSamples

Total no of wavesamples in the instrument.

2PAT should handle downloading instruments to the Gravis UltraSound and UltraSound Max without any problems; if not, make shure your ULTRASND.INI file is not corrupted.
Note however, that the GUS cant handle individual 16bit samples larger than 256KB and a total of 1MB of samples in an instrument (for a card with max memory)

.2PAT uses the WFLOAD.EXE program, included with 2PAT, to download programs to TurtleBeach WaveFront based cards, however, since only the Maui card is fast enough for this purpose (i.e. to give you a fast preview), *only the Maui will be detected and used*. If you have any other WFS based card you can save the.WFP files and load them with WavePatch instead.

Note! When you have clicked on a sample in order to download it, the hourglass icon disappears before the program has been completely loaded and you will have to wait a while little more before you can play the new instrument. Also it doesnt clean up after itself so after some time it will run out of sample memory,sampleslots or patch slots and you will be asked wether to delete all samples and try again. Also due to this, the Maui will probably have to be reset after using 2PAT in order to restore the GM-set.

Note! If you dont have a midi input device, you can use the excellent MousePlayer app bundled with the card instead; Just set it to Maui Sample Player, Channel 1, Program 1.

Note! The WFLOAD app can be rather buggy on *some* systems. If that is the case for you, you can always get around it by turning of the Audion feature.

If you can't get midithru to work (in order to use the audition feature), check:

- Have you connected your midi in device properly?
- Are any other program using the input device?
- If you don't have a midi in device, there's several programs that emulates one with an on-screen keyboard.
- If you can't hear a specific instrument but it normally works, is it a one key only drum sound? (one key only!)
- You must use the native export format of your wavetable synthesizer card.
- Do you really have a supported card?

File Formats

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2PAT can import the following file formats:

- 669** 669 tracker modules.
- AIF** Audio Interchange File Format.
- AU** Sun/NeXT audio files.
- EFE** Ensoniq EPS family instrument files (extract from from .GKH files).
- FSM** Farandoyle Sample format.
- GKH** Ensoniq EPS family disk image files.
- IFF** Interchange file format.
- INS** Ensoniq EPS family instrument files (extract from from .GKH files).
- KRZ** Kurzweil 2000 sample files (also split files: KR1, KR2).
- MOD** Amiga (4ch), PC (4,6,8ch) tracker modules.
- MTM** MultiTracker Modules.
- PAT** Advanced Gravis Ultrasound / Forte tech. Patch files.
- RAW** Raw signed PCM data.
- SBK** Emu SoundFonts Bank files / Creative Labs SB AWE 32.
- SDK** Roland S-550, S-50, S-330 disk images.
- SDS** Raw Midi Sample Dump Standard files.
- SDX** Midi Sample Dump Standard files as compacted by the program SDX.
- SMP** Samplevision files.
- SND** Raw unsigned PCM data.
- STM** Scream tracker v2 modules.
- S3I** Scream tracker v3 instruments.
- S3M** Scream tracker v3 modules.
- SYW** Yamaha SY-series wave files (really named W??).
- TXW** Yamaha TX16W wave files (really named .W??).
- ULT** UltraTracker modules.
- UWF** UltraTracker Wave Files.
- VOC** Creative labs sound files.
- WAV** Ms Windows PCM wave files.
- WFB** Turtle Beach WavePatch Bank files (Maui/Rio/Monterey).
- WFD** Turtle Beach WavePatch Drum set files (Maui/Rio/Monterey).
- WFP** Turtle Beach WavePatch Program files (Maui/Rio/Monterey).

and export to the following:

- PAT** Advanced GravisUltrasound / Forte tech. patch files.
- WFP** Turtle Beach WavePatch Program files.
- WAV** Ms Windows PCM wave files.
- SDS** Midi Sample dump standard files.
- AIF** Audio Interchange File Format.
- RAW** Raw signed PCM data.
- SND** Raw unsigned PCM data.

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669 files: 669 tracker modules (PC)

Features:

8 bits, looping, instrument name.

AIF-files: Audio Interchange File Format (Amiga, Atari, SGI)

Multisampled instruments are stored in multiple files; as with SDS you must manually recombine them.

Can come under other file extensions; If youve got some sound files wich begins with FORM then try to rename them into *.AIF.

