ExoticGUI

COLLABORATORS

	TITLE :		
	ExoticGUI		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ExoticGUI

1.1 ExoticRipper® V3.0B

```
                    INFECT's

              ExoticRipper® 3.0B

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1.2 introduction

```
                 INTRODUCTION
```

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

1.3 thanx

THANKS

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

1.4 programstart

PROGRAMSTART

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

1.5 configuration

CONFIGURATION

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

1) RIPPER=DH3:Tools/ExoticRipper.020

This lets the GUI try to load/communicate with the ripper-program
accessible by the given path. If this tooltype is missing the
ripper must be named 'ExoticRipper' and it must be located in the
same directory as the ExoticGUI.
Do not try to use an ExoticRipper version prior to V2.27

1) PLAYER=DH0:Music/EaglePlayer

This lets the GUI try to load/communicate with the player-program
accessible by the given path. If this tooltype is missing the
player must be named 'EaglePlayer' and it must be located in the
same directory as the ExoticGUI.
Do not try to use an EaglePlayer version prior to V1.50.

Besides conventions on ExoticRipper Configuration apply.

1.6 gadgets

GADGETS

| RipStart | RipEnd | Origin | Actual Address | |

```
| 00017654  000FFFFE  00000F00                    |          |
-------------------------------------------------------------------
|                                                                 |
|                                                                 |
|                                                                 |
|               ( Status / Information Area )                     |
|                                                                 |
|                                                                 |
|                                                                 |
-----------------------------------------------------------------
| SearchRange  Find  ShiftBuff  Write |                  |
|                                     |  Hunt     @Multi |
| EaglePlay  MemDump  FreeBuff  Read  |                  |
|                                     | Continue Samples|
|     | Reset   MemPatch  ClearMem DiskRead|                  |
-----------------------------------------------------------------
```

1.7 actualaddressgadget

ACTUAL ADDRESS DISPLAY

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

1.8 bugs

BUGS

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

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

A quick run check has been performed
- on a 68000 processor
- on KickStart2.0

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

For other bugs see ExoticRipper.guide .

1.9   ripstartendgadget

```
                    SEARCHRANGE STRING GADGETS
```

This is mainly for information display only but inputs are pos-
sible here. You should use the SearchRange-Gadget instead.
See ExoticRipper.guide.

1.10   origingadget

```
                      ORIGIN GADGET
```

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

1.11   searchrangegadget

```
                     SEARCHRANGE GADGET
```

This opens a requester that gives you 4 choices:
- reset searchrange
- set chipmemory searchrange
- set fastpmemory searchrange
- set searchrange to chipmemory image

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

1.12   findgadget

```
                       FINDGADGET
```

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

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

The gadgets:
  - "search" -> perform searching
- "find next" -> continue searching
- "cancel"

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

1.13   shiftbuffgadget

                         SHIFTBUFF GADGET

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

1.14   writegadget

                          WRITE GADGET

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

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

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

1.15   eagleplaygadget

                         EAGLEPLAY GADGET

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

  Important:
  See Configuration.

1.16   memdumpgadget

                         MEMDUMP GADGET

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

1.17   freebuffgadget

FREEBUFF GADGET

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

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

(sorted by priority of freeing)

See ExoticRipper.guide.

1.18   readgadget

READ GADGET

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

See ExoticRipper.guide.

1.19   huntgadget

HUNT GADGET

This is it what all is about:

The gadget starts the search for a soundmodule in the actual
searchrange. After activating it will be transformed to an Abort-
gadget which will do what it pretends.
The hunt-mode which is used is defined by the CycleGadget to
the right.
All other modes than 'Multi' require to do a selection from
module formats displayed in a listview.

1.20   cyclegadget

HUNTMODE CYCLE GADGET

Here you can choose the ripmode which is to activate by
clicking Hunt.
4 custom ripmodes are available through this gadget.
About their configuration see ExoticRipper.guide.

1.21 samplesgadget

SAMPLES GADGET

If some module was detected that could have external sampledata
and if the Origin is valid this gadget will start the hunt for
sampledata.

See also ExoticRipper.guide.

1.22 continuegadget

CONTINUE GADGET

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

See also ExoticRipper.guide.

1.23 resetgadget

RESET GADGET

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

See also ExoticRipper.guide.

1.24 mempatchgadget

MEMPATCH GADGET

Gives you the choice to install an AllocMem-patch to force chipmemory
usage or to force reverse memory usage for foreign tasks only.

See also ExoticRipper.guide.

1.25 diskreadgadget

DISKREAD GADGET

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

See also ExoticRipper.guide.

1.26   clearmemgadget

CLEARMEM GADGET

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

See also ExoticRipper.guide.