

Makin Musik AmigaGuide Documentation

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REVISION HISTORY

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Chapter 1

Makin Musik AmigaGuide Documentation

1.1 Makin Musik.....Copyright © 1994, CD Exchange

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Demo's of Commercial Software

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Public Domain & ShareWare Applications

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Music Module's

Music Module's

Sound Sample's

Sound Sample's

Midi Files

Midi File's

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Ordering Details

CD EXCHANGE

Hi-Tech House, 125 Kingswood, Thorpe Marriott, Norwich, Norfolk, nr8 6uw
UK

1.2 important

!!! IMPORTANT INFORMATION !!!

Before using Makin Musik please take time to run the Support Installation script. This Script can be found in the Support Directory.

This Support Script will install all necessary Support tools, such as Document Viewers, Hypertext Viewers, Install Tools, Picture Viewers, Libraries, Devices etc. These are needed to get full use from Makin Musik.

This script will allow you to install all of these tools to your Startup disk i.e (Workbench or SYS:).

If you try using some of the tools/applications on Makin Musik without first running the Support Script you may get messages such as the following.

Unable to open tool 'PPmore'

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1.3 ordet

Ordering Details

	UK £	US \$
Makin Musik.....	£24.99\$34.00
Special Offer!! Our Price is £19.99/\$25.00, plus you get free Amiga CD		

CD Exchange Vol 1
while stocks last.

Postage & Packaging.....£ Free World Wide

Orders can be made by-

Order Form
Credit Cards - Telephone +44 (0)1603 261060
Fax +44 (0)1603 262444

Cheque - For those outside the UK, Please make sure cheques are in UK Pounds and drawn in a UK Bank.

Eurocheque & Dollar Traveller Cheques accepted, Dollar Traveler cheques must be signed twice. Access, Visa, Mastercard and EuroCard Accepted.

Fax or E-Mail your credit card orders for immediate dispatch!

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1.4 oform

Print, Complete & Send/Fax/Email to us for prompt dispatch

Makin Musik (Amiga)
ORDER FORM

CD EXCHANGE

Hi-Tech House, 125 Kingswood, Thorpe Marriott, Norwich, NR8 6UW
UK

Tel: +44 (0)1603 261060

Fax: +44 (0)1603 262444

Email: mmamiga@cdex.demon.co.uk

Please complete the order form and return to above address.
This Order can be faxed through to us on Fax: +44 (0)1603 262444
We can be contacted on above Email Address if any questions..

Name _____

Address _____

Postcode _____

Country _____

Tel: _____

Credit Card # ____/____/____/____

Expiry Date: ____/____

E-Mail: _____

Please send me a copy of your latest CD Rom Makin Musik for
the Amiga. And my free CD Rom CD Exchange vol#1 (while stocks last)

*
* TOTAL = ____.(the amount enclosed) *
*

Please Make Your Cheques and Postal Orders Payable To
CD EXCHANGE

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1.5 cdexv1

CD Exchange is a CD Rom for the Amiga, it includes:

A Collection of:

Music Modules
Sound Samples
Pictures (IFF)
Fonts (Type 1 & Compugraphic)
Clip-Art in IFF (IFF)
Games
Demo's
Utilities

When Ordering Makin Musik, while stocks last we will give you a free copy of CD Exchange vol-1 to add to the amazing value..

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1.6 intro

Welcome to Makin Musik, Probably the best Music CD in the World!

This CD contains vast amounts of Public Domain, Shareware and Demo's of Commercial Applications for the Commodore Amiga.
See Index for complete list of what can be found on this CD

This AmigaGuide document contains information on all contents for the Amiga Computer. With details on all Applications and resources such as Sound Samples, and Music Modules.

All files on this CD have their own individual ©copyright by their respected Authors, Some are ShareWare and others are Public Domain. We have Included part Descriptions in this AmigaGuide Document which have been taken from the Applications original documentation which can be found in The Applications Drawer.

Please note! The Application descriptions in this Document are not Documentation. For the Documents of each Application please refer to the original Doc files supplied with each Application.