Features:

8, 16 bits, looping, keyrange.

Unsupported features:

Multichannel files.

Other bits/sample.

Internet source of samples:

ftp.reed.edu under */eps/samples/aiff*.

Au files: Audio files (Sun/NeXT)

Features:

8, 16 bits.

Unsupported features:

Multichannel files.

U-law encoding, other bitdepths (incl. floatingpoint...).

FSM files: Farandoye wave files (PC)

Features:

8, 16 bits, looping, instrument name.

IFF files: Interchange File Format: 8SVX data (Amiga)

Features:

8 bits, looping, name.

Unsupported features:

Multichannel files.

GKH, EFE and INS files: Ensoniq EPS family instrument files (MIDI)

The Ensoniq EPS (and family) files are usually encountered in form of disk image files called .GKH. 2PAT can only read the root directory of GKH files (if there are any subdirectories, a notification dialog will pop up) and is limited to contiguous subfiles. If 2PAT can't handle a certain file, you can extract the individual instrument files to .INS or .EFE files with a utility called EPSDISK (not included with 2PAT). INS files are the same as .EFE files except the latter may also contain EPS sequenced songs, bank info or such, instead of an instrument.

Multilayered instrument will have each layer shown as a separate instrument (all have the same name though).

Note! Sometimes there will be layers without wave-data; they will sound garbled or like static noise; just ignore those...

Features:

16 bits, multisampled, looping, wavename, instrument name, finetune, amp. envelope.

Unsupported features:

A bunch of parameters et c.

Internet source of samples:

oak.oakland.edu under */pub2/eps/samples* (stored in GKH format).

Krz files: Kurtzweil K2000 instrument files (MIDI)

The K2000 file format are considered proprietary by Kurtzweil; so any resemblance with the .KRZ file format this program reads are purely accidental :-/

If one, against better knowing should try to use this program to read the former file type, one shall find that they match fairly closely :-], of course, sometimes things may go a bit wrong here and there...

2PAT will create instruments from both all samples and from all keymaps (multisamples), since the keymap level doesnt always work for me; and if it doesntm that way you can at least always get at the sample data...

Features:

16 bits, multisamples, looping, wavename, instrument name, finetune.

Unsupported features:

Envelopes et c.

Internet source of samples:

ftp.uwp.edu under */pub/music/lists/kurzweil/sounds*.

Mod files: Module files (Amiga, PC)

Recognizes the following flavours:

M.K., M!K!, 4CHN, 6CHN, 8CHN, FLT4, FLT8 and OCTA.

Features:

8 bits, looping, instrument name, finetune.

Mtm files: Mtm tracker modules (PC)

Features:

8, 16 bits, looping, instrument name.

Pat files: Advanced Gravis Ultrasound GF1 / Forte tech. patch files (PC)

Features:

8,16 bits, multisampled, looping, envelopes, pitch scaling wave name, instrument name, note.

Raw files: Raw signed PCM data files

Assumes 8 bits, 11khz when reading.

Uses Intel byte ordering when writing 16bit.

Sbk files: EMU SoundFont Bank files / Creative Labs SB AWE 32 (PC)

Features:

16 bits, pitch, looping, name.

This is yet another secret file format; that means 2PAT can only read the most basic data.

Unsupported features:

A bunch of parameters, multisamples.

Sdk files: Roland S-550, S-50, S-330 disk image files (MIDI)

They might go under another extension but SDK seems to be most common; rename them into *.SDK* and 2PAT will recognize them.

Features:

12 bits, looping, name, finetune.

Unsupported features:

A zillion different parameters.

Internet source of samples:

lotus.uwaterloo.ca under */pub/sgroup/samples*.

Sds & Sdx files: Midi Sample Dump Standard files (MIDI)

SDS is a raw midi data dump of an SDS transfer and can be up to twice as large as the actual sample. SDX is a 'compacted' form that the program SDX uses to save SDS transferred samples in order to avoid this problem. It also contains a sample name wich SDS does not.

These files contain one sample each and multisampled instruments are saved in multiple files, you can save these as wave files and import them into a patch editor and manually restore loop points, key ranges and names from the info in the accompanying *.DES* file.

Features:

8..16 bits, looping. SDX only: wave name, note.

Unsupported features:

More than 16 bits.

