

**4745adb8-0**

Richard Lane

<b>COLLABORATORS</b>
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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Richard Lane	July 26, 2024	

<b>REVISION HISTORY</b>
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# Chapter 1

## 4745adb8-0

### 1.1 Magnum Opus V2.2 Guide.

Magnum Opus V2.2

(Released 29th Sept 1997)

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Do you own Directory OpusV5.x or Directory Opus Magellan ? Fed up wondering what a file is, what produces it, how it can be used, then this is for you. Magnum Opus is the leading filetype collection together with extensive AmigaGuide format documentation for use with Directory Opus 5.5 & Directory Opus Magellan. Also included are a set of replacement toolbar button images and some icons. The minimum version of Directory Opus required is V5.11. However, owners of V5.5 & Directory Opus Magellan will be able to take advantage of the enhanced features.

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Your Help Wanted.  
Author Information.  
Acknowledgements.  
Directory Opus Magellan notes.  
Zappo Zapped, Magnum Opus on CD ROM.  
Copyright.  
Disclaimer.

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### 1.2 Blah, Blah, Blah. zzzzzzzzzz



Magnum Opus Version 2.

Introduction.

I first started using Directory Opus many years ago after moving on from the legendary SID file manager by Timm Martin. Over the years I have watched it grow into the most comprehensive and versatile file management program available on any computer system.

So what is it ?

Magnum Opus is a massive collection of filetypes, a replacement set of lister toolbar buttons and some icons for use with Directory Opus V5.5 & Directory Opus Magellan. It also comes supplied with this comprehensive AmigaGuide documentation. This includes details of what the filetypes are, what programs create them, how they can be used and other useful details. Where possible I have also included the source on Aminet where PD/Shareware utilities can be located that can make use of the various filetypes. Please bare in mind that a lot of these are constantly updated so don't be surprised if you find a newer version available.

First released in August 1996 Magnum Opus V1.0 was included on three different Amiga magazine coverdisks. After receiving positive feedback from many people and incorporating my own ideas a much improved Magnum Opus V2.1 was released which again appeared on the magazine coverdisks. This latest update fixes the minor problems with the installer script and includes a revised Magnum\_Opus.Guide.

I am aware that there are a still a great number of people using Directory Opus version 5.11 which was also supplied on a UK magazine coverdisk and the Aminet CD set # 4. Directory Opus V5.5 & Directory Opus Magellan have so many more enhancements. I made the decision that support for V5.11 will no longer a major consideration.

If you haven't upgraded to Directory Opus Magellan then now is the time to do so.

Please feel free to contact me as I would welcome any feedback you have on this project either questions, comments, suggestions or even criticism.

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### **1.3 Commodore 64 owners need not apply.**

Magnum Opus Version 2.

Requirements.

(1) You'lll need an Amiga :-)

(2) Workbench 3.0 or 3.1. Most parts should work on 2.x but this has not been tested.

(3) A suggested minimum of 4mb RAM.

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(4) A 68030 or faster processor is recommended but not essential.

(5) Directory Opus V5.5/ Directory Opus Magellan V5.6 installed. Users of V5.11 can still use this package but a few of the new enhancements will not be available such as filetype menu items.

(6) Arexx as supplied with Workbench 2.x/3.x running.

(7) A hard drive with approximately 500k of free space on the partition you install this to.

(8) Multiview and/or AmigaGuide for the documentation.

(9) Various PD/Shareware utilities as described in the documentation of the filetypes.

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## 1.4 Windows 95 detected, please format hard drive.

Magnum Opus Version 2.

Installation.

In order for the install scripts to work you will need the "installer" program in C: if you do not already have this program it can be found on Aminet and many other distributions (including Directory Opus), coverdisks, etc. The reason for not including it is that currently I am unsure as to what the copyright situation is now that Gateway2000 own the Amiga.

In this release there are two different installer scripts. If you have not installed Magnum Opus before or already have V1.0/1.1 installed double click on the "Magnum\_Opus.Install". If you already have Magnum Opus V2.1 installed just use the "Magnum\_Opus.Update"

The update will place the new version of the Magnum\_Opus.Guide (V2.2) in DOpus5:Help/.

If you are installing Magnum Opus from a CD and have problems with filenames appearing in lower case take a look at the Zappo Zapped page.

On restarting Directory Opus after installation you may find that it takes longer to load than it did before. This is quite normal as there are now many more filetypes for it to load.

After the main installation there are a few minor changes you need to make to get the best from Magnum Opus. The first one is to always have the filetype show up in any new listers opened. To do this go to the "settings" menu and select "environment" then "Edit". Next select "Lister Display" for versions 5.11 & 5.5 or "Lister Default" for Directory Opus Magellan V5.6x, click on the "Default Format" button and drag the item "Filetype" from the left to the right hand side window, then click the save button.

If you are using either Directory Opus V5.5 or Directory Opus Magellan, you

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also need to make sure that in the Environment Editor in Lister Options that the "Name Mode PopUp" is checked. Don't forget to then click the save button.

#### Filetypes.

The way that the filetypes have been installed will give new or inexperienced users a dramatic improvement from what they had before. As to how best to make use of the filetypes, well I've had a number of reports from users on how they use the filetypes after installation. Some users have put all the new filetypes in "DOPus5:Storage/Filetypes" and when they come across an unknown filetype use the filetype sniffer to see what it is. This can then be installed by clicking on the "Install" button. (Note ! You need to have the "Filetype Sniffer" turned on which is in Settings - Options - Miscellaneous). Others have used some of my filetypes and put the rest in DOpus5:Storage/Filetypes. It has been suggested to me that the installer should put the filetypes in "DOPus5:Storage/Filetypes", or just overwrite the currently installed filetypes. The reason I decided to install the filetypes using the current method is so that NO user filetypes are ever overwritten, I know only too well how long it can take to create a decent set. There's also the problem that by installing them in an existing directory that there could be two filetypes with similar names for the same file. For example as far as Directory Opus is concerned "Picture, ILBM" is different to "Picture, IFF ILBM" which of course it isn't.

The latest version of the installer script (V1.3) has been improved substantially from that supplied with Magnum Opus V2.1 and now when used in "Expert mode" it has the option to put the filetypes wherever you want. It will ALWAYS backup your current "DOPus5:Filetypes" directory to a new directory "DOPus5:Filetypes\_ORIGINAL". Anyone who has any other suggestions on this should contact me.

The more knowledgeable of you may want to further customise the commands in the filetypes and/or use some of those you already had. But, It is impossible for me to tell exactly how these will work together. All that I can guarantee is that the supplied filetypes all work together. Most of the filetypes for data files have a higher priority than those for executable & crunched files this has been done to give the quickest listings possible. Some of the filetypes for data have an even higher priority these are mainly for files that will be very large such as hard disk backup files which can be many megabytes in size and would take ages to recognise if they were at a lower priority. Sometimes it is necessary for one filetype to have a higher priority than a similar one for correct recognition such as the PowerPacker filetypes.

For additional details see Filetypes Overview.

Please Note !. For the following buttons to work you must have already installed Magnum Opus V2.1 & have ARexx running.

#### Palette.

Magnum Opus V2.2 uses a very slightly modified version of the standard Magic Workbench palette for its buttons. To get this palette go to the

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"Environment Editor" select Palette, click on load and select the file supplied with Magnum Opus V2.2 called "colours", then select "Save".

With Directory Opus V5.11 the procedure is a little different. First, load the standard Workbench Palette Preferences Editor and load the file supplied with Magnum Opus V2.1 called "colours", then select "Save". Next load the Environment Editor, select "palette", (If you run Directory Opus on a separate screen you will need to click on "GrabWB" first) and then click save.

#### Toolbar Buttons.

Next is the installation of the toolbar buttons for the listers. There are two different demo button banks that have no functions but are supplied so that you can see how they will look when used in your own Lister toolbars. The reason for two versions is the way different versions of Directory Opus handle the palette. V5.5+ users should use the small IFF picture files & V5.11 users should use the icons, both types are in the "NewImages" Directory. If you have ARexx & Directory Opus running clicking on the buttons below will load up the appropriate demonstration button bank.

Version 5.11 users [Click here](#).

If you have the Directory Opus V5.5 or Directory Opus Magellan V5.6x then [Click here](#). to see the new toolbar buttons in a lister [Click here](#). This needs an active source Lister.

The brush that forms the Cycle gadget when the toolbar buttons extend beyond the edge of the lister is called "ToolbarArrow.Image" in "DOpus5:Images/". This is where Directory Opus looks for it and it's not possible for it to be anywhere else. You may like to replace this with the one in NewImages so all the buttons have the same style, just copy it across to DOpus5:Images/. You will need to exit and restart Directory Opus before it takes effect, if you want to keep the default one just rename it.

#### CD.Buttons.

The installer will put another small button bank in the Buttons directory that you might like to use if you have a SCSI CD ROM drive. Using one of the many available utilities to send SCSI commands to your CD drive they can be used to open & close the Drawer. This button bank has been set up to use SCSI\_Util V2.02 which is available on Aminet or the Aminet CD #4 as "SCSIUtil.lha" in disk/cdrom. You will probably need to change the path and options to get this to work on your setup. These buttons were designed for Directory Opus V5.5+ & look dreadful on lower versions. To see these buttons [click here](#).

I'd like to thank Richard Whightwick for making me realise that an installer script was a necessary evil that I really had to write as not all Amiga users have as much knowledge of Directory Opus as myself. A big thank you must also go to the authors of the numerous installer scripts that I looked at during the writing of this, as the documentation from the Commodore and later Escom distributions do not provide enough easy to follow examples of its features & usage.

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## 1.5 "

Magnum Opus Version 2.

Filetypes Overview.

While it is virtually impossible for any filetype recognition system to always be 100% accurate, I have tested the included filetypes with tens of thousands of files from various sources. Where possible the files used during testing were created with the original programs. I have used the minimum functions necessary to identify a filetype to keep the reading of directories as fast as possible. There are however some filetypes that need to use the search function such as the Imploder filetypes, because the matching string of bytes is not always in the same place. When using a hard drive this is not really much of a problem but reading directories from CD ROM's or even worse floppy disks can become slower. If this bothers you then don't install those filetypes. With this in mind I would like to see a "Search To" function included within the Filetypes Editor that would only search a definable number of bytes rather than the whole file.

Since the first release of Magnum Opus there has been a number of improvements in the way that the new version 5.5 of Directory Opus works. One major improvement is having specific filetype menu items. This removes the need for many of the button banks to perform different actions on a given filetype. If you are using the older V5.11 that does not have this feature then these menu items will not be available to you.

To improve the filetype recognition where possible I have NOT used the "MATCH DT ID" or "MATCH DT Group" functions, there are three reasons for this. It assumes you have a particular Workbench Datatype installed, The reliability of recognition is dependant on how good that datatype is, lastly identification is faster.

When a file with a matching filetype is double clicked on and does not have a function defined for it, a requester appears to inform you of this rather than doing a smartread and displaying a hex dump of the file.

There is documentation for the vast majority of the filetypes but on a few occasions there isn't. Generally this is because I can find no useful details or sources of information. where there is no documentation I have not made a link to a bit of text to say there is no documentation as I did in the previous version of Magnum Opus. This seemed a bit of a waste of time, so now if there isn't any documentation there is no button.

Packed executables.

In the early days of the Amiga when a hard drive and the storage capacity it has was a rare luxury that few users had, various programs appeared that could reduce the size of files while still retaining full functionality. Some were good, others not so good, and some were awful. Now that most of us have hundreds of megabytes of hard drive space instead of running our

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systems from floppy disks, most of these programs have disappeared into obscurity. Only a few of these programs that came about during those early years still remain in general use today. The two most commonly used are PowerPacker & Imploder. Since Magnum Opus V1.0 I have included filetypes for more of them and updated others. You may be thinking that there's not much point in this as these files are a program and should be treated as such. I thought the same way until I purchased an accelerator board and got fed up with running a program only to have it crash. Some Crunchers produce resulting files that run quite happily while others such as the address crunching types do all sorts of horrible things to your memory. Now that these can be identified I leave it up to you to decide what you want to do with them. You will find a great utility called xfdDecrunch mentioned in a lot of these filetypes, the latest version can be found on Aminet or the Aminet CD ROM#14 in util/pack as xfdl15.lha. This superb package is able to unpack most of the packed executable programs you're ever likely to come across.

When you find a packed data file bare in mind that the contents when unpacked could be text, picture, music module or just about anything else you can think of. Sometimes there are clues as to the contents. For example a file name ending .MOD could be assumed to be a music module, and a file ending .txt is likely to be an ascii text file. However, experience has taught me never to assume anything about the contents of any given file until I've checked it. If you keep this in mind then you shouldn't have any problems.

#### PC Files.

You will notice that I have included a number of filetypes primarily found on the PC. The reason for this is that there are many Amiga Programs that can make use of these files, which include various picture, sound & word-processor files.

Most PC files have names with a file extension for example VBRUN300.DLL the last three letters are there to indicate what type of file it is. As there are hundreds of possible combinations it is not practical to list them all. There are a number of common ones that you might come across such as .PCX, .BMP, .GIF, etc. However, don't be surprised if these appear to be picked up incorrectly by these filetypes. I have found on many occasions that these file extensions are wrong. The included filetypes do NOT rely on a particular name but check the contents of the file. Therefore, they are considerably more accurate at determining what any given file is.

If you access CD's that are intended for use on PC's please bare in mind that although files common to both the Amiga & PC will be picked up correctly, certain specific PC files may be picked up erroneously though thankfully this does not occur too often.

#### Music Modules.

The way that music modules are recognised in Directory Opus V5.5 has been changed and is now a command that requires a filetype for which the "Music Module" one is supplied. This then uses the inovamusic.library to recognise a module. This still throws up inaccurate results and is best avoided. My filetypes now recognise every filetype in this library plus many more and

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far more accurately. So now you can safely forget about using this old library for recognition.

The majority of the music modules filetypes included in Magnum Opus V2.1 can be played with DeliTracker\_II. Instead of using any of the various ARexx scripts or DOpus5 ARexx modules that are available to call up DeliTracker to load and play music modules. I prefer to have DeliTracker running all the time, I can then just drag the file I want to hear into it's window to play it. The current version of DeliTracker\_II can be found on Aminet or the Aminet CD #15 in mus/play as "DeliTracker227.lha". Also keep a lookout for new players for this which appear from time to time. The modules that the inovamusic.library recognises can still be played using the PLAY command so for those files double clicking on a matching filetype will play it.

If you have any suggestions, comments or filetypes you'd like to see included in a future update then please don't hesitate to contact me.

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## 1.6 336 Filetypes..

Magnum Opus Version 2.

### Filetypes

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NEW    2D drawing, IFF DR2D
NEW    ABackup v5, disk archive
NEW    ABackup V5, disk archive ENC
NEW    ABackup V5, file archive
NEW    ABackup V5, file archive ENC
NEW    AIBB Module
NEW    AIFC, Sound Sample
        AIFF, Sound Sample
        Ami-Back Backup
        Ami-Back disk index
NEW    AMI-Pack archive
        Amiga E, Module
        Amiga E, Source
        Amiga Font Bitmap
        Amiga Font Function
        AmigaBasic Program
        AmigaDOS Library
        AmigaGuide Guide
        AmigaVision, IFF AVCF
        ANC Cruncher
NEW    Animation, AVI
NEW    Animation, FLC
NEW    Animation, FLI
NEW    Animation, GIF
        Animation, IFF-ANIM-J
        Art of Noise, drum sequence
        Art of Noise, FM sound
        Art of Noise, Module 4ch
        Art of Noise, Module 8ch
        Ascii text

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Bars & Pipes Pro, Song  
ByteKiller 1.3, 2.05  
ByteKiller 2.0  
ByteKiller 3  
NEW CDXL, movie  
Cinema 4D object, IFF MC4D  
CineMorph, Curve  
CineMorph, Points  
CineMorph, Project  
NEW Collector, index  
NEW ComicSetter, doc, IFF COMC  
NEW Compress, archive  
NEW CompuGraphic Metric Font  
CompuGraphic Outline Font  
Crunch Master 1.0  
CrunchMania Data  
CrunchMania Data Encrypted  
CrunchMania Data S,M  
NEW CrunchMania Data S,M Encrypted  
NEW Crunchy Dat  
Datastore Database, IFF DSDB  
Datatype, IFF DTYP  
NEW DefJam 3.2  
NEW Delta Music 2.0, module  
NEW DeLuxe Music score, IFF CMUS  
NEW DeLuxe Music score, IFF DMCS  
DeLuxe Video, IFF VDEO  
Design Works drawing, IFF DRAW  
NEW Diavolo, backup  
NEW DIGI Booster 2.x, module  
NEW DIGI Booster, module  
NEW DigiBooster, Pattern  
NEW DigiBooster, Track  
NEW Digital Sound Studio, module  
DISK-Masher archive  
NEW DISK-Masher encrypted archive  
DiskSalv, archive stream  
Document, Rich Text Format  
DOpus5, group item  
DPaint move, IFF PRSP  
NEW DrawStudio, drawing, IFF DSDR  
NEW EasyCalc 1.x, spreadsheet  
EasyCalc 2.x, spreadsheet  
NEW Face the Music, effect  
NEW Face The Music, module  
NEW FastTracker 1, module  
FastTracker 2, module  
FinalCopy Doc, IFF SWRT  
FinalData, database  
FinalWriter Doc, IFF SWRT  
FinalWriter Doc, PC  
NEW FinalWriter Prefs, IFF SWPF  
Flash Pack 1.4  
NEW Fred, module  
NEW Future Composer 1.3, module  
NEW Future Composer 1.4, module  
NEW Future Composer synth instr



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NEW Future Composer, module  
NEW GMOD, module  
NEW GZip, archive  
NEW High Pressure cruncher  
NEW High Pressure cruncher unlinked  
NEW Hippel, module  
NEW Hippel-COSO, module  
NEW HQC Cruncher 2  
NEW IceTracker, module  
NEW Icon, appicon  
NEW Icon, device  
Icon, disk  
Icon, drawer  
NEW Icon, Kickstart  
Icon, project  
Icon, tool  
Icon, trashcan  
NEW ILBM-IFF modulo cruncher  
ImageFX Thumbnail, IFF NAIL  
ImageVision, Script  
Imagine Animation Script  
Imagine Animation, IFF IAND  
Imagine Staging, IFF ISTG  
Imagine Texture  
Imploder 3  
NEW Imploder 3 Protected  
Imploder 3 Pure  
NEW Imploder 3 Pure Protected  
Imploder 4  
Imploder 4 Lib  
Imploder Data, FImp  
Imploder Overlayed  
Imploder Short Lib  
NEW Impulse Tracker, module  
JamCracker, module  
JpegAGA map-file  
NEW KRIS, module  
NEW Lemmings 2 data, IFF L2A?  
LhA Self-Extracting Archive  
LhA, archive  
NEW LhA,Lharc, archive  
Lightwave Object, IFF LWOB  
Locale Catalog, IFF CTLG  
LZX, archive  
NEW M.O.N. module  
Makepath Session  
Master Cruncher 3.0 Addr  
Master Cruncher 3.0 Data  
Master Cruncher 3.0 Reloc  
MED Song  
MED,OctaMED module, MMD0  
NEW MED,OctaMED, instrument  
MegaCruncher 1.0  
NEW MIDI, song  
Money Matters  
Money Matters 4  
MovieSetter Movie

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NEW MPEG, audio  
NEW MPEG, video  
MS Windows icon, ICO  
MS Windows Write  
NEW Music-X data, IFF MSCX  
NEW Musicline, 4ch module  
NEW Musicline, 8ch module  
NEW Musicline, instrument  
NEW Navigator Titler Pro, show  
NEW NewIcon, appicon  
NEW NewIcon, device  
NEW NewIcon, disk  
NEW NewIcon, drawer  
NEW NewIcon, Kickstart  
NEW NewIcon, project  
NEW NewIcon, tool  
NEW NewIcon, trashcan  
Nucleus data, IFF MDAT  
Obsolete !  
OctaMED Module, MMD1  
OctaMED Module, MMD2  
OctaMED Module, MMD3  
NEW Oktalyzer, module  
Organiser 1.x, IFF ORGP  
Organiser 2.x, IFF ORGP  
Organiser, suppliment  
Outline Font Function  
PageSetter, Doc  
PageSetter2, Doc  
PageStream 3 Doc, IFF DOC  
PageStream Font  
PC Executable  
NEW Personal Write, doc encrypted  
NEW Personal Write, doc, IFF C100  
NEW PhotoCD, overview  
Photogenics Matrix  
Photogenics Paint Mode  
Photogenics, Paint Layer  
Picture, BMP  
NEW Picture, BMP 24bit  
NEW Picture, BMP OS2  
NEW Picture, BMP OS2 24bit  
Picture, GIF87a  
Picture, GIF89a  
Picture, IFF DEEP  
Picture, IFF ILBM 24bit Enc  
Picture, IFF ILBM, grab  
Picture, IFF PBM  
Picture, JPEG,JFIF  
Picture, PCX  
Picture, Photo CD  
Picture, PNG  
Picture, Targa  
Picture, TIFF  
PicView 1.x, Catalogue  
PicView 2.x, Catalogue  
NEW PlaySID, module