AN AMIGAGUIDE TO Makin Musik
©1994 CD Exchange

Legal Information

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1.7 legal

Installation and Legal information

IMPORTANT LEGAL NOTICE AND INFORMATION

Makin Musik

While we at CD Exchange feel we have put together the best music software available on this CD, we in no way wish to take credit for other peoples hard work and as you will see, a lot of talented programmers have worked hard to produce their individual programs. There is documentation from the authors with all applications on Makin Musik. You should read this documentation to find information on the authors and their programs.

The Sound Samples on Makin Musik in the AKAI directory were converted by us at CD EXCHANGE to various computer formats and may be used only within your music compilations. None of the samples on Makin Musik are freely distributable. We would like to thank AKAI especially David Caufield from AKAI UK. for allowing us to convert and distribute samples from their fantastic range of professional sound samplers. We ourselves use the AKAI S3000 Sampler and can highly recommend it.

We have used our best efforts to check that all software other than the sound samples included on this MAKIN MUSIK CD ROM is freely distributable software unless stated otherwise, and that it complies with any limitations imposed by software authors. This is the way the software came to us from the authors and other sources. We press in small runs and if it is found that any files are not freely distributable we will remove them at the next press.

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ALWAYS BACK UP YOUR HARD DISK BEFORE RUNNING OR INSTALLING ANY NEW SOFTWARE.

CD EXCHANGE

Hi-Tech House

125 Kingswood

Norwich

NR8 6UW

UK

tel:44(0)1603 261060 fax:44(0)1603 262444

e-mail mm@cdex.demon.co.uk

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1.8 transfer

Data Transfer Support (CDTV, CD³)

Data Transfer with Makin Musik CD is easy...

Included on Makin Musik you will find some very good Transfer Utilities which will help you Transfer files from this CD using the CDTV | CD³ over a Parnet (Parallel Network) or Sernet (Serial Network).

All necessary files to allow these two forms of Network are present on this CD and setup ready for use. Also there are few added utilities which perform Data transfer.

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1.9 install

-- File Installation --

Installation of the files on this CD can be achieved in a very easy manner.

The Majority of the Applications are supplied with Install Scripts, and others it is just a matter of dragging the drawer over to your hard drive.

For those that do not come with install scripts and need Libraries, Devices, handlers or config files placing in special directories such as the S,LIBS,L or DEVS Directory then we have included an install script to do this for you.

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1.10 commamiga

-- COMMERCIAL DEMO'S ON MAKIN MUSIK --

Makin Musik contains a section devoted to Demo's of Commercial Software available for the Amiga Musician. We decided to include these demo's so you can get an idea of what kind of programs are available, and try them out for yourselves.

This way you can try before you buy and get a taste of what the program has to offer in features etc.

The AMIGA Commercial drawer contains:

OctaMed V6

Audio Illusion

MusicX v2

NotatorX

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1.11 unnamed.1

File Installation

Installation of the files on this CD can be achieved in a very user Friendly way. Most Applications are supplied with Install Scripts now days and for those that were not, we have taken time to create them for you.

So, it is just a matter of Double Clicking on the Install icon and following the on-screen selections to get things going...

It is possible to install over Parnet, allowing you to run the install Script and install it to an Amiga..

1.12 octamedv6

OctaMed V6

OctaMed is a classic program in the Amiga World which has been around for many years.

It is a sequencer.... Below is the text file 'NewTov6'.

OCTAMED V6 - WHAT IS NEW?

I will here describe the most significant changes in V6.

My military service ended on February 1994, and that's when I began working on V6. It took therefore slightly more than a year to complete it. This is more than with the previous major versions, mostly due to my studies, which has somewhat badly delayed the work. Anyway, only one major improvement that was planned for V6 had to be left out, because of lack time. (A much improved notation editor, see below.)

