ExoticRipper

COLLABORATORS			
	TITLE : ExoticRipper		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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ExoticRipper

1.1   ExoticRipper® V2.26

```
                          INFECT's

                    ExoticRipper® 2.27

                      programmed by

                 René "Turbo" Trolldenier
                         and
                  Mark "Marley" Leitiger


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1.2   copyrights

```
                              COPYRIGHTS


          The ExoticRipper® Package is Shareware!


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


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


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


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

1.3   introduction

```
                             INTRODUCTION



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


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

1.4 distribution

```
                      DISTRIBUTION
```

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

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

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

1.5 registration

```
                      REGISTRATION
```

To register send 15$ or 20DM and a disk to one of the
              authors
              .
German users should add a 1DM stamp. With your personal keyfile
you will get both the latest 68000 version and the 68020+
optimized version.Generally this works the faster the less work
we have to do,i.e. sending a stamped, selfaddressed envelope is
the best to get an instant reply.
People from other countries than Germany should always send 15$
cash or (to save money) send an EuroCheck addressed to one of
the authors about 20DM. Another way is to send a postal money
order. Any other payments can not be accepted as to substantial
bank fees we would have to pay.
To get a free update you simply send a disk plus postage(or 2$).
By the way: there will be a lot of features disabled if no per-
sonal keyfile is located in L:

If possible, use the EXOTICRIPPER REGISTRATION FORM . Thanks.

1.6 bugs

                            KNOWN BUGS

The ExoticRipper® will probably not operate correctly with an
68040 processor running with CopyBackCache under KickStart1.3.
The maximum size of a range to scan for modules is 33.5 MByte.
If the actual range is greater the percentage display will be
scrambled. (But try to rip in a range of 33.5 MByte-you should
have a lot of time!!!)
Actually there may occur enforcer hits especially when Exotic-
Ripper® is scanning nonallocated memory. However there is NO
illegal write done at any address.
This is no bug: either when ExoticRipper® shall be quit, new
file(s) shall be read or the DA-command is used any free'd
memory will be cleared, it may take some time on a lot of KBs.
Although we're working hard to make just real modules detected
by ExoticRipper® there cannot be a guarantee that everything
you will find using it is really a soundmodule. Vice versa it
might be that some module is not detected, too. Mostly this is
due to the module itself. Somebody has scrambled the module's
structure or changed the replayer or there are data missing to
calculate the right module size. However these are very rare
cases, be sure. For more information on this read the descrip-
tion of all detectable
                  Soundformats
                     .
If autodecrunching is activated there is a plus of 4 bytes to
the loadbuffer in single file mode. I.e. if there is a file
which has the size of 30713 bytes and which is not really
packed the ripper says: buffersize 30718 while loading.This is
for safety only, just in case the file was to be decrunched.
Without autodecrunching disabled the buffersize would be 30714,
i.e. an even size, a.s.o. with multifilemode.
Some decrunchers (esp. Imploder) need huge buffers to depack.
Using XFDmaster-library this buffer is attached to the real
depacked data, that's why the decrunched filesize itself is
often a little bit shorter than the decrunched data buffer
exotic ripper receives from the library. Of course you could
copy the real data to another buffer and free the old one, but
memory is dear.
THIS IS NOT A VIRUS:
During file loading, with autodecrunching, the Exec-function
AllocMem is patched. It does no harm to any other program than
ExoticRipper itself, just for decrunching purposes.

1.7 hints

                  Hint No.1:

EXAMPLE:
HOW TO RIP THE MUSIC FROM JORMAS'HC01 INTRO:

```
There is a Player60a module in this intro, which uses external
sampledata. To get hold of the data do the following:
- boot system with no startup-sequence
- start ExoticRipper®
- enter
                MEMPATCH C
                 - arrange the DOS-window and the ripper-window in a non-
  covering way
- type the intro name (no return yet!)
- grab your mouse
- press return, and instantly after (while the intro decrunches)
  activate the ripper window by clicking the left mouse in it
- quit the intro
- enter
                H 35
                 ...
- enter
                SMP 35
                 ...
- save moduledata and samples using
                WD
                and
                WD
                 - (try the above without 'CHIP' command)


Hint No.2:

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

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

                RESET-command
                . That's it: ripping continues as known. Of course
you won't have a chance without the
                SMP-command
                after the song-
data were found.
Of course you do not succeed in ripping that module with the or-
dinary
                bootblock
                : that low memory ($4000) is simply "destroyed".
```

1.8 commands

```
                                    COMMANDS

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

1.9 a-command

```
                              A-COMMAND
```

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

be set, end of range is kept. The R option resets the range
to standard values, if an allocated read buffer is present
the range will be set to the buffer's borders again. The C or
F option sets the range to chipmem or fastmem. The lower bor-
ders of these ranges are calculated by ExoticRipper® at the
startup: the lowest non-destroyed chip and fastmem areas are
detected once at this time! Upper borders are checked using
system memory lists.
A special command, just useful if the Exotic-bootblock was
executed before, is A with the H option. Then the range will
automatically set to the protected chipmem image in a higher
memory area the address of which is in $100.w . The
                  origin
                  is
also adjusted to a correct value.

