

DA

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Chapter 1

DA

1.1 Sam-Pull Documentation Main Menu...

```
Sam-Pull Version 2.7b
-----
©1994 nocTurne deSign

Description      Technical
Requirements     To Be Done
Starting Up      Changes
The Menus        Last Word
The Gadgets

@{ "For Sale!!"  " link "Sale" }
```

1.2 Sam-Pull Brief Description...

Sam-Pull is a utility for WorkBench 2.0+ which allows you to manipulate and save the samples of a music module, in a user-friendly and efficient graphic environment. In addition, Sam-Pull features a sub-program which will scan for modules in memory, on any format of disk, and in files.

This documentation assumes you have a general familiarity with Amiga usage and terminology, as well as the ability to comprehend disjointed and grammatically inept sentence-structures.

1.3 Sam-Pull Requirements...

Sam-Pull's only requirement for running is WorkBench 2.0 or above. The "REQTOOLS" library is supported if it exists in your "LIBS:" directory.

At lease one megabyte of RAM is suggested for ripping operations.

1.4 Starting Up Sam-Pull...

Sam-Pull may be initiated by its icon from WorkBench or from the command line. Because it detaches and runs on its own process, Sam-Pull will free your CLI for further use, without need for the 'RUN' command. Currently, no arguments or tool types are parsed.

1.5 Sam-Pull Menu Descriptions...

Note that menu keyboard equivalents are located to the right of the menu name. [A] is ASCII for the right Amiga key.

```
@{ " Load...      [A]'L' " link "Load"  }
@{ " Save Prefs   [A]'W' " link "Save"  }
@{ " About...     [A]'A' " link "About" }
@{ " Quit         [A]'Q' " link "Quit"  }
```

1.6 Sam-Pull Menu Item Description: LOAD

This menu item will summon a file requester, (either ASL or ReqTools depending on which is selected in the preferences section), prompting for a MOD to load. Selecting an invalid MOD or not having enough contiguous RAM will bring up an error window. If all goes well, a progress window will appear and the MOD will be loaded. To cancel the loading procedure, select 'Cancel' on the progress window.

1.7 Sam-Pull Menu Item Description: SAVE

To save your current preferences to disk, select this menu item. The states of all checkboxes in the preferences section, as well as the 'Save samples to' directory will be recorded to 'S:SamPull.prefs'. If the prefs could not be saved, an error window will appear.

1.8 Sam-Pull Menu Item Description: ABOUT

Selecting this will open a window revealing SamPull's version number, compilation date, and other program information.

1.9 Sam-Pull Menu Item Description: QUIT

To quit the program and deallocate all the memory and resources it used, (hopefully all!), select this item. If you had ripped a module from disk, you will lose a negligible amount of memory, (up to 512 bytes per successful rip).

1.10 Sam-Pull Gadget Descriptions...

Gadget keyboard equivalents are written to the right of each gadget name. In Sam-Pull, the key equivalent of a button is denoted by an underline. The keyboard acts as though you are actually pressing the button. IE, as long as you hold down the appropriate key, the assigned button will be highlighted/pressed. To cancel an operation while you are still holding the key down, press another key before releasing the original and the operation the button would normally carry out is preempted. Every element of SamPull may be accessed by exclusive use of the keyboard or the mouse.

@{ " Mod Name	(No keyboard equivalent) "	link "Name"	↔
}			
@{ " Mod Type	(No keyboard equivalent) "	link "Type"	↔
}			
@{ " The Sample List	(Up and down cursor keys) "	link "List"	↔
}			
@{ " Delete		'D' "	link "Delete" ↔
" }			
@{ " Rename		'R' "	link "Rename" ↔
" }			
@{ " Hear		'H' "	link "Hear" ↔
}			
@{ " Frq		'Q' "	link "Frq" ↔
}			
@{ " Vol		'V' "	link "Vol" ↔
}			
@{ " Size	(No keyboard equivalent) "	link "Size"	↔
}			
@{ " Free	(No keyboard equivalent) "	link "Free"	↔
}			
@{ " Need	(No keyboard equivalent) "	link "Need"	↔
}			
@{ " Save Samples To		'T' "	link "SaveTo" ↔
" }			
@{ " <Drawer with question mark in it>		'?' "	link "DirReq" ↔
" }			
@{ " Save All		'S' "	link " " ↔
SaveAll"}			
@{ " <The Inviso-Screen shuffle gadget>	[Left Amiga]	'M' "	link " " ↔
Shuffle"}			
@{ " Edit Preferences		'P' "	link "Prefs" ↔
}			
@{ " Find Mods		'F' "	link "Scan" ↔
}			

1.11 Sam-Pull Gadget Description - MOD NAME

This field simply displays the name of the currently loaded module.