Let's talk about the improvements. One fundamental shortcoming in V5 was its fixed 640 \times 256 medres screen. Many people requested for screen mode selection. It would have been reasonably easy to add, but imagine the V5 screen on a 1280 \times 512 screen - it would have filled one quarter of the screen, and the extra screen space would end up being mostly useless. Therefore, the need for a more flexible method of adjusting windows and also using bigger fonts (Topaz 8 would be too tiny on a Super Hi-Res screen - and nowadays I consider it ugly anyway) was imminent. Also, even though V5 was much more "programmer-friendly" than V4, the window layout could be still simplified. The first thing I did were a set of routines called:

RTFSWB

This strange acronym stands for "Real Time Font Sensitive Window Builder". (not a mixture of My and Rays initials) ;) It is a simple GUI design "language" which contains commands like GBOOL (creates a boolean gadget) or TXT (creates a text item). When a window is opened, RTFSWB does the layout of the window according to the currently selected font. As the name says, it is fully font sensitive, supporting both non-proportional and proportional fonts. RTFSWB greatly improves the outlook of OctaMED, especially on high resolution screens with bigger fonts.

There are some more GUI changes besides RTFSWB; there is no longer a default backdrop window, but all parts of the user interface are now in windows for better configurability. OctaMED screen has also become public; other applications may open windows on it.

ARexx

Yes, as most self-respecting applications, OctaMED now has an ARexx port! Most (but not all) features of OctaMED are available for use by external programs or scripts. This means that users can add new features by simply writing an ARexx script. (Of course, not everything can be made this way, but features based on existing features are

usually possible.) In V6, OctaMED's keyboard shortcuts are also totally implemented via the ARexx interface; each shortcut is mapped to an ARexx command. The shortcuts are user-modifiable.

Improved soundcard support

The last V5 revisions added Aura support. V6 supports MacroSystem's Toccata as well. Currently only one sample can be played through it at a time, but this will change in the future (see below). Both soundcards support stereo output, and OctaMED now supports stereo samples. (They can be used even without a soundcard.)

Because 16-bit samples are now becoming more and more common on the Amiga, OctaMED supports many new sample formats: MAUD (Toccata's file format), Audio IFF (perhaps the most common multi-platform sample format) and RIFF WAVE (these are the PC .WAV files).

Improved sample editor

The sample editor has a lot of new features. The sample display is now significantly faster and it has a new zooming slider. The speed improvement is optional, however, as it consumes some memory.

New editing operations include an overwriting Paste, vertical adjustment of the sample, tuning tone, Add Workspace window, plus more. Also, the ultra-slow sampling Monitor window has been replaced with a faster monitor screen.

File handling

Packer support is now "finished", I suppose (nothing more to add). XPK is supported for both compression and decompression, with a parameter window for selecting the compression type. A similar window exists for PowerPacker parameters.

Standard MIDI File (SMF) saving was added during Spring -94. Due to lack of time, I didn't intend to add SMF loading to V6. However, eventually Ray decided that this feature should be added, so it exists now, and it seems to work pretty well, although SMF->OctaMED conversion is not quite straight-forward. (I had an old, practically non-functional routine as a basis.)

A popular request to Ray was the ability to save modules directly as executable files, and this is now possible. Executables are about 12 kilobytes longer than the corresponding module itself and they cannot be loaded and re-mixed by other composers and then re-released then another's work. This was the main reason given to Ray for this request, but also by those making music disks who hated having to use the player.

Many users have the need of writing information about a song or its author, or perhaps about the MIDI setup the song uses. During distribution, Read Me files tend to get lost easily. So, thanks to Ray you can now embed text files in modules. They certainly won't get lost!

Finally, OctaMED now uses four different icons for different types of files. The icons now have eight colours, and they can be modified/replaced by the user.

Player

There are no new player commands, however, One feature is worth mentioning, you can now have several commands besides a note. This is carried out by having "command pages". Each block can have 1 - 32767 pages, each one containing a different set of commands (usually no more than three are used), Shift-Tab cycles between the command pages. For example, to combine slide, vibrato and volume change, you could have the following command pages:

Page 1 (slide):	Page 2 (vibr.):	Page 3 (vol chg):
C-2 10000	04A6	0D01
--- 00102	0400	0D01
--- 00102	0400	0D01
--- 00102	0400	0D01
--- 00102	0400	0D40

Miscellaneous

Above I've described the most significant changes in V6. There are so "many" minor changes I can't mention them all here. However, I'll mention briefly just a few of the minor features here...