1.10   o-command

                                        O-COMMAND

This command allows relocation of (commonly) chipmem images
which were produced by the Exotic-bootblock or any freezer.
It is just important for the
                  SMP
                  command at the moment. If no
buffer is used origin is set to 0 as all memory addresses are
original. If ther is a read buffer it is invalid and must be
set by you. It works like this: assumed you have a chipmemory
image saved from address $100 to $80000 which was loaded into
Exotic's read buffer. All you have to do (if you want to use
the
                  SMP
                  command somewhen) is to enter O 100 for the ripper to
translate all important addresses scanning for sampledata.
The R option just resets the origin value to standard zero.

1.11   h-command

                                        H-COMMAND

All the most important command at all. It starts the hunt for
all known sorts of modules (or the last argument of module)
if no argument is attached. If yes only that sort of module
is scanned for.See valid argument numbers: known
                  Soundformats
                   There can be defined special ripmodes in
                  Exotic.config
                  file.
These ripmodes are activated by any of -1,-2,-3 or -4 option.
When a module was found its brand, its location, its size (if

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

1.12 help-command

                        HELP-COMMAND

Shows a short view of all available commands.

1.13 i-command

                        I-COMMAND

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

1.14 m-command

                            M-COMMAND

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

1.15 c-command

                        C-COMMAND

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

1.16   r-command

                                    R—COMMAND

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

               XFDmaster library
                 if available. Some file may not be decrunched
if it was multiselected with others, this is due to some decrun-
chers using much memory and sophisticated coding which is act-
ually better to handle if the file is selected on its own. This
generally applies on Imploder and Titanics cruncher.
However, ExoticRippers® aim is not to waste memory ! That's why
there is a patch to Exec-library's AllocMem function just during
loading/decrunching files, it is not a virus and it is harmless
to any other programmes running!
If a memory address is attached like "R 40000" the ripper tries
to allocate a block of filesized memory at the very address.
Should there be no memory available at that location,you will be
warned to cancel the operation.

1.17   d-command

                                    D—COMMAND

Produces an allocated read buffer and reads from a diskdevice
chosen by a simple requester. There should be 2 arguments: the
first one is the startblock, the 2nd represents the number of
blocks to be read. As a 3rd argument an absolute address can be
attached. See
                R—COMMAND
                    .
To read a whole disk you could type "D 0 1760". Generally a mere
"D" does the same action.

1.18   w-command

                                    W—COMMAND

Another vital command.If some module was detected W just writes
it to disk. If not it will fail.There can be 2 arguments repre-
senting a hexadecimal startaddress plus endaddress:
W 280000 300000 writes memory from $280000—$300000 to disk.
See
                WD—Command
                and

```
                                    WS-Command
                     .
```

1.19 wd-command

```
                                        WD-COMMAND
```

 Writes songdata to disk. No arguments supported. This command
 is just working if some module that has/could have separate
 sampledata was detected before.Indeed even if the samples are
 behind the songdata just the songdata are saved. If you want
 to save all the module use the
```
                 W-Command
                     .
```
 But there is guarantee that the samples ARE behind the song-
 data! For safety use the
```
                 WS-Command
                     .
```

1.20 ws-command

```
                                        WS-COMMAND
```

 Writes sampledata to disk. No arguments supported. This command
 is just working if some module that has/could have separate
 sampledata was detected before and the
```
                 SMP-Command
                 was success-
```
 fully used. No arguments required.

1.21 x-command

```
                            X-COMMAND
```

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

1.22 da-command

```
                            DA-COMMAND
```

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

or protected module/samples. No arguments needed.

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

1.23   sb-command

SB-COMMAND

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

1.24   cm-command

CM-COMMAND

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

1.25   smp-command

SMP-COMMAND

You need this command if you want to rip separarate sampledata
of the following kinds of modules. Before using an
              origin
              must
be set, and the songdata must have been detected (unless other-
wise not mentioned, ->
              VectorDean
              ,..), at least to calculate
the right samplesize. ExoticRipper® tells you when to use it.

–

              VectorDean
              (37):
                        o always external samples
                        o sampledata can be found on their own,
                          but then there is no sizecheck possible

–

              Player5 0a and 6.0a
              (35):
                        o sometimes external samples

–

              Old JasonPage
              (2f):
                        o always external samples
                        o sampledata can be found on their own,
                          plus a sizecheck is possible

–

              TFMX
              (18):
                        o always external samples

–

              StarTrekkerAM
              (17):
                        o always external synth-instruments
                        o data can be found on their own,
                          size is always 8336 bytes

–

              Promizer4.0
              (3a):
                        o sometimes external samples

–

              Player4.xx
              (2e):
                        o sometimes external samples

–

              Hippel COSO
              (1e):
                        o sometimes external samples

–

              TrackerPacker3.1
              (3f):
                      o sometimes external samples

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

continued, actually. To save detected data use
                    WS
                    .

1.26   boot-command

                                              BOOT-COMMAND

This command may be not interesting for you, if you can use a
ActionReplay® or some other freezer. If not it allows to in-
stall an bootblock which produces a chipmem image in a higher
memory area, which can be used like an allocated read buffer
to hunt for modules and samples. See
                  A-CMD
                  .
Following memory configurations are supported/tested:

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

Generally you cannot expect memory areas lower then $8000 are
not destroyed.Anyway a bootblock produced chipmem image will
start at location $2000. With good luck intact memory can be
as low as $6000, maybe lower with older systems.Of course 1MB
chipmem with Kickstart1.3© is always destroyed after reset
due to that ROM bug.
The bootblock installing depends on the previous filesystem
the disk to put the bootblock on to has got.Installing to any
DOS disk keeps the filesystem intact, other disks will become
old filesystem disks. I.e. FFS-disks stay FFS-disks.