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	PMC Crunched, SFCD
	PMC Crunched, SFHD
NEW	PostScript, data
NEW	PostScript, picture
NEW	Powermusic, Module
	PowerPacked Data
	PowerPacked Data Encrypted
	PowerPacked Guide
	PowerPacker 2.x
	PowerPacker 2.x MASTER
	PowerPacker 3
	PowerPacker 3 Encrypted
NEW	PowerPacker 3 Encrypted MASTER
	PowerPacker 3 Lib
	PowerPacker 3 Lib Encrypted
	PowerPacker 3 Lib Overlaid
NEW	PowerPacker 3 MASTER
	PowerPacker 3 Overlaid
NEW	PowerPacker 3 Overlaid MASTER
	PowerPacker 4
	PowerPacker 4 Encrypted
	PowerPacker 4 Lib
	PowerPacker 4 Lib Encrypted
	PowerPacker 4 Lib Overlaid
	PowerPacker 4 LoadSeg
	PowerPacker 4 Overlaid
	PPaint Encrypted
	ProCalc, Spreadsheet
NEW	ProDraw, CGM Picture
NEW	Professional Page, document
NEW	ProRunner 2, module
	ProTracker config, IFF PTCF
NEW	ProTracker config, IFF PTRD
NEW	Protracker, module, IFF MODL
NEW	ProTracker, pattern
NEW	ProTracker, track
	PS-Adobe Font
	PS-Adobe Font metrics data
NEW	QuadraComposer module, IFF EMOD
NEW	QuadraComposer, envelope
	Quick PowerPacker
NEW	QuickTime, movie
	Real3D data, IFF REAL
	Reko Card Set
	ReloKit 1.0
NEW	Rob Norton Cruncher
	SAS Patch, IFF PTCH
	ScreamTracker 3 Module
NEW	Sequencer One, song
	SoftWood Outline font
NEW	SonicArranger, Module
NEW	SonicArranger, sampled instr
NEW	SonicArranger, synth instr
NEW	Sound Sample, IFF MAUD
	SoundBlaster VOC Sample
NEW	SoundFX 1.3, module
NEW	SoundMon 2.0, module

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NEW SoundTracker 15, module  
NEW SoundTracker, packed song  
NEW SoundTracker2.0-2.6, module  
NEW SoundTrackerPro 2, module  
StarTrekker 4, Module  
StarTrekker 8, Module  
NEW StarTrekker M, Module  
NEW StarTrekker, AM sound  
NEW StarTrekker, FM sound  
NEW StarTrekker, module info  
StoneCracker 3.10  
StoneCracker 4.01  
StoneCracker 4.01 Abs  
StoneCracker 4.01 Data  
StoneCracker 4.10.3  
StoneCracker 4.10.3 Abs  
StoneCracker 4.10.3 Abs Plain  
StoneCracker 4.10.3 Abs Pro  
StoneCracker 4.10.3 Data  
StoneCracker 4.10.3 Lib  
NEW StoneTracker, module  
NEW StoneTracker, sample bank  
Super-Cruncher 2.7  
NEW Symphonie DSP Plugin  
NEW Symphonie, module  
NEW SysSpeed, results module  
TakeTracker, module  
NEW TeX, dvi  
NEW TextEngine 4.1 text  
NEW TextEngine 5 text  
NEW TFMX 1.5, module  
NEW TFMX, Song module  
NEW THX Sound System, instrument  
NEW THX Sound System, module  
Time Cruncher 1.7  
Titanics 1.1  
Titanics 1.2  
Titanics 1.2 Protected  
TNM Cruncher 1.1  
Tracker Module  
NEW TriStar Double Action  
TrueType Font  
TryIt Cruncher 1.01  
TurboCalc Spreadsheet  
TurboSqueezer 6.1  
Turtle Smasher 1.x  
Turtle Smasher 2.0  
Twist2 Database  
NEW Ultimate Packer 1.1  
Vista DEM  
Vista Script  
VistaPro, VAnim  
WAVE, sound sample  
NEW Whittaker, module  
Wordworth Doc, IFF WOWO  
NEW Workbench Pref, ABackUp  
NEW Workbench Pref, Country

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```

NEW    Workbench Pref, Font
NEW    Workbench Pref, IControl
        Workbench Pref, IFF PREF
NEW    Workbench Pref, Input
NEW    Workbench Pref, Locale
NEW    Workbench Pref, Overscan
NEW    Workbench Pref, Palette
NEW    Workbench Pref, Pointer
NEW    Workbench Pref, Postscript
NEW    Workbench Pref, Printer
NEW    Workbench Pref, PrinterGFX
NEW    Workbench Pref, ScreenMode
NEW    Workbench Pref, Serial
NEW    Workbench Pref, Sound
NEW    Workbench Pref, WBPattern
NEW    Workbench Pref, Workbench
        X-DVE V1.x, script
        X-DVE V2.x, script
        XFA Animation, IFF XFA!
NEW    XMash, disk archive
        XPK, packed

```

..

## 1.7 "

Magnum Opus Version 2.

Magnum Opus 2 Icons.

While I don't profess to be a great artist, like many others over time I became fed up with trying to find a specific icon I liked and ended up making some of my own. However, don't expect a full set of icons from me as I have neither the time or inclination plus there are plenty of fantastic icon sets available on the Aminet. All of the included icons use the standard Magic Workbench 2 colour scheme. During the construction of these icons I came upon an undocumented feature of the IconInfo.

See Hidden Functions.

def.Guide.info

This has proved to be my most popular icon and is also my favourite. Amiga Format has been using this for some of the AmigaGuide files on their CD ROM coverdisks. While I have no objection to this, I wish they'd leave my copyright notice in the tooltip. Even worse on several occasions I've even found that the tooltip message credits Martin Huttenloher as the author !!. It's NOT, it's by me Richard Lane © 1996-97.

See separate Copyright notice and Hidden Functions.

def.PPGuide.info

The same as above but with a different default tooltip for the PowerPacked, Guide filetype.

def.Doc.info

This is a miniature of the PPMore program that I'm sure everybody must have seen. It is exactly the same size as the "def.Guide.info" so should look

good in a drawer full of documents.

def.PaintLayer.info

For use with the Photogenics, Paint Layer

def.Picture.info

You can use this one for a variety of different picture filetypes.

def.24Picture.info

Slightly different version of the above to make it easy to spot 24 bit pictures.

def.LhA.info

Can be used with both LZX & LhA or any other archive filetype you want.

def.mod.info

I tried really hard to make a decent icon for music modules, but as you can see from this I failed miserably.

HD.Disk.info

This is the icon I've used as my own Hard Drive partition icon for years.

HD2.Disk.info

Just an enhanced 8 colour version of the above that I made when I got a second hard drive so I could differentiate which partitions were on what physical device.

ZIP.Disk.info

Though I don't possess one of the Iomega ZIP drives (yet) here's one you might like to use if you do.

Quantum.Disk.info

This new was done for all us lucky Quantum hard disk owners.

HD.Black.info

I was after a new look for my drive icons as I'd become bored of the one I had been using for years and this is the result of much experimentation.

Quantum.Black.info

The second one of the new design. This is the start of another project of mine in which I'll be making a whole series of disk icons based on this new design as I've already started on a few others.

..

## 1.8 "

Magnum Opus Version 2.

### Undocumented Features

With almost any program there is usually a function that's not documented, or some hidden message or just something silly that the author put in. Directory Opus V5.5 has quite a number of these. Here's some that I've found, they may only apply to the UK version V5.5 but try them yourself and

see.

Most of the hidden features that I mentioned in Magnum Opus version 1 have now become common knowledge thanks to the new manual. There are also some others I didn't know about that can be found on the GPSoftware WEB page. But, fear not there are still some more to reveal in V5.5 that I've found.

The first one I'll mention was included in Magnum Opus V1.0 but I'm including it again as I haven't seen it documented anywhere else.

If you select "Quit" from the Opus menu it displays a requester saying "This will end your Directory Opus session". If you then select "Cancel" sometimes you get another requester saying Good :) I'm not able to determine the criteria that causes this to happen and I only discovered this by chance. It took quite a while to get the screen grab of it.

Another one I found was in the new internal CLI. If you type in Joshua you get the message "Greetings Professor Falken." Just incase you don't get the joke try watching the old movie from the 1980's called "War Games".

Page 58 in manual mentions about the shift click on the animation in the "About" requester. But if you continue to hold the shift key and click again there are three further pictures. One is Greg Perry and two of others who unfortunately I don't know. If you leave the About requester on screen after about 30 seconds you get a scrolling list of credits.

The last new one is in the Icon information window that I found by accident. If on either a tool, project or drawer icon you type in the following

">>>> Icon by Richard Lane <<<<"  
 excluding the quotes as a tooltip, when you next select information on this icon the title bar of the icon information window reads  
 "Icon : <filename> Author : Richard Lane".  
 Capitalisation is important it must say "Icon by" NOT "Icon By" or "icon by". The first three characters are produced using ALT zero and the last three ALT nine on a UK keyboard. This is how Amiga Format managed to wrongly credit some of my AmigaGuide icons.

..

## 1.9 "

Magnum Opus Version 2.

Version History.

Version 1.0 (released 19, Aug 1996).

\* First public release.

Version 1.1 (released 30, Aug 1996).

\* Minor interim release that fixes the few minor compatibility problems

that came about when used with the newly released version 5.5 of Directory Opus.

Version 2.0 (NOT released).

- \* 144 new filetypes added (Phew).

- \* All filetypes checked in detail on the new version of Directory Opus V5.5.

- \* Changed those filetypes that called for a public screen of DOPUS.1 to {Qs} for those people who use Directory Opus as a Workbench replacement. This also fixes any problems if for whatever reason you happen to be running more than one copy of Directory

- \* AmigaGuide documentation partially rewritten and updated

- \* New Icons added.

- \* Renamed some filetypes for consistency.

- \* Discovered wrong recognition of TakeTracker, module and corrected it.

- \* Remade ALL of the toolbar button brushes into 8 colour ones as Directory Opus V5.5 now remaps the colours when using more than an 8 colour screen.

Version 2.1 (Released 8, June 1997).

- \* Added another 9 filetypes.

- \* Updated AmigaGuide documentation.

- \* Changed filetype priorities to speed up recognition.

- \* Included an installer script. (V1.0)

Version 2.2 (Released 29, Sept 1997).

(This version is only a minor revision. I am currently working on Magnum Opus V3.0 which will be available shortly and include loads of new, improved & updated items).

- \* Updated and improved the installer script (V1.3) several times.

- \* Updated and slightly revised the Magnum\_Opus.Guide, I also corrected some spelling mistakes and minor cosmetic errors.

..

## 1.10 The things I forgot

Magnum Opus Version 2.

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Future Plans.

Magnum Opus is an ongoing project that I doubt will ever be really completed as there are always new filetypes appearing. Therefore, in the future I will be releasing smaller updates at more regular intervals, as opposed to spending several months solid work creating a complete new version in one go. Don't forget that I would welcome any ideas or suggestions you have. See Author information.

More filetypes, Oh yes there are still loads more. With most of the common filetypes now covered I'll be placing more emphasis on the filetypes from those smaller less known PD./Shareware programs. If you are an author of a program whose filetype is currently not covered in Magnum Opus and you like in included then please contact me with the details and it will be included.

More icons.

I will be incorporating a new on-line help feature for the filetypes that uses the popup menu items which will require Directory Opus V5.5 or higher.

Making a Directory Opus ARexx module to determine the filetype of data in packed files. I am aware that there are packages already available to do this but they all rely on an external library and I would prefer to rely on my own filetypes.

Releasing the Magnum Opus help file as a Final Writer document. You may be wondering why I haven't done this as all the documentation is originally written in Final Writer V5.04. This is because each AmigaGuide page is done as a separate file and there are now over 200 of them that need to be combined into one or two files. Furthermore, in their current form they contain many notes for my own use that look a mess. Plus does anyone really want the documentation in this format anyway ? Contact me if you do. I may also consider a version for Wordworth too.

Another project I am currently working on is a set of disk icons a few of which are included within the Magnum Opus distribution. Finishing these is taking second place for the moment as I'm hard at work on the next version of Magnum Opus.

..

## 1.11 "

Magnum Opus Version 2.

Your help Wanted.

While creating Magnum Opus I have been able to use my own extensive knowledge of the Amiga, its history and its programs, or obtain reference material from the Aminet CD's. However, there are still a few things that I need some help with. If you feel that you are able to help then please contact me. Don't just sit there reading this, do it NOW.

I am always willing to listen to any suggestions or ideas you may have. A

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number of these have already been implemented and others will be in the next version.

I can be contacted either by letter or phone in which case I'll call you back so you don't have to pay for the call. I will gladly reimburse you for disks, postage etc. but please give me a call first before sending anything. Anyone who contact's me with anything useful will receive the next version of Magnum Opus before it is released anywhere else as well as being included in the acknowledgements.

Pen Pal.

Anyone remember this old word processor ? I'm sure there's still someone who has a copy of it floating around, you may still be using it. I need to know what format the files from this are saved in and some example files, I can then include it in Magnum Opus.

AMOS.

Come on AMOS users I know you're out there somewhere. Can someone explain to me the various file formats output or used by it as this is not something I've much knowledge of. So far I have created several new filetypes to be included in the next version but the information I have is incomplete and I need to fill in some gaps.

Old File crunchers.

Though I already have most of the old PD/Shareware crunchers there are still a few that are proving hard to track down. If you have either the programs and/or documentation of any of the following then Please contact me.

ANC Cruncher,  
Any version of PowerPacker before V2.1a,  
HQC Cruncher V1.x and 2.x,  
Rob Norton Cruncher,  
Turbo Squeezer any version,

..

## 1.12 He's ugly and smokes too much !

Magnum Opus Version 2.

Author Information.

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Colchester,  
ESSEX.

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England.

0973 272309 (24hours)

Yes the code is correct. Don't be put off if the answering service is on I would really like to speak to anyone with suggestions, help or even criticism. I'll even call you back so you don't have to pay for the call.

(e-mail) `sorry@i.dont.have.a.modem.yet`

..

## 1.13 Acknowledgements

Magnum Opus Version 2.

My sincere thanks go out to the following individuals and companies ...

- \* Jay Miner. The Father of the Amiga.
  - \* Jonathan Potter / GP Software. Directory Opus 5.6 © Copyright 1995-1997.
  - \* Urban Müller. For the Aminet/Aminet CD ROM's, the worlds largest archive.
  - \* Fred Fish. The Amiga library pioneer.
  - \* Commodore-Amiga. The best machine and the worst management.
  - \* Gateway 2000. Thanks in advance for giving the Amiga new life.
  - \* Adam Lancaster. Thanks for the bug bashing and suggestions.
  - \* Richard Whightwick. For ideas, suggestions & inspiration.
  - \* Edd Dumbill. Heddley V1.20ß. Used to create this AmigaGuide file.
  - \* Leo 'Nudel' Davidson. Compare.module V1.2.
  - \* Amiga Format. For including Magnum Opus V1.0 on the November 96 issue CD ROM coverdisk and V2.1 on the October 1997 issue CD ROM coverdisk.
  - \* Amiga Computing. For including Magnum Opus V2.1 on their final coverdisk.
  - \* Amiga Shopper. For including Magnum Opus V1.0 on the December 96 issue coverdisk.
  - \* Amiga User International. For including Magnum Opus V1.0 on the December 96 issue coverdisk.
  - \* Andy Lawson A big thank you for the help with getting PowerPacker into MASTER MODE. The secret is safe with me :-)
-

\* Kay Drangmeister. IFFMaster Version 1.6 - Freeware (C) 1996. This wonderful utility comes very highly recommended.

\* Georg Hörmann. xfd package V1.18

\* Bob Rye & Marcus Mroczkowski. CFX Crunched File Examiner Pro. V5.560 © 1995.

\* Bloodrock of Syndicate. FileID.library V7.0 & WhatIs V1.04

\* Strider of Syndicate. FileIdent V1.14

\* Lutz Hanke. Infolist V2.92.

\* SoftWood Inc. FinalWriter V5.04. A great Word processor that I used to bash out the text.

\* Electronics Arts. DeluxePaint V5.0 © 1985-94.

\* Cloanto Italia srl. Personal Paint V7.1. Copyright © 1987-1997.

\* Quartz PD. for including Magnum Opus V1.0 in their library on disk #4170

\* Special thanks also go out to the numerous Amiga users who have contacted me over the past few months. It's because of you that I get the inspiration to keep improving Magnum Opus.

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## 1.14 "

Magnum Opus Version 2.

Directory Opus Magellan upgrade.

This new version of Directory Opus is now available either as an upgrade for existing 5.x users or as a complete product for new users.

Since its introduction at the World of Amiga show in London (May 17/18, 1997) Directory Opus Magellan has undergone several updates and currently (Sunday, ~28~September~1997) version 5.65 is the latest update. If you have a lower version than this you can obtain upgrades from the place of purchase.

Here is just a small part of the introduction from the manual that best explains it.

"The Magellan version is not just a simple upgrade but involves extensive redevelopment of many components of the Opus 5 system to give you enhanced usability, especially in the Workbench Replacement Mode".

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## 1.15 "

Magnum Opus Version 2.

Zappo / Archos CD ROM drives and installing Magnum Opus.

It wasn't until my own work appeared on a CD that I realised that there are some minor problems with certain CD ROM disks when used with the Zappo or Archos CD ROM drives for the A1200. This may also apply to other Amiga

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configurations as well. This drive was manufactured by a firm called Archos and was also sold under the brand name Zappo and possibly some others as well. I use to own one of these but thankfully I now have a proper SCSI CD drive which is far better. There are three problems that I am aware of all of which are related to the appalling software supplied with them ....

(1) File dates are mostly shown as some obscure date in the future.

(2) File and directory names are sometimes shown all in lower case depending on the way the CD has been mastered.

(3) The drive didn't always show up in the file requesters of certain programs.

If you obtained Magnum Opus V2.2 from a CD ROM and it wasn't in an LZX or LhA archive you may experience some problems with the files in this distribution. This mainly affects the names of the filetypes that rely on certain capitalisation to look correct. There are two solutions to this. The first one is to read through this Guide and rename all the files to their proper names.

For example "cinema 4d object, iff mc4d"  
renamed to "Cinema 4D object, IFF MC4D".

Alternatively if you have V11.x of the Zappo CD software you can use the AmiCDFS2 CD filesystem which is available on Aminet or the Aminet CD #17 as "amicdfs238.lha" in disk/cdrom which fixes all the above problems.

..

## 1.16 "

Magnum Opus Version 2.

Copyright Details

AMI

Magnum Opus V2.2 is Copyright © 1996-97 Richard Lane,  
All rights reserved.

Magnum Opus is released as Freeware NOT Public Domain. You are free to make as many copies as you like and distribute them to anyone provided no charge is made and the same copyright is included.

This package must always be distributed complete and not split up. The only exception to this is the icons where PD/Shareware authors may use any of these for their own programs or documentation, but please leave the copyright notice in the tooltypes.

Permission is granted to include this package in on-line BBS Public-Domain and/or Shareware collections provided no fee is asked for. Transmission as an archive type such as LhA and/or LZX is permitted. The name should be "Magnum\_Opus2\_2".

Jonathan Potter & GPSoftware may include Magnum Opus V2.2 on any future distributions of Directory Opus and/or their web site.

---

Amiga magazines may include Magnum Opus V2.2 on a cover mounted CD and/or floppy disks.

Magnum Opus V2.2 may be included without any further permission on the CD collections of Aminet, any future Fred Fish collections and Meeting Pearls by Angela Schmidt.

As this is a Freeware package no payment is asked for from individuals. However, if you do find it useful you can send me a postcard of your home town, not too much to ask is it?

Any other commercial use of Magnum Opus V2.2 is NOT permitted without the written permission of the author. If you expect me to pay for your product then you can pay me for mine.

..

## 1.17 If it all goes wrong.

Magnum Opus Version 2.

### Disclaimer

While every effort has been made to ensure that everything works as documented. I make no claims as to the suitability of any part of this package for any purpose. So if it destroys your hard disk, blows up your A4000/060 tower or starts a nuclear war, I take NO responsibility for it. Magnum Opus V2.1 contains no artificial additives and has not been tested on dum animals or PC owners.

..

## 1.18 Magnum Opus

Magnum Opus Version 2.

Heddley V1.20B. Copyright © 1994-5 Ed Dumbill.

If you have ever tried to create even a moderately sized AmigaGuide file in a text editor then you'll know that it can be a frustrating task getting it all to look nice and work correctly. I know there are those that still prefer this approach (hello Leo) but personally speaking if there's an easy to use tool to do the job then I'm going to use it. The program I'm referring to is Heddley V1.1 which is available on Aminet or the Aminet CD #4 as "Heddley11.lha" in text/hyper. Looking through the various AmigaGuide's from different sources there are quite a number of people who are using it, even the on-line help file for Directory Opus V5.x was created with it. Though there are a number of programs available for compiling AmigaGuide files none of them come anywhere close to the quality of Heddley. For the £10 shareware fee it's a real bargain and on registering I got the latest version (V1.20B) which includes a number of enhancements such as

error checking.

I'm not sure if Ed is still developing Heddley if not then it's a great shame. If you're reading this Ed get in touch with me !

..

## 1.19 Well what do you expect ?

Magnum Opus Version 2.

HELP...

(1) In front of you you'll find a computer called an Amiga, this can be easily identified as it has in large letters on it "A M I G A".

(2) Just behind that you should see something that looks like a TV set, this is called a "Monitor". This is quite a handy accessory as it allows you to see what your doing while using your Amiga.

(3) For further instructions on how to use these two items, check out the instruction books that came with them.

(4) If you still can't work out what your suppose to do with all this, give up and try another pastime, like stamp collecting or train spotting.

(5) Don't take this too seriously as it's four in the morning and I can't be bothered to write a proper help file. Still it's more fun than the default.

..

## 1.20 "

Magnum Opus Version 2.

This example should theoretically work but doesn't !

