

Compendium Deluxe #1 Module Manipulation Menu

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WRITTEN BY		January 8, 2025	

REVISION HISTORY

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Chapter 1

Compendium Deluxe #1 Module Manipulation Menu

1.1 Module Manipulation

Filename	Comands	Size	Description
ift-mp2x.lha	VX	47K	Module Protector V2.x - By ICS/Infect Released 05.06.94 Protects your Protracker modules, so nobody can rip them!
infmod12.lha	VX	36K	Infomod 1.2 by Revolution of Analog - This CLI-based utility is especially made for a file manager such as "Directory Opus". It gives you information about tracker modules; the real name, the 31 samples names, the KB length of the samples and the patterns, numbers of positions used, number of patterns and used instruments.
mod2midi.lha	VX	192K	Mod2Midi by Raul Sobon - A Protracker module to midi file converter for the Amiga, why has it taken so long? Includes Amiga C source code and original PC version with C source.
modbanner.lha	VX	4K	AddModuleBanner (AMB) 1.0 by Martin "Cray!" Trojer - AMB is a utility with which you easily can add your own banner into the last 3 samplenames of a protracker module. This is mainly made for sysops with large module areas, who want to add banners into everything, but it can of course also be used by anyone.
modnam10.lha	VX	13K	Syndicate presents ModName 1.0 by Bloodrock. This renames Protracker modules (named on an PC) to it's REAL name. ModName is able to filter bad characters, convert spaces to underscore characters and capitalize words etc.
modpro.lha	VX	45K	Module Protector V1.0 by Matrix of LSD - This program has been designed to give programmers a more flexible system for incorporating NoiseTracker and ProTracker modules into their productions. It allows the user to load a module, manipulate it using the options provided and then save

it out for incorporating into your own program.

opmod520.lha VX 53K OptiMod v5.20 by Joakim Ögren - This optimizes NoiseTracker and ProTracker modules. All modules must be in the 31 instruments fileformat and be a ProTracker/ NoiseTracker module. ie OptiMod won't accept any StarTrekker or 15 instruments SoundTracker modules.

p60a.lha VX 136K The Player 6.0A by Jarno Paananen - This was written due to the fact that Multiplayer can't play P50 modules without GMOD-header and that makes modules about 6kb larger. Two days before Assembly'93 I rewrote this program completely, th present program is the same, but plays P60-modules. The interface is now quite neat.

perverter141.lha VX 15K PERVERTER - THE MODULE CONVERTER 1.41 - If you rip a module by hand (ie. not with exotic/multi or any other musicripper), you usually save more data with the module than necessary. When you then load this data in perverter, the calculated size of the module will of course be smaller than that of the file.

prowiz15.lha VX 157K Pro-Wizard 1.5 by Gryzor - This is a multi- converter for music modules packed with softs like NoisePacker, Promizer, ProPacker, ProRunner and so on. Of course, it converts these formats into our good oldy PROTRACKER format!

prucon10.lha VX 215K Prorunner converter 1.0 (Prorunner 1.0 & 2.0) by Technique - This converts Prorunner modules back to Protracker format, great for module rippers out there. It handles both a Pro10 or Pro20 module. I don't know if the Pro10 version works 100%, becoz I had no time to test it but the Pro20 conversion should work 100%.

sp270b.lha VX 126K Sam-Pull 2.7b by Nocturne Design - This 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.

tmc.lha VX 44K The Ultimate Module Converter 4.2 By Sync/ DreamDealers - This is a program that converts soundtracker modules to a new format so they can be played FASTER and better, the module is sometimes really smaller and nearly unreapeable.