1.27   f-command

                                              F-COMMAND

This one allows you to detect any string of ASCII following
F as an argument, don't forget the " or '. In case the argu-
ment starts with a $-sign F seeks for the bytestring follow-
ing it. If any occurence is detected (lower and upper cases
are equal) its address is printed an you can use
                  M
                  to view
the specified memory. To continue searching enter just F.
This command's execution can't be broken. It always applies
to the actual searchrange set.
Examples: F "testsong" and F 'TestSonG' find all the same
           F $4e75 any RTS assembler opcode will be found

1.28   reset-command

RESET-COMMAND

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

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

1.29   mempatch-command

MEMPATCH-COMMAND

This changes the way memory allocations by foreign tasks are
served. If you enter 'MEMPATCH C' this works a little like
nofastmem, and it does not affect the ExoticRipper® itself.
The other possible argument 'R' patches memory allocation to
be reversed, i.e. memory is filled from upside down and you
can operate the ripper without destroying possible sounddata
or ,most important, module-replaycode which is needed to lo-
cate separate samples.
Actually this command is useful in connection with ripping
external samples from intros or other programmes which can
be quit after running. See
                hints

.

1.30 eagleplayer®

COMMERCIAL BREAK

 For the highest listening pleasures the ExoticRipper® staff
recommends you to use EaglePlayer®. If you are very low on
memory or processor power use DeliPlayer1.x®.
 (BTW.: DeliTracker2.x® + DeliWizard® is a great team to re-
play ProTracker clone formats in a style guide way)

(space for rent)

1.31 soundformats

DETECTABLE SOUNDFORMATS

00: Multisearch Mode

01: BPSoundMon2.0-3.0

02: DeltaMusic2.0

03: Digital Mugician

04: Jochen Hippel 7Voices

05: FutureComposer 1.3

06: FutureComposer 1.4

07: Jochen Hippel

08: JamCrackerPro

09: MED/OctaMED1.x-5.0

0a: MarkII Sound System

0b: SoundTrackerPro3.0

0c: NoisePacker1.0-3.0

0d: Promizer1.0-2.0

```
0e: ProPack2.1-3.0/CRB-Pack./ModProt.1.0

0f: ProRunner1.0

10: Quadra Composer

11: Puma Tracker

12: Sonic Arranger (PC)

13: Sound FX1.3

14: SIDmon 1.0

15: SIDmon 2.0

16: SoundTracker2.6

17: ProTracker & similars

18: The Final Musicsystem eXtended (TFMX)

19: Digital Sound Studio (DSS)

1a: The Musical Enlightment (TME)

1b: Maniacs Of Noise

1c: Chip-tracker (KRIS)

1d: Oktalyzer1.x

1e: Hippel-COSO

1f: Fred

20: UNIC-Tracker1 & 2

21: MusicAssembler

22: ProRunner2.0

23: David Whittaker/J.C.Brooks

24: Synthesis/InStereo!

25: Martin Walker/Activision Pro

26: Actionamics Sound Tool V0.1

27: Morten Grouleff's musicprogram V0.9

28: ICE-Tracker1.x

29: Sound FX2.0
```

```
2a: Old SoundTracker

2b: DeltaMusic1.0

2c: ProPacker1.0

2d: Tronic Tracker

2e: The Player 4.xx

2f: Old Jason Page

30: Face The Music

31: MaxTrax 1.x

32: AProSys

33: MajorTomPlayer V2

34: NoiseTracker(Packed)

35: The Player 5.0A/6.0A

36: Game Music Creator

37: VectorDean

38: Digital Illusions

39: EurekaPacker

3a: Promizer4.0

3b: AMOS-Basic Konverter

3c: SKYT-Packer

3d: MCMD

3e: Voodoo Supreme Synthesizer

3f: Tracker Packer 2.0 - 3.1

40: SynTracker

41: Kefrens Sound Machine

42: Tracker Packer 1.0

43: StarTrekker(Packed)
```

1.32 programstart

PROGRAMSTART

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

1.33   configuration

CONFIGURATION

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


Here is an explanation of all current keywords and qualifiers:

MODULESKIP=YES

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


AUTODECRUNCH=YES

- switches ExoticRipper® to use the
                XFDmaster library
                 and its
```

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


  DEFDIR="DH3:modules/"

– default directory for the Reqtools file requester path


  WINDOW=0,20,800,580

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


  FONT="topaz",8

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


  OVERWRITE=NO

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


  REFRATE=5

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


  VIEWPROC=YES

– viewmode for Address Display
– YES enables the percentage display


  COMMENT=NO

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


  CUSTOM*="Fast Scan"
```

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

                        STARTING HINTS

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

REFRATE=20

- set a less frequent address display refresh

and if you feel better set:

VIEWPROC=NO

- disable percentage display

1.34   contact

                    ADDRESSES

            to contact the authors write to:

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

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

            Maltese users write to:

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

1.35 greetings

```
                          GREETINGS


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

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

1.36 multi

« MultiSearch Mode »

- 'H 00' hunts for all known modules

1.37 mw

« Activision Pro »

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

1.38 ast

« Actionamics Sound Tool V0.1»

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

– size calculation: good job

1.39   mg

« musicprogram by Morten Grouleff V0.9 »

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

1.40   it

« IceTracker 1.x »

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

1.41   sfx2

                    « SoundFX2.0 »

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

1.42   bp

« BP SoundMon 2.0-3.0 »

– soundsystem using a variety of samplebased and

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

1.43   dm