- * You can free and reallocate audio channels at any time. This is handy, as you don't need to quit OctaMED in order to use another program that requires the audio channels.
- * Slow HQ allows pre-V5 HQ mode tempo compatibility. Speaking of tempos, there's a new window for rough tempo conversions between SPD<->BPM and four channel <-> eight channel modes.
- * Instruments can be disabled. This is much like setting the instrument's volume to 0, but not quite, as the default volume setting can be overridden with player commands. By the way, Instrument Parameters window updating has been optimized, and it's now faster.
- * A new Miscellaneous Options window with a lot of... hmm... miscellaneous options :-) such as: Close Workbench, Overwrite Requesters, Use ReqTools, Warn if Disk Full etc.
- * Block/track/range editing operations now have three separate buffers.
- * The Block List window can mark unused blocks, if desired.

Future

Well, I don't usually promise anything until I have actually made it already, but there are some plans already for future versions. Particularly, there are two major features I would like to mention here.

The first is an improved notation editor. This was planned for V6, but it it would have delayed the release for another few Months at least and Ray said that this was too long a break from the old, (very old), V5, so it is going to appear within the next major version. The old and outdated notation editor is temporarily removed in this V6. This is because it would have taken a "lot" of effort to convert the old editor for RTFSWB, and converting the editor for RTFSWB first, and then completely rewriting it in the next version would have wasted MORE time.

I still have no clear vision what the notation editor should look like. It won't probably get its form until actually programming it, but Ray says he wants it as good, if not better than "Bars and Pipes"®, does'nt want much does he? ;)

The other major feature is a new mixing routine. This would work similarly to the existing eight channel routines, but with a lot more flexibility. I consider "at least" these extra additions to be important:

- * full 16-bit resolution
- * fully selectable mixing rate up to ~50 kHz
- * far more than just the present eight channels
- * individual volume control for all channels
- * several output devices (including Toccata)

Naturally, a routine with all these features would be much slower than the existing routine, and probably quite useless on an A500. However, not all features should be unjustified by the lowest common denominator... I have not yet decided the exact way of implementing this. I know that shared mixing libraries are currently under development. Whether or not I'll use some, or all of them, depends on if it fulfills our, (and your), needs.

Have Fun and many thanks for your continued support,

Teijo

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1.13 audioill

Audio Illusion

Audio Illusion is a sampled Sound Manipulation tool which does it's job very well. It can manipulate both 8 & 16bit sounds and has many different Effects that can be applied to your sounds.

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1.14 musicx2

Music X Version 2

Music X is a sequencing program which allows you to control various Midi Instruments via a Midi Interface with the Amiga.

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1.15 notatorx

A Notation Program for the Amiga.

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1.16 medmods

-- Music Modules in MED and MOD format --

Here we have a collection of Music Modules. These can be played by both Module Players and Trackers (Module Editors).

Within the Mods Directory you will find two directories -

1. MedMods - Modules created with MED
2. Mods - Modules created with Sound/Pro/Noise/Star Tracker

You will find various Editors/Trackers on this CD, Please take a look at the

Editors

Section which gives a brief description on the Editors included on this CD for you.

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1.17 samples

Sound Samples to be used in Music Applications.

Courtesy of AKAI UK LTD

Makin Musik contains some fantastic Professional High quality Samples courtesy of AKAI UK. These Samples are of the Highest Quality and were not sampled, but Digitally Transferred from AKAI sources.

They were originally 16-bit, converted from one of AKAI's fantastic Samplers, then converted down to 8-bit for the Amiga. They are in IFF format, therefore can be used in almost everything that supports sound on the Amiga.

Therefore you can load them into the Trackers on Makin Musik and create your own Music Modules.

For applications that support 16 bit WAV Samples we have also included these on the CD in the SampleWAV Directory. These can be loaded into programs such as Octamed v6 or Symphonie which both support 16 bit WAV samples

Please Note !

