

Pro-Wizard-2....English

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COLLABORATORS

	<i>TITLE :</i> Pro-Wizard-2....English		
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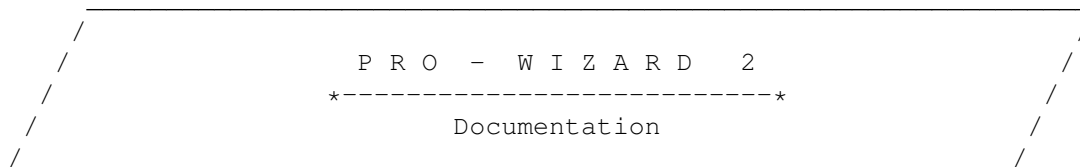
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Chapter 1

Pro-Wizard-2....English

1.1 Pro-Wizard-v2.1 Hypertext English Doc-File



Important :
! Read me !

Copyrights
Requirements
Introduction
What's new ??
Installation
How to use it >>>
Distribution
Hot Thanks
Les petits '+'
Bonus Programs
Known formats
Things to do...
History
Last words...

© 1993-95
Nicolas FRANCK
(alias Gryzor :-)

1.2 copyrights

Pro-Wizard 2 is Copyright 1993-95 by Nicolas FRANCK - All Rights Reserved

Pro-Wizard-2 is a SHAREWARE program ! The unregistered version is freely distributable on condition that all files mentioned in the DISTRIBUTION are copied with the main program.

No modification must be done at all !! (Program and docs)

PD Collectors like Fred Fish are allowed to include the unregistered version of Pro-Wizard 2 in their library, under the same conditions.

If you use regularly Pro-Wizard 2, I invite you to register yourself.

You only have to fill the "registration form" (that should be in the 'Docs/' directory) and to send your donation of at least :

50 Francs / 15\$ US / 20 DM

(Eurocheques : ONLY IN FRANCS ! ==> 70 FF (covering bank charges))

to the address mentioned in the "About" requester in the program, or mentioned in the registration form itself...

Then, you'll become a registered user of Pro-Wizard, and you'll receive your OWN version on disk, with a personal keyfile which will disable these boring requesters.

You'll also receive some "bonus" files i.e some special modules to be converted etc...

IMPORTANT NOTE :

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If you're using a "Cracked" version of Pro-Wizard, please trash it away, you'd better get registered ! Is the fee so expensive compared with all the options and features supplied in this tool ??

Just be HONEST if you want me to go on developing this tool, and others...

## 1.3 updates

=====  
( Important changings concerning the UPDATE service : )  
=====

In Pro-Wizard v2.0, I was suggesting an update service which, in fact, proved to be RATHER BAD because VERY EXPENSIVE (for both of us : sending back the disk each time, and posting charges), and moreover it is such a waste of time for ME (each time, re-assembling the source code after changing the user's name ! Blooody ! ;-))

Moreover, this system was going to force me to code updates very rarely !

That's why I've decided to change the update system !  
~~~~~

From this v2.1 version, the users who will get registered will receive (as before) their OWN Pro-Wizard-2 disk but also a keyfile allowing Pro-Wizard to know if the user is registered or not !

Then, for the next versions, you'll only have to get the "public" lha archive of Pro-Wizard v2.2 (for example) but as you'll have the keyfile in your

system, Pro-Wizard will recognize that you're a registered user !

Of course, for those who can't have access to Internet, BBS or so, those who DO want the update versions as soon as they're released, they'll still be able to send me a disk + postage so that I'll send'em the update directly !

I REPETE : This is ONLY made to facilitate the update service !
 ~~~~~ Absolutely NOT to 'protect' the tool, or to 'disable' some features for the non-registered users. OKAY ??

Pro-Wizard is a REAL shareware program, everyone can use EVERY feature, whether you're registered or not !  
 The keyfile will only disable the "boring requesters" of the pub. version and will print the name of the registered user in the "About" window.

CONCLUSION :

~~~~~  
 - Great saving of time for me, as I won't have to make an own version for every registered user, but just only a keyfile.

==> Advantage for : ME !

- No more posting charges, for both of us.

==> Advantage for : YOU & ME

- All this will make me release more updates, and more often...

==> Advantage for : YOU !

- Moreover, if I realize there's an ugly bug left in the latest version, I can easily make a fixed version and spread it again... without having to tell each registered user to send me back his disk + postage, etc..

==> Advantage for : YOU !!

There can't be any EASIER and HANDIER solution, for everyone !
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## 1.4 Requirements

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The only thing Pro-Wizard 2 needs is the Kickstart 2.04 (V37) or above !

=====

Except this, it works on every Amiga model, all configurations,

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hard-disk or not etc.... but it is recommended to have a "minimum" of Free-Memory to be able to load the files to be scanned and a hard-disk is welcome too ! :-)

## 1.5 introduction

Pro-Wizard is a multi-converter for music modules "packed" with tools like NoisePacker, Promizer, ProPacker, ProRunner and so on.... (you'll find the list of all known formats below). Of course, it converts these formats into our good oldy PROTRACKER format!

Moreover, regarding to a tool like Delitracker, it's better to convert packed modules into Protracker format, so that Delitracker plays'em in the correct way.... Coz with each Deliplayer, sometimes, some functions are very bad written and some effects are not handled etc...

About this point, see below the part about Deli-Wizard.

## 1.6 What's new in this version 2 ??

In version 2.1+

If you already have Pro-Wizard v2.0,  
just read this part to know which changes  
have been made in v2.1 and more...

In version 2.0

If you upgrade from a VERY OLD version  
of Pro-Wizard (v1.xx), then start by reading  
this section, then the 2.1 paragraph above.

## 1.7 What's new in Pro-Wizard v2.1 and more ?

- Scan Buffer feature.

Standing for a "memory hunting" function, thanks to a buffer allocated either by Exotic Ripper, or by ChipSaver.

- Free Buffer feature.

Of course, it's possible to de-allocate this memory-buffer via this function.

- Several OPTIONAL functions like :

Quit-Confirmation,

---



Enter the Module Author's name,  
Edit the SampleNames,  
Calculate the duration of each module and insert it in the DOS\_Comment,  
and Saving of the Original (packed) module.

- Modifications in the Graphic User Interface !

No more checkboxes for all formats, but a LISTVIEW instead !  
Far handier to add some new formats...  
And a second LISTVIEW used to display all the informations  
about what Pro-Wizard is doing (kind of history).

- Main window is re-sizeable in its height (max = 512).  
LISTVIEWs are re-sized as well, of course.

- Some texts appear in COLORS in the gadgets, Reqtools requesters, etc..

- Pro-Wizard's screen is now a PUBLIC SCREEN ! So that you can put  
Delitracker's window on it ! ;-)

- New recognized formats (10).

- P60A modules with packed/delta samples are now recognized !

- Reqtools File-Requesters are now each-time REFRESHED.

- Icon window's positions are kepted and saved in the Prefs file.

- To Uniconify, you just press Right Mouse Button !  
If you close the window, you'll exit Pro-Wizard !

- Several check-routines have been improved.

- There is an internal Help-Mode (as the mousepointer states...)

- All the text in the 1st LISTVIEW may be saved in an ANSI text-file.

- "Edit SampleNames" function (OPTIONAL !).

If you want to add some informations about the musician,  
the module itself, the demo where it comes from...

- PlayTime calculation and insertion in the DOS\_Comment of each saved mod.

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- Saving of the Original (packed) module, as well as the converted module.

For those who prefer to use the packed mods with Delitracker 2  
via Deli-Wizard !

- And, as we speak about it, Deli-Wizard v2.1 is supplied !

\* New features in v2.12 :

~~~~~

- When a module is saved, Pro-Wizard checks its name's characters to avoid DOS_Errors at saving. Only true printable ASCII allowed.
- In "One-File" mode, you may now overwrite a file...
A requester ask this to you when needed.
This may be useful when you just want to edit the Sample_Names of a module, and then save back over the top of the original !
- New OPTIONAL feature : Display Beep function ! Warning you at the end of a loooooong multi-conversion job...
- New recognized format : Zen Packer by Dweezil/Stellar '92