```
                « DeltaMusic 1.0 »

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

1.44   dm2

```
« DeltaMusic 2.0 »

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

1.45   dmu

```
« Digital Mugician »

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

1.46   hip7v

```
« Hippel 7 Voices »

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

– detection: easy
– size calculation: good job

1.47 fc13

« Future Composer 1.3 »

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

1.48 fc14

« Future Composer 1.4 »

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

1.49 hip

« Hippel Soundsystem »

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

1.50 jam

« JamCracker »

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

– size calculation: easy

1.51 med

« MED1.x-5.0 »

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

1.52 npx

« NoisePacker1.0/2.0/3.0»

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

1.53 mkii

« Mark II Soundsystem »

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

1.54 ftm

« Face The Music »

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

1.55 mcmd

« MCMD »

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

1.56 vss

« Voodoo Supreme Synthesizer »

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

1.57 ppxx

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

- 5! slightly different formats in one ripmode

1)
- Cryptoburners
                ProTracker
                Packer:
- also known as 'Crunched Module Player'
- done by Heatseeker/CRB in 1991
- detection: expensive
- size calculation: good job

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


3)
- Module Protector1.0:
- a format extremely similar to CRB-Packer, but less efficient
- done by: ???
- detection: expensive
- size calculation: easy
```

1.58 pp10

```
                « ProPacker1.0 »

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

1.59 sid

```
« SidMon 1.0 »

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

1.60 sid2

```
« SidMon 2.0 »
```

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

1.61 st26

```
                « Soundtracker 2.6 »
```

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

1.62 mod

```
« Protracker & similars »
```
1) Protracker
- most used sample-based soundsystem on AMIGA
- done by Lars 'Zap' Hamre ©1990?
- particular: 31 samples/127 patterns useable
              · the STANDARD of nearly ALL tracker clones of today
- detection: easy
- size calculation: easy
2) Protracker similars
- we mean 'Trackers' like Wantonpacker etc.
- simply all 'CLONES' of Protracker, coz
  no new commands, effects etc., except Noisetracker.

1.63 fred

```
« Fred »
```

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

1.64 mtp2

« Major Tom Player V2.0 »

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

1.65 p4xx

                    « The Player 4.xx »

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

1.66 jp

« Old Jason Page »

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

1.67 p50a

                    « The Player 5.0A/6.0A »

- the most efficient
                  ProTracker
                  module packer

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

1.68 gmc

```
« Game Music Creator »

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

1.69 vd

```
« VectorDean »

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

1.70 di

```
                 « Digital Illusions player »

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

1.71 eu

« EUREKA packer »

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

1.72 abk

« AMOS Basic Konverter »

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

1.73 tron

« TronicTracker »

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

1.74 dw

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

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

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

2)
- J.C.Brooke Format:
- obviously some clone of the David Whittaker Format!
- done by J.C.Brooke 1988
- particular: pc relative replayer in front
- detection: easy
- size calculation: hard job

1.75 st15

« Old Soundtracker »

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

1.76 dss

« Digital Sound Studio »

–

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

1.77 tme

« The Musical Enlightment »

–

ProTracker
clone

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

1.78 kris

```
                « KRIS-Tracker(ChipTracker »

-

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

1.79 okt

```
« Oktalyzer »

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

1.80 unic

```
                « UNIC-Tracker1 and UNIC-Tracker2 »

-

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

1.81   ma

« Music Assembler »

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

1.82   tfmx

« TFMX1.5/Professional2.x/7V »

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

1.83   mon

« Maniacs of Noise »

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

1.84   coso

« Hippel-COSO »

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

1.85 syn

« InStereo! / Synthesis V4.x »

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

1.86 sonic

« Sonic Arranger »

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

1.87 tp23

                  « Tracker Packer 2.0 – 3.1 »

–

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

1.88 tp10

                  « Tracker Packer 1.0 »

–

              ProTracker
              packer
– predecessor of
              Tracker Packer 2.0 – 3.1

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

1.89 stp3

```
« SoundTrackerPro3.0 »

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

1.90 prom

```
              « Promizer1.0 - 2.0 »

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

1.91 pm40

```
              « Promizer4.0 »

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

1.92   puma

« PumaTracker1.0 »

–

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

1.93   emod

« QuadraComposer1.0-2.0 »

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

1.94   sfx

« SoundFX1.3 »

–

old SoundTracker
clone using some extra commands
– ©1989 Linel Software
– detection: easy
– size calculation: easy

1.95   pru

« ProRunner1.0 »

– fix in place
ProTracker

```
                   optimizer
```
– ©1991 Cosmos/Sanity
– detection: easy
– size calculation: easy

1.96 pru2

