

**ExoticGUI**

**COLLABORATORS**

	<i>TITLE :</i> ExoticGUI		
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**REVISION HISTORY**

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## Chapter 1

# ExoticGUI

### 1.1 ExoticRipper® V3.0B

INFECT' s

ExoticRipper® 3.0B

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and

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Introduction

Thanx

Copyrights

Distribution

ProgramStart

Gadgets

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### 1.2 introduction

INTRODUCTION

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ExoticRipper3.0 or ExoticGUI (read 'Graphical User Interface') represents not a program in itself but a userfriendly interface to ExoticRipper V2.27+ , which requires Kickstart2.04, at least. Please see information on ExoticRipper if are not familiar with it. THE new feature in the GUI is the  
EaglePlayer-Support  
.

## 1.3 thanx

### THANKS

We have to thank Eagleeye and Buggs of DEFECT-Software for their friendly supply of a basic (not BASIC,you fool!) interface code to the most universal module-player on earth - EaglePlayer - .

## 1.4 programstart

### PROGRAMSTART

If you want to use ExoticGUI you must have the corresponding program named 'ExoticRipper' which is loaded by the GUI from the program directory. But not necessarily. See  
Configuration  
.

Besides conventions on ExoticRipper Programstart apply.

## 1.5 configuration

### CONFIGURATION

The GUI is configurable by 2 tooltypes from the \*.info file only:

1) RIPPER=DH3:Tools/ExoticRipper.020

This lets the GUI try to load/communicate with the ripper-program accessible by the given path. If this tooltype is missing the ripper must be named 'ExoticRipper' and it must be located in the same directory as the ExoticGUI.

Do not try to use an ExoticRipper version prior to V2.27

1) PLAYER=DH0:Music/EaglePlayer

This lets the GUI try to load/communicate with the player-program accessible by the given path. If this tooltype is missing the player must be named 'EaglePlayer' and it must be located in the same directory as the ExoticGUI.

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Do not try to use an EaglePlayer version prior to V1.50.

Besides conventions on ExoticRipper Configuration apply.

## 1.6 gadgets

### GADGETS

RipStart	RipEnd	Origin	Actual Address
	00017654		
	000FFFFE		
	00000F00		
-----			
( Status / Information Area )			
-----			
	SearchRange		
	Find		
	ShiftBuff		
	Write		
	Hunt		
	@Multi		
	EaglePlay		
	MemDump		
	FreeBuff		
	Read		
	Continue		

```

Samples
|
Reset

MemPatch

ClearMem

DiskRead
|
|
-----

```

## 1.7 actualaddressgadget

### ACTUAL ADDRESS DISPLAY

This proportional bar display shall give you an idea of how far the module search process has progressed. it is combined with a hexadecimal address display. no inputs possible!

## 1.8 bugs

### BUGS

Extra small system fonts can cause graphics display errors. As this is a beta-version there are yet some undiscovered bugs as the GUI has not been thoroughly been tested on many other systems than:

- A1200HD/EC020/2MB/0MB/KICK3.0
- A1200HD/EC030/2MB/4MB/KICK3.0
- A2000HD/A2630/1MB/6MB/KICK3.1

A quick run check has been performed

- on a 68000 processor
- on KickStart2.0

Use the current EaglePlay option with care, it is still under construction.

The same applies for MemPatch which is not under construction anymore, but the R-option might be confusing for some programs. The ExoticRipper2.xx version delivered with the GUI is not beta at all, it is the GUI which is really new coded ...

For other bugs see ExoticRipper.guide .

## 1.9 ripstartendgadget

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## SEARCHRANGE STRING GADGETS

This is mainly for information display only but inputs are possible here. You should use the

SearchRange-Gadget  
instead.

See ExoticRipper.guide.

## 1.10 origingadget

## ORIGIN GADGET

A value "FFFFFFFF" in this field means: origin is invalid. Inputs are only valid if they are smaller than your current hexadecimal maximum chipmemory address, plus a buffer must be loaded.

See ExoticRipper.guide.

## 1.11 searchrangedgadget

## SEARCHRANGE GADGET

This opens a requester that gives you 4 choices:

- reset searchrange
- set chipmemory searchrange
- set fastpmemory searchrange
- set searchrange to chipmemory image

Read further info on the complying A-Command in ExoticRipper.guide.