* New features in v2.15 :

~~~~~

- Support of -XFDmaster Library- !! (Optional)

Now, Pro-Wizard is able to decrunch files  
via the XFD Library... So, just try to load  
some crunched Party-4 demos or intros and ENJOY ;-)

NOTE : However, be careful of memory usage !  
If you only have a standard 2MB A1200  
you will have some problems to decrunch very big  
files like 800k packed demo ==> 1.7MB unpacked !!  
That's why it's an OPTION... ;-)

- xPack modules when saving ! (Optional)

You choose one of the xpk-compressors that will be  
used to pack the modules before saving...

---

- Status Window Listview has got 101 text-lines now...  
and dynamically allocated displaying :)
- New format : The Player 6.1a by Jarno Paananen !  
(Found in 'Drool This'.....)
- New version of ChipSaver by The Cyborg/NGC (Bonus Program)
- New version of Deli-Wizard with Player 6.1a (Bonus Program)
- Special feature : "Turbo Mode" when scanning... ##:-)

Example: You're scanning a BIG file of 2MB (or a memory buffer)  
It's rather "slow" most of the time... (lots of tests)  
Then, almost at the end, a module is found, BUT by mistake  
you click on "Skip" or forget to save the module, argghhh  
then you're forced to scan the file again...till the end :(

Then, miracle, you press the "t" key (for Turbo ehh ;-))  
and goosssshh the scan bar is starting to progress very  
fast ! And when you think the bar is near the beginning of  
the module, you press the "t" key a second time...

Yes, it's a "fake" scanning of course ;) )  
It's just made to reach very fast a particular location  
in a very big file or buffer.... when you KNOW there is  
a module at the end only, you can use this Turbo Mode to  
reach the end very quickly, but NOTHING WILL BE CHECKED,  
NO FORMAT WILL BE SEARCHED FOR, of course.... :)

It's a "flip-flop" command, one press on the "t" key,  
you're in "Turbo Mode", another press on the "t" key,  
you're back in normal scan mode... okay ?!

Have Fun !

## 1.8 What's new in Pro-Wizard v2.0 ?

Pro-Wizard 2 runs in a totally different way than the versions 1.x.  
Now, it opens its own screen, screen that you can choose at the beginning.

There is a nice Graphic User Interface, which reacts on mouse-events,  
gadgets, menus select and some shortcuts ! User-friendly or what ?? :-)

If you're used to work with the versions 1.x of Pro-Wizard, you must  
remember that you could only load ONE file at a time !?

Boring, no ?

Moreover, Pro-Wizard was only able to recognize modules at the BEGINNING  
of each file...

Now, these two problems have disappeared !!

Pro-Wizard 2 offers now :

- MULTISELECT ! In the loading requester, you can now select more than one file, with the "ALL" gadget or by using the SHIFT key and picking all the files you want !

Pro-Wizard will switch to "multi-files" mode, where all is automatic! You'll only be asked for a Destination-Directory in which Pro-Wiz will save all found and converted modules.  
All operations will be done automatically, you'll have nothing to do except follow the operations till all files are handled...  
Then a big recapitulation window will open, with the converting statistics, all formats and the number of converted modules for each.

Of course, you can still choose only ONE file, so Pro-Wizard will run as in the versions 1.x, with all the requesters (confirm, enter the composer name, the saving name etc...)

- FILE-RIPPER !! Yeah ! Now Pro-Wizard scans for modules in WHOLE FILES !!  
Not only at the beginning !

Here are two examples of using :

- You receive lots of little "one-file-demos", intros...  
You only have to decrunch'em (with DLD 2.0) and then, you load all these files in Pro-Wizard 2 which will scan all over your files to find modules ! Remember to use "ALL" !!
- You own an Action Replay or so ?? Fine ! When you freeze a demo, no need to look for the packed module yourself : just save ALL your CHIP-RAM in a file, and load it in Pro-Wizard 2 !!  
Essential or what ??? ;-))

Thanks to these 2 options, rip'n'convert is very easy, fast, and coooooool !

As well as these 2 new functions, here follow other great new features :

- XPK support.
  - Iconify function. A little window opens on the Workbench screen.
  - New formats : 12 new ones ! See the complete list below...
  - Original format name inserted in the DOS\_Comment. No need to edit the module to know which format it comes from.
  - Modules which already have an own name will be saved back with this name, not the filename (KRIS, UNIC, LAXITY, EUREKA....)
  - In "multi-files" mode, when saving a module which name is identical to an already saved module, an underscore is added at the end of the filename to avoid deleting the first one... and so on...
-

- In "one-file" mode, when Pro-Wizard finds a module, as well as the two buttons "Convert or Abort", there is a new button : VIEW which allows you to have a look at the beginning of the module AND a "model" of a module from the same format, in order to compare DIRECTLY the two headings !  
It's very useful to be sure of what you gonna do...  
Coz if you confirm conversion for a WRONG module, be sure that a GURU will follow ! In this case, please, send me the file for hot debugging :-)

- Finally, there is another great improvement :

The Graphic User Interface !

Using gadtools.library of course (besides, I thank a lot the authors of Delitracker, for their help concerning some basic gadtools routines ! Thanx Peter & Frank !).

This GUI may be used with gadgets, menus, shortcuts...

You can enable/disable each format you want, in order to speed up scanning. (If you know what kind of format you gonna rip, disable all the others !) Of course, there is a way to enable or disable ALL the formats together !  
You can also change the palette of the screen, and the screen mode depth, size, autoscroll...  
Of course, you can save these PREFERENCES !  
(saved in 'Pro-Wizard.prefs' in your 'S:' directory)

While scanning a file, you can abort all the work or just skip the actual file, to scan the next ones.

Besides, concerning the conversion routines, I only have to mention that the Noise/Star/Protracker modules are also recognized, and are just saved back (no conversion needed for these formats).  
All the check-routines have been improved and improved, to avoid wrong recognitions !

I thank specially - Mexican Boy - for his great Beta-Testing !!

Otherwise, the versions-1 bugs have been fixed, like the P50A recognition bug when similar samples were used in a module...

## 1.9 installation

Pro-Wizard 2 is very easy to install, here what you have to do :

- Copy your keyfile in 'L:' (if you're a registered user)
  - Copy all the files in 'Libs/' in your 'LIBS:'
    - regtools.library © Nico François
    - xpkmaster.library © Urban Dominik Mueller
    - and the 'compressors/' sub-directory.
-

If you already have these files, no need to copy them.  
Copy only the most recent version.

- Copy what there is in 'S/' in your 'S:' directory

--> The file 'Pro-Wizard.reco' which is used for the VIEW function.

If you're upgrading from PW 2.0, copy the NEW "Pro-Wizard.reco" file  
coz there are all the new formats examples in it...

That's all !

Then, if you have a hard-disk, you can create a "Pro-Wizard-2" directory  
and copy the program and his documentations there...

## 1.10 How to use Pro-Wizard 2

Pro-Wizard 2 runs either from CLI or WORKBENCH.

When you run it for the first time, there is no prefs-file present in  
'S:' so, Pro-Wizard displays a Screen Mode requester, in which you can  
choose your favorite screen resolution etc...

If you Cancel the requester, Pro-Wiz exits immediatly ! Otherwise, it opens  
your screen and then the GUI appears with all the gadgets...

Note: Pro-Wizard v2.1 doesn't recognize the v2.0 'prefs'-file !  
You'll be obliged to re-set all your wishes and save the prefs back !  
Sorry for this inconvenience ;(

Immediatly, the "About" window shows up (registered users will be able  
to switch on/off this window) telling that Pro-Wizard 2 is a  
Shareware program, the release date and the number of recognized formats  
for this version.

When you close this window, you're in front of the main GUI...

Gadgets Description  
Menus Description  
Go to Convert !  
Displayed Informations  
'View' Function  
Convert...last words  
Hints for ripping  
Known Bugs !

## 1.11 Gadgets description

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You can notice that the screen is divided into 4 parts, in the upper-left corner, a 5 gadgets area, on the right, the progressing bar for scanning with 2 other gadgets (Abort & Skip), then you find a first LISTVIEW which is "Read Only" in which are displayed all the informations about what Pro-Wizard is doing. At least, you find the second LISTVIEW, used instead of the checkboxes of PW 2.0. It contains all the recognized formats, that you can enable/disable (a "D" will be displayed in front of each "D" disabled format, as in Delitracker. ;-))

Let's examine these gadgets...

In the first area, you find :

- About : Displays the "About" window.
- Docs : Displays some docs-windows & other infos about Pro-Wizard.
- Scan Buffer: Scan for modules in memory.
- Load : Start the converting job (LOAD requester etc...)
- Quit : Guess what !? :-)

These 5 gadgets also have shortcuts :

- About : Amiga Right + "?"
- Docs : Amiga Right + "D"
- Scan B. : Amiga Right + "B"
- Load : Amiga Right + "L" or "RETURN"
- Quit : Amiga Right + "Q" or "ESCAPE"

"RETURN" for "Load" is there to keep the habit with the versions 1 of Pro-Wizard (all could be done with this key...).

You can notice that the 2 gadgets on the right are disabled, they become enabled only when you run into a conversion, and then, the 5 others become disabled, and vice versa...

These 2 gadgets also have shortcuts :

- Abort : "a" (without any other key) or "Escape"
- Skip : "s" (without any other key)

'Abort' also has a "Are you sure ?" requester.

If you confirm, the converting job is entirely canceled and Pro-Wizard displays the Statistics window (if you were in multi-file mode), otherwise it comes back to the initial state (the 5 gadgets are enabled back).

'Skip' hasn't got a confirm-request. This gadget stops the actual scanning and Pro-Wizard loads the next files, if any...

Don't forget to use 'ALL' and 'NONE' (from the menu) to enable/disable ALL the formats at a time !

## 1.12 Fonction SCAN\_BUFFER

This function needs to be used with either Exotic Ripper,

or ChipSaver. With one of this 2 proggys, you can install a "reset-routine" in memory which will allow you, at each reset, to COPY your CHIP-MEMORY in your FAST-MEMORY (or the low-Chip in the hi-Chip in you've got no Fast).

(For further details, refer to the documentation of each tool.)

The "image" of your CHIP-MEM will thus be ALLOCATED, PROTECTED, so that, when you reboot, Pro-Wizard can SCAN in this area !!

So, this function searches for such a memory-buffer, and if one is found, Pro-Wiz starts scanning into it...

This is a very useful option for 1200 & 4000 owners, coz these two machines haven't got an "Action Replay"-kind stuff... Also use it for every TRACKLOAD demos !!

Read the HINTS section for some usage examples...

Exotic Ripper is © Turbo & Marley / Infect.  
ChipSaver is © The Cyborg / NGC.

IMPORTANT: For those of you who own a MMU, and are using Enforcer, you'll have understood that this function will make "some" Enforcer-Hits because Pro-Wizard scans a memory-aera not allocated by itself !  
But, don't worry too much, this is "normal" !  
Exotic does the same when you hunt directly in memory.

The "Free Buffer" option also makes some hits when locating the buffer, and freeing it.

## 1.13 menus

They are composed of the functions of the 5 gadgets already seen PLUS some other functions :

Menu 1: Project

~~~~~

Help Mode	A + "H"	Toggles "Help-Mode" (see below)
-----------	---------	---------------------------------

=====

About	A + "?"	See 'gadgets'
-------	---------	---------------

Docs/Infos	A + "D"	See 'gadgets'
------------	---------	---------------

=====

Load	A + "L"	See 'gadgets'
------	---------	---------------

Buffer	>>>>>>	Sub-menu :
		- Scan Buffer A + "B"
		- Free Buffer A + "F"

=====

Iconify	A + "I"	Function "Iconify"
---------	---------	--------------------

Quit A + "Q" See 'gadgets'

Menu 2: On/Off Settings

~~~~~

|                            |          |                                         |
|----------------------------|----------|-----------------------------------------|
| Welcome                    | A + "W"  | On/Off "About" (Welcome) window         |
| Reco-File                  | A + "R"  | On/Off loading of 'reco' file           |
| XFD Support                | A + "X"  | On/Off decrunch files via XFD library   |
| Display-Beep<br>conversion | A + "Y"  | On/Off warning at the end of a multi- ↵ |
| Quit-Confirm               | A + "U"  | On/Off Quit-Confirmation message ?      |
| Author's Name              | A + "T"  | On/Off Enter the Author's Name          |
| Edit SampleNames           | A + "E"  | On/Off Edit the SampleNames             |
| xPack when saving          | A + "K"  | On/Off xPack modules before saving      |
| PlayTime Calculation       | A + "\"" | On/Off Module's duration calculated     |
| Save Original Module       | A + " "  | On/Off Saving of Original Module        |

## Menu 3:        Prefs

~~~~~

Formats	>>>>>>	Sub-menu :
		- Tag All A + "A" Enable ALL the ↵ formats.
		- Tag None A + "N" Disable ALL the ↵ formats.
Status Window	>>>>>>	Sub-menu :
		- Clear A + "C" Clear text_buffer
		- Save Text A + "V" Save text in a file ↵ (ANSI)
xPack Method	A + "="	Choose your xpk-compressor
Screen Mode	A + "M"	Change Screen Mode
Palette	A + "P"	Change Color Palette
=====		
Save Prefs	A + "S"	Save the preferences.