```
                  « ProRunner2.0 »
```

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

1.97 mxtx

« MaxTrax 1.0 »

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

1.98 aps

« AProSys »

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

1.99   ntpk

« NoiseTracker(Packed) »

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

1.100   skyt

« SKYT packer »

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

1.101   ksm

« Kefrens Sound Machine »

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

1.102   synt

« SynTracker »

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

1.103 stpk

« StarTrekker(Packed) »

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

1.104 history

                        HISTORY

Changes from V2.26F to V3.0B (at the PartyIV in Herning/DK,28-Dec-94):
– NO changes in configuration file
– numerous small changes in the ripper
– chipmem image buffer can be released now
– 'chip' command extended to 'mempatch' command
– graphical user interface (GUI)
– the ripper is now split in two files:
    o the ripper itself (also referred to as V2.27):
        – requires kick1.3 or higher
        – runs like former version as stand-alone
        – configurable by S:Exotic.config
    o the GUI (also referred to as V3.0):
        – gives you control over the ripper by mouse-clicks
        – requires 1) the ripper program
                   2) kick2.0 or higher
        – configurable by tooltypes
        – EaglePlayer support

Changes from V2.26 to V2.26F (19-Dec-94):
– got the sonic arranger detection
  working again (silly bug)
– fixed problems with module-skip option

Changes from V2.25 to V2.26 (21-Nov-94):
– reset-copy-patch bug with KickStart3.1 removed
– forced chipmem allocation improved,
  "avail" shows now that there is no fastmem,
  however Exotic can use it exclusively...
– change in module formats:
    o StarTrekker(Packed) added
    o safer ProPacker1.0 detection
    o MortenGrouleff detection optimized/shortened

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


Changes from V2.24 to V2.25 (05-Nov-94):
- new configuration file keyword "MODULESKIP=YES/NO"
- processor detection for 68020-version added
- bug with diskread ('d 0 0' or 'd * 0') removed
- wrong searchrange setting fixed, if no more memory
  available
- sample ripper works automatically through all memory
  (if no loadbuffer is present)
- new command 'chip' forces other tasks than exotic
  itself to use chipmemory
- change in module formats:
          o Tracker Packer 1.0 is now a separate mode
          o 99% detection of protected Tracker Packer 2.0-3.1
            modules, extra sample rip mode added
          o 100% hippel detection, code shortened to the extreme
          o safer bp-soundmon checking
          o safer unic-tracker checking
          o safer futurecomposer1.4 checking
          o safer digital-illusions checking


Changes from V2.23 to V2.24 (18-Oct-94):
- automatic file decrunching on request
- new configuration file keyword "AUTODECRUNCH=YES/NO"
- new formats: - TrackerPacker1.0-3.1
                   (V1.0 and 2.0 were MEXX-Packer)
               - Syntracker
               - Kefrens Sound Machine
- bug with selected Digital Illusions scan removed
- disk read command recoded, no crashes on kick1.3 any more
- boot install command improved
  (writeprotect check, auto filesystem detection)


Changes from V2.22 to V2.23C (28-Apr-94):
- major bug from V2.23 removed
  (exotic223 did simply run correctly or totally crashed)


Changes from V2.22 to V2.23 (27-Apr-94):
- cacheclear at startup time
- overwrite requester for existing files
- ripping process is broken by ESC now!
```

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

Changes from V2.21A to V2.22 (19-Mar-94):
- ExoticRipper is shareware!
- new (changed) ripmodes:
  o The Player V5.0A - V6.0A fully supported (external samples, too)
  o MCMD format fully detected
  o Voodoo Supreme Synthesizer perfectly rippable
  o Promizer4.0 100% rippable (external samples, too)
  o MarkII covering all different aged modules now
  o Face The Music (finally a must)
  o Maniacs of Noise fully sizecalculated now
  o Sonic Arranger Modules without header will be detected
  o Crytoburner Packed Module Player completely detectable
  o Startrekker AM files can be ripped: 'SMP 17'
  o Player4xx external samples are recognised now
  o safer KRIS (ChipTracker) module detection
  o safer DeltaMusic2.x detection
  o safer GMC detection
  o safer Player50A-60A detection
  o safer Eureka Packer detection
  o safer Major Tom Player V2 detection
  o correct VectorDean module deinitialization
  o faster/shorter Noisepacker1.0-3.0 ripcode
- general improvements:
  o 30% more speed!!!
  o SMP-command covering all formats with external samples now
  o origin command added
  o check for first free memory chunk bigger than 2kb on startup
    (standard searchrange start always shows first non destroyed chipmem/
     fastmem area's beginning after reset)
  o new non-diskwriting bootblock to save chipmem image in higher memory
  o fitting A-CMD-option to adjust searchrange/origin to chipmem image
  o fast memory standard search range available: 'a f'
    (for samplesearch on formats with replayer/songdata in fast mem)
  o Reqtools requester for disk track reading and bootblock installer
  o CM-command added to clear all non used system! memory, gives faster
    ripping results if using before some music stuff is started

Changes from V2.21 to V2.21A (15-Feb-94):
- size calculation bug on few protrackermodules removed
- better check for soundtracker2.6 and icetracker included
- player50a check improved
- dangerous write(s) to nonallocated memory in icetracker rip code
  removed
- safer GMC detection