These Samples are not Public Domain or ShareWare,

Directory tree for Samples

```
Sample
+---HOW
|   +---Analogue-Synth
|   +---House-Drums
|   +---Mixed-Kits-1
|   +---Oboe
|   +---Rave-Synth
|   `---Solo-Violin
|
+---SCD
|   +---Brass-Section
|   +---Dogs-FX
|   +---Drums
|   +---Orchestral-A
|   +---Orchestral-B
|   +---Organ-A
|   +---Organ-B
|   +---Pop-Vocals
|   +---Sports-FX
|   `---Synth-Pad
|
+---SE
|   +---Animals
|   +---Big-SFX
|   +---Comedy-1
|   +---Crowd-1
|   +---Cyber-Polis
|   +---Explosions
|   +---Film-Score
|   +---Footsteps
|   +---Metal-Body-FX
|   `---Water-Link
|
+---SL
|   +---Acid-Line
|   +---AcousticBass
|   +---Ambience-Kit-1
|   +---Analogue-Brass
|   +---Analogue-Horn
|   +---Analogue-Lead
|   +---Analogue-Pad
|   +---Analogue-String
|   +---Analogue-Vox
|   +---Bass-1
|   +---Blow-Bottle
|   +---Brass-1
|   +---BreakBeat-Kits-1
|   +---BreakBeat-Kits-2
|   +---BreakBeat-Kits-3
|   +---BreakBeat-Kits-4
|   +---BreakBeat-Kits-5
|   +---BreakBeat-Kits-6
|   +---C-Bass-Section-1
```

```
| +---Cello-Section-1
| +---Chamberlain
| +---Chromatic-Harp
| +---CS-Piano-R
| +---Dry-Kit-1
| +---EL-AC-12ST-Guitar
| +---EL-GUT-Guitar
| +---Electric-Piano-2
| +---ElectricPiano-2
| +---Exotic-Percussion
| +---Finger-Picking-Bass
| +---FX-Drum
| +---Grand-Piano-2
| +---HI-FI-Cymbals
| +---Houcey-Chord
| +---House-Drum
| +---Japanese-Drum
| +---Jazzy-Drum
| +---Johns-Guitar
| +---Kick-And-Snare
| +---Kykyo
| +---Leads
| +---Mallets
| +---MixStrings
| +---MusicBox
| +---Next-Rhythm
| +---NylonGuitar
| +---Orchestra-2
| +---Organ-1
| +---Organ-2
| +---Organ-3
| +---Organ-4
| +---Pianos
| +---Pick-Bass
| +---Power-Drum
| +---Remix-Rhythm-1
| +---Remix-Rhythm-2
| +---Remix-Rhythm-3
| +---Remix-Rhythm-4
| +---Remix-Rhythm-5
| +---Reverse-Collection
| +---Rock-Kit-1
| +---Shamisen
| +---Stack-Piano
| +---Stack-Synth-1
| +---Strings-2
| +---StringSection-1
| +---StringSection-2
| +---Synth-Percussion
| +---Timpani
| +---VintageMachine-Perc
| +---Viola-Section-1
| +---Violin-Section-1
| +---Wind-1
| +---Wind-2
| +---Yang-Chin
|
```

```

+---SWM
| +---Analogue
| +---Digital-Synth
| +---Galaxy-Synth
| +---Noise-&-SE
| +---Power-Synth-Bass
| +---Sustain-And-Decay
| +---Synth-&-Lead
| +---Synth-Basses
| `---Synth-Pad-1
|
`---WS
  +---Ambience-Bleep
  +---Body-Beat
  +---BreakBeats
  +---Dance-2
  +---Dance-Workstation
  +---Elec-Pop-Workstation
  +---Electric-Workstation
  +---Funk-Workstation
  +---Hip-Kits
  +---House-Workstation
  +---Jazz-Workstation
  `---Rock-Workstation

```

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1.18 midifiles

Midi Files on Makin Musik

Makin Musik contains a collection of Midi files, these can be loaded into various music applications and from there you can play them, edit them or even create your own.

Midi (Musical Instrument Digital Interface) files, are the majority of the time played from within a sequencer (a music application on a Computer or even a hi-tech music keyboard) which plays the music piece.

Sequencers on computers allow you to attach Midi compatible Instruments to the computer via a Midi Interface and allow you to control these Instruments from the Computer. i.e you could have a keyboard and a drum machine playing at the same time.

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1.19 ibm

Contents of IBM PC Compatible side of Makin Musik.