1.14 menu1_iconify

"Iconify" will close Pro-Wizard screen and open a little window on your Workbench, telling that Pro-Wizard is in Sleep-Mode.

To Uniconify : click on Right Mouse Button.

To Quit : close the window.

1.15 menu1_free_buffer

"Free Buffer" will try to detect a memory-buffer allocated by Exotic or ChipSaver, and if it finds one, it will free this

```
memory (hhhooo keeewwlll ! ;-))
```

"Free Buffer" also display the FreeMem Status.

Note: The FAST-Buffer of the new versions of ChipSaver
is also recognized and freed.

1.16 menu1_help_mode

"Help-Mode" is an internal help-mode ! Mousepointer changes
to show you in which "mode" you are...

In Help-Mode, no function will be executed ! Instead, you'll
be shown some information-windows about this function.

Re-toggle "Help-Mode" to come back to the normal mode.

IF SOMEONE DARES SAY THAT PRO-WIZARD LACKS DOCUMENTATIONS....!!!!

1.17 menu2_welcome

The "Welcome" flag is only used for the registered users who
own a personal keyfile !!

It is used to choose whether you want the "About" window to be
displayed at the beginning or not.

1.18 menu2_reco_file

"Reco-File" is used to Load or not 'Pro-Wizard.reco' (in 'S:')
which contains all the formats-models for the VIEW function.
This loading is done at the beginning, if checked ON !

1.19 menu2_xfd

Select "XFD Support" if you want PW to decrunch executable files
(via the XFDmaster.library © By Georg Hörmann)
This will require some more memory, obviously ! It's up to you...

1.20 menu2_display_beep

"Display Beep" will warn you at the end of a multi-conversion.

You start a loooooong multi-conversion...

maybe you want to have a walk.....

Then, if your SYS:Prefs/Sound is well configured (by playing a weird sample ;-)), Pro-Wizard will warn you when the job is done...

It may also flash its screen according to the system prefs again...

This should be useful for 68000 owners (& even 68020 Chip-Only ;-))

This had been suggested to me by my friend =Slight= (Hello Mike!)

1.21 menu2_quit_confirm

"Quit-Confirm". UnSelect it to remove the "Are you sure" request when you wanna quit PW.

1.22 menu2_authors_name

"Author's Name" is now optional. If "ON", at the end of each conversion, you'll be able to write the module author's name.

1.23 menu2_edit_samplenames

"Edit SampleName" (also optional !) displays a large window which allows you to Edit each sample_name (to put some words in UPPERCASE for instance... unlike Protracker does :-)

Use TAB & SHIFT-TAB to BROWSE between the string-gadgets and/or don't forget to VALIDATE each new entry with RETURN ! Otherwise your text will not be stored...

To leave this window, 3 ways :

- Close Button
- Push the "ESC" key
- Push the "RETURN" key (when you're not editing...)

Make GOOD USE of this function ! Don't write bullshit in the sample_names ! :)

Note: You'll notice that Pro-Wizard doesn't ERASE any data anymore when adding its own informations (original format, etc...) It first checks if the lines are empty, if not, it searches for empty lines, if there is NO empty line, it adds NO own info.

Note: Pro-Wizard will store the window's position when you exit. This position will be saved in the Preferences file.

1.24 menu2_xpack

Select "xPack when saving" if you want PW to compress the modules before saving them...

You may also choose an xPack Method used for this purpose.

1.25 menu2_playtime

"PlayTime Calculation" will caculate the duration of each converted module, and will insert it at the beginning of the DOS_Comment of the saved files.

Maybe this will bring a kind of "new standard" in ModList Making ?? Put the duration, compositor, compo date, provenance, demo... all this in the DOS_Comment !
DO THIS ! ;)

1.26 menu2_save_original

"Save Original Module" will force PW to save not only the converted module, but also the original one ! For those who wanna listen to the packed modules via Deli-Wizard/Delitracker2.

1.27 menu3_tag_none

When you Disable all the formats (NONE) and launch a conversion Pro-Wizard tells you there is NO selected format, thus he doesn't know which format to search for ! :-(

SO: Select AT LEAST ONE format to be checked for !

1.28 menu3_save_text

"Status Window/Save Text" will save all the informations of the text_buffer in a file (ram:Pro-Wizard.text) in ANSI form, and of course you can do this several times, the filename will be modified (a ".0 .1 .2" etc.. will be added).

Use this if you want to tell me about a bug.
Send me the bugging-file + the Textfile. Thanks...

1.29 menu3_xmethod

"xPack Method" will pop up a little window, looking like one of the tool xDrop you know, with all your Compressors in a listview to allow you to choose one of them... which will be used to pack the modules, if you selected the xPack when saving option of course...

1.30 menu3_screen_mode

"Screen Mode" displays the Screen Mode Requester of reqtools to change the screen resolution when you want.

1.31 menu3_palette

"Palette" displays the Palette Requester of reqtools.library to change the colors...

...if you don't like my default colors..... ? ;-)

1.32 menu3_save_prefs

"Save Prefs" is.... save prefs !! :-)

It has got an "Are you sure ?" requester.

The file is "s:Pro-Wizard.prefs".

The saved data are :

- ON/OFF flags of each format.
- ON/OFF flags of ALL OPTIONAL functions. (Menu 2)
- Palette colors.
- Some screen data.
- Main window size.
- View-Window y-pos.
- Edit-SampleNames-Window y-pos.
- Icon-Window positions.
- The xPack Method chosen to pack the modules.

1.33 Start a conversion

Let's come to the most interesting point... Convert! Gadget "Load"

Like in Pro-Wizard 1, a file-requester appears, to select one or several files to scan...

Don't forget to use ALL or SHIFT.

Here, there are 2 situations :
~~~~ ~~~~~~

"ONE-FILE" MODE :

- You chose only one file, Pro-Wizard is in "one-file" mode.  
Some info-texts print in the 1st LISTVIEW, name of loaded file,  
address in memory, file length....

Here, Pro-Wizard may display "Please wait while decrunching..."  
if you selected the XFD Support option, the file is being  
decrunched via the xfdmaster.library...

When the file is loaded/decrunched, you can see the progressing bar  
"progressing" to the right, while scanning the whole file.

If the bar ends without any found module, Pro-Wizard tells you that  
he recognized nothing at all : Unknown Format !

On the contrary, if one of the known formats is detected,  
a little requester appears, telling that :

```
" Possibly Found a "  
"Protracker module!"      (this is an example)
```

Then you have the choice between 3 gadgets :

- Convert : Confirm the conversion, and.....trust God ! 8)
- View : Print the heading of the found module, see that later...
- Skip : Cancels the conversion.

If you select 'Skip', the progressing bar will continue to progress  
till the whole file has been scanned...

If you confirm the conversion, it is done.

Then come the OPTIONAL functions you might have chosen...

If you've selected Author's Name in Menu 2, Pro-Wizard will ask you  
to enter the author's name, if you know it... It will be written in the  
Sample-1 text, in the module header.

Note that Pro-Wizard displays the content of an eventual text present  
in this sample-1. This, to avoid erasing of important data...

Then, if you chose Edit SampleNames in Menu 2, a big window pops-up  
with STRING-GADGETS which allow you to enter some data in each sample  
text...

Follow the example of one of my friends - Frank128 - who was used to  
write several data about the musician, the demo, etc...

!! IF YOU LOVE MODULES, SHOW CONSIDERATION FOR MUSICIANS !!

On the contrary, as I said before, don't write "Ripped by (YOU)" !  
Simply because EVERYBODY can ripp a module with Pro-Wizard !  
Ripping becomes so easy ;) Only write down some important texts...

And, please, don't touch the "Original format" information added by PW.  
It's useful to know which format a module comes from.

If the PlayTime Calculation option was "ON", Pro-Wizard tries to calculate the duration of the module (nothing is displayed yet).  
I just want to notice that this routine was given to me by Peter & Frank, authors of Delitracker ! Thank you again freaks ! ;)   
Also notice that the routine may sometimes fail (especially for "weird" modules composed of patterns played backwards, you know...)   
Otherwise, I can affirm it works at 99% Right !

Have a look at the HINTS section for some tips with this function.

If you've selected no "Name-Editing" option, you reach this point.  
A file-requester appears, asking you to enter a name for the converted module to be saved. (Notice that a name is often already present...)

Here, if you've selected the xPack option in Menu-2, the module will be xpk-packed, PW will display "Please wait while xPacking..." and a second scan bar (white this time) and only 2 pixels high will progress to the right, while packing the file...

Note that you may ABORT the packing with the Abort gadget, or the "Esc" key then PW skips the operation...

Finally, if you CHECKED-ON the Save Original Module, you will be shown a second SAVE-Requester, but this time for the Original Module !  
Besides, Pro-Wizard removes the "mod." prefix and replaces it by the appropriate one (PP21, NP2, TP3....)

This module will also be xPacked if the option is ON...

When done, Pro-Wizard waits for another action from you.  
A little "Ready." is displayed in the 1st LISTVIEW.

#### "MULTI-FILE" MODE :

- 
- You chose more than one file, Pro-Wizard is now in "multi-file" mode and asks you immediately to select a Destination-Directory in which will be saved all the found'n'converted modules, automatically...

You can press 'Cancel', to abort all this.

If you select a directory, there is nothing more to do till Pro-Wizard has achieved to scan all the files that you've choosen. You only have to watch what it's going on...

You can, all the same, do 2 things : Cancel the whole conversion with the "Abort" gadget or the "a" shortcut, or jump the actual file with the "Skip" gadget or the "s" shortcut.

---

If Pro-Wizard finds and converts some modules, no requester appears, nothing breaks his work... all is saved automatically.

However, you can, all the same, select the Author's name and Edit SampleNames options if you want, EVEN IN MULTI-FILE MODE !! The "automatic" work will be interrupted due to these options, but when done, the modules will be saved automatically, no file-requester.

The PlayTime Duration is calculated and the original modules are saved (if you selected these options, of course).

And when all is done, the big recapitulation window opens with all the converting statistics, for each format, and the number of unknown formats too.

A "Display Beep" may occur here, if selected...

Note that the name of the recognized formats appear in WHITE.

While your files were scanned, you might have followed the operations displayed in the 1st LISTVIEW ("Status Window").

You can save the content of this listview in a text-file, by pressing Right-Amiga + "V" (Menu 3 : Status Window/Save Text).

Then, go back to initial state !

Little reminder concerning the multi-file mode :