```
FinalCopy Filetype (Priority 10)
MATCH FORM SWRT
FIND CHUNK DINF
MOVE 8
MATCH FCOPY
```

```
FinalCopy 2 Filetype (Priority 5)
MATCH FORM SWRT
FIND CHUNK DINF
MOVE 8
MATCH FCOP2
```

```
FinalWriter Filetype (Priority 0)
MATCH FORM SWRT
```

---



```
FIND CHUNK DINF
MOVE 8
MATCH FCOP3
```

..

## 1.21 "

Magnum Opus Version 2.

Screen\_Back.dopus5 ARexx module.

Thanks to the example in the manual I have made this small ARexx module that let's you send the Directory Opus screen to the back if like me you use it on it's own screen. This can be handy for those programs such as Ed & FinalWriter V5 that insist on opening on Workbench if you don't have the "default Pubscreen" menu item checked. This module adds the Screen\_Back function to the built in Directory Opus commands and makes it available for use in other buttons and filetypes.

Please Note !

This module will only work with Directory Opus V5.5 or above.

..

## 1.22 "

Magnum Opus Version 2.

2D drawing, IFF DR2D.

I don't have any great detail on this particular format. The only program I've seen that uses this is the commercial font manipulation program "TypeSmith" which can export this filetype. Any information would be welcome.

..

## 1.23 "

Magnum Opus Version 2.

ABackup V5, file archive.  
ABackup V5, file archive ENC.  
ABackup V5, disk archive.  
ABackup V5, disk archive ENC.

Copyright (C) 1992-1996 by Denis GOUNELLE & Reza ELGHAZI.

---

This is the output from the latest version of the popular Shareware program ABackup. The format of some older versions of backup files done by this program are different, check ABackup's documentation for details on this. If you use ABackup then by now you should be using this new version and so shouldn't have old backups from previous versions, because you do regular backups, don't you ?

The filetype supplied with Magnum Opus V1.0 "Abackup V5.x Archive" Has been replaced with these four new replacements. As Abackup has such a great interface I see no real need to duplicate functions within Directory Opus. If you want to modify these filetypes for your own use to make use of Abackup then feel free to do so. I may change this later on as I still have a few ideas I'd like to implement.

There are two basic ways to use Abackup either as a selection of files or a partition's tracks. Along with this it is possible to encrypt the backup file to stop unauthorised use of it, this is indicated in the filetype name ending "ENC".

As ABackup can save out different preferences setting to a file I have also included a new filetype for this file. See Workbench Pref, ABackup.

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## 1.24 "

Magnum Opus Version 2.

AIBB Module.

A.I.B.B. stands for Amiga Intuition Based Benchmarks. This it is a program to compare the performance of different Amiga's. This filetype contains all the details for a particular Amiga. It can then be loaded into the program so you can compare the performance of your machine against someone else. Unfortunately, it has not been updated for some time and looks as if it never will be. This is only a problem if you possess a 68060 processor as the program was last updated long before this beast appeared.

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## 1.25 "

Magnum Opus Version 2.

AIFF, Sound Sample.  
AIFC, Sound Sample.

Developed by Apple Macintosh® this is a sampled sound format similar to the Amiga "8SVX IFF". There are two variations of this format the other being AIFC which is a compressed version. In order to hear these sound samples you will need to install the AIFF/AIFC datatype, by Olaf 'Olsen' Barthel. If played with MultiView you can select "Save As" to save it to a standard

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Amiga "8SVX IFF" file. For further documentation on this I'd recommend that you get the datatype from Aminet or from the Aminet CD #15 where it can be found as "AIFF\_dtc.lha" in util/dtype.

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## 1.26 "

Magnum Opus Version 2.

Ami-Back Backup.

This filetype comes from MoonLighter Software Development, Inc's excellent disk back up program Ami-Back. This file contains all of the directories and files that you selected to back up as a file to another partition as opposed to floppy disks. This filetype covers versions 1 and 2 of the program.

Ami-Back disk index.

Another filetype from Ami-Back that shouldn't need much explaining as the name says it all. It's just a list of files backed up and stored in a special format that Ami-Back understands. This enables you to selectively restore files rather than restore the whole lot. These files usually have weird names like DH1-S-D-04\_04\_96.idx.

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## 1.27 "

Magnum Opus Version 2.

Ami-Pack, archive.

As far as I am aware this filetype is unique to the German "Amiga-Magazin" series of PD disks that can be found on Aminet in misc/amag. This archive format is similar to that of LhA and LZX. In order to unpack this archive you will need to use either Ami-Pack or the older AmiPack-X program that comes supplied on these disks. The only minor problem with this program is that it is in German, and I only speak a few words of the language. However, with a bit of perseverance it's not too hard to work out how to use it.

For those of you who cannot work out how to unpack these files here are some easy to follow instructions. This only applies to versions 1.2 & 1.21 of Ami-Pack program. There are also two different version 1's that have identical version numbers and dates but with different interfaces that are much more basic.

(1) Start the Ami-Pack program. You will then see 5 buttons, click on "Entpacken" (unpack)

(2) In the new box you are presented with click on "Archivdatei" (archive

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data)

(3) From the file requester (which though in German is the same as a standard ASL requester) select the file you want to unpack and click OK.

(4) Next click on the box that says "Wohin entpacken" (where to unpack), then select where you want to unpack the selected file to and click OK.

(5) To see what is contained in the archive click "Auswahl..."(?????) From the next window you may de-select any files you do NOT want to unpack. There is a choice of "Alle" (ALL) or "Keine" (NONE), or you can use any valid AmigaDOS pattern to match files. If you change your mind click on the bottom button "Zurück" (cancel). When this has been done click on the close gadget in the top left corner.

(6) To unpack the archive click on "Entpacken" (unpack).

My apologies to anyone whose native language is German for my bad translation. Maybe someone could tell me what Auswahl means !

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## 1.28 An Amiga on drugs ?

Magnum Opus Version 2.

Amiga E, Module.  
Amiga E, Source.

If you don't already know what these files are then the chances are you're not using the terrific Amiga E. One thing that you should be aware of is that the "Amiga E Source" filetype relies on the file name ending in ".e". If it doesn't match this name then it will be picked up as an ascii text file which is really all it is. I don't like using the Match Name function but in this case there is no other way of doing it.

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## 1.29 "

Magnum Opus Version 2.

AmigaBasic Program.

A real blast from the past this one and a filetype you may never come across. Believe it or not this was a Microsoft® product for the Amiga, the first and last. It was supplied with Workbench up until version 1.3. From Workbench 2.x it was dropped in favour of ARexx. I haven't tried to get this filetype to do anything as AmigaBasic won't work on my machine. If you have the AmigaBasic program from an old workbench disk then you're welcome to try it out for yourself.

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## 1.30 "

Magnum Opus Version 2.

AmigaDOS.Library.

This filetype is intended to replace the "AmigaDOS runtime library" filetype that comes supplied with V5.x of Directory Opus.

This new enhanced filetype will give you the full version, revision and date of the library when it is double clicked on. This is useful to find out what version you have installed if a program states that it needs a particular version of a library. It will also give you the correct version number because the version command has the "file" keyword on the command line. This ensures that the file is read from disk and NOT memory, without this C:Version will read the library in memory first. This filetype uses the commands "Version" & "RequestChoice" in C: as the latter only comes supplied with Workbench V3.0 or 3.1. This will not work on Workbench 2.x systems.

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## 1.31 "

Magnum Opus Version 2.

AmigaGuide Guide.

This filetype is an enhanced replacement of the "AmigaGuide" filetype that comes supplied with Directory Opus V5.x. I have made several changes listed below that make the filetype a bit quicker and more accurate.

(1) Changed the name from "AmigaGuide" to "AmigaGuide Guide", you have to think about this one to see it makes sense.

(2) Shortened the definition from five lines to one.

(3) Deleted the user3 definition. I couldn't see that it actually did anything.

(4) Changed the default icon to my own.

I'm not going into detail about this filetype as I'm sure everyone must know what these are by now as they've been in regular use on the Amiga for several years. You may also find this filetype referred to as either an AmigaGuide database or AmigaGuide text both of which are the same thing.

Here's a handy tip. If you find that an AmigaGuide database will not load into your version of the Multiview program then chances are that the file does NOT have a blank line or new line character at the end. To solve this load it into ED, go to the end of the file place the cursor at the end of

the word @endnode hit the return key twice, save the file and hey presto it should load into Multiview. As far as I'm aware this problem only appears on some later versions of Mutliview from Workbench 3.1

If you're still wondering what one of these is, you're reading one now :-)

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## 1.32 "

Magnum Opus Version 2.

AmigaVision IFF AVCF.

This is one of the early multimedia (how I hate that word) type packages. Unfortunately, I have no experience of the program and as it seems to be obsolete now, I guess I never will. Unless you possess this program I doubt you will find many of these filetypes, I know as it took me many months to find one. However, if you do come across one make sure it has the freely distributable AmigaVision Player with it, cause if it doesn't then you've no chance of being able view it.

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## 1.33 "

Magnum Opus Version 2.

ANC Cruncher.

Now something of a rarity is the packed executable from this now ancient cruncher. It is possible that you'll never see any of these but just incase you do this is the filetype for it. I really can't tell you much about this old file cruncher as I'm unable to locate either the program or any documentation for it anywhere. As I only have a few files that CFX reports as ANC Cruncher this filetype has not been tested as extensively as I would have liked. My best advice on this filetype would be to unpack it with either PowerPacker V2.3 - 4.0a, or a utility such as xfdDecrunch.

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## 1.34 "

Magnum Opus Version 2.

Animation, IFF ANIM-J.

Here's a filetype I came across by chance while looking through some old disks. At first I thought it was just a normal "Animation, IFF ANIM". But when I tried to get it to play all of the various animation players I have

failed to either show it correctly or in some cases not at all. I then realised that it must be something different. When I loaded these animations into MainActor it identified them as an Anim-J, which until now I'd never heard of. After a bit of research I have found out a bit more on this filetype.

As far as I can ascertain this filetype was only output from the Byte by Byte Corporation's Sculpt 3D or 4D and Animate 3D programs, all of which are now obsolete. The only program that seems to be able to handle this animation format is the "movie" program that usually comes supplied with the animations. Being quite an old program it doesn't seem to like AGA very much, so you'll need to use the early boot screen to turn off CPU caches and set the display type to original. One other point to be aware of is that there are different versions of the "movie" program, the only version I can get to work is 1.3, which is displayed in the title bar of the window that it opens. It also appears to be able to play sound samples as well at specific frames as sound effects.

Using IFF Master I found out why it's called Anim-J. If you look at one of the ANHD chunks in the file you'll find the letter "J", hence Anim-J. This is also called "Eric Graham compression mode" (whatever that is) as apposed to the more normal "Byte Vertical Delta" type which all modern programs i.e. DeLuxe Paint output.

If anyone has any other details about this filetype I'd be very interested.

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## 1.35 "

Magnum Opus Version 2.

Animation, FLI.  
Animation, FLC.

Here are two similar animation formats from the PC that can now be used and viewed on the Amiga. Produced by a variety of programs including Autodesk Animator, Autodesk 3D, Imagine (PC version) and many others. FLI animations support 320x200 images. And FLC animations additionally has support for larger image sizes.

There are several players for the Amiga that will show these animations, one particuallly good one being "Flick" V1.5 by Peter McGavin which can be found as "flick\_1\_5.lha" on Aminet or the Aminet CD #7 in gfx/show. This filetype is setup to use this viewer although you will need to change the path within the filetype to wherever you have Flick installed.

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## 1.36 "

Magnum Opus Version 2.

Art of Noise Tracker. (A.O.N.).

The following filetypes all come from a relatively new Amiga music tracker programmed by Bastian Spiegel called Art of Noise or as it's sometimes referred to AON. Depending on which information is correct, the title bar or the about requester, it is copyright ©1993-1995 Silicon Motion or ©1993-1995 Sonic Systems.

Art of Noise, Module 4ch.

This is the normal type of module saved out by the program containing four channels. To listen to these modules you will have to use a Player program such as DeliTracker or the Art of Noise tracker. This tracker can also pack modules while saving using either PowerPacker or StoneCracker. While most module players can understand modules packed with PowerPacker I've yet to see one that can make any sense of one crunched with StoneCracker, so you may need to unpack it first.

Art of Noise, Module 8ch.

Much the same as the 4 channel version but it has 8 channels instead.

Art of Noise, FM sound.

These are sounds generated by the program instead of using samples. If you've ever used a synthesizer to create sounds then you will understand what I mean, this is a similar type of sound.

Art of Noise, drum sequence.

This really should be fairly obvious.

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## 1.37 "

Magnum Opus Version 2.

Ascii text.

Everyone must know what this is so I'll not bother to explain it any further. I know this filetype is built into DOpus but the reason I made this filetype was so I could specify my own preferred text viewer PPMore, and my own icon rather than using the one built in Directory Opus. You might like to change this to your own preferred text viewer if like me you don't like the one in Directory Opus.

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## 1.38 "

Magnum Opus Version 2.

Bars & Pipes Pro, Song.

According to those who use these type of packages this is/was one of the best music programs for the Amiga. As you may have read in the magazines it was so good that Microsoft (yuk) purchased the company that made it, Blue Ribbon Soundworks Ltd. So the chances of a new version for the Amiga I guess is about none. This filetype has only been tested with version 1.0 from Amiga Formats coverdisk so I don't know if it will pick up those files from version 2.

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## 1.39 "

Magnum Opus Version 2.

ByteKiller filetypes.

There are a number of different versions of this old cruncher that have appeared over the years each one claiming to be an improved version of the last. Occasionally one of these filetypes shows up but it's not that common mainly because it's old and now there are far better crunchers available. As with all of these address crunchers it's best to unpack them with xfdDecrunch.

ByteKiller 1.3, 2.05.

There are two versions covered by this filetype because the output from them is the same and is picked up as such. I've included the output from each program to help avoid confusion.

(ByteKiller 1.3)

```
BYTEKILLER V 1.3 EXTENDED VERS.  
ADAPTED BY BLIZZARD / J.J. : 18.11.87
```

(ByteKiller 2.05)