## 1.12 findgadget

## FINDGADGET

This opens a requester that wants an input plus 3 choices:

The input field:

- enter a string to search for , don't forget the " " or ' '
- or enter a series of BYTES beginning with a \$  
(an even number of hexadecimals must follow after \$)

The gadgets:

- "search" -> perform searching
- "find next" -> continue searching
- "cancel"

Read further info on the complying F-Command in ExoticRipper.guide.

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## 1.13 shiftbuffgadget

### SHIFTBUFF GADGET

Shifts the ripbuffer by one byte.  
See ExoticRipper.guide.

## 1.14 writegadget

### WRITE GADGET

At first this opens a requester that gives you 3 choices:

- write song+samples     see info on W-COMMAND in ExoticRipper.guide
- write song             see info on WD-COMMAND in ExoticRipper.guide
- write samples         see info on WS-COMMAND in ExoticRipper.guide

Important:

Write song+samples means that the module is saved with POSSIBLE sampledata just after the songdata, there need not be any !  
That depends on the soundformat, otherwise there are split sound-formats on which write song and write song+samples do exactly the same ...

## 1.15 eagleplaygadget

### EAGLEPLAY GADGET

Tries to let the detected module play by EaglePlayer.  
For compatibility when using player-batches you have to use our module-name conventions, i.e. your configured prefixes must be the same as ours.  
See file: EaglePlayers.Batch

Important:

See  
Configuration

## 1.16 memdumpgadget

### MEMDUMP GADGET

Displays a hexdump beginning at either the actual searchrange start or at the current address where sth. has been detected by the ripper. Continuously clicking the gadget lets also continue the memory display.

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## 1.17 freebuffgadget

### FREEBUFF GADGET

This releases the following buffer types from the allocated system memory:

- (protected) modules and/or sampledata
- allocated read buffer
- chipmem image buffer

(sorted by priority of freeing)

See ExoticRipper.guide.

## 1.18 readgadget

### READ GADGET

Lets you select one or more files to read to a buffer.

See ExoticRipper.guide.

## 1.19 huntgadget

### HUNT GADGET

This is it what all is about:

The gadget starts the search for a soundmodule in the actual searchrange. After activating it will be transformed to an Abort-gadget which will do what it pretends.

The hunt-mode which is used is defined by the  
CycleGadget  
to

the right.

All other modes than 'Multi' require to do a selection from module formats displayed in a listview.

## 1.20 cyclegadget

### HUNTMODE CYCLE GADGET

Here you can choose the ripmode which is to activate by clicking

Hunt

.

---

4 custom ripmodes are available through this gadget.  
About their configuration see ExoticRipper.guide.

## 1.21 samplesgadget

### SAMPLES GADGET

If some module was detected that could have external sampledata  
and if the

```
Origin
    is valid this gadget will start the hunt for
sampledata.
```

See also ExoticRipper.guide.

## 1.22 continuegadget

### CONTINUE GADGET

After clicking the  
AbortGadget  
or after some module has been  
detected the hunt for modules can be continued with this gadget.

See also ExoticRipper.guide.

## 1.23 resetgadget

### RESET GADGET

This is to install a reset-patch which copies the chipmemory to fast-  
memory at early system-startup-time. This chipram-image can be set up  
as a rip-buffer by using the

```
SearchRange-Gadget
.
```

See also ExoticRipper.guide.

## 1.24 mempatchgadget

### MEMPATCH GADGET

Gives you the choice to install an AllocMem-patch to force chipmemory

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usage or to force reverse memory usage for foreign tasks only.

See also `ExoticRipper.guide`.

## 1.25 diskreadgadget

### DISKREAD GADGET

Lets you read a disk to buffer. A floppydisk-like device must be selected from a requester. E.g. `RAD:-reading` is also possible.

See also `ExoticRipper.guide`.

## 1.26 clearmemgadget

### CLEARMEM GADGET

Be prepared: this gadget will cause the amiga to lock for some time. While the system is freezed a clear of all free memory areas is done.

See also `ExoticRipper.guide`.

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