~~~~~

If you want all the loaded files to be scanned, and all modules saved AUTOMATICALLY, without any break, UNSELECT the "Author's Name" and "Edit SampleNames" options in Menu 2 !

If you want to load several files at a time but being able to edit the samplenames of each module all the same, SELECT the option ! Then Pro-Wizard will break his work between each file, to allow you to edit these informations..... okay ?

You have to make a good use of the OPTIONAL features ! ;-)

1.34 Informations displayed

For those who already use Pro-Wizard v2.0, you will agree if I tell you that the informations displayed above-and-under the progressing bar were very "FAST" !! ;-)
That's why I decided to display'em in a Listview, handier isn't it ??

Let's sum up what you can see in this listview :

When loading a file, you'll see this :

"xLoading File 01/?? : Name of loaded file" (name printed in WHITE)

"XFD Status : Unknown..." (or "Decrunching...")

and

"Scanning File located at: \$00000000 - Length : 0000000 bytes"

The "x" is there to remind you that Pro-Wiz loads and decrunches itself any "xpk"-crunched file.

The third line tells you where in your memory the file has been loaded, and its size...

Then, may follow some informations like :

"Converting a NoisePacker 2 module..." (example !)

"Packing Protracker module with xpk????.library" (if the option is set)

and when done :

"Saving File : mod.xxxxxxxx" (for the PTK converted module)

and if the "Save Original Module" option is set :

"Packing Original module with xpk????.library" (if the option is set)

"Saving File : NP2.xxxxxxxx" (for the NoisePacker mod itself)

When all is finished, a little "Ready." appears in the listview telling you that Pro-Wizard is waiting for something to do ;-))

In general, the names of all SAVED files will appear in MAUVE (color 3) : name of saved modules, name of text-file saved, and name of prefs saved.

The name in WHITE (color 2) are those of LOADED files, and names of the recognized formats...

Otherwise, when you directly scan in memory with the Scan Buffer option, Pro-Wizard displays the location and the size of the buffer.

Finally, when you change an OPTION in the Menu 2, it is displayed also ("ON" or "OFF"), same thing when enabling/disabling ALL the formats, and when saving the text-buffer or prefs-file.

Here are, besides, some examples of what you can see :
(of course with the colors added)

***** Loading of a packed module, and conversion canceled :

```
xLoading File 01/01 : "CHAN.Fury-Present"
  XFD Status: Unknown... (Probably not crunched)
  Scanning File located at: $07A50358 - Length :   38412 bytes
Ready.
```

***** Loading of a packed module, conversion, saving of the PTK module
and the original module :

```
xLoading File 01/01 : "CHAN.Fury-Desert"
  XFD Status: Unknown... (Probably not crunched)
  Scanning File located at: $07A50358 - Length :   36410 bytes
  Converting a Channel Player 2 module...
    Saving File : "mod.Fury-Desert"
    Saving File : "CHAN.Fury-Desert"
Ready.
```

***** Loading of a packed module, conversion, saving of the PTK module
and the original module (xPacked !) :

```
xLoading File 01/01 : "CHAN.Fury-Desert"
  XFD Status: Unknown... (Probably not crunched)
  Scanning File located at: $07A50358 - Length :   36410 bytes
  Converting a Channel Player 2 module...
    Packing Protracker module with: xpkSQSH.library !
    Saving File : "mod.Fury-Desert"
    Packing Original module with: xpkSQSH.library !
    Saving File : "CHAN.Fury-Desert"
Ready.
```

***** Loading of a packed module, conversion, but files not saved :
(the user has selected CANCEL in the SAVE-Requester)

```
xLoading File 01/01 : "CHAN.Fury-Desert"
  XFD Status: Unknown... (Probably not crunched)
  Scanning File located at: $07AD5440 - Length :   36410 bytes
  Converting a Channel Player 2 module...
    ! Protracker module not saved !
    ! Original (packed) module not saved !
```

Ready.

***** Loading of a file, and nothing is recognized :

xLoading File 01/01 : "???.CNCD_Intro"

XFD Status: Decrunching "StoneCracker 4.04" file...

Scanning File located at: \$07AD5440 - Length : 35008 bytes

Unknown format...

Ready.

***** File Loading, and Scan-interruption (button "Abort") :

xLoading File 01/01 : "???.Stellar"

Scanning File located at: \$07AF9738 - Length : 126728 bytes

Aborted by the user !

Unknown format...

Ready.

***** Memory-Buffer Scanning (allocated by ChipSaver) (demo CPLX/PeeWee)
and saving of both converted and packed module :

Scanning memory-buffer allocated by Chip Saver !

Located at: \$078032E8 - Length : 2097152 bytes !

Module detected at: \$078C32E8 / CHIP-MEM address : \$0C0000

Converting a Tracker Packer 2/3 module...

Saving File : "mod.the song.fake2"

Saving File : "TP3.the song.fake2"

Ready.

***** Modifications of ON/OFF Flags (all the optional functions) :

- "Welcome" flag : ON
 - "Load RECO-File" flag : ON
 - "XFD Support" flag : OFF
 - "Display Beep" flag : ON
 - "Quit-Confirm" flag : ON
 - "Author's name" flag : ON
 - "Edit sample_names" flag : ON
 - "xPack when saving" flag : OFF
 - "PlayTime Calculation" flag : OFF
 - "Save Original (packed) Module" flag : OFF
-

***** Enable/Disable all formats :

All formats enabled.
All formats disabled.

***** Saving of the Text-Buffer (content of the 1er LISTVIEW) :

Saving Status_Window Buffer to: "Ram:Pro-Wizard.text"
Ready.

Here it is !

The Listview is made of 101 lines... enough for several conversions...
and the lines are dynamically allocated ;)

When you see all the above examples, all in BLACK,
don't you think this isn't very "clear" ?

Now, make REAL conversions with Pro-Wizard, thus with colored texts,
and compare !

Isn't it more pleasant with the colors ??

1.35 View Function

!!!! This function is ONLY available in ONE-FILE mode !!!!

When Pro-Wizard has found a module, in the requester, you can press
the VIEW button to see what Pro-Wizard has found...

A big window (almost as big as the whole screen) appears, composed of
two LISTVIEWS one above the other.

The first one, at the top, displays the heading of what Pro-Wizard has
found, and the second one, a heading-model for this format.

Two options :

- You didn't allowed the loading of 'Pro-Wizard.reco' with the flag
in the Menu 2.

Pro-Wizard will confirm you this fact :

"Pro-Wizard.reco" isn't in memory"

To load this file without leaving Pro-Wizard, you have a gadget between the 2 LISTVIEWs : "LoadReco".

So, pick it, and the file will be loaded in memory, IF YOU HAVE COPIED IT IN YOUR 'S:' DIRECTORY !

You may also hit the "l" key, its short-cut.

The second LISTVIEW is filled with a heading model thus...
And the "LoadReco" gadget becomes 'Disabled'.

- You allowed the loading of this file at the beginning, so, no problem, the 2 listviews are filled...

It's up to you to compare the 2 listviews in order to learn if Pro-Wiz has really found a good module.... or not.

You can quit this VIEW window by three ways :

- Close the window : -)))
- Press the "ESCAPE" key.
- Press the "RETURN" key.

Then, you come back to the little requester "Convert / View / Skip".

Note: Pro-Wizard will store the window's position when you exit.
This position will be saved in the Preferences file.

1.36 Convert....End

Usually, a conversion takes 2 or 3 seconds max, and even 1 second for some formats....so if you see it lasts and lasts, it could mean that Mr Guru Meditation had decided to have a walk in your amiga...hum hum...
Daya know CTRL+A+A ??? huhu :-)))

Well, seriously, lots and lots of tests have been made again for this v2.0 so that you shouldn't be confronted to this situation too often... unless the initial module was trashed, fucked or bugged (hey!).

In case of crash, don't hesitate to contact me !!

NOTE : The 2 requesters (LOAD & SAVE) are independent from each other, you can (and should) specify a different directory for each one, they'll be stored during all the converting work (till you change'em or quit Pro-Wizard).