```
LORD BLITTER'S BYTEKILLER V1.3+  
MODIFIED BY PSYCHO OF THE AWA. VERS 1.31  
USER INTERFACE BY J.J.'87 of THE BLIZZARD : 18.11.87  
MODIFIED BY CATH OF LSD . VERS 2.05 :03.11.92
```

ByteKiller 2.0.

Byte Killer V2.0 Improved Version By Sauron Of Digitech  
Based on the code from B.K. V1.3 by JJ of The Blizzards

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Original Version By : Lord Blitter Of Bamiga Sector One.

You can probably gather from the above that this is just another adaptation of the first one.

ByteKiller 3.0.

ByteKiller V3.0 by SECTION 9  
Based on LORD BLITTER's masterpiece.

The last version as far as I know.

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## 1.40 "

Magnum Opus Version 2.

CDXL, movie.

I've heard this filetype best described as the forgotten format. First used on Commodore's CDTV then later on the CD32 this was and still is a fairly decent movie format that supports both sound and vision. It was available long before we all concerned ourselves about playing video sequences from the PC. There doesn't seem to be a great deal of readily available information on the CDXL format apart from that supplied to developers.

Apart from the datatype supplied with Workbench 3.1 there are a number of viewers obtainable to play CDXL files. A player called "cdgsxl" is available on Aminet or the Aminet CD ROM #8 as "cdgsxl.lha" in gfx/show. This command line player has a very complex template so I have set this filetype up to give the best results possible for the majority of CDXL files I've come across.

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## 1.41 "

Magnum Opus Version 2.

Cinema 4D object, IFF MC4D.

There's not really a lot I can say about this filetype. It's the IFF file that comes from the relatively new program Cinema 4D and contains all the information for it's objects, and that's about it.

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## 1.42 "

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Magnum Opus Version 2.

Cinemorph Points.

The Cinemorph program is/was available as either a stand alone program, or as part of the ImageFX Package. It's a program to morph either two pictures from one to another or morph two animations together. This filetype is the points used to tell the program which points to fade from one to the other.

Cinemorph, Curve.

The second of three filetypes for this program. This is a data file that contains settings of how the two pictures should be faded together.

Cinemorph, Project.

Another filetype of three from the Cinemorph program. This filetype contains details of the current settings such as the pictures used, points positions, etc. By loading this into the program you can resume where you left off.

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## 1.43 "

Magnum Opus Version 2.

Collector, Index.

Another new filetype for Magnum Opus V2.1 that comes from a superb Shareware picture indexing program by Frédéric Calendini. Using the Workbench datatypes It creates miniatures of the pictures you select and then displays them on a screen for you to view. I have found this to be one of the best of it's type available. The latest version of this can be found on Aminet or the Aminet CD ROM #18 as Collector25.lha in gfx/misc. These files can be quite large so there is an option to pack them with XPK

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## 1.44 "

Magnum Opus Version 2.

ComicSetter, doc, IFF COMC.

This is real oldie (1988) from Gold Disk who also produced MovieSetter but have long since abandoned the Amiga. I first learnt of rather curious program after it was included on a magazine coverdisk a few years ago. It is best described as a sort of a cross between a DTP and paint package to make

comic type pages. Unless you have the ComicSetter program there's not a lot you can do with this filetype.

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## 1.45 "

Magnum Opus Version 2.

Compress, archive.

Originally written for Unix systems, the Compress program must be one of the oldest on the Amiga. Version 4 for the Amiga first appeared on Fred Fish's AmigaLibDisk #6 way back in January 1986. It can also be found on the Aminet or the Aminet CD #6 in util/pack as compress\_4\_0.lzh. In order for this filetype to function I have chosen to use the newer GZip command to unpack this filetype as this does not have any of the problems with filenames that the Compress program has. Before you can use these files they first need to be un-compressed. To do this all you need to do is double click on the matching filetype. You will then be asked to confirm that you want to unpack it to the source, this will also replace the original file.

This archive filetype is not that common now but there are some on most of the Aminet CD's in the main Aminet directory and they usually have the file extension .Z

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## 1.46 "

Magnum Opus Version 2.

CompuGraphic Outline Font.

Am I the only person who finds fonts just about the most boring subject on the planet, well here's another boring font. This is part of the Workbench scalable fonts system. Normally found in the "\_Bullet\_Outlines" directory in wherever you keep you fonts (I keep mine in a biscuit tin). They all have the file extension ".type". But of course Magnum Opus V2.1 does not rely on this.

See also Outline Font function.

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## 1.47 "

Magnum Opus Version 2.

CrunchMania Data.

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CrunchMania Data Encrypted.  
CrunchMania Data S,M.  
CrunchMania Data S,M Encrypted.

Another dated cruncher that doesn't see the light of day too much now. I haven't seen a recent version of this for many years aside from as part of the XFD package. The only one of these filetypes that may need some explanation is the last one "CrunchMania, Data S,M". This is much the same as "CrunchMania, Data" but when crunching a Sample Mode switch is employed to give better crunching of audio samples & Music Modules. The down side of course is that I don't know of any module player that supports this type of crunched data.

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## 1.48 "

Magnum Opus Version 2.

Crunch Master 1.0.

Another very old and obsolete file cruncher and one who's output you probably won't find much of nowadays, but just in case you do here it is. My best advice would be to use xfdDecrunch to unpack it. You may even find as I did that some files when unpacked are actually smaller.. All I can tell you about this cruncher comes from the text in the output that says.

The Crunch Master V1.0 Coding 1988 by The Visitors (Herbie and Kitt).

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## 1.49 The name sounds like a breakfast Cereal.

Magnum Opus Version 2.

Crunchy Dat.

Just when you thought you were safe from seeing any more executable file crunchers appear on the Amiga along comes a new one. Magnum Opus contains the first filetype for Directory Opus V5.5+ to recognise this new cruncher's output. Crunchy Dat is Copyright ©1996 by The Guardians and can be found on Aminet or the Aminet CD #18 as "CrunchyDat.lha" in util/pack.

Crunchy Dat has an unusual way of working. After the main screen appears a command called "Crunchmodule" appears in Ram: this is the main program that does the work, after quitting the program this file is deleted. During packing the hard drive goes nuts as to why I've no idea, but I'd hate to be packing a file on a floppy disk.

I tried hard to think of something positive to say but I'm left with the overwhelming feeling of why ? I really don't see the need for executable file crunchers anymore. Any serious Amiga user surely has a hard drive and

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does not need to go to the trouble of packing executables just to save a few k's of space for the sacrifice of slower execution speed. It also has problems when used on 68060 machines in that the main program and files packed with it crash unless both the data & instruction caches are turned off. Even PowerPacker 4.0a & Imploder 4 don't suffer these problems and were both written in 1991 long before the 68060 existed.

Help is at hand with the new update of the xfd package V1.18 which is now able to unpack files packed with this cruncher.

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## 1.50 "

Magnum Opus Version 2.

Datastore database, IFF DSDB.

This is the latest program for the boys at Digita and very pretty it is too. If you hadn't already guessed this is the database IFF file generated by this program. And that's really about as interesting as it gets.

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## 1.51 "

Magnum Opus Version 2.

DataType, IFF DTYP.

If you are running Workbench 2.1, 3.0 or 3.1. These are the small IFF files in the Devs:Datatypes/ drawer that add datatypes to the system when Workbench is started. This is how MultiView or any other datatypes aware program and partly DOpus5 recognize what a given file is.

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## 1.52 One to go with the blind marmalade

Magnum Opus Version 2.

Def Jam 3.2.

Another very boring address cruncher that's now many years old and best forgotten. Chances are you'll never see one of these but they do turn up every once in a while so I've included this filetype for it. Unfortunately files packed with this are not de-crunchable so if they crash your Amiga you'll just have to put up with it.

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## 1.53 "

Magnum Opus Version 2.

DeLuxe Music score, IFF DMCS.

DeLuxe Music score, IFF CMUS.

These two different music scores come from Electronics Arts DeLuxe Music package. As far as I can make out the CMUS files contain the samples while the DMCS files don't. If someone who uses this package could let me know if this is correct I would be very grateful. To play these files you can use either the full version of DeLuxe Music or the demo version which can be found on Aminet or the Aminet CD #14 as "dmcs2dem.lha" in biz/demo.

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## 1.54 "

Magnum Opus Version 2.

DeLuxe Video, IFF VDEO.

This filetype comes from Electronic Arts DeLuxe Video program. This was one of the early programs that put together IFF animations, pictures and sound into what was called a video. It uses a program called DVPlayer to show the video. This filetype contains all the information that DVPlayer needs to put together the presentation, it tells it where the files are and when to use them.

Although the DeLuxe Video program was never that popular, for it's time it was excellent. In my opinion it's a shame that Electronic Arts never updated it any further as it could have evolved into a much better program. I suppose that now this would be labelled as a "multimedia presentation application".

If you come across one of these projects make sure that it has all the accompanying picture and sound files as well as the freely distributable player called DVPlayer. This player can also be found on Aminet or the Aminet CD ROM #4 as DVPlayer.lha in gfx/show.

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## 1.55 "

Magnum Opus Version 2.

Design Works, drawing IFF DRAW.

In Magnum Opus V1.0 I said that the Design Works program had disappeared, just how wrong can you be ? DesignWorks 2.0 is once again available from WCi. This is an updated and re-engineered version of the DesignWorks structured drawing software formerly developed and sold by New Horizons.

If you want to have a look at a demo of the program then it can be found on Aminet or the Aminet CD#14 as "DesignWorks20.lha" in biz/demo.

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## 1.56 "

Magnum Opus Version 2.

Diavolo, backup.

This is the backup stream file that comes from the reasonably popular commercial program Diavolo. A demo of which can be found on Aminet or the Aminet CD #14 as DiavoloBackup.lha in biz/demo. Backups can optionally be compressed and/or encrypted using XPK.

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## 1.57 "

Magnum Opus Version 2.

DIGI Booster, module.

This great tracker program comes out of Poland courtesy of TAP & WALT. Since I first came across this tracker a few months ago there has been an increasing number of modules appearing in this format. Apart from its own file format this tracker can import modules produced by other popular tracker programs such as ProTracker, NoiseTracker, FastTracker, TakeTracker & Oktalizer. This current version comes with a stand alone player "DIGIplayer" along with players for DeliTracker and EaglePlayer. This latest demo version V1.61 can be found in mus/edit as DBooster16.lha on the Aminet or the Aminet CD #16. This module filetype is set up to use the supplied DIGIplay program to play them as it is quicker than loading DeliTracker first. You will need to change the path to this within filetype.

DIGI Booster, pattern.

DIGI Booster, track.

I have included these two further filetypes that can be saved out from DIGI Booster. Pattern (PATT) & track (TRAK).

DIGI Booster 2.x, module.

Just released is this new and improved professional version of DIGI Booster. As yet I can not find any external player for it so you will need to use the main program to play any new modules created by it. This demo version came courtesy of Amiga Format's cover CD ROM #14 June 1997. No doubt it will or has been included on Aminet as well.

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## 1.58 "

Magnum Opus Version 2.

Digital Sound Studio, module.

This basic soundtracker clone was supplied by the once great Amiga peripheral manufacturer GVP (Greater Valley Products) with their samplers. This module format is not very common but it can be played with the great DeliTracker\_II.

## 1.59 "

Magnum Opus Version 2.

DISK-Masher, archive.

DISK-Masher (DMS) is a utility that lets you compress an entire floppy disk or selective tracks to a single file while preserving the disk-structure. This is useful for archiving non-filing system disks that can not be done with standard file archivers. DISK-Masher offers varying modes of compression from simple to very deep. Do not rely on the bootblock virus checker within DISK-Masher as many new viruses have appeared since its release in 1991. The last official release was the Command Line Version 1.11 TURBO GENERIC This can be found on the Aminet or the Aminet CD #14 as "dms111.run" in util/arc. All newer versions 1.51 and above contain pirated code and are best avoided. If you are in doubt as to which version was used to create an archive, use the "View archive information" filetype menu item where this and other useful information can be found.

Thankfully at last the use of Disk-Masher files for distribution is rapidly decreasing for several reasons the main one being that Aminet no longer accepts them. For a complete idea of why this has been done take a look at the file "dms\_sucks.txt" written by Urban Mueller that can be found on Aminet or the Aminet CD #11 in docs/misc.

This filetype replaces the "DiskMasher archive" supplied with DOpus5.x. It has also been updated from that supplied with Magnum Opus V1.0. Before this filetype can do anything useful you will need to have the DMS program installed in either C: or somewhere in the command path. Double-clicking on a DMS file will cause it to use the ARexx script "UnDMS.dopus5 V2.1 (07/04/96)" by Edmund Vermeulen supplied with Directory Opus V5.5 to unpack the archive. In addition, this new improved filetype has two filetype menu items "View archive information" & "Test archive", the purpose of these should be obvious.

DISK-Masher, encrypted archive.

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Though very rare the other type of Disk-Masher archive you may encounter is the encrypted version. Because the ARExx script used by the normal version does not work on this I have used four filetype menu items to let you unpack encrypted DMS files to either DF0, DF1, DF2, or RAD. But beware, because of the way DMS works if the wrong password is entered or the archive is corrupt all you get is a screen full of the word "error", the only way to stop this is to re-boot.

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## 1.60 "

Magnum Opus Version 2.

DiskSalv, archive stream.

Firstly please note that this filetype replaces the "DiskSalv 3 Backup" filetype from Magnum Opus V1.0. This is because both version 3.x and the newer version 4.x of the program use the same format and also the name better describes what the file is.

This filetype comes from Dave Haynie's excellent Disksalv program. The file itself is just like those from most of the other backup programs where all the selected files are stored in a continuous stream. The difference with DiskSalv is that it can do this with a partition that is unvalidated or one that has errors on it.

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## 1.61 Very expensive documents.

Magnum Opus Version 2.

Document, Rich Text Format.

Until recently this type of document has only been of use on the PC or Mac where it is frequently used to swap documents between different machines and software packages. The reason for its popularity is that unlike when saving as ASCII this format contains other information such as fonts used and document styles. You can then set-up the word processor you use to remap fonts you don't have to those that you do. On these other platforms the file often has the file extension (.RTF)

With the release of Final Writer V5 and newer versions of Wordworth Amiga users can now take advantage of these documents as both of them are able to import and export in this format. I have tried out Final Writer V5 and it does a perfect job of importing and exporting these documents from both PC's and Apple Macs which I find exceptionally useful.

## 1.62 "

Magnum Opus Version 2.

DOpus5, group item.

I was surprised that this wasn't built into Directory Opus. In case your wondering what exactly this is, it's the small file made when you add an icon to a program group. In the DOpus5:Groups you'll see a directory with the same name as the group, within that directory is a copy of the icon and a small corresponding file that gives it the path information.

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## 1.63 "

Magnum Opus Version 2.

DPaint Move, IFF PRSP.

Another filetype produced by the popular DeLuxePaint program versions 3 to 5.x. This filetype contains information on the movement of a brush when making an animation. In the latest version 5.0 there is a new function called camera move, as far as I can see this is the same filetype and is picked up as such.

## 1.64 "

Magnum Opus Version 2.

DrawStudio, drawing IFF DSDR.

Hot off the press comes this brand new structured drawing program for the Amiga. DrawStudio was written by the creators of the award winning ImageStudio and TextureStudio packages Andy and Graham Dean and published by LH Publishing. I don't know why there is suddenly two new structured drawing programs for the Amiga, the other being DesignWorks 2.0 but I suppose there must be a demand there somewhere.

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## 1.65 "

Magnum Opus Version 2.

EasyCalc 2.x, spreadsheet.

This first-rate shareware spreadsheet program by Andrew Woods is worth checking out should you need such a program. It can be found on Aminet or

Aminet CD #12 as "EasyCalc2\_0f.lha" in biz/misc. It has also appeared in a fully registered version on the August 1996 coverdisk of CU Amiga.

EasyCalc 1.x, spreadsheet.

I came across this earlier version by chance while searching through some old disks. The reason I have included is because the files produced from it appear to be incompatible with the newer version.

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## 1.66 "

Magnum Opus Version 2.

Face the Music, module.  
Face the Music, effect.

"Face the Music" or as it's sometimes called FTM is a commercial Tracker program from Maxon in Germany that can have up to eight tracks. It was written by Jörg Schmidt and is copyright Maxon Computer GmbH. The modules can either be played with the supplied PlayFTM command or by the brilliant DeliTracker\_II.

Unfortunately for some strange reason I couldn't get any sound from either the FTM demo or PlayFTM. Hmm maybe I've missed something here or it could be that it doesn't work with my machine. The brilliant DeliTracker\_II however plays these modules OK.

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## 1.67 "

Magnum Opus Version 2.

FastTracker 1, module.

Created by the Triton group on the PC, version 1 of this format is an adaptation of the ProTracker format for 6 and 8 tracks.

There also exists a 4 track version of this but these files are usually saved as a ProTracker module. Version 2 uses a completely different format to save modules. See FastTracker 2, module.

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## 1.68 "

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Magnum Opus Version 2.

FastTracker 2, module.

This filetype comes from the PC Tracker program "FastTracker 2". It was programmed by Fredrik Huss and Magnus Högdahl, and is copyright © 1996 Triton Productions and Under World Digital Publishing. These music modules can be played on the Amiga by several different players including DeliTracker which works fine. Modules in this format sometimes have the file extension XM which is short for eXtended Module. My filetype does not rely on the name, it checks the file properly. Along with ScreamTracker 3 this is one of the most popular trackers on the PC.

FastTracker 2 has one nice feature that I've not seen on the Amiga in that it can read digital data off an audio CD and use it in modules. It also has the ability to save out standard Tracker, module filetypes as well.

PLEASE NOTE !

The name of this filetype has changed slightly since Magnum Opus V1.0 from "FastTracker 2 Module" to "FastTracker 2, module"

This was done for consistency in the filetype names. If you already have the filetypes from Magnum Opus V1.0 installed it is important that you replace it with this new one, DO NOT just rename the old one.

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## 1.69 "

Magnum Opus Version 2.

FinalCopy doc, IFF SWRT.

Supplied with the original distribution of Directory Opus V5.x is a filetype called "FinalCopy Document", this is basically the same but with some important enhancements. Firstly I renamed it, Then I changed things so that it doesn't pick up newer Final Writer documents. For more details on this see FinalWriter doc, IFF SWRT. I know how to differentiate between files produced by FinalCopy 1 & 2 but due to the way DOpus5 handles filetype recognition I'm not able to implement this. (See Bug Example) So for the time being It picks up files from versions 1 & 2 as the same.

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## 1.70 "

Magnum Opus Version 2.

FinalData Database.

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There's not a lot I can say about this as the filetype name says it all. It's a database file saved by SoftWood's excellent Database program. As I only have an old version from a coverdisk I'm not able to test this on newer versions of the program. Hopefully this will pick up the newer versions.

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## 1.71 "

Magnum Opus Version 2.

FinalWriter Doc, IFF SWRT.

This along with the FinalCopy Doc, IFF SWRT filetype is designed to replace the "FinalCopy document" filetype that comes as standard with DOpus5. When I first upgraded to FinalWriter it annoyed me that the files it produced were being picked up as a "FinalCopy document". At first I just changed the name of this to "FinalWriter document", but as I had loads of older documents from FinalCopy 1 & 2 still on my hard drive these were then being shown as "FinalWriter document". But now thanks to IFFMaster I have found a reliable way to separate the two different types.

There are several possible ways to start Final Writer from DOpus5 and then loading the selected file into it. I use a small Arexx module (included with this package) Screen\_Back.dopus5 that sends the DOPUS.1 screen to the back. Then FinalWriter displays it's own screen requester enabling you to pick the display mode you want, it then loads in the selected file. If you prefer you can bypass the screen mode requester by selecting the Project Preferences in Final Writer, going to the Start-up section and setting the Screen type to "Open New Screen". Don't forget to save this before exiting the program. You may have to change the path for the executable within the filetype to work with your installation. If you double click on a matching filetype with FinalWriter already running loads the selected file is loaded straight in.

The Arexx script called "Back.DOpus5" from Magnum Opus v1.0 has now been replaced by the Arexx module Screen\_Back.dopus5. If you installed the old Arexx script this can now be deleted as this new filetype does not use it.

Also see FinalWriter Doc, PC. & FinalCopy Doc, IFF SWRT.

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## 1.72 "

Magnum Opus Version 2.

FinalWriter Doc, PC.

SoftWood have made a Windoze 95 version of Final Writer for the PC. It's good, but not as good as the Amiga version. Well what do you expect from a PC ?

I was hoping that the new version 5 of Final Writer for the Amiga would be able to import files from the PC version but sadly this is not the case. The PC version can however import Amiga files. So if you want to swap files between the PC and the Amiga you will have to use another format such as Rich Text Format.

If the import capabilities of Final Writer for the Amiga are not expanded to include files from the PC version by the time of the next release of Magnum Opus, then this filetype will be dropped as there will be no point to it.

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## 1.73 "

Magnum Opus Version 2.

FinalWriter Prefs, IFF SWPF.

I was tempted to put this in the first release, but I didn't mainly because there would only be one of these files at most on any hard drive. This has now been included because FinalWriter 5 can save out different preference's files.

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## 1.74 "

Magnum Opus Version 2.

FlashPack 1.4.

This antiquated address cruncher is now best left well alone. According to the program this one is by "Flash for the Red Sector", and that's about as interesting as this filetype gets. Although xfdDecrunch can decrunch this filetype in some cases the resulting file ends up as garbage, this is NOT the fault of xfdDecrunch.

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## 1.75 "

Magnum Opus Version 2.

Amiga Font Function.  
Amiga Font Bitmap.

These two filetypes are designed as replacements for the "Font" filetype supplied with Directory Opus V5.5. The documentation for both of these has

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now been placed together as they directly relate to each other.