Changes from V2.20 to V2.21 (14-Feb-94):
- (nearly) unpublished buggy version!
  (beside that copy for buggs and eagleye, programmers of eagleplayer)
- coding by both Turbo and Marley
- new config-keyword added: "mode"
  this keyword allows you to switch on (mode=1) or off (mode=0)
  an alternative procent display during hunting (usefull for people
  without knowness of the hexadecimal-system:) But on 68000 machines
  U should turn off this option (coz slowdown during Rip)
- full support of TFMX songlength and NEW!NEW!NEW! samplelength. Works always
  100% with TFMXPro, TFMX7V and TFMX1.5 modules.
  HINT: Check out ALL your TFMX sounds (many songs/samples are to long)
- Synthesis/InStereo! check routine improved: Synthesis4.2 modules now
  will be detected (thx Berry for the module:-)
- Configfile can now also be placed in ENV: or ENVARC: (there is really enough
  in S: :-) or in your current dir
- Bug fixed in file-request. Now U will get an wait-pointer in Exotic
  during filerequest
- additional feature added in Read file function: MULTISELECT. Try it out, when ←
   you
  like to rip maannnnyyyy short files
- address-check-routine now works 100% (using system-routines for check)
- Bug fixed in SoundMon name length (now you will get the full name)
- NoiseRunner,WantonPacker,Promizer2.0,Promizer4.0 are completely detected now
 (btw. NoiseRunner is a predecessor of/fix-in-place-converter like ProRunner1.0)
- SoundTracker15 detection debugged
- SidMon1.0 detection/lengthcheck is a perfect one, finally
- AMOS Basic Konverter format included, 2 different types supported
- SKYT-Packer detection added, length is just 98% as to a lack of info/
  replayer for that moduleformat
- special Old MarkII Soundsystem detection added
- GMC and DeltaMusic2 detection improved

Changes from V2.18 to V2.20 (03-Feb-94):
- last update completely by Marley
- replayercode kicked, some routines optimzed
- 7 KBytes won

Changes from V2.18 to V2.19 (26-Jan-94):
- unpublished version!
- ThePlayer4xx is now a single ripmode -> code shortened
- all filereads are going to fastmem if possible
- exotic is running on kickstart1.3 with 68000 again
- exotic is now running as a dos process and it has a workbench startup
- an old feature: run exotic with any argument you like and no reqtools
  library or configuration file will be loaded to save memory

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

Changes from V2.17 to V2.18 (14-Jan-94):
- new bootblock (not that bad copy boot):
  - using the new 'game'-command you can install a little bootblockgame
  - the command works exactly like 'boot'
- completely reworked DavidWhittaker detection plus lengthcheck (ripmode 23)
  - there is nothing but one DW-ripmode left, old DWs are named
    by saving data
  - lengthcheck fails with two of the very 1st DWs: Feud,IkariWarriors
  - lengthcheck fails with missing sampledata at the end of the module
- completely reworked ProPacker21 detection plus lengthcheck
- Hippel7V detection plus lengthcheck (ripmode 04)
- EMOD (QuadraComposer) detection plus lengthcheck (ripmode 10)
- VectorDean (a recently used game music system) detection plus lengthcheck
  - separate sample data can be lengthchecked/searched with the new smp-
    command
- TFMX detection slightly made better/worse (see WARNING)
- type file to window function removed (replaced by internal testmode)
- smp command introduced
- safer star/pro/noise/soundtracker detection
- searchmode P50A (deep) is now also available with h 00
- P50A (lite) will be the only P50A check executed with h -1 (fastscan)
- optimized/shortened code

Changes from V2.16 to V2.17 (03-Jan-94):
- The Player 5.0A:
                  - a light check mode is included (doesn't detcet plain mods)
                  - the DEEP check mode shoul detect all modules
                    (attention: as it is quite expensive DEEP check is NOT run