NOTE : I DEEPLY suggest that you ALWAYS save the converted modules in RAM: because, if Pro-Wiz fails a little, calculates a modsize of 56 Giga and if you save this file on your Hard-Drive..... ;-)))

(BTW, if you have such a BIG HD, contact me ! ###:-)

By saving in RAM: you will crash the systeme, but NOT your HD !!
 Anyway, don't worry too much !! OK ! This won't happen so often.. ;)

1.37 HINTS & TIPS...

- * Use the new Scan Buffer feature when you can't decrunch a demo, or to ripp a TRACKLOAD demo. (NON-DOS)

Use Exotic or ChipSaver, launch the demo, reset, CHIP-MEM is copied into FAST-MEM (if available) and is protected, then reboot normally and run Pro-Wizard 2.1, click on Scan Buffer and Pro-Wiz now scans the image of your CHIP-MEM as it was before resetting.

====> Memory Hunting !

- * If the Reset-Patch installed by Exotic or ChipSaver is destroyed by the demo, last solution: the BOOT command (in both tools) !

This, of course, for all the AGA-Demos, coz for the other demos, just a little hit on your MK-III plugged on an A500 and OKAY ! ;)

- * Other HINT for TRACKLOAD demos :

~~~~~

The data, on the tracks, may not be crunched, thus take DMS or SUPER-DUPER, make a BIG file with all the disk, and scan this file with Pro-Wizard.

(Use DMS in "NONE mode of course !)

- \* If there's still no positive result, you must be more "curious" :

Again, make a large file of the disk with DMS or SUP-DUP, and load it in a File-Editor (like File-X), and then, search for some headers of wellknown crunchers (PP20 for PowerPacker, CRM! for CrunchMania, S404 for StoneCracker 4 etc..)  
 Then, save this partial packed data in ram: and, normally, DLD or XFD should recognize'em now ! ok ??

Try with COMPLEX/PeeWee, there are lots of "S404" files ! ;)

Or, use "ExtractData", bonus-program from Exotic Ripper !

- \* You don't need to use the P60A-tool itself anymore, in order to decrunch the modules with packed/delta samples, now Pro-Wizard is able to do it !

==> Thanks to Chexum's help !

\* Here are, to me, ALL the tools that everyone MUST have to be sure to ripp and convert almost anything :

- File Decrunching :

~~~~~

- DLD, XFD, UnPacker et ProDecruncher.

- File Viewers, Disk-Buffers :

~~~~~

- File-X, DMS, SuperDuper.

- Ripp'n'Convert :

~~~~~

- ChipSaver, Exotic Ripper, Pro-Wizard-2.

- Modules' Compression :

~~~~~

- All the XPK package !! (SQSH library for the modules !  
or SMPL for BIG modules)

- Module Playing :

~~~~~

- DeLiTrAcKeR-2 !! The one and only ! ;-)

=====

= Find out all these utilities !! They are FREEWARE OR SHAREWARE !! =

=====

Note about xpkSMPL :

~~~~~

"Big-Time-Sensuality" module is 744302 bytes long, unpacked...

Packed with SQSH, it's 434330 bytes long ! (gain 42%)

Packed with SMPL, it's 332848 bytes long !!! (gain 56%)

The moral is : Always try with SMPL on very big modules, full of digits  
~~~~~ it's sometimes stronger than SQSH, but SQSH remains the  
best library for 95% of the modules.

(Use SHRI for very little Chip-Tunes. ;-))

* Finally, a little tip concerning the "PlayTime Calculation" option :

~~~~~ ~~~~~~ ~~~~~~ ~~~~~~

1. Let's say that you've just received some Protracker modules.  
You want to calculate their duration and insert it at the beginning  
of the DOS\_Comment ?

Very easy, just load'em all in Pro-Wiz with the option "ON" !

Note: If there was already a comment, it won't be erased but  
just moved forward, to allow the insertion of the duration.

2. The contrary ? You want to remove the durations from the DOS\_Comment ?

No problemo ! Deselect the option ("OFF") and load the modules in PW,  
it will save'em back after removing the durations.

#### \* Special Note :

~~~~~

If you're using a "cracked" version of Pro-Wizard, please trash it away,
you'd better get registered ! Is the fee so expensive compared with all the
options and features supplied in this tool ??

Just be HONEST if you want me to go on developing this tool, and others...

And give a kick to the naaasty crackers !

1.38 Known Bugs

In fact, this is not "bugs" but just informations :

- The Old-Soundtracker (Soundtracker 15) modules are not recognized.

~~~~~

Use Exotic Ripper ! hehe..

Or load them in your Protracker and save'em back (31 samples) !

- MED/OCTAMED modules are NOT recognized !!

~~~~~

Okay ? Everybody's asking me this ! MED format is stronger than
Protracker ! There are some features that PTK doesn't handle.
Although SOME Med Modules may be similar, I prefer to include
ONLY 100% convertible formats in Pro-Wizard ! That's it !

Moreover, MED and OCTAMED tools themselves can save the modules
in PTK format ! Just try it... and you'll see that even these
progs don't manage to convert correctly some modules...
(wrong loops, strange effects all over the patterns...)
Forget it !

- Pro-Wizard doesn't recognize FUTURE COMPOSER modules, and so on...


```
~~~~~
All the "synthetic" formats ! They are ABSOLUTELY NO PTK-CLONE !
They are just rippable (Exotic), and playable (Delitracker 2)
and this is not so bad at all like that... ;)
~~~~~
```

IMPORTANT NOTE :

If you meet a recognition bug (ex: you load a Unic module and it is recognized as a Protracker), you can use the enable/disable function to "bypass" the bug : switch off the Protracker checkbox then, Pro-Wizard won't execute the PTK check-routine, thus your Unic module will be well recognized...

This was just an example !

1.39 distribution

If you've just been given Pro-Wizard 2, you must find these files :
(on disk, or in the lha-archive)

!!! Pro-Wizard 2 --- Unregistered Version !!!

~~~~~

```
Pro-Wizard                                ; The program itself.

Docs/                                     (DIR)
  Pro-Wizard-2.OrderForm                  ; Fill this to register !
  Pro-Wizard-2_English.guide              ; English docfile, format hypertext.
  Pro-Wizard-2_French.guide               ; French docfile, format hypertext.
  Pro-Wizard-2_FORMATS.guide              ; HyperText file explaining how to
                                          recognize each format.
  Pro-Wizard-2_History                    ; Bugs, new features...

Libs/                                     (DIR)
  reqtools.library                       ; ReqTools.library v2.0+
  xpkmaster.library                       ; XpkMaster.library
  COMPRESSORS/                           (SUB-DIR)
    xpkNUKE.library                      ; NUKE compression sublib.
    xpkSQSH.library                      ; SQSH compression sublib.
    xpkSQSH.library_68000                 ; SQSH for 68000.

S/                                       (DIR)
  Pro-Wizard.reco                         ; NUKEd file used by the "VIEW" option

Bonus-Programs/                         (DIR)
  ChipSaver.lha                          ; Tool written by The Cyborg/NGC (hi!)
                                          ; to be used with the
                                          ; Scan Buffer option !

IFF-FileRipper.lha                      ; IFF-FileRipper based on Pro-Wizard
```

---



Just copy all the 'Libs/' files and sub-dir in YOUR 'LIBS:' and the 'Pro-Wizard.reco' in your 'S:' and Pro-Wizard will be ready !

## 1.40 Hot Thanks

- Nico François for his marvellous © ReqTools.library !!
  - Urban Dominik Mueller for the great © XPK libraries and all the authors of compression libraries.
  - Georg Hörmann for his great © XFD package !
  - Delitracker authors (Peter Kunath & Frank Riffel).
  - Exotic Ripper authors (Turbo & Marley / Infect).
  - The Cyborg/NGC ! Cool ChipSaver ;-)
  - Janos Farkas (Chexum) for his help with the 'Lost Converter' !
  - Avoriaz for the 8colors icon !
  - Elenfeste for the coooool disk-label (for the registered users) !  
BIG Thanx Romu ;-)
  - All the Beta-testers who tested, test or will test Pro-Wizard  
(try not to find too many bugs huhu !)  
Thanx especially to Mexican Boy who proved to be very active  
in his Beta-Tester job ! :-))
  - All the users who, I hope, will find Pro-Wizard useful, effective and  
convivial ! (Oh yes, I worked HARD for, be sure of this !!)
- Mega-Thanx to everybody who wrote to me, especially from others  
European Countries; it always gives me great pleasure !
- Great thanks to all registered users ! Thanks to YOU !

Special Hot Fucking to the guy(s) who are cracking Shareware Tools like PW !  
It's just STUPID !!

## 1.41 Les petits '+'

If you want a full description of the new features, click [HERE](#).

- Written in \* 100% Assembler \* !

- More than 25000 lines of source, 515 kb !!
- User-friendly : mouse / gadgets / menus / keyboard !
- Prefix "mod." added to the save\_name before saving.
- Requester structures LOAD & SAVE stored separately, very useful if you want to convert lots of modules in one session.
- Suppression of the "mod." prefix in the module\_name INSIDE the module, not in the DOS name...
- Suppression of the packed module prefixes ("PP21" or "NP2" etc...)
- Disabling DOUBLE-CLICK when saving the final module (RT option) this avoids erasing of a file by mistake...
- Tested on Amiga 4000 '040 with Enforcer : NO ENFORCER HIT !!  
(Thanx Pascal, I want a MMU !!)
- Possibility of aborting the conversion in each requester.
- Powerpacker & XPK crunched files auto-decrunched.
- XFD auto-decrunching.
- Mega-Doc-Files including a very useful part "How to recognize each format in memory" (.GUIDE) with a heading\_model for each format... essential !?

## 1.42 Description of the Bonus-Programs included :

- Deli-Wizard :

~~~~~

For those of you who use Delitracker-2, you must know this tool...
Special version of Pro-Wizard, adapted to Delitracker's usage,
as a "Genie" ;)

It simply allows to convert "on the fly" the packed modules
that you'll load in Delitracker-2, and then, Deli will play
the modules in Protracker format !

On the one hand, it's safer to play modules in PTK format,
to be sure that all effects will correctly be handled;
on the other hand, this allows you to remove all the DeliPlayers
usually used (ProRunner, ProPacker, etc...)