The Font Function contains details of the different sizes and other information for the system. These files are always called <fontname>.font, for example supplied with Workbench there is the Times.font. The Font Bitmaps are in a directory of the same name as the Font function file and contains data for a particular size and the bitmap for display. These files have imaginative names such as 9, 11, 13, 15, 18. etc.

These filetypes have been updated since Magnum Opus V1.0 and no longer require the Font datatype to display the font. When either of these files are double clicked on they use the "ViewFont" program supplied with Directory Opus V5.5 to display it.

Whenever you add or remove a font bitmap or install new fonts in Workbench you need to run the Fixfont program in the Workbench System drawer to update the Font Function. Otherwise font sizes will be shown that are not actually available, and this can cause all sort of problems.

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## 1.76 "

Magnum Opus Version 2.

GZip, archive.

The GZip program is a compression utility designed as a replacement for the ancient Compress program. It offers much better compression and the ability to unpack those files created by "Compress". The latest version can be found on Aminet or the Aminet CD ROM #14 as "gzip124x2.lha" in util/pack. Before you can use these files they first need to be un-compressed. To do this all you need to do is double click on the matching filetype. You will then be asked to confirm that you want to unpack it to the source, this will replace the original file. You will of course need the GZip program somewhere in your AmigaDOS command path, for example C: before this works.

In addition to this a GZip XPK library can be found on Aminet or the Aminet CD #8 as "xpkGZIP\_1\_0.lha" in util/pack.

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## 1.77 "

Magnum Opus Version 2.

High Pressure Cruncher.

High Pressure Cruncher unlinked.

Another of those old address crunchers that show up every once in a while. Made in 1989 by BitFreak for FBI the High Pressure Cruncher has three modes of saving files, executable, unlinked & data. The executable version can be

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unpacked with XDFdecrunch, but the unlinked and data files can not. The data files produced by this program are impossible to recognise as they do not have a header, I am therefore unable to make a filetype for it.

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## 1.78 "

Magnum Opus Version 2.

HQC Cruncher 2.

This very old executable file packers output is a real bit of Amiga history and is seen only very rarely nowadays. If you never come across this filetype I wouldn't be at all surprised. Unfortunately as I have neither the program or any documentation for it I can't tell you much about it. If anyone has any details of this I'd be interested.

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## 1.79 "

Magnum Opus Version 2.

IceTracker, module.

Here is another Soundtracker clone by "IcePic". The last version of this V1.1 can be found on Aminet or the Aminet CD ROM #2 as an DMS file as "icetracker11.dms" in mus/edit. As far as I'm aware this was the last version done in 1993 so I suspect that we will never see any new updated versions, but then again you never know. This module can be played by DeliTracker\_II and many other programs.

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## 1.80 "

Magnum Opus Version 2.

Icon, disk.  
Icon, drawer.  
Icon, tool.  
Icon, project.  
Icon, trashcan.  
Icon, kickstart.  
Icon, appicon.  
Icon, device.

Yes, I know the icon filetype is built into DOpus but I wanted to identify the different icon types so I made these eight new ones. These filetypes now

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cover every possible type of icon that the Amiga has. You may be wondering what the last three icon types are. During normal use you will never see either the appicon or device, but I have included them as it's possible to produce them with programs like the popular Iconian by Chad Randell. These two are just there as a safeguard against someone saving an icon out as the wrong type. The Kickstart icon is used by the system for displaying an icon for a disk when it can't be used such as formatting a disk, a non DOS, or unformatted disk. If it cannot find a kickstart icon in ENV:sys/def\_kick.info then it will display the default one built into the Kickstart ROM chip.

In some instances I have seen projects and tools with the wrong type of icon attached to them, you will find that with these filetypes installed it makes it much easier to spot this type of mistake.

Also of interest is an undocumented feature in the Icon information window of Directory Opus 5.5 see Hidden Functions.

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## 1.81 "

Magnum Opus Version 2.

ILBM-IFF modulo cruncher.

Written by Albert Jan Brouwer of the Third wave in 1987/88 who also wrote the Imploder program. This is an old cruncher for ILBM pictures that also needs a special viewer to display them. This filetype is very rarely seen today which is no bad thing as trying to find a viewer to show these pictures seems impossible. Once packed there is no way of getting them back to a normal picture file. :-(

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## 1.82 "

Magnum Opus Version 2.

ImageFX thumbnail, IFF NAIL.

These are the small files created by newer versions of Nova Design Inc's ImageFX program. They contain a small thumbnail of the picture along with the size and path information of the related file. Provided you have the thumbnail option turned on when loading or saving a picture the requester shows small thumbnails of the images to make identification of files easier. Also supplied is a separate file browser that uses these thumbnail images.

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## 1.83 "

Magnum Opus Version 2.

ImageVision, script.

ImageVision comes courtesy of ImageLab Technologies, and very nice it is to. This is one of a new breed of Multimedia authoring programs. There's nothing remotely interesting in the filetype, it's just a bunch of commands for the main program to make sense out of and convert into a nice presentation.

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## 1.84 "

Magnum Opus Version 2.

Imagine Filetypes.

Another popular Amiga veteran is this great 3D ray tracing program from Impulse Inc. Though the two most common filetypes from Imagine come supplied with Directory Opus, here are some additional ones.

Imagine Staging, IFF ISTG.

A very uninteresting but essential file when creating a scene within imagine. It contains details of all the camera positions, object positions, lighting details and the path names of the objects. This file is created when you select "Save changes" in the stage editor and/or the actions editor.

Imagine Animation Script.

This is the file that tells Imagine how to play the data in the filetype below.

Imagine Animation, IFF IAND.

Imagine's own animation format which isn't compatible with anything else. If you want to create one to playback with other animation players you need to save out a series of frames then using a package such as DeLuxePaint load in the frames to combine them into a standard IFF animation.

Imagine Texture.

It should be obvious what this is. This filetype works for the vast majority of textures but it's not perfect. I haven't found any other utility that is 100% correct in recognition either. It also won't pick up those from the PC version which are useless on the Amiga anyhow.

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## 1.85 "

Magnum Opus Version 2.

Imploder filetypes.

This is another old but still widely used file cruncher written by Albert-Jan Brouwer (Programming, documentation), Peter Struijk (More programming, less documentation), Paul van der Valk (Music-programming and composition), Erwin Zwart (Graphics, aesthetic layout). If my memory serves me correctly this was originally going to be a commercial product but the firm who was going to release it went bust so the authors released it as Freeware.

There are several different methods of using the two versions of Imploder but I see no point in duplicating the manuals here so I will only include some explanatory notes, if you are interested in the Imploder program then download it from Aminet or just ask any good PD library for a copy. Except for the last one, all of these filetypes need to make use of the SEARCH function to determine the filetype. This unfortunately considerably slows down the recognition of this and other executable programs, if this bothers you then do not install these filetypes. They will then just be picked up as a normal Program.

Imploder 3.

The normal executable filetype produced by version 3 of the program.

Imploder 3 protected.

There is an option in Imploder 3 to protect files from being decrunched. This feature was dropped in version 4 because a few malicious people used it to hide and distribute viruses. They can however be unpacked by Imploder V4 and xfdDecrunch.

Imploder 3 Pure.

A slight variation that's produced when packing those files that have the pure bit set. By this I mean the one seen as --P-RWED in a listing. Many of these are found in the C: directory.

Imploder 3 pure protected.

Just put together the above two and this is the result.

Imploder Short Lib.

This is the original library header as found in version 3. If library imploded programs with a short root do not find the explode library they will keep on trying to open it until they succeed. These programs will therefore hang until the LIBS: directory contains the explode.library.

Imploder Overlayed.

Produced by versions 3 & 4 of Imploder, when you crunch an Overlayed file.

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Don't expect to see many of these because overlayed files are very rare. For a fuller explanation of overlayed see PowerPacker 3 Overlayed.

Imploder 4.

The last version that was released as far back as 1991. This is just a standard file from it.

Imploder 4 Lib.

This new type of library Imploded file introduced in version 4, has the added advantage of including a foolproof piece of Start-up code that checks if the library is present either in memory or the LIBS: directory. If not it will print an error, or if it is started from the Workbench a small window will be opened to display an error message. However, this error checking takes up a bit of space, and is unnecessary when you make sure the library is available. For this reason you can specify the SHORTROOT tooltype/switch that will produce the standard "Imploder Short Lib" filetype.

Imploder Data, FImp.

This filetype comes from the command line versions of Imploder called FImp. This is just any crunched non executable file. Again you will not find many of these about as I don't recall any thing else that supports it, unlike PowerPacked Data.

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## 1.86 "

Magnum Opus Version 2.

JamCracker, module.

JamCracker was written in 1989 by M. Gemmel, and is one of those old trackers whose modules turn up every once in a while. If you do find some of these modules that you want to listen to I'd recommend that you use DeliTracker\_II.

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## 1.87 "

Magnum Opus Version 2.

JpegAGA map-file.

This is a small precomputed colour map file created by the PD. picture viewer jpegAGA 2.2 written by Günther Röhrich. This allows JPEG/JFIF pictures to be displayed in a higher quality compared to all other viewers. Well that's what the documentation says so who am I to argue.

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## 1.88 Let's go.....

Magnum Opus Version 2.

Lemmings 2 data, IFF L2A?.

This is a real oddball of a filetype that I came upon by pure chance. If you have the old game Lemmings 2 you will find that all the data is packed with the Rob Norton Cruncher. If you then use XFDdec crunch to unpack the files in the various directories this is one of the filetypes you will find. Another surprise is that you will now have the sound data as MED modules and the animations as normal IFF Anims. If you don't have this game you can find a demo of it on Aminet or the Aminet CD #5 as lemm2\_d.lha in game/demo. In this demo version not all of the data is packed. The ? In the IFF FORM is to indicate that this character may vary.

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## 1.89 "

Magnum Opus Version 2.

LhA, archive.

LhA,Lharc, archive.

I'm sure every Amiga user must know what LhA is, if you don't where have you been for the last five years ? This at the moment is the standard archiver for the Amiga as used on Aminet, but for how long this will be the case now that there's LZX is anyone's guess.

Originally I made an "LhA, archive" filetype as a replacement for one that came with Directory Opus V5.0/5.11. When v5.5 was released the "LHA archive" supplied with this made use of the module ArcDir.dopus5 1.0 by Edmund Vermeulen. This module works very well and if you are using this and are happy with it then please continue to do so. These two new filetypes are alternatives that are set up for my own preferred way of working.

The reason that I made these two different filetypes is that there are several other older programs that also use lh compression to create archives. These are Lharc V1.30 by Paolo Zibetti (the original), LZ V1.92 by Jonathan Forbes who went on to create LZX and LhArcA by Stefan Boberg which later evolved into LhA. There are several different degrees of compression which are, lh0 (No compression), lh1, lh4 & lh5 being the best. So to be strictly accurate two filetypes were needed. To help explain this I have listed below the programs and the types of compression they can use to compress an archive.

Lharc V1.30 lh0 lh1

LhA V1.38e lh0 lh1 lh4 lh5

LZ V1.92      lh0   lh1            lh5   (called LhA compression in LZ docs)

There are two actions defined for both filetypes are the same. "Drag 'n' Drop" and "Double Click". When the file is double clicked on a listing is shown in an output window for you to view the contents of the archive. The "Drag'n'Drop" action is set up to unpack the archive contents into the destination lister. As a fail-safe you will be asked to confirm this first just incase you have made a mistake. If you need to either move or copy the file you will have to use one of the lister buttons. Another addition to these filetypes is the filetype menu items one is to test an archive's integrity and the other does a quick listing without all the details. One last bit I changed was the capitalisation of the name to the way it should be, only a minor point but it's one that annoyed me. Look at the documentation for LhA and you'll see that this is the correct way to spell it. Only the newer LhA is needed for both filetypes and can be found on Aminet or the Aminet CD #15 as "LhA\_el38.run" in util/arc.

To speed things up on faster Amiga's particularly 68040/68060 machines as much console output as possible has been suppressed using the "-N" option. This has been done as sometimes this is the slowest part of archiving on accelerated machines.

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## 1.90 "

Magnum Opus Version 2.

LhA Self-Extracting Archive.

There is a small program called LhASFX V1.2 (or V1.5 with the registered version) supplied with the LhA package that turns a normal LhA archive into a Self-Extracting Archive. All you have to do is then execute this to unpack it and you don't need the main LhA program to do so. If you want you can still use LhA to unpack the archive and this is how this filetype is set up.

There are two actions defined for this filetype. "Drag 'n' Drop" and "Double Click". When the file is double clicked on a listing is shown in an output window for you to view the contents of the archive. The more interesting option is the "Drag'n'Drop". Dragging a file into another lister will extract it there.

Though LhA has become a standard archiver on the Amiga this variant never really caught on that well, most people preferring to have the LhA program on there system plus normal LhA archives are about 6k smaller.

The LhASFX drawer isn't present on most of the distribution archives that I've come across, unfortunately I can't recall where I got mine from as I've had it so long. So you might have to search for this. Also worth noting this is NOT the same as the "SFX Archive" filetype supplied with DOpus5, this refers to another similarly named program called LhSFX.

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## 1.91 One to buy when you win the lottery

Magnum Opus Version 2.

Lightwave Object, IFF LWOB.

Everyone who uses the Amiga must have heard of the Lightwave program even if the hardware needed and the price of the program put it out of reach of mere mortals. This is the IFF file of it's objects. Even if you don't have Lightwave it is still possible to view these objects using a program by Andreas Heumann called ShowOBJ V2.2 that can also show Imagine objects as well. This great little program can be found on Aminet or the Aminet CD #5 in gfx/3d as Showobj.lha. The filetype is set up to use this viewer but you will have to change the path to wherever you decide to put ShowOBJ.

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## 1.92 "

Magnum Opus Version 2.

Locale Catalog, IFF CTLG.

One of the neat things first introduced on AmigaDOS 3 was the ability of workbench and other programs to work in different languages. You'll often find programs that have these files with them. Normally the program works in English first and then the locale files contain the other languages but this is not always the case. There are now several of these for Directory Opus5 too.

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## 1.93 "

Magnum Opus Version 2.

LZX Archive. Copyright © 1995 Data Compression Technologies.

This is now fast becoming the standard archive utility for the Amiga, gradually replacing the older LhA as it has better compression and speed. Full details of the vast range of options can be found in its accompanying documentation. In order for this filetype to work you will need the LZX program in C: or somewhere within you path. The latest version of this is on Aminet or the Aminet CD ROM #16 as "lzx121.lha" in util/arc

Since Magnum Opus V1.0 this filetype has been completely remade from scratch, this got rid of the obsolete references left over from the V4.x filetype that I originally updated it from. The recognition has also been



improved.

Originally I made this filetype to replace the one that came with Directory Opus V5.0/5.11. When v5.5 was released the "LZX archive" supplied with this made use of the module ArcDir.dopus5 1.0 by Edmund Vermeulen. This module works very well and if you are using this and are happy with it then please continue to do so. This filetype is now an alternative that is set up for my own preferred way of manipulating LZX archives.

There are two actions defined for this filetype. "Drag 'n' Drop" and "Double Click". When the file is double clicked on a listing is shown in an output window for you to view the contents of the archive. The "Drag'n'Drop" action is set up to unpack the archive contents into the destination lister. As a fail-safe you will be asked to confirm this first just incase you have made a mistake. If you need to either move or copy the file you will have to use one of the lister buttons. Another addition is the filetype menu item to test an archive's integrity.

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## 1.94 "

Magnum Opus Version 2.

M.O.N. module.

Maniacs Of Noise music modules are not that common but if you come across one they can be played by DeliTracker\_II. Unfortunately I can't find out much information on this module format, so If anyone has any further information on this filetype I would be very grateful.

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## 1.95 "

Magnum Opus Version 2.

Makepath session.

This file comes from the program Makepath by Hypercube Engineering, one of the ancillary programs for use with Vista/VistaPro. Makepath produces a Vista Script file for use within the Vista or VistaPro Programs. This session can be saved by the Makepath program so you can return to it later for further editing.

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## 1.96 "

Magnum Opus Version 2.

Master Cruncher 3.0 Addr.  
Master Cruncher 3.0 reloc.  
Master Cruncher 3.0 Data.

All of these filetype come from an old file cruncher that you should now consider to be obsolete. There are three different filetypes produced from it. Address or relocater crunched, and data. As with most of these older cruncher filetypes it's best to uncrunch them.

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## 1.97 "

Magnum Opus Version 2.

MED/OctaMED filetypes.

Over the years Teijo Kinnunen's MED and more recently OctaMED tracker has been one of the most popular programs ever on the Amiga. I doubt that there's hardly a single Amiga user who hasn't got at least one or another version of it. Even though it's a commercial program the older versions have been released as Freeware and can be found on Aminet in mus/edit. Over the past few months all of the later versions including the very latest OctaMED Sound Studio have been included on Magazine Cover CD's here in the UK.

If you find a module that won't play then the chances are that it has been saved without incorporating the samples, (rare, but it can happen). If you have the samples you will need to load them into OctaMed and save it out complete, if you don't then tough luck. Another possibility is that you need a newer version of the player. Later versions of OctaMED can also save modules as PowerPacker data , Tracker, module and From V5.x it is also able to save data as SFCD .

MED Song.

This was the first module format produced by the early versions of MED. About the only program that can handle this filetype successfully is the OctaMED player that comes with all versions of MED/OctaMED. This can also be found separately on Aminet or the Aminet CD# 12 as "OMEDPlay64.lha" in mus/play.

MED,OctaMED Module, MMD0.

This newer filetype was introduced in MED V2.10, and can still be saved out by the very latest version to remain compatible with older versions of the program. It was introduced to make it easier for other module players to be able to play it. This filetype has been set up to use the built in PLAY command within Directory Opus.

OctaMED Module, MMD1.

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This updated filetype was introduced in OctaMED V3. It has been set up to use the built in PLAY command within Directory Opus.

OctaMED Module, MMD2.

This newer filetype was introduced in OctaMED V5. Unfortunately the built in PLAY command in Directory Opus can't handle this format so you'll need to use either the OctaMED player or another program that can play it. I use the OctaMED player as it's quicker to load than DeliTracker. You will need to change the path within the filetype to wherever you have the OctaMEDplayer installed. To stop a module playing simply press both mouse buttons.

OctaMED Module, MMD3.

This is the very latest filetype introduced in OctaMED Sound Studio V1.x. It uses a special file format for songs using Mix mode: MMD3. This is identical to MMD2. The only reason for its existence is so that older versions/player programs won't attempt to play Mix-mode songs. The only program that will play this filetype at the moment is the latest version of the OctaMED player V7.4 that comes supplied with "OctaMED Sound Studio" (No doubt new players from other sources will appear soon). You will need to change the path within the filetype to wherever you have the OctaMEDplayer installed. To stop a module playing simply press both mouse buttons.

MED, OctaMED, instrument.

If you use any version of OctaMED then you will know what this filetype is. If you don't know what this is you need not concern yourself with it. Some other filetype recognition programs may pick up some of these as an Xmash, archive but not this one. This is because the header is very similar.

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## 1.98 "

Magnum Opus Version 2.

MegaCruncher 1.0.

I could only get this to work on a friends Kickstart 1.3 A500 to produce some test files. From the notes I made it has two modes for crunching neither of which is much good by today's standards. In every case trying to run one of these crunched files crashes my machine. In my opinion anything that only works on Kickstart 1.3 should be considered obsolete. Although xfdDecrunch can decrunch this filetype in most cases the resulting file ends up as garbage, this is NOT the fault of xfdDecrunch.

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## 1.99 "

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Magnum Opus Version 2.

MIDI song.

If you didn't already know MIDI stands for Musical Instrument Digital Interface. Until recently there really wasn't anything useful you could do with this on a standard Amiga. Now there is a great program called GMPlay V1.2 by Christian Buchner & Alessandro de Luca that can make use of this data by enabling you to listen to the song. There are plenty of sources of MIDI songs and loads of them can be found in the PC market place, usually they have the file extension .MID so they shouldn't prove too hard to find.

It's beyond the scope of this document to explain MIDI fully, or how to use the data. If you are interested in this then I would recommend that you get hold of GMPlay which has some superb documentation on the subject. This can be found on Aminet or the Aminet CD #15 as GMPlay12.lha in mus/play.

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## 1.100 "

Magnum Opus Version 2.

Money Matters.

Here's one for all those people that need to keep track of there spending and investments. For myself however I'm permanently broke so it wont be of much use. In case you hadn't guessed this filetype comes from Digita International's Money Matters program, the same people that make the popular Wordworth word-processor. As I only have demos of this program I don't know if it works with version 2 & 3 but I suspect that it will. If I get some details on these other two versions I may be able to make a separate filetype for each of them.

Money Matters 4.

Just the same as above but the latest version.

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## 1.101 "

Magnum Opus Version 2.

MovieSetter Movie.

This one comes from an old program called MovieSetter by Gold Disk. It can contain animations, pictures and sound. At the time of it's release it was one of the best programs around and is still occasionally used by some people today. Probably one of the main reasons for this is that it has been included on a UK magazine coverdisk twice in the last few years. This