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



Changes from V2.15 to V2.16 (31-Dec-93):
- Psygnosis(special) format removed (i happened to check it is GMC!)
- Soundtracker15:
                            - the length check works now with 15 samples mods
                            - recognition improved again
- chipmem fragmentation removed:
                            - a false st15-init, which was called everytime
                              a st15-mod was detected caused the length-error
                              AND a corrupted memory list with KS3.x
                              (hell knows why)
- introducing CUSTOM SEARCHMODES (to increase the speed,partially):
                            - type 'h -1' for fastscan:
                              -those modules with a mere longword code are found
                               e.g. "MXTX","M.K.","COSO","TFMX",etc.
                              -gives little more speed, but less safety
                              -modlist comes here:
                               BP,DM2,DMU,FC13,FC14,HIP,JAM,MED,MKII,PROM,PRU,
                               PUMA,SFX,SID,SID2,ST26,MOD,TFMX,DSS,TME,KRIS,
                               OKT,COSO,MA,PRU2,SYN,MW,AST,IT10,SFX2,DM,PP10,
                               TRON,P40A,P40B,P41A,MXTX,APS,MTP2
                            - type 'h -2' to scan for Protracker&Clones(Relatives)
                              -these ordinary modules could be reconverted to ProTracker
                               (most can be reconverted. by Perverter or ProWizard)
                              -this is the list:
                               MED,NP2,NP3,PROM,PP21,PRU,SFX,ST26,MOD,DSS,KRIS,OKT,
                               UNIC,PRU2,IT10,SFX2,ST15,PP10,P40A,P40B,P41A
                            - type 'h -3' to scan for real chipmusic
                              -i like those c64-like chippies most:
                               BP,DM2,DMU,FC13,FC14,JAM,PUMA,SONIC,SID,SID2,FRED,MA,
                               SYN,DM,TRON,APS,MTP2
                            - type 'h -4' to hunt for real exotic sound formats:
                               DW,HIP,MKII,TFMX,TME,MON,COSO,DWOLD,MW,AST,MG,MXTX,GMC
- improved Tronic support:
                            - better (more flexible) detection code
                            - 100% lengthcheck available
- David Whittaker support:
                            - (re)improved detection code
                            - 'new' DW modules are also 100% length checked
                              (although there is some data area to build
                               BEFORE the module, this is what deli/eagle-
                               players cannot handle, they should!)
                            - if you cannot play those 'new' DWs:
                              this is due to the incomplete detection code of the
                              players
```

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



Changes from V2.14 to V2.15 (Party III, 25-Dec-93):
- for the first time all updating by Marley
- really fast hacked (i.e. little buggy and lame) version
- 'usable' bootblock:  -press rmb to cancel save
                       -press lmb -> red screen then rmb to save
                       -screen condition red? ->finished!
- improved soundtracker15-support:
                       -mainly those annoying 'found stold15'-texts
                        should become very seldom from now on
                       -every oldST15 with a little 'x' should be
                        detected, however
- 'HanniPacker' changed to ProPacker1.0:
                       -i guess it was a hoax,ain't Hannibal?
                       -all PP10 i possess are detected
                       -100% length check available
- Game Music Creator  support:
                       - is now 99% supported as to bad recognition code
                       - lengthcheck should be 100%
- MaxTrax support:
                       - let us say: better than nothing...
                       - recognition should be 100%
                       - length check could cut last sample
                         (21 mods checked: some became 4 bytes too long,
                          due to this problem)
                       - replayer doesn't work as it is a very different
                         from regulars
                       - modules which have been played or are played
                         can not be detected! (there is not even the
                         MXTX in ram if one is playing, go and have a look)
                      (- btw. does anybody know where and if there are
                         samples in Kyrandias FinalScreen and IntroScreen
                         modules?)
- Major Tom Player V2  support:
                       - a perfect one, as far as MTP's development is now
                       - recognition 100% (if not faked to death)
                       - length 100% (unused patterns are cut off)
- AProSys support:
                       - full working detection and length check
                       - deliplayer does not yet (but why?)
- BPSoundMon3 support:
                       - full working detection and length check
                       - still no accurate replayer available
- a Guru causing bug with PumaTracker checking was removed
- selective searchmode speeded up (thus multisearch slowed a little bit again,
                                   will be fixed in 2.16, no time to do now)
- if chipmem is low 'r' reads to fastmem finally (Hi Gamekiller)
- the 'm'-command gives now a memory dump of the last module that was found
```

Changes from V2.10 to V2.14 (25-Apr-93):
- last version completely by Turbo
- Some new rip-routines included. Now you can rip also The Player 4.0A-4.1A.
  (in case you are in need of them over the next half year)

Changes from V2.06 to V2.10:
- What's new ? - Bug fixed in Promizer rip routine -no promizer modules were
  found in memory, coz I've simply not used the riproutine (write error!:-(
- Bug fixed TFMX-sample search, only CHIP-addresses will be printed out now.
- Totally new Hippel hunt-routine, coz to many modules are 'unrippable' with
  the old one. Replayer was included (using my own routine).
- Bug fixed Hippel- lenght- calculation (I've forgot to put a [-] before a
  command :-). This routine will work now 100%!
- Many crap kicked out (gaining more than 10!kbytes).
- title ANSI - kicked out, U will see the menu instead.
- Escape-sequences in texts- kicked out -> more speed at text-printing...
- Sometimes GURU at ripper-exit (only kick1.3). Bug fixed.
- Small '(L)user'- check implemented. Hardwareregisters (like DFFxxx,BFExxx)
  now read/write protected.
- always AllocMem/AllocAbs at the {R} and {D} commands, but you can read any
  crap in already allocated memory (and may destroy your system!), if you
  wish.
- Bug fixed FC1.4/FC1.3 name-build-routine.
- All sounds will be played in background now using the 'system - friendly'
  AddInt/RemInt. Use {STOP} to switch off music.
- New PumaTracker rip-routine and length-calculation. The ripper will now
  find ALL! tunes. Sometimes the modules are 2Bytes to long,but I think, it's
  not so nasty...
- After a long time without replayers -> here they are. I'll use an concept
  like Delitracker, coz it's really memory-friendly! Look at {P}-command for
  more details... Sorry for no Background-playing, but the time runs and it
  is not comleted for the CeBit :-((
- first bug fixed (25-Mar-93 - the countdown is running :-) Lenght calc for
  Old David Whittaker-modules fixed (I think, they are some bytes to short)
- some Delay() calls included to make the ripper more multitasking-friendly
  during mousewaits
- bug fixed in MarkII hunt-routine. The number of samples has been changed
  always to 32, coz my samplenumber-checkroutine was wrong :-(
- Riproutines for SoundFx2.0, Old Soundtracker15 and Deltamusic1.0 added
- new BootBlock included (Thx to Steve/3003)

Changes from V2.05 to V2.06:
- IceTracker1.0/1.0 rip-routine added
- Bug fixed in the Old DW rip-routine. I've also found new DW's (fixed)

Changes from V2.04 to V2.05:
- adding a command to write an special copy bootblock to your disks. This boot
  will still save the CHIP Mem from 0 to $7fffff (512k) on a disk.
- New rip-routine for Morten Groufleff's Musicprog added
- totally new uninitialization-routine for MED. Now U can:
  - ripping ALL versions of MED/OktaMed correctly...
  - loading freezed memory into ram and rip tunes with correct delocation!!