This version handles ALL the formats that Pro-Wizard knows !
(minus the Protracker itself, of course ;-)

- ChipSaver :

~~~~~

---

If you've read all the docfile, you must know this tool quite well now... It allows you to install a reset-routine in memory which, at each reset, will allow you (among other things) to COPY your WHOLE CHIP-MEM in your FAST-MEM (the best case!). Then, reboot normally, or in low mode if you haven't got so much free memory, launch Pro-Wizard, and click on Scan Buffer !

Pro-Wizard will then detect that there's been a buffer allocated by ChipSaver and will start to hunt directly in this memory, to find modules !

It's a very useful option for 1200/4000 owners... Just have a look at the Hints section.

Obviously, this "Scan Buffer" function also detects the buffers created by Exotic Ripper (RESET or BOOT cmd). Pro-Wizard will notice you which tool was used to allocate it.

- ModInfo :  
~~~~~

This little tinytool was already present in the Registered PW2.0 but it was "slightly" bad written... huh ;) I've improved it, and added some informations displayed.

For those who don't know, it allows to display the header of a Protracker module ! Presentation based on FileMaster's Modinfo.

I've written this because I found it lacked in DirOpus ! Thus, now, you can put this "ModInfo" in a button of DirOpus and ggoooooo !

Just read its documentation (very short) in the LHA archive.

- IFF-FileRipper :
~~~~~

Yooooo ! This was asked to me by some friends... They wanted to be able to rip any IFF file included in a BIG file.

Thus, I took Pro-Wizard's source, modified it (deeply) and made this little tool.

However, it uses the "File-Ripper" and "Multi-Load" features of Pro-Wizard-2 but it hasn't got a great user interface, there are only some Regtools windows on the Workbench screen, similar to Pro-Wizard v1.xx versions ;)

I think this is more than sufficient for such a little tool.

Also refer to its own little documentation...

---

## 1.43 All Known Formats

Here is the list of all known formats that Pro-Wizard is able to convert :

---- Formats ---- | ---- Examples ----

|                        |                                                      |
|------------------------|------------------------------------------------------|
| Noise/Protracker       | : Moby "Elekffuuunnnnnnnkkkkk" !!!                   |
| Channel Player v1      | : Game "Fury...", Tunes "Intro, Usine"               |
| Channel Player v2      | : Game "Fury...", Tunes "Desert, Village..."         |
| Channel Player v3      | : Game "Fury...", Tune "Forest" (only one!)          |
| Digital Illusions      | : Pinball Dreams & Fantasies games...                |
| Heatseeker Packer      | : CRB Party Time Demo (wiz the cool zoom)            |
| Pygmy Projects         | : Pygmy Projects "Extension" Demo !! Tune by Jester. |
| Laxity-Tracker         | : KEFRENS "Desert Dream" & "Dane"                    |
| EUREKA-Packer          | : ANARCHY "Spring Melodies"                          |
| Wanton-Packer          | : FINLANDIA Music-disk !                             |
| UNIC-Tracker           | : KEFRENS "Egregious", "Guardian Dragon 1&2"         |
| KRIS-Tracker           | : That's 4mat tracker ! (Chuckrock...)               |
| SKYT-Packer            | : French diskmag "Pros It" by DRIFTERS               |
| Xann-Packer            | : DIGITAL "Lethal Exit" Demo                         |
| AC1D-Packer            | : ANARCHY "In The Kitchen" Demo                      |
| NoiseRunner            | : SANITY "Arte" Demo                                 |
| Pha-Packer             | : LEMON "Announce" Demo (ex-HanniPacker)             |
| NoisePacker_v1/2       | : Most of PHENOMENA demos and music-disks...         |
| NoisePacker_v3         | : Music-disk "Mirror" by ANDROMEDA                   |
| Promizer_v1.0c         | : Old version... ANARCHY "Flower Power"              |
| Promizer_v1.8a         | : DRD "Arkham Asylum" (Hello Moby!)                  |
| Promizer_v2.0          | : DRD "Bubble Bobble music" by Reflex                |
| Promizer_v4.0          | : PM40.Do You Wanne, Movement "Numb"                 |
| ProPacker_v1.0         | : DAI Music-disk (too cool "Soulman"...)             |
| ProPacker_v2.1         | : Yen a tout un tas ;-)                              |
| ProPacker_v3.0         | : All the Static Bytes Eurocharts !                  |
| ProRunner_v1.0         | : SILENTS "Something...makes me sick"                |
| ProRunner_v2.0         | : SANITY "Interference" Demo                         |
| The Player v5.0a       | : VD-FLT "Full-Moon", "Love"                         |
| The Player v6.0a       | : STELLAR "MindFlow"                                 |
| GMC                    | : Knights of Sky Title                               |
| Soundtracker 2.6       | : SpaceWalk                                          |
| IceTracker             | : Order of Death II                                  |
| StarTrekker Pack'      | : Cave BBS Intro (OLD)                               |
| Module Protector       | : Adprod Music, Grapevine diskmag...                 |
| Avalon Packer          | : Avalon Demo                                        |
| Fuzzac Packer          | : Silents '90 Demo "Tropical Sunset"                 |
| FC-M Packer            | : Scoopex "Occasions of Sin" music                   |
| Kefrens Sound Machine  | : Certaines ziks de la Kefrens MegaDemo 7 !! yeahh   |
| The Player 40A/40B/41A | : Complex "Delirium", several games (SuperFrog..)    |
| Tracker Packer 1/2/3   | : Complex "Seduction" (TP30) (Hi Clawz !)            |
| NoiseTracker Pak       | : Tune "Surburbia.mix"                               |
| Polka Packer           | : Most of "Polka Bros" demos...                      |
| Power Music            | : Created with the tool OPTIMOD                      |
| Soundtracker Pro 3.0   | : Gyroscope, Sliding Skill Title                     |
| Zen Packer             | : Stellar "Darkroom", Valeansininen Huivi by Hbt...  |
| The Player v6.1a       | : Parallax "Drool This"                              |

Up to -52- formats !!

~~~~~

Other ones will be implemented as soon as I'll discover'em
but which ones are left ?? :-)

For further infos, read the History-file.

1.44 Things to do in the near future...

What could I add in the further versions....?

- Maybe some new formats... ?
- Re-build the Graphic Interface with MUI !!?!?
This would bring a great flexibility to the interface, would allow the
localisation, font sensitive etc...
- What else ??? :-)
- In fact, I have a great new idea for a "Pro-Wizard v3.0" I guess...
But, enough said... it will be a great surprise ! ;)

1.45 Program history...

```
*****
***      P R O - W I Z A R D      -----      H I S T O R Y      ***
*****
```

v2.x History

v1.x History

1.46 History of v2.x versions...

```
-----\
----- 22-Feb-95 --> Pro-Wizard "II"  -- Version 2.16
-----/
```

Oups! Just a little "bug-fix" version :

- When the Prefs file contained a wrong screenmode value, PW exited
without informing the user (however, exited in a CLEAN way :-))
Now, it displays a little information window, then exit..
- Removed a little "odd-addressing" bug appearing on 68040 only !

Thanks again to Pascal for reporting this before uploading Pro-Wizard
on Aminet (ouf!) <8-p

```
-----\
----- 15-Feb-95 --> Pro-Wizard "II"  -- Version 2.15
-----/
```

Well, another cool release :

- Support of -XFDmaster Library- !! (Optional)

Now, Pro-Wizard is able to decrunch files
via the XFD Library... So, just try to load
some crunched Party-4 demos or intros and ENJOY ;-)

NOTE : However, be careful of memory usage !
If you only have a standard 2MB A1200
you will have some problems to decrunch very big
files like 800k packed demo ==> 1.7MB unpacked !!
That's why it's an OPTION... ;-)

- xPack modules when saving ! (Optional)

You choose one of the xpk-compressors that will be
used to pack the modules before saving...

- Status Window Listview has got 101 text-lines now...
and dynamically allocated displaying :)

- New format : The Player 6.1a by Jarno Paananen !
(Found in 'Drool This'.....)
Arghhh the pattern packing format has completely changed !
Had to analyze it again, long job... stop this Jarno ! ;)

- New version of ChipSaver by The Cyborg/NGC ==> v1.57 !

- New version of Deli-Wizard of course, with Player 6.1a included...

- Special feature : "Turbo Mode" when scanning... ##:-)

```
-----\
----- 15-Jan-95 --> Pro-Wizard "II"  -- Version 2.12
-----/
```

* Bugs with the Color-Patch :
 ~~~~~

Arrghhhh ! Pro-Wizard v2.11 was spread at The Party IV (and more)  
 with \*nice\* Enforcer Hits !! Again a problem due to the Text() patch !

But, above all, due to the fact that I haven't got a MMU in my 4000/030 :(

))) -: Thanks to C= for this !! :-(((

The hits have been reported to me by my friend Pascal, 4000/040 owner ;-)

During some days (and nights), I thought that I'd be obliged to remove  
 the patch ! Too bad.... but fortunately, I found a solution... ouufff!

\* Otherwise, several new things :  
 ~~~~~

- In the View-Window, the "LoadReco" button has an underscore shortcut.
 And you can leave the window with "Return" as well as "Esc".
- The characters in the module names are now checked (only true ASCII).
- In "One-File" Mode, you may now overwrite a file.
 Useful when you want to type some infos in the sample_names and
 then want to save over the top of the loaded file.
- New "Display Beep" function (optional of course) warning you at the end
 of a loooOooooOoong multi-conversion (for those of you who
 load 99 (buffered) files of 2MB each !! :-))
- New recognized format : ZEN PACKER ! Written by Dweezil/Stellar '92
 (Stellar "Darkroom", Valeansininen Huivi....)
- New version of ChipSaver by The Cyborg/NGC ==> v1.31 !
 (v1.57 is coming soon... with many new great features !)
- New version of Deli-Wizard of course, with the Zen Packer included...
- ProPacker 2.1-3.0 check-routine fixed.