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filetype can only be played back by the program Movieplayer that came supplied with MovieSetter. As far as I can tell this is a freely distributable program that can be distributed with your own movies. The most famous user of the MovieSetter program is Eric Schwartz. I'm sure everyone must have seen at least one of his animations. If not, make the effort you'll not be disappointed.

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## 1.102 "

Magnum Opus Version 2.

MS Windows icon, ICO.

This is one of several types of icon used by a vastly inferior computer system Windows V3.x. If you have the datatype for this you can use MultiView or the SHOW command within DOpus5 to view them, and if you want convert them into an IFF format. As to what you'd want with these I can't imagine. This is configured to use MultiView from Workbench 3.0/3.1 to view these files.

The Workbench datatype for this can be found as part of the "pictdt\_42\_1.lha" archive on Aminet or the Aminet CD #10 in util/dtype.

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## 1.103 "

Magnum Opus Version 2.

MS Windows Write.

A filetype from the PC world produced by the write program that comes supplied with Windows 3.x. I have been reliably informed that there are a few utilities available for the Amiga that can turn this into ascii text. Unfortunately I've never encountered any. Alternatively you could buy a PC (yuk what a horrible thought).

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## 1.104 "

Magnum Opus Version 2.

Musicline, 4ch module.  
Musicline, 8ch module.  
Musicline, instrument.

This new tracker program comes out of Sweden by a group called Musicline and these are the module filetypes output from it. Musicline is capable of

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loading ProTracker modules but can only save in its own format. The latest shareware version can be found on Aminet or the Aminet CD #16 as "mline115.lha" in mus/edit. Musicline modules can be either a 4 or 8 channel and there are two filetypes for these. Like OctaMED it is also capable of generating its own instruments for which I have included a filetype.

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## 1.105 "

Magnum Opus Version 2.

Newcleus data, IFF MDAT.

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This great little program is capable of making stand alone button banks similar to those of Directory Opus 5 which can be configured in much the same way. This filetype is the project saved by Newcleus before turning it into an executable.

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## 1.106 "

Magnum Opus Version 2.

NewIcon, disk.  
NewIcon, drawer.  
NewIcon, tool.  
NewIcon, project.  
NewIcon, trashcan.  
NewIcon, device.  
NewIcon, kickstart.  
NewIcon, appicon.

I have made a number of improvements and changes to the older "NewIcon, icon" filetype supplied with Magnum Opus V1.0. So first you will need to delete this old filetype as these are designed to replace it. Just like normal Icons NewIcons come in different types as well. Now you can be sure that the icon attached to a file is of the correct type. For details of the last three see Icons .

These filetypes are the icons used by the package "NewIcons" which can be obtained from Aminet or the Aminet CD ROM #14 in util/wb as NewIconsV3.lha and the minor update NewIcon3lupd.lha. Now in version 3.1 development is done by Eric Sauvageau, Phil Vedovatti, Ariel Magnum and Roger McVey. Original concept, and programming for versions 1.0 - 2.0, were by Nicola Salmoria Personally I don't use it as it takes up too much processing time and precious chip memory for my liking. However, it has to be said that the ideas behind it are very clever.

Directory Opus V5.5 is now better at using NewIcons way of displaying icons and has better support for them. When using the Workbench icon Information editor this filetype is very easy to spot. You will find in the tooltypes a line that says... "\*\*\* Don't edit the following lines!! \*\*\*" followed by a load of weird looking text, this is the where the extra information is stored. Due to the way Directory Opus now works when a NewIcon is double clicked on without NewIcons running the weird tooltypes that start "\*\*\* Don't edit the following lines!! \*\*\*" no longer appear in the icon information of Directory Opus. To get around this you need to set the environment variable "dopus/UseWBInfo" which forces it to use the Workbench icon information editor so that they can be seen. To do this go to the Opus menu, select "Execute command" and type in "setenv dopus UseWBInfo 1". For more details on this see Appendix A in the Directory Opus manual. If NewIcons is running then the only way to determine if an icon is of the NewIcon variety is with these filetypes.

You may think that there are better ways of defining this filetype. But after much testing with every NewIcon I could find (thousands) the way I have done this filetype has proved to be 99.999% reliable (Nothings perfect).

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## 1.107 "

Magnum Opus Version 2.

Obsolete !.

No, this is not some weird filetype but just an idea I had while going through loads of old utility disks. So far I have included ".info" (not to be confused with the normal info file of an icon.), ".fastdir," "Disk-Validator" and "Ram-handler" as these files have no purpose under Workbench 2 and above. You could however put in anything else you like. When a matching filetype is double clicked on you will be asked if you want to delete it or not then it's up to you to decide what you want to do. This filetype now uses a much better AmigaDOS routine, which needs the RequestChoice command supplied with Workbench 3.0 or 3.1 due to a bug in the Directory Opus V5.5 "Confirm" command.

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## 1.108 "

Magnum Opus Version 2.

Oktalyzer, module.

Oktalyzer is now very old but there are quite a number of modules still around and new ones still appear every now and again. Written by Armin Sander Oktalyzer featured the first 8 channel mixing routine ever written for the Amiga. The built in PLAY command can be used to listen to these

modules and that is how this filetype is setup. You can of course use any other module player you like.

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## 1.109 "

Magnum Opus Version 2.

Organiser1.x, IFF ORGP.  
Organiser2.x, IFF ORGP.  
Organiser supplement.

Three different files from the same program, Digita's Organiser. The first of these is the main organiser data file that contains the main information such as dates and things to remember. There's two variations of this, one for version 1.x and one for version 2.x.

The second filetype can be best described as pre-printed information pages. This filetype seems to have only been supplied with version 1.x. Those supplied with version 2.x and any other supplements made yourself are just normal Ascii files which can be created using most text editors.

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## 1.110 "

Magnum Opus Version 2.

Outline Font function.

This is another part of the Workbench scalable fonts system. These will be in with the rest of the scalable fonts with a file extension of ".otag".

See Also CompuGraphic Outline Font.

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## 1.111 "

Magnum Opus Version 2.

PageSetter, doc.

Have a guess what this filetype is ? Yes it's from PageSetter version 1.x. I can't tell you much about this version as it crashes out on my machine just after it saves a file.

PageSetter 2, doc.

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And guess where this comes from.... Yes PageSetter version 2 Copyright 1989, 1990. Gold Disk Inc. Both of these Desktop Publishing programs are very old and unless you already own either of them I doubt you'll ever see them again as Gold Disk pulled out of the Amiga market some time ago. :-(

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## 1.112 "

Magnum Opus Version 2.

PageStream 3 Doc, IFF DOC .

This filetype is from the latest incarnation of this top Amiga desktop publishing package. Version 3's output is now an IFF file. There is one thing you should be aware of with this filetype in that there is a space after DOC in the Match FORM because for some reason best known to SoftLogic the FORM does NOT have the normal standard 4 characters.

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## 1.113 Intel Inside, Idiot Outside :-)

Magnum Opus Version 2.

PC Executable.

No I haven't gone mad, I put this one together just for the hell of it. Double click on a matching file to find out what it doe's, I won't spoil the joke.

There is however a serious side to this filetype. With the Amiga's ability to read PC formatted disks and the wealth of PC CD ROM disk material available, this actually speeds up directory listings as Directory Opus 5 doesn't have to go through every filetype to determine what the file is before it ends up at binary.

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## 1.114 "

Magnum Opus Version 2.

Personal Write, doc, IFF C100.  
Personal Write, doc encrypted.

Here's two different filetypes produced by the Personal Write program from Cloanto, the same people who brought you Personal Paint. While no doubt this is a competent program it hasn't faired too well in comparison to Wordworth or Final Writer. I'm not going to speculate as to why this is

but I think it's ugly. The full commercial V4.1 is included on the Aminet CD ROM #17.

Personal Write's documents can be saved either as an IFF file or encrypted in the same way as that used on their Personal Paint program.

See also PPaint Encrypted.

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## 1.115 "

Magnum Opus Version 2.

Photo CD, overview.

These files are found on every Photo CD ROM, they contain miniature index pictures of all the pictures on that CD. This filetype is set up to use PhotoCDAGA V1.2 by Günther Röhrich that can be found on Aminet or the Aminet CD #9 as "PhotoCDAGA12.lha" in gfx/show. As only 16 pictures can be shown at once you have to specify at which picture this should start from. The filetype will ask you for this first and defaults to the first picture.

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## 1.116 "

Magnum Opus Version 2.

Photogenics

This innovative graphics program first took the Amiga by storm when it was released at the 1994 World of Amiga Show in London. After seeing a demonstration of its power and capabilities a lot of those attending including myself purchased a copy.

Originally written by Paul Nolan and later in collaboration with Almathera, Photogenics included many innovative features and ways of working that had not been used on the Amiga before. Over the next few years there followed a series of upgrades to the latest current version V2A. So good was the program that a special "Lite" version was included with the Amiga Magic Packs produced by Escom when they took over the Amiga. Sadly on the 17th March 1997 Almathera ceased trading, from what I can ascertain there is a lot of bad feelings between Paul Nolan and those at Almathera so for the moment the future of Photogenics is uncertain. I sincerely hope that this is not the end for Photogenics as it is one of my favourite programs.

Photogenics, matrix.

Strictly speaking this is really just an Ascii text file. Matrices are very powerful image manipulation tools. They work by combining the pixel with the value of its neighbours in various ways. You can load in a variety of

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pre-defined matrices and save out new ones from the mode options.

Photogenics Paint Layer.

This new filetype is from the latest version of Photogenics V2. that now allows you to save the paint layer to a file for later use. If you have the program then you'll know what this is, if you don't then you don't need to know. As far as I'm aware this file is of no use on anything else except Photogenics2.

Photogenics Paint Mode.

This filetype should be fairly self explanatory. It is the paint modes within the Photogenics program, either the LITE version supplied with the Amiga Magic packs or the full version. Unless you possess the program then I'm afraid this filetype will not be of much use to you. Better still do yourself a favour and buy it, I promise you that you'll not regret it.

Since upgrading to Photogenics V2 I've found that this filetype is not perfect (then what is) but it will pick up 99% of them.

Also see Picture, IFF ILBM 24bit ENC.

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## 1.117 "

Magnum Opus Version 2.

Picture, BMP formats.

At one time this picture format was only found on PC's. Nowadays there is a number of programs for the Amiga such as Personal Paint, Image FX, Photogenics, etc. that can load & save this graphics format, This is useful if you need to share files with PC users. Not all programs however are not capable of loading or saving all the different variations. The latest version of Personal Paint can load ALL of the possible variations including the OS/2 24bit type.

In much the same way as the IFF-ILBM is the standard graphics format on the Amiga, the BMP or BitMaP is the standard picture format used on PC's running Microsoft Windows V3.x or 95. Produced by a variety of programs these files normally have the extensions BMP or DIB (Device Independent Bitmap) which are exactly the same. Sometimes the compressed version will have the file extension RLE. However, do not rely on any of these as they are often incorrect. These filetypes do not rely on files having any particular file extension so you can call them whatever you like :-).

With Magnum Opus V2.x recognition of this format has been improved and extended considerably with addition of the IBM OS/2 and 24bit variations. In addition to this all four filetypes have a filetype menu item "Load to PPaint" for which of course you will need Personal Paint installed.

To view BMP pictures there are several viewers capable of showing the majority of the different types you are most likely to encounter. One of

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them "Fastview" can be found on the Aminet or the Aminet CD ROM #13 in gfx/show as FView20.lha (This should not be confused with the similarly named Fastview\_v201.lha). There is also a Workbench Datatype by Gunther Nikl available on the Aminet or the Aminet CD ROM #16 as BMPdt405.lha in util/dtype. With this installed you can use any datatypes aware viewer or the Directory Opus "SHOW" command to view BMP pictures. There is another datatype for BMP available as part of an old Commodore package on Aminet called "picdt\_42\_1.lha". This is defiantly one to avoid as it rely's on a filename extension of BMP and does not show as many variations of the BMP formats as the newer datatype. These four filetypes are setup to use the viewers that best suit me but of course you may find that other viewers work better for you.

Picture, BMP.  
Picture, BMP, 24bit.

There are two variations of this format, the more common is the RGB encoded type that is un-compressed and supports 1, 4, 8, and 24bit pictures. The other RLE compressed version only supports 4 & 8 bit pictures. Sometimes you may find that the compressed version is actually larger than the un-compressed version. As yet I haven't found out how to differentiate between these two but I hope have this worked out for the next update of Magnum Opus.

Picture, BMP OS2.  
Picture, BMP OS2 24bit.

Both of these come from IBM's OS/2 operating system and can also be produced by a variety of programs on the PC. In comparison to other Bitmap files they are not that common. Always in an un-compressed format 1, 4, 8, and 24bit pictures are supported.

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## 1.118 "

Magnum Opus Version 2.

Picture GIF87a.  
Picture GIF89a.

These filetypes are intended to replace the "Picture GIF" filetype that comes supplied with Directory Opus 5.x. The reason for this is that there are two variations of the GIF format.

At one time this picture format was only found on PC's. But, with the arrival of datatypes and the AGA chipset on the A1200 a few years ago and more recently Web pages on the internet this picture format is also in common use on the Amiga. There are a huge number of viewers and paint packages for the Amiga that can handle GIF. I'll leave it up to you to decide which one to use. My own choice of viewers is the old but reliable PPShow by Nico François.

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The Graphics Interchange Format or as it's more commonly known GIF comes in two basic variations GIF87a and GIF89a, both versions can also be optionally interlaced for progressive display of pictures which is the way that most graphics in Web pages are displayed. GIF89a additionally supports comments, transparency information, and animation. All versions support either 1, 4 or 8 bit images. Despite the problems with programs that are capable of producing GIF pictures needing to pay a royalty to the Unisys Corporation it is still an extremely popular format. Because of these problems and some other limitations there has recently been attempts to move to the royalty free PNG format.

Animation, GIF.

Over recent years with the growing popularity of the internet, the animation feature of the GIF89a variation has become widely used in web pages. Until recently these animations have been picked up as normal GIF89a pictures. I believe that I have now found a foolproof method of recognition. One important point to remember is that the priority of this filetype must be higher than the "Picture GIF89a" filetype. There are several utilities to view and edit these animations, I use the "LoadAnimGif.pprx" script within Personal Paint V7.0. There is also an update of this on the Aminet or the Aminet CD #18 in biz/cloan called "AnimGIF\_Update.lha".

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## 1.119 "

Magnum Opus Version 2.

Picture, IFF DEEP.

Apparently developed as a replacement for the 24-bit IFF picture format. This filetype can be loaded into and saved out from various paint and image processing programs such as Photogenics. But, I have yet to find a picture viewer capable of showing this format.

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## 1.120 "

Magnum Opus Version 2.

Picture, IFF ILBM 24bit ENC.

In the latest release of Photogenics version 2 using the "ILBM" saver it is possible to save IFF-24 in an encrypted format. This filetype can only be viewed by loading it into Photogenics V2 and typing in the correct password (handy to stop your little brother viewing those slightly dodgy pictures that you promised everyone you'd deleted). This filetype is easy to spot as it contains a new IFF chunk called PGEC. There's one important point to mention here and that is if you have Photogenics version 2 this needs to be

upgraded to version 2A as this encryption does NOT work correctly in the original version (guess who was the first person to spot this ? Yes me !). This could now be a bit of a problem as during the creation of Magnum Opus V2.x Almathera have ceased trading. So for the moment the future of Photogenics and any updates of it is uncertain.

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## 1.121 "

Magnum Opus Version 2.

Picture, IFF ILBM, grab.

This is basically the same as the "Picture, IFF ILBM" filetype but with the addition of an extra chunk GRAB. This identifies that it is not a full picture but a brush cut from a picture. It is possible that this filetype may not show all brushes correctly as some programs don't include the GRAB chunk when saving brushes. This isn't that important but something you should be aware of.

One important note on this filetype is that the priority must be higher than the Picture, IFF ILBM filetype or the file will not show up as a brush but as a normal picture.

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## 1.122 "

Magnum Opus Version 2.

Picture, IFF PBM.

This is a variation of the "Picture, IFF ILBM" filetype that is output from the PC version of DeLuxePaint. The only Amiga versions of DeLuxePaint that can load this format are V4.5 AGA & 5.x. This filetype will load the selected file straight into DPaint 4.5 or 5.0, though you may have to change the path to the program within the filetype. Also worth noting is that ImageFX and a few other programs can also load in this filetype. I have found a number of PC games use this format to store graphics, maybe this is because it's not a standard PC format and is less liable to mucked about with by the user.

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## 1.123 "

Magnum Opus Version 2.

Picture, JPEG, JFIF.

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This is designed to replace the "Picture, JPEG" filetype that comes with Directory Opus5. There were several reasons for updating this. The first is that recognition is fractionally faster. Secondly the name better describes the filetype, JPEG is the name of the formats inventors (the Joint Photographic Experts Group) and JFIF is the name of the compression (I think). Lastly I prefer to use MultiView to view the picture then if I want to I can use the "Save As" function to quickly convert it to a standard IFF picture. For this to work you'll need one of the two different datatypes that are available installed on your system. One version comes as two files from Aminet or the Aminet CD's in util/dtype as "jfif\_dtc.lha" & "jfif\_FIX.lha" don't bother with "JpegDataType.lha" as this is an older version. The other also comes as two files "akJFIF43x.lha" and "akJFIF\_PS.lha" also in util/dtype on Aminet or the Aminet CD ROM #18. I don't intend to document this picture format any further as there's been loads of explanations of it in the past.

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## 1.124 "

Magnum Opus Version 2.

Picture, PCX.

Until I did some investigation into this format I had not realised just how inadequate the filetypes supplied with both Magnum Opus V1.0 and Directory Opus V5.x were. Both of them only identify one of the possible variations. This considerably improved filetype now recognises ALL the different variations.

There are four basic versions of PCX, 0, 2, 3 and 5. In addition to this they can be either compressed or un-compressed. The most common versions used by graphic programs are versions 2 and 5. The older version 0 only supports 1bit 2 colour images. Version 2 has support for images upto 4bit (16 colours). Version 3 is much the same but does not contain any palette information. The most popular version 5 has support for 1 (2 colour), 4 (16 colour), 8 (256 colour) and 24bit (16 million colours) images. Depending on the number of colours and version PCX files have their palettes stored as either CGA (4 colours), EGA (16 colours) or VGA (256 colours). Because of this some picture viewers may not be able to show all types of PCX files..

As yet I haven't found any single viewer or graphics package on the Amiga that is able to handle every variation. This filetype has been setup to use the Directory Opus "SHOW" command that works for the vast majority of pictures once you have a PCX datatype installed. The best PCX datatype I've found and the one I use is written by Matthias Scheler can be found on Aminet or the Aminet CD #6 in util/dtype as "TPD.lha". The datatype supplied in the old freely available Commodore package as "picdt\_42\_1.lha" is NOT very good. It can't handle 24bit PCX files and has other various problems.

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## 1.125 "

Magnum Opus Version 2.

Picture, Photo CD.

Ever had your photographs put onto a Photo CD ? No neither have I, Although I keep promising myself that one day I'll take some nice pictures to use within a paint program. This is the filetype you'll find on such a CD ROM. There are a few programs on the Amiga that can make direct use of pictures on a Photo CD, such as Photogenics. But there are quite a number of PD./Shareware programs that will let you view pictures directly from the CD ROM. The program I use is "PhotoCDAGA" V1.2 by Günther Röhrich. This can be found on Aminet or the Aminet CD #9 as "PhotoCDAGA12.lha" in gfx/show. You may need to change the path in the filetype to wherever you put this utility. Double clicking on this filetype will then view the picture. There are also three filetype menu items to view the selected picture at different resolutions. One point to bare in mind is that this program requires a LOT of memory.

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## 1.126 "

Magnum Opus Version 2.

Picture, PNG (Portable Network Graphics).

This filetype is intended to replace the "PNG files" filetype supplied with Directory Opus V5.5 and the one supplied with Magnum Opus V1. This new version follows the recommendations of the PNG specification to determine if the file is PNG by looking at the first eight bytes, not as before where it just did a MATCH ?PNG. This will ensure that this filetype does not pick up anything else in error.

PNG is a new graphics format that is intended to eventually replace the widely used GIF format. There are two reasons why a new replacement was needed. Firstly there are the issues of patents that needed to be overcome relating to the LZW algorithm used in the compression of data within GIF files. Secondly while retaining most of the features found in the GIF format such as compression and progressive display, PNG also includes lots of new ones for today's powerful applications. There is an AmigaGuide document on Aminet called "PNG-guide.lha" that can be found in docs/hyper that deals with PNG in great depth.

Since Magnum Opus v1.0 support for the PNG format has grown considerably on the Amiga, though sadly not as much on the supposedly superior PC platform. A number of Amiga applications can read and write out PNG including Photogenics and Cloanto's Personal Paint. There are also two PNG datatypes for use with any datatypes aware program. The two datatypes are "akPNG43x.lha" a Shareware datatype by Andreas Ralph Kleinert that can be found on Aminet or the Aminet CD #18 in util/dtype. The other is from the Personal Paint creators Cloanto called "png\_dt.lha" which is in util/dtype on Aminet or the Aminet CD ROM #16. I'll leave it up to you to decide which



one to use. The package from Cloanto is the one I prefer plus it also includes the "ViewDT" program to view any datatype supported pictures. Its accompanying AmigaGuide document contains full details of the PNG format along with an ARexx script for use with Personal Paint to convert GIF to PNG and many other items of information on GIF/PNG. Even if you don't use their datatype, the AmigaGuide is recommended reading.

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## 1.127 "

Magnum Opus Version 2.

Picture, Targa.