1.12 Sam-Pull Gadget Description - MOD TYPE

This field displays the type of the currently loaded module. At this point Sam-Pull knows how to process Sound/Noise/ProTracker, StarTrekker, and Pro Runner modules.

1.13 Sam-Pull Gadget Description - SAMPLE LIST

This list located at the screen's right contains the names of the samples in the MOD which have sample data. All sample names without accompanying sample data will be filtered out. Samples with prefixes such as 'st-00:' will have their prefixes removed. The two previous sentences hold untrue if the 'Show All Samples' preferences option is selected. To select a sample in the list to be affected by the operations such as Delete or Rename, simply click on an entry. The highlight bar on the list denotes the active sample. If you are using the keyboard, this pointer may be moved by using the up and down cursor keys. If you wish to move the highlighter to the extreme top or extreme bottom, hold down the shift key in addition to the cursor key.

1.14 Sam-Pull Gadget Description - DELETE

This button will remove the currently selected sample from the list.

1.15 Sam-Pull Gadget Description - RENAME

If a particular sample does not have a name that is appropriate, select this button and a window will be opened prompting you for a new name. The original name will still be displayed in the string gadget in case only small modification is desired, but to delete the whole name, press 'Ctrl-X'. Renaming is useful as it is in the name fields that many composers choose to put their greetings or personal messages, instead of the instruments' names.

1.16 Sam-Pull Gadget Description - HEAR

To hear the sample played through a free audio channel, press this button. SamPull will play the sound through to its end, but will still enable you to work while it is playing. If the program could not allocate an audio channel, you will be notified with an error window.

1.17 Sam-Pull Gadget Description - SIZE

This field will display the number of bytes these samples will take up when saved to disk. If you have the 'Save Samples in IFF Format' option selected, a little more space will be used as IFF headers will be prepended to all the samples.

1.18 Sam-Pull Gadget Description - FRQ

This slider is for adjusting the frequency of the selected sample. It is not a global setting. Samples saved in IFF format will play back at this pitch with a generic sound player. This slider is mainly provided for hearing what samples sound like at different frequencies.

The keyboard equivalent, 'Q', will decrease the value of the slider if the SHIFT key is held down; otherwise the value will be incremented.

1.19 Sam-Pull Gadget Description - VOL

This slider determines the volume at which the current sample will be played. If you choose to save samples in IFF format, this information will be preserved.

1.20 Sam-Pull Gadget Description - FREE

Displayed here is the number of free bytes of the destination drive, (the drive whose directory is shown in the 'Save samples to' field).

1.21 Sam-Pull Gadget Description - NEED

The number of bytes you'll need on your drive to save the current samples is shown here. If the 'Need' bytes exceed the 'Free' bytes, Sam-Pull will not allow you to save the samples.

1.22 Sam-Pull Gadget Description - SAVE SAMPLES TO

This string gadget contains the name of the directory to which the samples will be saved. When it is edited, the 'Free' gadget is updated to reflect the number of free bytes the newly selected drive has.

1.23 Sam-Pull Gadget Description - DRAWER

Located to the right of the 'Save Samples To' gadget, this button will bring up a requester for you to choose the directory to which samples will be saved.

1.24 Sam-Pull Gadget Description - SAVE ALL

If you have enough free space on the destination drive, this button will bring up a progress indicator and begin saving the samples to disk. If a sample has an invalid name or could not be saved, an error window will appear. If the problem is with the name, select the 'Rename' button of the error window, and give the sample a valid name. To skip the saving of that particular sample, press 'Skip'. To abort the entire operation, press 'Abort'. If all goes well, you will find more new samples for your collection.

1.25 Sam-Pull Gadget Description - SHUFFLE

At the top right of the screen is an invisible button to move the program's screen to the back.

1.26 Sam-Pull Gadget Description - EDIT PREFERENCES

This will summon a window which is home to gadgets for configuring the program. The checked states of these gadgets will be recorded when you 'Save Prefs'.

```
@{ " Save Samples in IFF Format      'I' " link "IFF"      }
@{ " Append .SND to Filename        'A' " link "Append"   }
@{ " Use ReqTools.Library           'R' " link "ReqTools"  }
@{ " Show All Samples               'S' " link "ShowAll"   }
@{ " 'Are You Sure' Prompt          'P' " link "Prompt"    }
@{ " Double Click                   'D' " link "Double"    }
@{ " Mod Dir                        'M' " link "ModDir"     }
@{ " Volume                         'V' " link "Volume"     }
@{ " Frequency                      'F' " link "Frequency"  }
```

1.27 Sam-Pull Gadget Description - SAVE SAMPLES IN IFF FORMAT

Checking this tells SamPull to save each sample as an IFF sound, rather than as raw data. In the IFF header, the samples' volume, rate, looping information, and some additional information, will be saved.