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1.20 mac

Contents of Apple Macintosh side of Makin Musik.

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1.21 utilsamiga

-- Makin Musik Utilities --

Here we are in the Amiga Utilities Drawer. Please select the topic.

CDAudio
Audio CD Players.

Editors/Creators
Music Module Editor/Creators.

Midi Utilities
Midi Utilities.

Module Utilities
Module Utilities.

Player Utilities
Music Module Players.

Rippers
Module & Sound Sample Rippers.

Sample Utilities
Sound Sample Utilities.

Visual
Visual.

Contents
INDEX

1.22 players

-- Music Module Players --

Players are used to Play 'Listen' to the Music Modules that you have Created using Module Editors

Trackers

without the need of running the

Application that created them.

Can be launched from CLI or WorkBench to allow playing while Working on other Computer related work i.e Word Processing.

DASModPlay

PlayFTM

PlaySid v3

DeliTracker

PowerTracker

DSound150

DMPlayer

ProPlay2

Player6.1A

DTL

ProRun2

60A Player

Eagleplayer

PS3M

A Player

EDPlayer

PTPlay

Hi-Scan

HiP

RXTracker
MiniPlay
IntuiTracker
SparcTracker
Playerek
ModMaster
SPLAY31
MultiPlayer1.32
STP
OctaMEDPlayer
UltraPlay
Utilities
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1.23 midi

-- Midi Utilities / Manipulation Tools --

01W-Driver
MusicWEB
MusicXProtocols
Camouflage-Demo
MusicX-To-Midi
Oscillograph
Casiosoundlib
Kawai
PatchMan
Cycluphonics
MusicXstuff
PrintDump

D10Glib
OberSuite-1.03
Roland_D-110
D110EditorDEMO
MIDIIDiag
SmartED
DMCSMacro
MidiPlay
Stuffer
DMusicArexx
MIDIstuff
TX81z
DX100
MidiSyn
Metro
DXEditor
MIDITools
SmusMidi
Eddy
Sing
Synth Librarian
FB-01
Midiwatcher
AmiChord
Glib
MIDI_Playground-1.03
AmiXpose
GMP

Moped
QED098
JVRClassical1
MPM
SyLIST
Utilities
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1.24 editors

-- Editors/Trackers - Module Creators --

In the Editors drawer you will find some applications that allow you to create your own Music Modules using the samples on Makin Musik.

MED_v3.22
Source
NewTracker
SymphoniePro
OctaMed
Xbeat_III
ProTracker_v3.01
ProTracker 2.3b
QuadraComposer
Utilities
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1.25 samps

-- Sound Sample Players & manipulation Tools --

AGMSPS

HD_Frequency
WonderSound
AGMSRS_PS
JoinSounds
Osc
xPlay
MacResourcer1.1
SoundBox
MpegAudioFix
Masc
AudioLab
AGMSRS_v8
MultiSample
TREG
AGMSTSND
MyMONO_Sampler
Mpeg1 iis
AmiSOX3.3
Play16
Harmonix
ApercKey
PlayFile
SoxGUI
BMP
PlaySound
CDDA
S-220to8SVX
ColorGA_Prem

SFX
DA2.0
SOUNDEffect
DSound130
SoundMachine
DtoIFF
SoundTime
FMsynth
SoundZAP
FZIFF
Ulaw
Utilities
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INDEX

1.26 mods

-- Module Utilities / Manipulation Tools --

Here you will find some useful module manipulation tools, they allow you to do manipulations such as - Convert to midi file and other conversions.

ModInfo
XModule_2.8
NoiseCracker
Mod2Midi
OptiMod
ModUtils
ProMizer
MedUtils
ProRunCrack
Mod2Samp

ProTimer
NoiseConverter
ProWizard
MidiT
Smus2Mod
SuperPlay-Lib-Usr
ModuleInfo
Utilities
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INDEX

1.27 rips

-- Module/Sample Ripper --

Here you will find some useful Rippers, Rippers allow you to rip the music modules from demo's and games and save them as a module.