Most commonly found on the PC this filetype comes from Truevision® and was designed for use on their PC graphics cards. There is a Workbench Datatype that can be found on Aminet or the Aminet CD ROM #14 in util/dtype as targatype.LHA. This Datatype seems to be able to handle all of the Targa file variations. If this datatype is installed then Directory Opus V5.x can view it using the "SHOW" command. If you don't have this Datatype then there are a number of other picture viewers that will show this filetype as well. Being a brain dead PC format all programs including ImageFX, Photogenics, the Workbench Datatype & this filetype relies on the filename ending in ".tga".

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## 1.128 "

Magnum Opus Version 2.

Picture, TIFF.

TIFF (Tagged Image File Format) is another one of those boring graphics formats that are now supported by various programs on the Amiga. A Workbench Datatype by Wynants Bert is available on Aminet or the Aminet CD ROM #15 in util/dtype as TIFFDT.lha. This Datatype is able to handle all the TIFF file variations and includes a preference editor to change the display options. If this is installed then Directory Opus V5.x can view TIFF files using either the "SHOW" command within Directory Opus or any picture viewer that supports datatypes. There are also a number of other picture viewers that will show this filetype without the datatype. Personally, I use PPShow as unlike most others it works well and retains the image aspect properly with non-standard picture sizes.

The filetype recognition has been updated in Magnum Opus V2.x to use the datatype as well because some TIFF files NOT produced by Amiga programs were not always being picked up correctly.

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## 1.129 "

Magnum Opus Version 2.

PicView 1.x Catalogue.

PicView 2.x Catalogue.

This is from PicView by Holger Papajewski. Which is a very good freely distributable program for cataloguing pictures. There's two versions of the same filetype here for the data files of version 1 & 2. The latest version V2.04 can be found on Aminet or the Aminet CD #16 as "PicView2.lha" in gfx/misc. One note about this one, and that's to save space the files can also be saved out by the program as a compressed file using XPK.

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## 1.130 "

Magnum Opus Version 2.

PMC Crunched, SFHD. (Stephan Fuhrmanns High Density)

PMC Crunched, SFCD. (Stephan Fuhrmanns Compact Density)

These two different filetypes are produced by PMC (Powerplayer Music Cruncher) that comes as part of the module player package "PowerPlayer" by Stephan Fuhrmann. PMC is a very efficient cruncher designed for use on music modules. To be able to play a PMC crunched Module you'll need to use either Powerplayer or another player capable of handling this format. Like PowerPacker data you should not assume that a module crunched with PMC is of a particular type, it could be MED, OctaMED, Protracker or any one of the many others. It is also possible that some halfwit has used PMC on something other than a music module as I found the out other day. The two different versions of the PMC Crunched filetypes come from the different versions of it, SFCD being the newer faster and better of the two. If you have any of the older SFHD crunched files they can be re-crunched with the newer version. To crunch/decrunch "SFCD"/"SFHD" type modules you will need the Lh.Library v1.8+.

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## 1.131 "

Magnum Opus Version 2.

Since Magnum Opus V1.0 there has been a significant number of additions and improvements to these filetypes, so many that I decided to give them their own page. Most of the programs that can unpack any of the PowerPacker data variations need the powerpacker.library and some also need the reqtools.library in Libs: I would expect that most users already have these installed anyway.

### PowerPacked Data.

This is probably the most common PowerPacker filetype. It is the result of using PowerPacker (all versions) to crunch data such as text, pictures, Tracker Modules etc. Until the file is unpacked it's impossible to know what is contained within it. usually though you'll find it's text and the filetype is set up for this. There were two utilities that came included with the PowerPacker Distribution disk, PPMore for reading text, and PPShow for showing graphic files. These utilities have been updated several times and the current versions are V2.0 for PPMore & V4.0 for PPShow. These are readily available from PD. libraries, Fred Fish disks, AmiNET, etc. In addition to this many other programs support PowerPacked data. For example Protracker can load and save data in this format. Currently there is a whole host of various programs available that can pack data files using the powerpacker.library. So for data, having the PowerPacker program is no longer necessary.

### PowerPacked Data Encrypted.

This is the same type of encryption that is used on program files. When trying to load or view data a password is asked for. You should note that some programs that can load PowerPacked data can not make sense of this type, if this is the case then unpack it first, assuming of course you know what the password is !

### PowerPacked Guide.

This is not strictly speaking a separate filetype but the result of crunching an AmigaGuide Guide file with PowerPacker or one of the other stand alone crunchers. The resulting crunched file is just a normal PowerPacked data file. The only way this filetype is separated from a PowerPacked data file is by name. Because of this some PowerPacked.Guide files may not be picked up correctly, however the convention with Guide files generally is to name it <filename>.Guide if this is not the case the file will show as PowerPacked data. I don't like using the match name function and avoid it if at all possible but in this case it's the only way to do it.

The reason for this filetype is that there are now a number of viewers that can display PowerPacked AmigaGuide files. The first programs were PPGuide and XPKGGuide, now there are several more to add to this list. There is another way of doing this. First unpack the data using one of the many programs like PPDO or the Shell decrunch command that comes with PowerPacker, to decrunch it to another file then load this unpacked version into AmigaGuide or Multiview. This is basically what most of the viewers do so I see no point in doing it this way.

One of the new facilities in Directory Opus v5.5 is the right click menu items for a filetype. If you click the right mouse button on a "PowerPacked Data" or "PowerPacked Guide" file you will now see three new menu items which are explained below. In order for these to work correctly you need to have XFDdecrunch in your AmigaDOS path, and the "PPInfo.dopus5" Arexx script (supplied with Magnum Opus V2.x) in Dopus5:Arexx/. If you look at the filetypes you may think that some of the commands in them could be reduced. The reason for them is to stop any false reporting or execution of files. In the future I'd like to create a module that handles the unpacking and

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reporting of crunched files. The method I have used works for the vast majority of time but does have a few problems.

UnPack.

This uses XFDddecunch to unpack the file to the source lister.

FileType Info.

Using a small supplied Arexx script and clever use of the AmigaDOS 3.x "RequestChoice" command, it displays the original filetype of the packed file in a requester.

Original.

This first unpacks the selected file then treats it as its original filetype. So for example if the file is a PowerPacked "Tracker Module" it will then play the module. Unfortunately, for some reason I've yet to determine Soundtracker 15, modules don't play and put up a yellow recoverable alert. Well they do on my Amiga, I'd be interested to know if this happens on other configurations.

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## 1.132 "

Magnum Opus Version 2.

PowerPacker Filetypes.

PowerPacker is a program to reduce the size of files both programs and data while still retaining full functionality. Programs can be executed as normal and data used by a variety of ancillary programs. PowerPacker began life many years ago as a shareware program but from version 3 it became a commercial one. Versions 3 & 4 have not been available for many years which is a shame but it is still used by those people that have it.

I have grouped these filetypes together as they all relate to various versions of the same program, PowerPacker. These filetypes were the first of the file cruncher filetypes I started on. The reason for this was that I use PowerPacker to crunch all of my text files to save space so I needed a filetype to pick up these files and use PPMore to display them. That need spawned the "PowerPacker data" filetype. From there it grew to include every possible variation of PowerPacker and many other crunchers too.

I have tested these filetypes extensively using the various versions of PowerPacker to produce the test files. I then went through tens of thousands of files to check that no other files were picked up incorrectly. I believe that these filetypes are about as perfect as they can be, unless of course you find differently.

You should be aware that any of the library header filetypes require the powerpacker.library to be in Libs: If this is not done programs using the library header simply won't run! NO ERROR CODES OR MESSAGES!

Thanks to the help of Andy Lawson, who kindly told me how to get PowerPacker versions 2 & 3 into MASTER mode. I am now able to include the rest of the MASTER mode variants.

#### PowerPacker 2.x.

This version is very old (8 years plus) and should really now be considered obsolete. If you come across this filetype I would recommend that you either unpack it or recrunch it with version 4. This filetype covers V2.1a - V2.3b, there where earlier versions of PowerPacker but I've never seen them so unfortunately I'm unable to tell how they'll be picked up. The reason that this filetype is still relatively common is due to the fact that this was the last freely distributable version produced and was/is often used on compilation disks. From version 3 it became a commercial product.

#### PowerPacker 2.x MASTER.

This is very similar to PowerPacker 2.x but with one important difference. There is within PowerPacker a secret undocumented way to get it to go into "Master Mode". PowerPacker in normal mode will not unpack or repack these files, it won't even acknowledge that this is a PowerPacker filetype. This was done originally to stop people unpacking files and hacking them or adding in a virus. The file header is much the same with just a few bytes difference. It is now possible to unpack this filetype using a utility such as XFDdecrunch. This filetype has been updated with my new knowledge and now reports all of PowerPacker V2.x MASTER files correctly. Unknown to me before this only files crunched with the decrunch colour option set either pointer or colour 0 were being picked up correctly. For the more technically minded the decrunch colour option is stored in the header in just a single byte. Look in the filetype for "???" to see where this is if you're interested.

#### PowerPacker 3.

This was the first commercial version and had several major advantages over the previous shareware versions. Top of the list was speed, an unbelievable 40 times quicker. Also improved was compression by about 5% and decrunching speed by 20%.

#### PowerPacker 3 MASTER.

This is one of the three new PowerPacker filetype additions in Magnum Opus V2.x. It's just the MASTER mode equivalent of PowerPacker 3. Before this files crunched in this way were getting picked up as normal PowerPacker 3 files.

#### PowerPacker 3 Encrypted.

From version 2.3a it was possible to encrypt data files using a password. From version 3 onwards it also became possible to encrypt a program file as well. Without the password it was not even possible to run it. There really should be no reason to use this on a program apart from maybe those that are your own work and you want to stop others pirating. If you should come across this filetype on PD./Shareware programs I would suggest that you delete it, Why ? Think about it, what possible need would there be to encrypt this type of program ? The only reason I can think of is to hide a virus.

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PowerPacker 3 Encrypted MASTER.

If you thought the last one was hard to unpack this is even worse. Another one of the new filetypes on Magnum Opus V2.x that is just a combination of the above two filetypes.

PowerPacker 3 Lib.

Another new feature of version 3 was the ability to have a smaller header that uses the powerpacker.library to decrunch the file. Before you can run this type of file you must have the powerpacker.library in Libs:. This feature was introduced in version 3.0b, but it was NOT in version 3.0a. This is why I believe that some other programs fail to identify this filetype and all of the other PowerPacker 3 filetypes that use the library header option correctly. Unfortunately I am unable to verify this as I only have V3.0b that was on the coverdisk of the UK magazine "CU Amiga" some years back. If there's someone with version 3.0a could you please let me know how a file crunched with this is picked up.

PowerPacker 3 Lib Encrypted.

Another new feature added in version 3.x. Just put the two previous descriptions together and you'll know what this filetype is.

PowerPacker 3 Overlayed.

Another new feature added in this version was the ability to crunch overlayed files. So what's an overlayed file ? It's a file where not every part of it is loaded at once, Deluxe Paint 2 is one such example I know of. Overlayed files are very scarce, and those that PowerPacker will crunch are even rarer. After making a determined effort to find some for testing I only found three amongst several hundred megabytes of programs. One final note is that this filetype can't be encrypted.

PowerPacker 3 Lib Overlayed.

Much the same as above but it uses the library header option.

PowerPacker 3 Overlayed MASTER.

The last of the additions to the PowerPacker filetypes. I guess by now you can figure out what this is so I'll not bother to explain it.

PowerPacker 4.

Released in October 1991. I purchased this at the "World of Commodore" show in London. It contains a whole host of new features far too many to mention here. As far as I'm aware 4.0a was the last version released. I have seen other versions mentioned 4.1, 4.2. But I've yet to see these, or they maybe pirated/hacked versions ?

PowerPacker 4 Encrypted.

This is the same as PowerPacker 3 Encrypted but with improved packing and speed.

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PowerPacker 4 Lib.

This is the same as PowerPacker 3 Lib but with improved packing and speed.

PowerPacker 4 Lib Encrypted.

This is the same as PowerPacker 3 Lib Encrypted but with improved packing and speed.

PowerPacker 4 Overlayed.

This is the same as PowerPacker 3 Overlayed but with improved packing and speed.

PowerPacker 4 Lib Overlayed.

This is the same as PowerPacker 3 Lib Overlayed but with improved packing and speed.

PowerPacker 4 LoadSeg.

One of the new features Introduced in version 4 was the ability to crunch files such as libraries, devices & ~Fonts while still maintaining full functionality. This is done by running a small program called PPLoadSeg at the beginning of the startup-sequence. This program patches the loadseg function in the dos.library so that these files appear as normal to the system. Unless you use this on you own system it's unlikely you'll see any of this filetype elsewhere, because unless you are running PPLoadSeg the files will be useless. It is not possible to encrypt this filetype.

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### 1.133 Guess who screwed up last time ?

Magnum Opus Version 2.

PPaint encrypted.

Within Cloanto's Personal Paint program there is an option to save files in an encrypted format that can only be understood by this program. On saving a file you are asked for an encryption password then when loading it again you are asked for that password. If you type in the correct password the picture is loaded in, otherwise you'll get nothing.

I'm not perfect and I now realise that I was completely wrong about this filetype in Magnum Opus V1 (sorry Cloanto). Due to a lack of understanding on my part as I only had version 4 without a manual from a magazine coverdisk. Now that I have purchased PPaint V7 including the manual :-), The encryption does indeed work very well.

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## 1.134 "

Magnum Opus Version 2.

ProCalc, Spreadsheet.

It should be fairly obvious what this is. But just in case you're incredibly stupid it's a spreadsheet that comes from Gold Disk's Professional Calc V2.x written by Michal Todorovic.

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## 1.135 "

Magnum Opus Version 2.

Professional Page, document.

Though this program hasn't been updated for a few years it is now enjoying something of a revival thanks to Larry Hickmott's LH Publishing. Originally from Gold Disk, Professional Page is a very competent DTP package. The full program was also included on the cover CD ROM of the June 1997 edition of CU Amiga.

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## 1.136 "

Magnum Opus Version 2.

ProTracker module, IFF MODL.  
ProTracker, pattern.  
ProTracker, Track.

From V3.59 you now have the option to save modules either as the old standard Tracker, module format or in this new Amiga IFF format. For a more detailed description of this new file format take a look at the documentation that comes with it. There is however one major drawback with this new IFF filetype in that as far as I know there is currently no separate player for it, but I am sure this will soon be remedied.

ProTracker has recently been upgraded to version 4.x which is on Aminet or the Aminet CD #18 in mus/edit as "PT4\_Beta2.lha". Though it doesn't work fully yet this new version also optionally has 8 channels. When an 8 channel module is saved as the "old" type the variation of the ProTracker file format is the same as FastTracker 1. It can also pack and save data as either XPK Packed or PowerPacked, data.

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## 1.137 "

Magnum Opus Version 2.

QuadraComposer module, IFF EMOD.  
QuadraComposer, envelope.

Here's another tracker's module format that you may come across occasionally. This shareware program was written by Bo Lincoln from Sweden and as far as I can ascertain the latest version is (V2.1 Copyright 1993-94 Technological Artwork). This can be found on Aminet or the Aminet CD #12 as "QuadraComp.lha" in mus/edit. A separate player can be found from the same source as "QuadraPlayer.lha" in mus/play. You can also use DeliTracker\_II or one of the many other multi format module players to here these modules In addition, QuadraComposer can save modules in the NoiseTracker format.

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## 1.138 "

Magnum Opus Version 2.

Quick PowerPacker.

Whoever wrote this piece of garbage should have there Amiga put where the sun don't shine. According to the documentation it takes a PowerPacker 4 file and puts a better decrunch header in it's place. All I've ever succeeded in getting it to do is mess up files, they either won't run or crash. If you come across this filetype delete it. Unfortunately xfdDecrunch doesn't seem to be able to do much with it in most cases.

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## 1.139 "

Magnum Opus Version 2.

QuickTime, movie.

Originally from the Apple Macintosh and now available on the PC as well, this movie format until recently could not be viewed on the Amiga. But now you can view most QuickTime movies using one of a number of different viewers. One of the most popular programs is the Freely distributable player "QT" by Marcus Comstedt. This can be found on Aminet or the Aminet CD #18 as "qt13.lha" in gfx/show. There are also a number of other players and tools available on Aminet some of which require a graphics card. Don't be too surprised if the movie can't be shown this is because there are a number of variations of the QuickTime format some of which are not supported on the Amiga. The cover mounted CD's from PC magazines are a good source of quicktime movies should you want to try QT. For this filetype to work you may need to change the path to "QT" and/or the command line options. When I can locate some further details on this filetype I will include them and

expanded this filetype into others that tell you which type it is.

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## 1.140 "

Magnum Opus Version 2.

Real 3D data, IFF REAL.

This filetype covers various types of data as saved out by the 3D ray-tracing program Real3D version 2 or higher. Version 1 saves out files in a different format and I hope to add this later. If you use this program then you should be familiar with this filetype.

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## 1.141 "

Magnum Opus Version 2.

Reko Card Set.

This is the filetype of the card sets for the popular Shareware game Klondike from Reko Productions. If you have the datatype installed for this then by double clicking on the file you will be able to view the complete cardset. There are two different datatypes available for this from Aminet or the Aminet CD's in util/dtype as either MREKO1\_2.lha or REKOdt392.lha, I'll let you decide which one you prefer. I have configured the filetype to display the card set using MultiView but you could just as easily use the "show" command within Dopus5.

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## 1.142 "

Magnum Opus Version 2.

ReloKit 1.0.

Yet another of those old crunchers from days gone by. This is one filetype you don't see that much these days (thank goodness), but I've included it here for completeness. If you come across this one unpack the poor thing using either PowerPacker or xfdDecrunch.

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## 1.143 "

Magnum Opus Version 2.

SAS Patch, IFF PTCH.

These IFF files come from the SAS/C development package and with a small program called spatch are used to patch an executable or data file to a newer and/or updated version. Several commercial and shareware packages have their updates included in this format.

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## 1.144 "

Magnum Opus Version 2.

ScreamTracker3 Module.

This filetype comes from the PC Tracker program "Scream Tracker III". These music modules can be played on the Amiga by several different players, I use DeliTracker that works just fine. Modules in this format are quite common on PC's and usually have the file extension S3M. My filetype does not rely on this, it checks the file contents properly.

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## 1.145 "

Magnum Opus Version 2.

Sequencer One, song.

Now here's one that I'd almost forgotten about. Though quite dated I've seen this MIDI sequencer program mentioned and used quite recently in various Amiga magazine articles. This is the filetype that is output from the program itself, though files can be also be imported and exported as MIDI songs.

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## 1.146 "

Magnum Opus Version 2.

Softwood Outline Font.

These are the fonts supplied with the Softwood programs FinalCopy & FinalWriter. These are the only two programs that I know of that can use

this font, which is a shame as the printing quality from these is superb if you have a good printer.

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## 1.147 "

Magnum Opus Version 2.

SonicArranger, module.  
SonicArranger, synth instr.  
SonicArranger, sampled instr.

SonicArranger is a sound editor for the Amiga, which features real synthetic sounds and samples. It was Written by Carsten Schlote and a demo version was first released at the end of 1991 on Fred Fish disk #569 . After a bad decision by the author to sell the program to a commercial company he later dropped the project. In 1995 he decided to start work on the project again releasing the new version as shareware and offering updates to those who had bought the commercial version. The latest demo of the commercial version can be found on Aminet or the Aminet CD #10 as "SonicUpd218.lha" in biz/demo.

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## 1.148 "

Magnum Opus Version 2.

Sound Sample, IFF MAUD.

Invented by MacroSystems who make the Toccata and Maestro sound card for the Amiga. This IFF format has support for both 8 and 16 bit samples and compressed data. Although there is a datatype for this I have been unable to get it to play any of the several hundred MAUD samples I have found or created. There is another utility I have just discovered called Play16 by Thomas Wenzel on Aminet or the Aminet CD #17 as "Play16\_1\_7.lha" in mus/play. This plays all the IFF MAUD files I can find perfectly. Therefore, this filetype has been setup to use this, and you will need to change the path of the filetype to wherever you keep this utility. This format can also be loaded and saved out from a number of programs including OctaMED Sound Studio.

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## 1.149 "

Magnum Opus Version 2.

SoundBlaster, VOC Sample.

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This type of sound sample comes from the PC side of things. With the appropriate Workbench datatype installed you can hear it using either MultiView or the built in PLAY command. The datatype for this by Christian Buchner can be found on Aminet or the Aminet CD #10 as `fpVOC_dt40_2.lha` in `util/dtype`.

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## 1.150 "

Magnum Opus Version 2.

SoundTracker 15, module.

This is the original module format that came from the very first SoundTracker V1.0 written by Karsten Obarski many years ago. The reason for its name is that this early tracker program could only contain a maximum of 15 samples, later this was increased to 31. Correctly identifying these old modules is far from easy with the tools in the Directory Opus filetypes editor but over time I have got quite a good success rate, currently around 90%. Although using the "sound module" (`inovamusic.library`) on its own recognises slightly more than my filetype it has one big drawback in that it also identifies many other files incorrectly, the priority of this filetype (-5) is also important. Also see `Tracker, module`.

If you have any of these modules that are stored as `PowerPacked`, data use the "Original" filetype menu item to hear it as this unpacks it before playing. This is because of a bug in the `inovamusic.library` which will cause a crash if you try to play these directly.

A good source of information on this format is the ProTracker support archive which is available on Aminet or the Aminet CD #12 as "`Ptsupp.lha`" in `mus/edit`.

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## 1.151 "

Magnum Opus Version 2.

SoundTracker2.0-2.6, module.