1.28 Sam-Pull Gadget Description - APPEND .SND TO FILENAME

SamPull will save all samples with the IBM'esque '.SND' file extension if you have selected this box. This makes samples easier to recognize.

1.29 Sam-Pull Gadget Description - USE REQTOOLS.LIBRARY

If you prefer the ReqTools file-requester over Commodore's ASL, check this option. ReqTools.library must be present in your LIBS: directory or else you will be greeted with the beloved error window when you use an option requiring a file-requester.

1.30 Sam-Pull Gadget Description - SHOW ALL SAMPLES

This option will prevent the filtering process from taking place. All sample names will be displayed, regardless if there is accompanying data. No sample names will be altered to be made DOS-legal. This option was provided in case you just want to read all of the commonly found messages in MODs.

1.31 Sam-Pull Gadget Description - 'ARE YOU SURE' PROMPT

If this option is active, a verification requester will be called when you choose to 'Save All Samples'.

1.32 Sam-Pull Gadget Description - DOUBLE CLICK

This cycle gadget determines what will occur when a sample in the list is 'double-clicked'. The sample may be heard, renamed, or deleted.

1.33 Sam-Pull Gadget Description - Mod Dir

The directory where your MODs are stored should be typed here. Whenever you select to load a MOD or save a ripped MOD, the default directory for the file requester will be this one.

1.34 Sam-Pull Gadget Description - VOLUME

This slider's setting determines the default volume each sample will receive the next time a MOD is loaded.

1.35 Sam-Pull Gadget Description - FREQUENCY

This slider's setting determines the default frequency each sample will receive the next time a MOD is loaded.

1.36 Sam-Pull Gadget Description - FIND MODS

Selecting this will bring up the 'Scan for Mods' window. This is the section where MOD's may be ripped from one of three sources.

```
@{ " Search Memory          'M' " link "Memory"  }  @{ " Begin Scan  ↔
      'B' " link "Begin"    }
@{ " Search Disk DF0:       'K' " link "Disk"      }  @{ " Continue Scan  ↔
      'C' " link "Continue" }
@{ " Search File           'F' " link "File"       }  @{ " At                               ↔
      (No Equivalent) " link "At"                  }

@{ " Save Module           'S' " link "SaveMod"    }  @{ " Hear Module  ↔
      'H' " link "Play"      }

@{ " File Loaded          (No Equivalent) " link "Loaded" }
```

1.37 Sam-Pull Gadget Description - SEARCH MEMORY

This radio button will cause all scanning operations to be performed on Chip memory. MODs are most commonly found in chip memory, so no fast memory scan has been implemented.

Enforcer Users: Better shut down the MMU before scanning memory!!!

1.38 Sam-Pull Gadget Description - SEARCH DISK

If this is selected, all scanning operations will be done on the disk in drive unit 0. Only 80 cylinders will be scanned, so high-density disks will not be fully frisked.

1.39 Sam-Pull Gadget Description - SEARCH FILE

This will cause all scans to be made on a file. When 'Begin Scan' is selected, a file-requester will appear prompting you to select a file, (most likely a file-demo or an executable song). The file will then be loaded into memory and scanned. Most demos or similar programs are packed so it is advised you get the 'DL-Decruncher' by Georg Hörmann. DLD decrunches several types of crunched file formats. The file currently loaded is displayed in the 'File Loaded' gadget.

1.40 Sam-Pull Gadget Description - SAVE MODULE

If you have found a module by one of the three means available, it may be saved to disk with this gadget. You will be asked for a file name and path to assign it, and the MOD will be saved to disk for your replaying enjoyment.

1.41 Sam-Pull Gadget Description - BEGIN SCAN

This button will initiate a scan of whatever you have selected. A progress window will display the state of the scan and gives the option of aborting the scan prematurely. Any MODs found during the scan will, of course, be disconcealed to you.

If a module is found when scanning memory, SamPull will try to secure it. If this is not possible, you will not be able to quit this section without the MOD being lost. In order for the MOD to be secured, you must have fast memory, or the absolute memory location of the MOD must be allocable. If SamPull cannot secure the MOD, you still have the option of saving it to disk. If the sample list or module name is composed of corrupt or garbled characters, or the 'Size' field has an exceedingly large number, it is likely the module is corrupt or was recognized in error and should not be saved.

1.42 Sam-Pull Gadget Description - CONTINUE SCAN

This gadget simply returns to a scan in progress, if you do not wish Sam-Pull to start from the beginning again. Where the program will continue scanning is shown in the 'At' field directly below.