Enjoy it !!

```
-----\
----- 25.12.94 --> Pro-Wizard "II" -- Version 2.11
-----/
```

Whhooo!! Two bugs fixed in this new update :
 ~~~~~

- NTPK Convert routine was buggy... (tested with ONE module ONLY !)

Thanks to Marley/Infect who sent me another NTPK module,  
so I could discover the problem and fix it...

- My Text() Patch in PW 2.1 was a little buggy too ;)

When Pro-Wizard was running, the patch created some strange bugs  
in AmigaGuide, Csh, etc... (argh).

This was reported by The Cyborg (Yohooooo merci Alex ;-))

Hopefully (!?) Pro-Wizard 2.1 wasn't released as a Public Version yet...

Only a (large) majority of Registered Users has received it !

I want to apologize to them for this annoying problem !

- Otherwise, various little things have been fixed (suggested by Melkor) :

- . Underscore-shortcuts added in the button-gadgets (main window),
- . "Esc"-key to Abort a scan (as well as "a"),
- . Menu item texts modified ("..." added where needed) to respect the usual style of menu texts ;)

M E R R Y   C H R I S T M A S   ! !  
~~~~~

A N D
~~~~~

H A P P Y   N E W   Y E A R   !  
~~~~~

```
-----\
----- 18.12.94 --> Pro-Wizard "II" -- Version 2.1
-----/
```

First note : I want to thank -deeply- all the registered users !!

~~~~~ Thanks for supporting the tools you love !  
Thanks for supporting shareware !

-----  
Woohh! Woohhh! Again a long delay till this new -v2.1- upgrade !

But you'll see it was worth waiting ! ;-)

Let's start with the new features :

~~~~~

(For further details, examples, hints, just read the documentations.)

- "Scan Buffer" which looks for a memory buffer allocated either by Exotic Ripper or ChipSaver, and then scans directly in this memory for modules !

--> Hi The Cyborg and Turbo & Marley ! :)

- "Free Buffer" which deallocates the buffer and frees the memory. Also displays Available Memory Status.

- Several OPTIONAL functions like : Quit-Confirmation, Enter Author's name, Edit SampleTexts, PlayTime calculation & insertion in the DOS_Comment, and Saving of the original (packed) module too...

- Modifications in the Graphic User Interface ! All formats now appear in a listview (no more checkboxes), and another listview is used to display all the actions that Pro-Wizard makes (kind of history).

- Main window is re-sizeable in its height (maxi 512).

- Colors allowed in reqtools requesters, gadtools gadgets, window titles....

--> Hi Novice(WJ) ! :)

- Public Screen ! So you can put Delitracker's window on Pro-Wizard's screen ;-)
In order to play the just-converted modules without swapping screens !

- New Recognized Formats (10). See below.

- P60A modules with packed/delta samples are now recognized !!

--> Hi Chexum ! :)

- Reqtools File-Requesters are now REFRESHED.

--> Hi Slight ! :)

- Iconify Window's positions are saved in the preferences.
-

--> Hi Atoll ! :)

- Come back to "Right Mouse Button" to Uniconify.

--> Hi Throb ! :)

- Several check-routines improved and/or debugged. See below.
- Internal "Help-Mode" (as the mousepointer states...)
- The "Status-Window" texts can be saved in a file (ANSI-form).

--> Hi Mexican Boy ! :)

- Edit SampleTexts option : so that you can enter some texts in the sample_names. (Module's provenance, compodate, informations about the author, or whatelse you want). But PLEASE don't write : "Ripped by (YOU) !", everybody can ripp a module now... ;) There's no fame in "easy"-ripping using a tool.

IMPORTANT : Pro-Wizard now checks if there are some empty
~~~~~ text lines before inserting its informations (original  
format, ripped & converted by....., etc...).  
This, to avoid erasing of important data  
like the author's name & address... etc...

- PlayTime calculation option, and insertion at the beginning of the saved module's DOS\_Comment.

--> Hi Peter & Frank ! :)

- Saving of the original (packed) module as well as the converted module (this is optional !). Useful for those who want to use the packed modules with Deli-Wizard (Delitracker-2's Genie).

--> Hi Frank & Peter ! :)

So what !?? Is this enough ?? héhé.. (who said NO !?!? :-)

Let's come to the new recognized formats :

~~~~~

- The Player 4.0a/4.0b/4.1a :

~~~~~

At least !! Thanks to Jarno himself (Hi!) but I had to fix some problems concerning some particular modules. I've tested my converters with more than 60 P4xx modules, all were converted right !

Note : Doesn't handle multi-songs modules !

And I don't know if it's worth implementing this ?

- Tracker Packer 1/2/3 :

~~~~~

At first, I discovered Tracker Packer 3 in several prods
(COMPLEX "Seduction", BANANA-DEZIGN "Wonko",
some Assembly'94 intros, etc...)
This format seems to be very often used ! Great ! hehe..
Then I was sent a TP2 module, which looked very similar
as TP3 ! It was easy to include it.
And finally, I got a TP1 module (Thanks Marley!), rather
different from its successors.

- NoiseTracker Compressed :

~~~~~

I had a module of this kind , lost in my "non-PTK"  
directories, and it appeared to be a PTK-Clone.

- Polka (?) Packer :

~~~~~

I called it "Polka" because I found it in several
PolkaBros demos. I don't know who did code this ?
NOTE : If you ripp PolkaBros' modules from the demo-file
directly, you will find a normal Protracker module.
But if you ripp it after running the demo, in memory,
you'll find this format, which is very similar to Wanton.

- Power Music :

~~~~~

This format can be created with Optimod (by J. Ögren).  
Only the samples are modified (without speaking about  
the pattern optimizations...).

- SoundTracker Pro 3.0 :

~~~~~

I only have 2 modules of this kind, sent by ROPA (hi!).
Kinda old STK-15 packer...
Read the "Formats.guide" for further details...

=====> Up to >>> 50 <<< formats now in Pro-Wizzzzzzzzzzzzz !

!!! Gosh !!!

Remember Pro-Wizard v1.0....

It was able to convert 18 formats ! <:-)

And finally, let's talk about the bugs fixed :

~~~~~

- Xann Packer conversion improved (now handles "Liquid-Reflex tune").
- Laxity problem with the "replay-byte" inserted at the end of the last  
played pattern. This MUST be done for UNIC modules,  
but not for Laxity ones... Thanks to Mr.Styckx !
- Several checkroutines improved (NoiseRunner, Protracker, ProPacker,

ModuleProtector, ProRunner 2).

In fact, not so many problems with the recognition routines...

And, above all, thanks to Janos "Chexum" Farkas and his 'Lost Converter', P60A modules with packed or delta samples are now recognized and fully converted ! Cooooool :-)

Well, enjoy this new version ! Refer to the AmigaGuide documentation for further details...

S E E   Y O U   A T   T H E   P A R T Y   I V   ! ! !  
 ~~~~~

```
-----\
----- 20/04/94 --> Pro-Wizard "II" -- Version 2.0
-----/
```

Note : It's my birthday today ! ;-)) Let's partyyyyyyyyyy !!! <8-)))

Wooaahhhh !! I had told you that Pro-Wizard 2 would be available in February !? hem...hem... It took so much time, in fact !

But, at least, it is here ! The shareware version of Pro-Wizard.

As you'll be able to read it in the doc-files, Pro-Wizard is now able to load SEVERAL files at a time ! (Multiselect) and, and, and : Pro-Wizard is now a File-Ripper ! It scans your files ENTIRELY, from the beginning to the end, searching for known music-formats ! Just read the doc-files or the doc-windows in the program for more !

Let's start with the new formats :

~~~~~

- Parasite PP21 is in fact ----> ProPacker 3.0 !

- 12 new formats !!!

|                        |                                             |
|------------------------|---------------------------------------------|
| - NoisePacker 1.0 (!!) | Thanks to Marley / Infect !                 |
| - The Player v6.0a     | Very similar to P50A. (only normal samples) |
| - Game Music Creator   | Kinda old-soundtracker format...            |
| - Soundtracker 2.6     | By Mnemotron, some years ago...             |
| - Ice-Tracker          | Only "IT1.0" tested !                       |
| - StarTrekker Packer   | By Mr Spiv / CAVE in 1991. Thanks Speedy !  |
| - Module Protector     | Several kinds... i.e Grapevine mags.        |
| - Avalon Packer        | Only one test-module, an Avalon demo.       |

- Fuzzac Packer                      In old Silents '90 prods. Thanks Speedy !
- FC-M Packer                       Scoopex "Occasions of Sin" tune.
- Old-Kefrens                        Yeah !! Some tunes in the old Kefrens  
MegaDemo 7 !! yep !
- And of course the Noise/Star/Protracker modules too. (just ripped)

Not so bad !?!?

=====> Up to >>> 40 <<< formats now in Pro-Wizzzzzzzzzzzzzz !

Concerning the bugs fixed :

~~~~~

- P50A recognition problem when similar samples were used.
(Thanks to Exotic'Men for sending some test-modules :-)
- KRIS big problem encountered : there is a "transpose-note" function !!
Again thanks to Turbo/Infect who sent me some modules that showed
this fact ! I had to re-write entirely my check & convert routines.
- UNIC recognition problems in very small modules.
- SKYT bug in the PTK-heading build routine.
- NP2 and NP3 problems with the replay position.
- DIGITAL ILLUSIONS convert-routine improved.
- PM40 recognition improved.
- And, in fact, * ALL * the check-routines have been improved !!

Thanx to Mexican Boy, my Beta-Tester (hehe), we found a lot of
recognition problems due to the fact that Pro-Wizard doesn't only
scan for modules at the beginning of a file, but in the WHOLE file!

I can't remember how many bugs of this kind we found, but A LOT !!!

And I'm afraid that there still remain some reco-bugs like that....
Due to the fact that Pro-Wizard runs entirely automatically
in "multi-files" mode, it's very dangerous if there is such a
recognition problem ---> crash ! Coz there are no "Are you sure ?"
request in multi-files mode...

.....test and see.....