Internet source of samples:

sweaty.palm.cri.nz under */sds/samples*.

alf.uib.no under */pub/midi/sds/samples*.

Smp files: Samplevision files (PC)

Features:

16 bits, looping, name, note.

Unsupported features:

Only the first of the 8 possible loop points are considered.

Internet source of samples:

ftp-ls7.informatik.uni-dortmund.de under /pub/samplevision.

Snd files: Raw unsigned PCM data files

Assumes 8bits, 11khz when reding.
Uses Intel byte ordering when writing 16bit.

Stm files: ScreamTracker module files (PC)

Features:

8 bits, looping, instrument name.

S3M, S3I files: ScreamTracker v3 module / instrument files (PC)

Features:

8 bits, looping, frequency, instrument name, note.

Syw files: Yamaha SY-series wave files (MIDI)

The Yamaha SY-series (or at least the SY-85 and SY-99) wave sample files are really named *.W??* but you must rename them into *.SYW* in order for 2PAT to recognize them; just do a "ren *.w?? *.syw". There's also *.t??* (All Data Files, often contains waves and much more common than *.w??*; but aren't supported at the moment), *.j??* (Patch parameters?) and *.k??* (Sequenced songs).

Note!

This has not been tested; please send me some files if you have any! Information on the all-data format (*.t??* files) would also be appreciated.

Features:

16 bits, looping.

Txw files: Yamaha TX16W wave files (MIDI)

The Yamaha TX16W wave sample files are really named *.W??* (where ?? is a number) but you must rename them into *.TWX* in order for 2PAT to recognize them; just do a "ren *.w?? *.txw". There's also *.F??* (Filter), *.V??* (Voice to midi no assign?), *.U??* (Performance settings) and *.S??* (System setup?) files which are of no use to you.

Features:

12 bits, looping.

Internet source of samples:

ftp-ls7.informatik.uni-dortmund.de under */pub/tx16w/samples*.

Ult, Uwf files: UltraTracker module / wave files (PC)

Features:

8,16 bits, looping, instrument name.

Voc files: Creative Labs sample files (PC)

Features:

8 bits, name.

Wav files: Microsoft Wave files (PC, Windows, OS/2, NT)

Supports the new Sample (smpl) chunk (used by Turtle Beach Wave SE, WavePatch, Gravis PatchMaker and others) and Comment (ICMT) chunk.

Features:

8,16 bits PCM	(all).
Name	(ICMT chunk).
Looping, rootket, finetune	(smpl chunk).

Unsupported features:

- Other bits/sample.
- Stereo files.
- Compressed/ADPCM files.

WFB, WFP, WFD files: Turtle Beack WaveFront synthesizers / WavePatch files (PC)

WaveFront based synthesizers are currently Maui, Rio, Monterey.

WFB contains a whole Midi Bank, WFP a single Program and WFD a complete drum set.

Files using ROM samples, of course, cant be read.

If the files doesnt use embedded wavesamples, but external .WAV files instead, you must have the .WAV files in either exact path they where when the Wfx file was created, or, in the same directory as the Wfx file.

Currently 2PAT only saves WFP files with embedded wavesamples.

Features:

8,16 bits, name, note, multisamples, looping

Unsupported features:

Everything is read on patch level and not on Program/Drumkit level, i.e. multilayered instruments and drumkits appear as multiple instruments.

Stereo samples.

Pre v1.2 files.

Revision History

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Future versions,

More input formats; just send me a description of any format(s) you want me to include (or send me some files and I might reverse-engineer'em, I am especially interested in file formats for pro-sample synths and such...); Tree list with instrument and sample levels instead of just a simple instruments level list. Multilayered instrument support; Stereo support; Basic editing support, Auditioning to wave device...

What else? Send me a note!

SoundBlaster AWE32 .SBK export support:

Is currently not available since I cant/dont care to implement it without having a card to play with (So if anyone wants to donate one...) In the absence of any direct support by 2PAT, I can only recommend the Shareware .SBK editor Esbeekay by Ari Laakonen wich can import .PAT files (wich 2PAT can export).

version 1.5, <95-04-14>

Reworked user interface for Windows 95. Right mouse button based, uses the registry, associates file types, uses long filenames, new icons, resizable window frame et c. No longer uses CTL3D32.DLL since thats no longer necessary for the 3D look. Will still run under Windows 3.11 with Win32s v1.1 and up but will probably not look very good; Win32s v1.3 will probably fix that when its out.