This module format is saved out from most of the various version 2's of SoundTracker and a few of the other clones that appeared after the original was never updated by the author. Most of these can use up to 31 samples as opposed to the original which was limited to 15.

SoundTracker, packed song.

Most music trackers can save files either as a module or as a song without samples. This is a special packed version that could be saved out by many of

the early trackers. If you really need to use these songs on a newer tracker they can be unpacked with xfdDeCrunch. These files are actually the same as the Master Cruncher 3.0 Data filetype but with a slightly different identifier.

SoundTrackerPro 2, module.

This tracker program comes courtesy of Marco Nelissen and can be found on Aminet or the Aminet CD #14 as "Pro2.lha" in mus/edit. I'm sure this is a great tracker but there is one problem in that I have never seen anything else that can play the filetype output from it.

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## 1.152 Beam me up Scotty

Magnum Opus Version 2.

StarTrekker 4, Module.

Written by Bjorn Wesen / Exolon of Fairlight StarTrekker is one of a number of virtually obsolete early Soundtracker/Protracker clones whose modules often turn up. The most common type is the 4 channel version, for which the filetype included in has been updated from that supplied in Magnum Opus V1.0. This filetype is very similar to most of the other tracker modules so much so that the PLAY command within Directory Opus can play it and reports it as a SoundTracker module.

StarTrekker 8, Module.

StarTrekker is also capable of using and saving an 8 channel module.

StarTrekker M, Module.

The third type of module "M" stands for MIDI where the first 4 channels are for the Amiga and the second 4 are for MIDI (no I don't understand this either). I've never actually seen any of these in general circulation but I've included it for completeness just incase you happen to come across one.

StarTrekker, module info.

I have no idea what exactly this is for but one of these was also written out everytime I saved out a module from the program.

StarTrekker, AM sound.

StarTrekker, FM sound.

These are two types of synthesized sounds that the program is able to produce.

Along with the above filetypes StarTrekker can also save songs (no instruments) as a SoundTracker, packed song. There are two sources for the StarTrekker program on Aminet, version 1.2 can be found in mus/edit as "StarTrekker.lha" on CD #12. Another less obvious source for version 1.3 is

on Aminet or the Aminet CD #2 as "Am9301c.lha" which is in misc/amag where it is stored as an AMI-Pack archive.

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## 1.153 "

Magnum Opus Version 2.

StoneCracker Filetypes.

Written by Jouni "Mr Spiv" Korhanen, StoneCracker is another one of those file crunchers that seem to have been around forever. Though not as popular as PowerPacker or Imploder, there's still a fair amount of this filetype around and it is still in use today. So far I have added filetypes to cover versions 3.10, 4.01 & 4.10.3, of the program. In the next update I may add in some or all of the older versions.

StoneCracker 3.10.

This early version only supports an address crunching mode. If you come across it then you'd be well advised to unpack it.

StoneCracker 4.01.

This was the next version to appear at the beginning of 1992. This mode is for normal crunched executable files. While providing a good packing ratio it is still bettered by other crunchers.

StoneCracker 4.01 Abs.

This mode is a normal address crunch mode and is best left alone. Executing such a file does nasty things to your memory, so unpack it first.

StoneCracker 4.01 Data.

Much the same as PowerPacker data only not as good as PowerPacker 4.0a. As far as I know there's no utilities that support this format of packed data either.

StoneCracker 4.10.3.

This latest version appeared in 1994. It is the much the same as StoneCracker 4.01 with improved crunching and speed and according to the documentation bug fixed.

StoneCracker 4.10.3 Lib.

This is much the same as PowerPacker 4 Lib whereby it uses a smaller library header that calls the stc.library to unpack it. The advantage of this is the speed of unpacking.

StoneCracker 4.10.3 Data.

This newer improved version packs data just a bit better than PowerPacker

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4.0a, but again there's the problem that this format isn't supported by anything.

StoneCracker 4.10.3 Abs.

This is the first of the three absolute crunchers that along with the others is best left alone unless you really know what you're doing.

StoneCracker 4.10.3 Abs Pro.

A variation on the above that designed to take over the O/S and is able to decrunch in very low memory.

StoneCracker 4.10.3 Abs Plain.

I'm not entirely convinced that I understand the documentation about this one. From what I understand this is not an executable as such but a type of data. If you understand this type of thing then read the documentation that comes with StoneCracker.

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## 1.154 "

Magnum Opus Version 2.

StoneTracker, module (.SPM)  
StoneTracker, sample bank (.SPS)

StoneTracker is a tracker program by Emmanuel MARTY & Michael LAVAIRE. A save disabled demo version of it can be found on Aminet or the Aminet CD #12 as "stonel26.lha" in mus/edit. It's own module format comes in two parts, the (.SPM) file which holds all songs, positions, patterns; and the samplebank (.SPS) file which holds all samples. It is important not to mess about with the names of these or they may not load or play correctly. The included filetypes do not rely on any particular filename extension so doesn't have these limitations. Modules can also be packed and saved as either XPK , CrunchMania, data , or PowerPacked data.

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## 1.155 "

Magnum Opus Version 2.

Super-Cruncher 2.7.

Don't believe the program name, this old address cruncher is probably best forgotten. I don't have any documentation for this ancient program so I can't tell you much about it apart from some details listed below taken from it's output. Another one that's best uncrunched with xfdDecrunch.

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Fast Team / KNS presents... SUPER-CRUNCHER V 2.7 and RECRUNCHER V 1.0

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## 1.156 "

Magnum Opus Version 2.

Symphonie, module.  
Symphonie DSP Plugin.

Symphonie is a new Tracker program written by Patrick Meng which can be found in several versions. A restricted 8 channel version is on the Aminet CD #14. A demo version as "SymphDEMO.lha" and a limited Free version as "SymphEDIT.lha" both of these are on Aminet or the Aminet CD ROM #18 in mus/edit. There are also a number of commercial versions available details of which are in the docs supplied with all versions of the program. For the moment the only way to play these modules is to use any of the versions mentioned here.

The DSP Plugin's are extra add on features for the main program much in the same way as there are different modules for Directory Opus.

There are actually some other variations of the module filetype that needs to be expanded on, this will be done in a future update of Magnum Opus. For identification purposes the one supplied here does the job.

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## 1.157 "

Magnum Opus Version 2.

SysSpeed, results module.

If your thinking that this is another one of those weird Tracker filetypes then I'm afraid you're wrong. This is from a program that like the much older AIBB lets you test the speed of your Amiga against others by loading in a saved module of the results from another machine. SysSpeed is fast becoming the new standard way of comparing the performance of various Amiga's. There are various modules available on Aminet should you want see how fast your machine is against others.

The latest version of the SysSpeed Program V2.2 by Torsten Bach can be found on Aminet or the Aminet CD ROM #18 in util/moni as Sspeed.lha.

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## 1.158 "

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Magnum Opus Version 2.

TakeTracker, module.

Please note that this filetype MUST replace the original filetype in Magnum Opus V1.0 which incorrectly picked up FastTracker modules as TakeTracker.

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## 1.159 "

Magnum Opus Version 2.

TextEngine 5, text.

This is the latest version of a great little shareware word-processor written by Nicholas Harvey that's been around for many years. Files saved out from previous versions of the program are different to this latest one but they can be converted with version 5. You can also save files as normal Ascii text.

TextEngine 4.1, text.

Again this earlier version is incompatible with versions below it (V4.0). I only included this for completeness just in case anyone still has any of these files knocking about.

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## 1.160 "

Magnum Opus Version 2.

TFMX, song module.  
TFMX 1.5, module.

This is proving to be a bit of a mystery. I know that it's a module from TFMX and not much else. I don't know if TFMX is the proper name for the tracker or if it's a common abbreviation.

One thing I have worked out is that there are 2 files needed one is the module that seems to always have the prefix MDAT.#? and the other having the prefix SMPL.#? Which contains the samples, without which you hear nothing.

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## 1.161 "

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Magnum Opus Version 2.

THX Sound System, module.

THX Sound System, instrument.

If you like those old Commodore C64 tunes then this will be of interest to you. THX (The Highest Experience) Sound System is a new Tracker program made specially for the purpose. It uses instruments created within the program to create tunes in much the same way as the many other tracker programs like OctaMED, the only thing this doesn't do is use sound samples. Because of this in comparison to other trackers the files produced are very small. THX Sound System is programmed by Martin Wodok and designed by Manfred Linzner who are also known as Dexter & Pink from the group Abyss. This program can be found on Aminet or the Aminet CD #18 as "asy\_t127.lha" in mus/edit. A player DeliTracker can be found in the same archive.

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## 1.162 "

Magnum Opus Version 2.

TimeCruncher 1.7.

Another ancient cruncher well past it's sell by date. From what I remember this was created by a group called Triangle. Despite the version number this was the first release, there was supposed to be a version 2 but I've never seen it. This is so old (seven years) that the chance of seeing a version 2 is about the same as me winning the national lottery :-)

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## 1.163 "

Magnum Opus Version 2.

Titanics cruncher.

This cruncher was made by the German group Titanics and dates from 1989. Despite its age there are still a significant number of files around that are crunched with it, these are mainly demos. One of the reasons for it still being used is that it decrunches while loading therefore it does not need large amounts of memory. Also worth noting is that unlike many other old crunchers it still works on today's fast 68040 & 68060 processors.

Titanics 1.1.

As far as I can tell this was actually the first version to be released. By today's standards it's slow and inefficient. You can uncrunch this format with either xfdDecrunch or PowerPacker versions 3 or 4 which can decrunch

version 1.1 of this filetype but not version 1.2.

Titanics 1.2.

This updated version added an efficiency option fast-slow depending on the amount of packing required. It also added in a protected mode.

Titanics 1.2 Protected.

The variation of this filetype that can be specified when crunching is to protect the file from being decrunching. But help is at hand in the form of the Shareware program xfdDecrunch and maybe some others to, they can happily unpack both of these filetypes. The difference between these two filetypes is just 2 bytes, if you want look at the definition for these filetypes you'll see where this is.

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## 1.164 "

Magnum Opus Version 2.

TNM Cruncher 1.1. (The New Masters Cruncher V1.1)

This is another one of those old crunchers that are probably best forgotten. About the only thing I can tell you about this program is that on the title bar it says "THE NEW MASTERS PRESENT THE MASTER CRUNCHER V1.1" As with some of the other older cruncher formats this one crashes my accelerated Amiga. I'd suggest that with this filetype you should unpack it with either PowerPacker V2.3 or above, or a utility such as xfdDecrunch.

As for the filetype name I guess it should really be called "The Master Cruncher" but as PowerPacker and most other utilities refer to it as TNM Cruncher 1.1 I see no reason to change this.

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## 1.165 "

Magnum Opus Version 2.

Tracker Module.

This is the standard "module" format developed on the Amiga and now widespread on the PC too. The main three Amiga module formats covered by this filetype are those produced by NoiseTracker, later versions of SoundTracker, Protracker and other programs that save modules in the Protracker format. I'm sure someone will tell me there's an easy way to differentiate between them, but I can't find it. Modules are often saved as PowerPacked, data to conserve disk space, as most Trackers and players can understand this format. If you give a music module to a PC owner make sure

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you unpack it first as the poor souls don't have or know about PowerPacker. That's why they need 4 gigabyte hard drives. This filetype uses the PLAY function within Directory Opus to play these modules. However, the inovamusic.library that it uses is not perfect so don't surprised if some music modules don't play as they should or are recognised as SoundTracker when they're not, but plays OK. You would be best advised to use another module player such as DeliTracker\_II.

A good source of information on this and other related formats is the ProTracker support archive which is available on Aminet or the Aminet CD #12 as "Ptsupp.lha" in mus/edit.

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## 1.166 "

Magnum Opus Version 2.

TriStar Double Action.

I had been looking for this old cruncher for a long time in order that I could include it with Magnum Opus. Now I've found it, and it's a completely uninteresting address cruncher that's best forgotten.

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## 1.167 "

Magnum Opus Version 2.

Truetype Font.

Yet another font format. This isn't found too much on the Amiga but there's loads of them around on the PC. As far as I know there's no program on the Amiga that can use these directly although TypeSmith is able to convert them into other formats suitable for the Amiga.

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## 1.168 "

Magnum Opus Version 2.

Try-It Cruncher 1.01.

No don't bother to try it there's far better crunchers around. Yet another old address cruncher that's best forgotten. I don't have any documentation for this ancient program so I can't tell you anything about it. Another one that's best uncrunched with xfdDecrunch.

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## 1.169 "

Magnum Opus Version 2.

TurboCalc Speadsheet.

This is the filetype from the TurboCalc program as supplied with the Amiga Magic packs. There's really nothing remotely interesting I can't tell you about this filetype, after all it's only a speadsheet.

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## 1.170 "

Magnum Opus Version 2.

TurboSqueezer 6.1. ©1989 Henrik W. Jenson

Another very old cruncher of which very little is seen nowadays, you may find that files packed by this program crash accelerated machines. So I'd suggest that you ought to first unpack it with xfdDecrunch. There are several different versions of TurboSqueezer but while making these filetypes I could only get hold of this version.

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## 1.171 "

Magnum Opus Version 2.

Turtle Smasher, 1.x.

The public domain program Turtle Smasher by Him & Mr. Crook is another of those boring address cruncher that suffers the same problems as most others do i.e. they screw up your memory. This does however crunch fairly well but again your best bet is to unpack it with xfdDecrunch.

Turtle Smasher, 2.0.

An updated version that's significantly faster, 2000% according to the documentation and I can verify this after trying both versions. You also get slightly better packing, about 5%.

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## 1.172 "

Magnum Opus Version 2.

Twist 2, database.

This comes from an incredible newish database program called Twist 2. I think it should be fairly obvious what this database file is, though if you can't figure it out maybe you've been working too hard and need a rest :-)

There is now an updated version 3 of this database program but as yet I've been unable to obtain any files produced by it. Therefore, I'm unable to ascertain how files from it are picked up.

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## 1.173 "

Magnum Opus Version 2.

Ultimate Packer 1.1.

One filetype that turns up every now and then are files crunched with The Ultimate Cruncher. This filetype covers both known versions of the program, 1.1 & 1.1b. It was released in 1991 but apart from the minor to V1.1b update this Shareware offering by Georges Thill has now virtually disappeared into oblivion.

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## 1.174 "

Magnum Opus Version 2.

Vista/VistaPro. filetypes.

These three filetypes all come from the Vista, VistaPro or VistaPro Lite programs created by Virtual Reality Laboratories Inc.

Vista DEM.

This filetype is used by the range of Vista programs to generate either real or imaginary 3D landscape scenes. DEM is an abbreviation of Digital Elevation Map.

VistaPro, VAnim.

"VAnim" is an animation format output by VistaPro that is played back directly from a hard disk. The reason for this is that the animation files can be many megabytes in size and may not fit into memory for playing. To view these files you will need the viewer program supplied with VistaPro.

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Vista Script.

This is really just an Ascii test file that contains details of a flight path for use within the Vista or VistaPro Program. This file is then run from within VistaPro to generate the animation frames which can then either be saved as a series of pictures or a VistaPro, Vanim.

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## 1.175 "

Magnum Opus Version 2.

WAVE, sound sample.

Another type of sound sample that comes from the PC side of things. With the relevant Workbench datatype installed you can listen to it using either Multiview or the built PLAY command. The datatype for this by David Junod & Christian Buchner can be found on Aminet or the Aminet CD #15 as fpWAV\_dt40\_2.lha in util/dtype. Unfortunately not all of the WAVE variations are handled by this datatype so you may find that some samples are played as RAW samples which sound awful. The recognition of WAVE samples by this filetype is however correct.

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## 1.176 "

Magnum Opus Version 2.

Wordworth Doc, IFF WOWO.

Another Amiga veteran that has been around in various forms for many years. This word-processor starting life as KindWords and evolving into an extremely competent software package. If there's anyone still using KindWords version 3 you will find that the files created by it are picked up as Wordworth Doc, IFF WOWO. This is because the filetype is the same. I tried to find a reliable way of splitting the two but failed miserably. If anyone knows how to differentiate between these two reliably then I'd be most interested.

When this filetype is double clicked on it loads Wordworth and opens the selected file, of course you'll need to have Wordworth installed for this to work. You may also need to change the path in the filetype to work with your own installation.

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## 1.177 "



Magnum Opus Version 2.

Workbench Pref, Font.  
Workbench Pref, IControl.  
Workbench Pref, Input.  
Workbench Pref, Locale.  
Workbench Pref, Overscan.  
Workbench Pref, Palette.  
Workbench Pref, Pointer.  
Workbench Pref, Postscript.  
Workbench Pref, Printer.  
Workbench Pref, PrinterGFX.  
Workbench Pref, ScreenMode.  
Workbench Pref, Serial.  
Workbench Pref, Sound.  
Workbench Pref, WBPatten.

Since Magnum Opus V1.x there has been a significant number of updates and additions to the Workbench preferences filetypes. The first thing that you will notice is the number of them. Instead of just the one filetype that covers them all (which wasn't really much use) I decided to separate them out.

These are the small configuration files that are saved out from the various Workbench preference's programs such as ScreenMode, Pointer, OverScan, etc. You can save different settings and switch between them whenever you want. They can optionally be saved with an icon so you can use a different setting by just clicking on the icon. Double clicking on one of these files will load the selected file into the relevant preference editor from which you can decide if you want to either use, save or abandon the new settings.

I have not been able to test these filetypes out with files saved out from the Workbench 2.x preferences editors as my Workbench 2.x Amiga is not working at present (Agnus has had a nervous breakdown). As far as I remember there shouldn't be any problems except for the Palette and Pointer editors that both save out an IFF brush. (See Picture, IFF-ILBM, grab. )

Workbench Pref, Workbench.

Created when you use the Workbench menu item "Window-Snapshot-Window" or "Window-Snapshot-All". This file stores the information about Drive icon positions and if Workbench is a window, the size and position of it. I have it on good authority that there was a tool called WBConfig supplied with early versions of Workbench for the Amiga A3000 though I've never seen it.

Workbench Pref, Country.

These files are stored in Sys:Locale/Countries/ and are loaded by the Locale Prefs editor when another language is used which in turn loads the correct Locale Catalog, IFF CTLG catalogs

Workbench Pref, ABackUp.

Guess where this Workbench prefs file come from ? Yep, ABackUp.

Workbench Pref, IFF PREF.

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This one is still here to pick up any other program's prefs files that are not specifically covered above.

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## 1.178 "

Magnum Opus Version 2.

X-DVE V1.x, script.

This is the script that is saved out from the X-DVE program. This filetype contains all of the details that enables the X-DVE program to load in all the parts and then be able to render the animation which can then be saved as an XFA Animation, IFF XFA! Or a series of IFF Pictures.

X-DVE V2.x, script.

The same script but from version 2 of the program. The reason that I made this filetype is so that you can differentiate between the two versions as there's some new functions that won't work in version 1.x.

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## 1.179 "

Magnum Opus Version 2.

XFA Animation, IFF XFA!.

This animation format is produced by a superb commercial package called X-DVE (eXtended-Digital Video Effects generator) that produces very smooth animations with some fantastic effects. Currently the only programs that can understand this filetype as far as I'm aware are X-DVE and the supplied player program.

See also X-DVE, Script.

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## 1.180 Merry XMash and a happy new year.

Magnum Opus Version 2.

XMash, disk archive.

XMash is similar to the popular DMS program in that it archives the complete contents or selected tracks of a floppy disk into a single file. XMash never really caught on which is a shame as it uses the xpk libraries

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to gain better compression and has a number of other advantages over DMS. If you want to find out more about this program it can be found on Aminet or the Aminet CD #8 as "lsdxms12.lha" in util/pack. The accompanying documentation for the last version V1.2 says "watch out for V2.0 coming soon", this was in 1994. So I guess the author, Hydra of LSD has called it a day on this one.

Though I knew of this program and it's output some time ago, I had not planned to include it as I had never seen any of these files in general circulation. I did however have a filetype ready for release should the need arise and now it has. While making the MED,OctaMED, instrument filetype I found that these looked very similar to XMash files and were being picked up as such. After some additional revising of both filetypes this is the result. You may find that a number of other filetype recognition programs pick this one up incorrectly, but this filetype distinguishes between the two perfectly.

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## 1.181 "

Magnum Opus Version 2.

XPk Packed.

This filetype is the data saved after crunching a file using any XPk package. There are various compressors available to crunch files offering varying degrees of power and speed. For more information take a look at the XPk user package which can be found on Aminet or the Aminet CD ROM #17 as "xpk\_User.lha" in util/pack.

One of the new facilities in Directory Opus v5.5 is the right click menu items for a filetype. If you click the right mouse button on a "XPk Packed" file you will now see three new menu items which are explained below. In order for these to work correctly you need to have XFDdecrunch in your AmigaDOS path, and the "PPInfo.dopus5" Arexx script (supplied with Magnum Opus V2.x) in Dopus5:Arexx/. If you look at the filetypes you may think that some of the commands in them could be reduced. The reason for them is to stop any false reporting or execution of files. In the future I'd like to create a module that handles the unpacking and reporting of crunched files. The method I have used works for the vast majority of time but does have a few problems.

UnPack.

This uses XFDdecrunch to unpack the file to the source lister.

FileType Info.

Using a small supplied Arexx script and clever use of the AmigaDOS 3.x "RequestChoice" command, it displays the original filetype of the packed file in a requester.

Original.

This first unpacks the selected file then treats it as its original filetype. So for example if the file is an XPk Packed "Tracker Module" it will then play the module.

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