=====

= HAVE FUN WITH THIS VERSION 2 ! ! ! ! =

=====

1.47 History of v1.x versions...

```
-----\
----- 31/01/94 --> Version 1.75
-----/
```

(New) format : Parasite ProPacker 2.1 !

In fact, this convert-routine has been in Pro-Wiz since the beginning, but I didn't know its real "name"... Pro-Wizard was able to make the difference between the Static Bytes PP21 and this Parasite PP21.... now, it's separated as it's a particular format!
By the way, it's often called "PP2?" or "PP2x".

Real NEW one : The Player v5.0a !!

As it seems to be quite often used in demos now,
(Ref: The Party 3 Virtual Dreams Demo for example...)
I've decided to include it so...
But I still don't know if I'll include The Player 4.xx versions, coz, as the author - Jarno Paananen - said,
"Those 4.x-versions were all more or less beta-versions" !
By the way, the P50A pattern-packing method is really GREAT !! (A bit hard to analyse at the beginning, hehe :-)

Bugs Fixed : As always, some stricter check-routines (for PRU2, XANN and Eureka Packer) and a pattern-counting problem for the Digital Illusions format.... but it didn't occurred all the time... well, that's fixed now !

```
*****
*   IMPORTANT   * ---> This v1.75 version is probably the last Freeware one.
*****          Yes, I'm actually working on Pro-Wizard v2.0 which
                  promises to be OUTSTANDING !! Really...
                  Hope I'll receive many registrations !! :-)
                  Be sure it will be worth paying the Shareware fee !
                  This new version will be released soon, in February.
```

Well, up to * 28 * formats in this v1.75 version !

```
-----\
----- 25/01/94 --> Version 1.7
-----/
```

ATTENTION !! New formats recognized (4) :

- Channel Player v1
- Channel Player v2
- Channel Player v3

These 3 versions of the Channel Player were found in

the game "Fury of the Furries" (tunes by Moby !) and
this format was coded by a great friend of Moby :

Alan / Impact Inc.

I HAD TO convert this ! And I fortunately managed to !

- Promizer v4.0 !

This convert-routine was based on ONLY ONE module !!
Which is supplied with EaglePlayer you know...

"PM40.Do you wanne"

So, I might have missed some values or fonctions
not present in this module..... to be continued...

Now, up to * 26 * different formats in Pro-Wizard !!!!

Also a little change concerning the requester "Who Composed It ?" :
As the following formats still contain the original text in the samples
names (Wanton, Kris, Unic, Laxity, ProRunner 1 & Eureka), I thought that
it wasn't useful to ask for the composer name... as the authors often
write their name or handle there (in the first sample_name).
Therefore, this requester won't appear any more for these formats...

```
-----\
----- 21/01/94 --> Version 1.6
-----/
```

Bugs Fixed : Again some stricter check-routines for PP21 & Heatseeker 1.0

New Format Recognized :

DIGITAL ILLUSIONS ! All the tunes from Pinball Dreams and
Pinball Fantasies.
and some others...?

I didn't want to analyse this format but I finally gave in
to some friends' insistence on asking me to include it in
Pro-Wizard... So ? Hope you're satisfied now :-)))
Hein! Franky...

Anyway, there are now -22- different formats in Pro-Wizzzz!

Nota : When you convert all the Pinball D&F muzaks, don't forget to write
the name of their author : Olof Gustafsson ! Thanx for him...

```
-----\
----- 16/01/94 --> Version 1.5a
-----/
```

Happy New Year Amiga Freaks !! :-)

Bugs Fixed :

* Again some stricter check-routines for PP10 & PRU2.

* Two effects had been forgotten in the XANN Depack routine,
Thanx to -- Lux Interior / SYNTEX -- for the test-module.

* And finally, after depacking the modules from Sanity "ARTE",
I discovered that some samples would need a finetune !
Gosh!! I compared these new mods with the old I already had
(Jesterday Loader & WOC92 1st tune) and it turned out that
a new NoiseRunner version had been used in "ARTE" !! (grrmbbl)
A new version which was able to handle finetunes, not as the
first one..... so, I added the appropriate routine to check
if there were finetunes or what in a NoiseRunner module.
All is in order now.
I want to apologize to my great friend - Moby - for all the
annoyances that problem involved :-)

```
-----\
----- 18/12/93 --> Version 1.5 (Encore une...)
-----/

// Special version for **** THE PARTY ]I[ **** :-)))
// I won't be present, but Pro-Wizard will !
(( Thanx to all friends who will spread my tool at the party!
\ And have fun freaks !! Special HELLO to Turbo/Infect !
\ Hope you'll release EXOTIC 3.0 !!
```

New format recognized : PYGMY PROJECTS !! (Extension Demo)

Yeah! Refer to the doc_files for more infos but I'm proud
of this new convert routine ! :-)
It works thanks to a pretty TIP ! (Nice "Bidouille" !)
Hope it'll do same with the next modules from that format !

Do you know WHO coded this bloody format ??????
This guy enjoyed himself writing the notes BACKWARDS !!!!
What a joke !! :-))))

The format that I had named "SANITY" is in fact called "NoiseRunner" !
Thanx to the player info from EaglePlayer.
And, this new "Pygmy" format may be the "NoiseRunner 2", I think...
It's so similar...

Well, there are -21- different formats now in Pro-Wizzzzzzzzzzz !

```
-----\
----- 16/12/93 --> Version 1.4a (!!!)
-----/
```

Problem with AC1D format (Yes! The new one :-)

Well, in the v1.4, the raw_file I worked from WAS NOT
the REAL raw_module ripped from the DEMO !!

(Ou tu l'as choppé Croquik ???? :-)

By chance, I went to see a friend who had got this demo (Anarchy "In The Kitchen"), so I decided to ripp the tune by myself, just to verify..... And then, what a surprise when I tried to convert it with the FRESH NEW v1.4 !! No crash nor guru but, no notes either !!! The patterns were EMPTY ! (Damned ! The v1.4 was already spread !!! arrghhh..)

The problem comes from the pattern_addys in mod+\$100 (refer to the doc files). In the first raw_file I had, these values were relative to the beginning of the module, so I coded the appropriate routine.... but in the new raw_file I ripped, these values were relative to the beginning of CHIP-MEMORY !! So, the routine was adding a \$996A value instead of a \$380 !!! Gosssshhhh !

Hopefully, I discovered this fucking bug !! :-)))

Hey, plus jamais ca Croquik !!! ok ???
Dorénavant, si vous voulez m'envoyer un nouveau format, assurez-vous qu'il est bien TEL QU'IL ETAIT EN MEMOIRE !

```
-----\
----- 12/12/93 --> Version 1.4
-----/
```

New format recognized : AC1D !!

Thanx to Croquik/DRD for the raw_file...
Test-module : Anarchy "In The Kitchen" Demo !
Thus, there are 20 different formats in Pro-Wizzzzz !

Crypto Packer was renamed as "Heatseeker-module-cruncher v1.0" !
Its real name... Thanx to Speedy/Parasite for the info !

```
-----\
----- 11/12/93 --> Version 1.3c
-----/
```

Bugs fixed : Another bug in the NP2 & NP3 depack_routines :
I've forgotten to test the command 5 (TonePorta + VolSlide)
The value also needs a NEG.B to be well-depacked,
as well as the 6 & 7 (=A) commands.

And another little bug in the ProRunner 2.0 check-routine,
also fixed now...

Thanx to -- VideoKid & MexicanBoy -- for these ones !

```
-----\
```

----- 02/12/93 --> Version 1.3b
-----/

Bug fixed : Some ProRunner 2.0 modules ("SNT!") were intercepted by the
Crypto-Packer check-routine, so they were recognized as
Crypto-Packer Modules !!! I fixed the check-routine to make
it stricter... All is in order now.

-----\
----- 15/11/93 --> Version 1.3a
-----/

Bug fixed : NoisePacker v2 & v3 bug when all the 31 samples were used
in a module ! That caused a "nice" GURU 8000 0025.
I discovered this bug when I tried to depack the module
from the LEMON Demo : GROOVY.

Hanni-Packer was renamed as "Pha-Packer" --> its real name !!!
(coded by Azatoth/PHA)

-----\
----- 23/09/93 --> Version 1.3
-----/

New format recognized : EUREKA_Packer !!

A rather old pack_format coded by EUREKA, a french guy.
You can find it in the old TuneDisk CONCEPT in 3 discs,
in ANARCHY "Spring Melodies", & a demo from SILENTS...

This brings the reco_formats up to 19 types !

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----- 17/09/93 --> Version 1.2
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Home released...

Bug fixed : Wanton_Packer convert-routine omission !!
Just a "SUBQ #2" forgotten
so that all the "B-3" notes were fucked !
(replaced by a "???" in Protracker)
Which modules ? ----> FINLANDIA 3discs Music-Disk.

Thanx to -- Sun / DreamDealers -- for this one !!

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----- 25/08/93 --> Version 1.1
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Released chez moi (!!)

Bugs fixed :

- ProPacker 1.0 & 2.1 : Patterns_table troubles...
(When tracks were too high)
- HanniPacker : Patterns_table overflow (and crash !!)

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----- 21/08/93 --> Version 1.0
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Released at the Garden Party III, Aurillac, FRANCE.
Handles 18 formats...

1.48 A few last words...

If you're using a "Cracked" version of Pro-Wizard, please trash it away, you'd better get registered ! Is the fee so expensive compared with all the options and features supplied in this tool ??
Just be HONEST if you want me to go on developing this tool, and others...

When you send me a module that Pro-Wizard doesn't handle,
or, worse!, a module that it knows but it doesn't recognize (ohhh a BUG!)
don't forget to tell me which version of Pro-Wizard you used to convert it.
And above all, be sure that the litigious module is strictly the same as
it was when you ripped it from memory ! (See the HISTORY for some problems
due to this fact, in Pro-Wizard v1.4, v1.4a)

For the doc-file concerning the format-recognition,
refer to the "PW_FORMATS.guide" !

End Of File ! See you in further versions !! ByeBye....

---=> GRYZOR <=---