1.43 Sam-Pull Gadget Description - AT

This text gadget describes where the last scan left off, and where a continued scan will begin.

1.44 Sam-Pull Gadget Description - HEAR MODULE

If you want to hear if the module is worth saving, use this gadget. The MOD will be sent through your audio channels if they are not already allocated by another process. If you hear static, the module is probably corrupt or is fool's gold found by the program. If you like the static, be sure to save it.

The play-routine seems to skip beats sometimes and has some other problems but it should fulfill its purpose in presenting what the music generally sounds like. (Read @[" Tech-Section " link "Tech" }](#) for explanation of the discrepancies.) ↩

1.45 Sam-Pull Gadget Description - LOADED

This field displays the file currently loaded for a file scan. Note that if you select a different type of scan while the file is still loaded, it will be released from memory and this gadget will reflect that.

1.46 Sam-Pull Technical Descriptions/Requests

Sam-Pull uses an old Pro-Tracker V2.1 CIA play-routine I had lying around and for some reason there are problems playing certain samples at certain times. I am not sure if my implementation is faulty, (I had to edit the assembler source a bit so I could reference the data with C), or if the routine itself is bug-ridden. In some instances the replayer overtakes the machine itself. If anyone has suggestions/a newer MOD replay source, I would really appreciate it. Also, I am looking for music format descriptions, (other than MED and MOD).

If you are a programmer and happen upon any Enforcer violations or other programming errors, please give me a ring/letter!

```
@{ " My Address " link "Last" }
```

1.47 Sam-Pull V3.0 ... What more could there be??

The next step for Sam-Pull is version 3, wherein the following features should be readied and available.

- * The ability to hear samples using the keyboard, (ala the popular tracker style), or a MIDI keyboard.
- * The ability to rip individual samples from memory, disk, or file. (Using a sample editor type interface, but tuned to the purpose of finding usable instruments)
- * Recognition of other music types. MEd files will be supported for sure.

Only three, but they should take a good while to code! If you have any implementation suggestions, read the @{ "Last Word" link "Last" } section. Thanks ↩
to Randy
Simms for suggesting the first feature listed.

1.48 Changes List

Changes from 2.7a to 2.7b:

- Repaired a nasty little file bug
- Fixed a couple of other lethal bugs
- Added support for StarTrekker and ProRunner modules.
- 68030+ version

1.49 A Last Word from the Author

I hope some musicians out there find this program alleviates the tediousness in the process of sample collection, and Amiga music fans find

this program is successful in leaching some good songs.

If you use this program often please send some money to the address below. You would be helping me, an 18 year old programmer, in the expensive world of computing... As if that weren't enough, (?), if you contribute at least \$15 you will receive Version 3 as soon as it is released... (The green shades of the program screen will forever be your reminder to contribute.)

If you have any suggestions or wanna help Sam-Pull improve also ship a note my way, or CALL one of the options below.

If you want the C source, ship \$5 my way.

Greg Grove (nocTurne deSign)

PO Box 4361
Sunriver, OR 97707-1361
USA

For those who like da fone, call:

Metropolis BBS: +1.503.389.5404 (HST 24 Hrs)
E-MAIL to GREG GROVE - I check in here a coupla days/week

COS: 1.800.266.4592 (2400 Baud 6 Hrs)
E-MAIL to NOCTURNE DESIGN - Yes, a TOLL-FREE E-Mail board!
Hours are 17:00-23:00 (Pacific)

Double Helix: +1.503.593.5614 (HST 10Hrs)
E-MAIL to NOCTURNE - Or page me... This board is a nitely thing
I have running. The hours are 21:00-7:00 (Pacific)
At all other hours this is my voice line.

Watch out for this production under the label "nocTurne deSign"
to be released around the new year:

Icon-V(endor) V1.0

1.50 Amiga Stuff For Sale...

I thought I might take the opportunity in this documentation to advertise some Amiga accouterments I have for sale:

* Two	1 Meg SIMMS (80 ns) :	\$20.00 each
* One	Dataflyer 500 SCSI controller:	\$45.00
* One	BigFoot 200 Watt A500 power supply:	\$45.00
* One	DataFlyer RAM card:	\$35.00
* One	External Golden Image 3.5" DS/DD Drive:	\$40.00
* One	Multi-Start ROM board WITH 1.3 ROM:	\$30.00
* One	Amiga 500 512K fast RAM card:	\$20.00
* One	C= 1084S Monitor (speakers don't fxn):	\$80.00

All prices include shipping, and are ofcoz negotiable...

If you are interested in one of the above items, contact me by
one of the means mentioned in the @{ "Last Word" link "Last" } section.