Instrument info box with info corresponding to a .DES file.

Improved Kurzweil *KRZ* support; fixed the sample rate and a few other things. Now creates instruments from both the sample and the keymap level, since the keymap, i.e. instrument, level doesnt always work....

Added *AIF* as export format.
Added *SND* as export format.
Added *RAW* as export format.

Fixed problem with not beeing able to launch WinHelp from arbitrary directories.
Assignes unique names for unnamed samples and instruments (fixes problem with WaveFront based cards).
Fixed problem with unnamed instruments in .PAT files.

version 1.4, <94-10-14>

Improved support for Turtle Beach WaveFront based cards! (Maui / Rio / Monterey);
Reads .WavePatches.WFB, WFP and WFP files (v1.2 or later only).
Exports .WFP files.
Supports downloading instruments to the Maui card, using the WF GateKeeper (WFGATE.DLL).

Reads ScreamTracker 3 instruments (S3I).

version 1.3, <94-08-02>

Now a Win32s (v1.1 or later) program.
CTL3D32.DLL replaces CTL3DV2.DLL.
FMJMTHRU.DLL no longer needed.
Saves config in the Win32 registry instead of in an .INI file.

Now reads the GKH disk image files in addition to INS/EFE for Ensoniq EPS.

Barebone .SBK import support (EMU SoundFonts Banks / SB AWE32); at wavesample level.

version 1.2, <94-07-28>

Restructured for multiple export formats, currently:
Ultrasound patches (.PAT)
Turtle Beach Maui (.WAV+.WFS+.DES)
Ms Windows wave files (.WAV+-DES)
Midi Sample Dump Standard files (.SDS+.DES)

Config dialog window where you can choose export type and midi in device.
Saves config in 2PAT.INI.

You can start 2PAT with a filename on the command line and that file will be loaded at once; so now you can associate various file extensions with 2PAT in the File Manager and launch 2PAT by double clicking on a file.

Reads and writes .WAV files with the (new Ms standard) smpl (root key, finetune, loop points) and ICMT (name) chunks.

version 1.1, <94-06-08>

Uses Microsofts 3D controls extensions, CTL3DV2.DLL instead of Borlands BWCC.DLL as earlier.

Improved Ensoniq EPS support (.INS, .EFE, .GKH).
Now treats the sample rate correctly as well as doing a coarse decay rate conversion.

Now supports finetune for a few formats.

Better at cleaning up temporary files after itself..

version 1.0, <94-04-27>

Now also able to write WAV files in addition to PATches. Typing in an extension of '.wav' instead of '.pat' in the Save dialog box, will save a .DES text file with into about loop points and such, as well as .WAV files with the samples in the patch.

Converted the manual into WinHelp Hypertext format.

Reads INS and EFE files (Ensoniq EPS instrument files). These can be extracted from GKH files with a

utility called EPSDISK.

Reads SDS files (raw Midi Sample Dump Standard files).

Reads SDX files ('compacted' Sds file + sample name, as saved by the program SDX).

Reads TXW (Yamaha TX16W wave files). Really named .W??.

Reads SYW (Yamaha SY-series wave files). Really named .W??.

Has not been tested (Please send me some files!)

Note! The much more common all-data format, .T?? are not supported (yet).

Reads SDK (Roland S-550, S-50, S-330 disk images).

Reads AIF files (Audio Interchange File Format).

Reads IFF: 8SVX files (Interchange File Format).

Reads UWF files (UltraTracker Wave files).

Reads PAT files (Ultrasound patch files).

Reads SMP files (Samplevision).

Reads VOC (Creative labs) files.

Reads AU files (Sun/NeXT); only uncompressed mono files supported.

Reads RAW signed data files; assumed 8bit, 11khz.

KRZ files now get their loop point. Now also supports split files (KR1 + KR2). No longer throws out samples if the instrument is too big but rather lets you do it yourself in the patch editor of your choice.

Correctly reads 16bit WAV files now.

Correctly reads ULT's with 16bit samples now.

Looped samples with the end loop point at or near the sample end now get the sample at the loop start point duplicated at the loop end point + 1, in order to keep the GUS interpolation happy (can cause clicks otherwise).