   If U have any trouble (e.g. Med/Multimodules) or false delocation from MMD1
   modules, contact me!
– totally new Old Whittaker rip-routine. this routine has now a
   lencalculation and is still a little bit 'intelligent', coz I've found an
   protected module in an old game. Now this routine does not more searching
   for special commands in special routines, but this routine build up his
   'own' replaycode and will try to find out some likenesses...

Changes from V2.03 to V2.04:
– Bug fixed with name-built routine on BP soundmon.
– ACTIONAMICS SOUND TOOL V0.1 changed to hard-address routine – I will now
   show the Jumps foPP20it – play and end. This kind of Modules are NOT pc-
   relative!!! (I think.). Send modules, if you found anything in memory.

Changes from V2.02 to V2.03:
– searching for PT/ST/NT-Modules protected with NoRip(Idea from ActionRipper)
– New moduleformat included:ACTIONAMICS SOUND TOOL V0.1,short AST. This piece
   was got from the game DynaBlaster done by Actionamics (I hope, the modules
   are ripped correctly – send modules if you have this module-format. (I've
   only found one piece in memory.) I can't say, if the lengthcalc-routine is
   still okay...
– bug fixed in lengthcheck. Sometimes you found modules with an impossible
   length. It would show up modules lenghts up to $100000 (that's really very
   long!)
– Adding replayer for Tracker-modules, like PT/NT/ST/STAR. Replayer is the
   Protracker1.1b replayer.
– If you still use the reqtools.library – the filename will appear automati-
   cally. (Hey Marley!). The filename looks like: MOD.INFECT RULEZ! or
   KRIS.KILLER . The signs (e.g. MOD./FC14./SONIC./) are added automatically.
   If the module has no name, the final name is also NoName!

Changes from V2.01 to V2.02:
– New rip-routines for SynthesisV4.0 and Martin Walker?!? added

Changes from V2.0 to V2.01(low memory release):
– Hui, here was an BIG BUG with the reqtools.library. If it wasn't present,
   and you used the R or W command, the ripper goes bezerk ! (fixed)
– New riproutine for old David Whittaker modules (DW-sounds from 1987 games)
– Bug fixed with MED4.x modules.If an Med4.x module was found in memory, I'll
   will print out a small text. At the moment I can NOT uninitialize the Med4x
   modules, coz I have no replayer source. Sorry!
– Init jumps for Exotic formats like Old DW and Psygnosis Special are printed
   out now, If the ripper find such an module in RAM

Changes from V1.99 to V2.0(low memory release):
– new command play memory included
– TFMX-Song lengtcalculation now works fine (many many Sounds re-ripped)
– 8 new sound-formats included (thanks to SPIV and Jörn for many many sounds)
– now reqtools.library no more needed – but no reqtools...no filereqs :-)
– Bug in MED riproutine. New MED-modules (MED4.x) were not delocated
   correctly, because I've no replayer source. All other old Med-modules were
   ripped right! (I've got MED4.x modules from some new commercial stuff)

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

Changes from V1.90 to V1.99 (Party II, The final, 27-Dec-92):
- better and more commands
- many,many new riproutines included (This was really the hardest work)
- Now a small user interface inplemented to get the standard...
- reqtools-filerequester for filehandling included
- some bugs fixed...and, and, and.

Changes from V1.29 to.. V1.90(never released):
- All my friends say: Hey Turbo, we wanna have a ripper with commands, file
  requesters and many many more rip-routines... and I said: Okay Okay...
  First I had coded some crap but then...
- Totally new concept - the lame basic concept goes to my trashcan :-((
  I've just to many ideas and I started the coding of a totally new Exotic
  with the finish of Exotic2.0 for my eyes...

Changes from V1.28 to V1.29:
- just some bugs removed...

Changes from V1.27 to V1.28:
- new riproutine for Prorunner1.0 modules included.

Changes from V1.26 to V1.27:
- new riproutine for ST2.6 modules included. Bug fixed in SonicArranger hunt.

Changes from V1.25 to V1.26:
- new riproutine for MarkII modules included. Bug fixed in Promizer hunt.

Changes from V1.24 to V1.25:
- now the ripper can rip Noise/Protracker and Startrekker(4Voices) modules.
  I've written these routines, because many rippers can't rip Startrekker(4)
  modules (I don't know, why not ???). Special improvement is the huntroutine
  for the new promizerV1.0c. The old version (v0.1a) was very very awkward to
  rip. This new version is very easy (YOH! MC68000/Tech! ;-) !) to rip.

Changes from V1.23 to V1.24:
- added show name function by PumaTracker, Med & OctaMed. If no name will be
  displayed, the module is destroyed (always by PumaTracker!) or the module
  has no name (often by Med and OctaMed).

Changes from V1.22 to V1.23:
- Now my ripper checks automatically, how many CHIP-RAM is available (i.e.
  you have only 512k CHIP - the ripper will only searche up to $7fffe).
- I've written a new hunt routine for a module like David Whittaker modules.
  I don't know the creator and the type. The name (from me :) is Psygnosis
  special.

```
Changes from  V1.21 to V1.22:
- bug fixed in the hunt routines for Pumatracker and MED.  Now modules at all
  addresses are found (the older version only found longword aligned sounds).
- illegal address error in pumatracker routine removed - I hope, this routine
  does not crash so often anymore...
- Optimized code, it's now faster.


V0.9 - V1.21
- small ripper with many bugs and lame riproutines...
```