The envelopes now corresponds to the ones Patchmaker use for looped and unlooped waves, except that looped samples have a quite long decay but not at all as long as the long decay setting in Patchmaker.

Now using FMJULTRA.DLL to provide ULTRASND.INI manipulation for loading custom patches; email me if you'd like to use it in your own programs and I'll send you FMJULTRA.H.

Renamed MIDITHRU.DLL into FMJMTHRU.DLL. In order to avoid possible conflicts with other programs.

Various minor changes and improvements.

version 0.9B, <94-03-30>

Changed program name to 2PAT (from MOD2PAT, after all it reads a lot more stuff than just MOD files).

Reads Kurzweil K2000 sample files (.KRZ); multisampled supported. Since the spec. is 'secret' I have only been able to find out where the actual samples are stored, how long they are, what pitch and what keys they are assigned to and names and such, but haven't been able to determine loop points, envelopes et c.

Reads .SND, raw unsigned data files. Assumes they are 11KHz, 8bit.

Hopefully the problem with samples > 64KB is fixed.

Saves temporary patch-files in the directory specified by the TEMP= environment variable or, if not available, in the program directory.

Faster updating of ULTRASND.INI.

Nicer look with BWCC.

version 0.8B, <94-03-08>

Now a Windows hosted program (Win16).

The user interface is naturally quite different in this incarnation...

The .INI extract feature is no longer implemented, nor is reading raw files.

Patch play feature. If you've got an Ultrasound card (and you have, haven't you?) and a midi in device, you can play the patches from within mod2pat.

version 0.7B, <94-01-07>

Removed the signed to unsigned conversion; Since we've now got Patch Maker Lite, wich hasn't got the bug of the old PATCH.EXE.

The .INI extract now looks a bit differently.

I've introduced the concept of "BankName=Whatever" to give the banks names; it will be set to the songname.

Added my bird logo to the text font.

version 0.6B, <94-01-05>

Fixed another embarrassing bug, when converting from signed to unsigned data I now add 80h and not 7Fh as previously (got a little noise...).

version 0.5B, <93-12-23>

Yes, now you can 'hear-out' the samples before you decide whether to save them. Of course, an ultrasound card is required for that!

Fixed a rather embarrassing bug with MOD loop points.

version 0.4B, <93-12-20>

Reads 669, STM and S3M.

Always saves as unsigned, 'this because Gravis PATCH.EXE always uses unsigned data and it's convert command doesn't convert the last byte...

Converted source code into C.

version 0.3B, <93-11-26>

Reads MTM, ULT, WAV, FSM and raw files.

Ability to edit internal patch names (Use TAB to toggle between DOS-name and Patch-name edit).

Added GUSPATCH.TXT; Ultrasound patch format description.

Any MOD that isn't a M.K., 4CHN, 6CHN, 8CHN, FLT4 or FLT8 are now treated as being of the older 15 (versus 31) sample format.

version 0.2B, <93-11-21>

Reads 4,6,8 ch MOD's 'M.K.', '4CHN', '8CHN'.

Basic user interface.

Smart 'auto filename'.

version 0.1B, <93-11-13>

Nothing fancy, reads 4ch MOD's, writes PAT's, ULTRASND.INI extract.

✘

Other Software

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These softwares are available from my Internet Web-page @:
<http://www.nada.kth.se/~f93-maj/fmjsoft.html>

Image Eye (v3.0)

A very, very fast and powerfull image viewer :-). Seriously though, see if you can find a faster one (with the same image quality, and running under the same OS (some routines can sometimes run 50% faster under pure DOS than under Windows with no concurrent tasks).

Handles: BBM, BMP, CUR, CUT, DIB, GIF, ICO, IFF, JPG, LBM, MAC, NEO, PCX, PGM, PIC, PPM, RAS, RID, RLE, SUN, TGA, TIF.

The new version, v3.0, is currently under developement.

Windows interface requires Windows 95.

DOS/DPMI interface requires min.DOS3.3, i386, XMS, VESA.

[IEYE30A?.ZIP]

Ultrasound Patch Librarian: (v0.2)

Load and manage arbitrary patches from disk to GUS-memory; let's you load and save lists of patches.

Designed to be used as a companion to the sequencer of your choice.

[UPL02.ZIP]

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