ActionRipper2
ExoticRipper3.0B
Hunter
MultiRipper30
Sam-Pull
Thief
JackTHERipper
Utilities
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INDEX

1.28 cddas

-- Compact Disc Digital Audio Players --

Here we have some applications which allow you to listen to your CD Audio compact discs from your Amiga CD Rom Drive.

Some are just basic Audio Players, while others allow to keep a DataBase

of your CD Audio Discs. Some have lyrics features aswell.

CD_AREXX
CyberSound
CDDAOpus
DC Player
CDP
InterPlay 2.0
CD Player
JukeBox
CDTV-PLAYER
JukeBoxProg
CDDA
PlayCDDA
SCSIutil
YACDP
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1.29 delitracker

DeliTracker II is a highly flexible soundplayer which ↔ supports many sound formats. The replay routines for the common formats ProTracker, NoiseTracker, SoundTracker 15 and 31 inst. and StarTrekker without AM sounds, are built within DeliTracker. Additional players can be loaded from disk. DeliTracker is NOT a Sampler, Digitizer, MIDI sequencer nor a song editor. It is only meant to play music modules in a very comfortable way.

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1.30 multiplayer

Module Player with many features.

Supported Module Formats
 ~~~~~

MultiPlayer currently supports the following module types:

15-instrument SoundTracker modules (most anyway)  
 31-instrument SoundTracker/NoiseTracker 1.3D modules  
 Protracker 1.0-1.1B modules  
 SoundTracker 2.6 modules  
 NoiseTracker 1.3D packed modules (with or without the embedded player)  
 NoisePacker 2.01 modules  
 Digital Sound Studio modules  
 StarTrekker 1.2 AM/FM modules (Extra '.NT' file required)  
 MED 3.00-3.21 and OctaMED/OctaMED Pro modules  
     Note: Modules (MMD0, MMD1) only - not "Song&Samples" files.  
 Oktalyzer 4- and 8-channel modules  
     Uses my own 8-channel play engine. 8-channel modules will  
     be slightly higher quality on a 68020+ processor.  
 SoundFX V1.3 executable modules (Player V2.2)  
     Will probably ONLY work with this version, since it does  
     some run-time patching to make it play under MultiPlayer.  
 Future Composer 1.3 ('SMOD') and 1.4 ('FC14') modules  
 JamCrackerPro 1.0a modules  
 SoundMonitor 2.0 modules  
 SidMon 2.1 modules  
 Delta Music modules (two versions)  
 Mark II modules  
 Dave Whittaker modules  
 Face The Music modules (DO NOT COMPRESS!)  
     This is very kludgy at best - you must have "PlayFTM:" ASSIGNED  
     to the PlayFTM program file. (Didn't know you could ASSIGN  
     to a file? Now you do!) The procedure involves loading the  
     module, the external player, and then the module again. Ack!  
 Generic embedded-player modules that start with something like  
     jmp init(pc)  
     jmp music(pc)  
     jmp end(pc)  
     (Such as NoiseTracker 1.3 packed w/player modules)  
 AudioMaster III sequenced 8SVX sounds (mono only)  
 'XMOD', 'AMOD', and 'GMOD' formats described in 'Formats.doc'

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## 1.31 dtl

Music lovers! Now you can enjoy the great sound of tracker music on your Amiga with a minimum of fuss. DES-Tracker has been designed for low-memory platforms (like mine :). The library is only 25K, the included jukebox program that uses the library is only 3.5K, and the library only requires an extra 2K in memory overhead (not including any loaded module, that is). So you can be running the included jukebox program using a total of about 30K of fast mem. Pretty slim.

Programmers! Now you can have the great sound of Tracker music in your programs with a minimum of fuss and your program can still be user friendly and elegant in nature! Now you can have more control over syncing program events to music and have much more control over the music you play! Even ARExx programmers can make full use of the library's powerful features and ample status information!

This is the DES-Tracker library system. The library does all the work for you and provides lots of helpful information about the song that it's playing as well.

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## 1.32 dasmodplay

First of all: YOU NEED MUI (MagicUserInterface) package 2.0 or newer. Check your local BBS/FTP or PD software dealer.

Ultimate goal when developing DASMP was to make pro level module player, since there exists many moduleplayers, I wanted to make player for those who have hundreds of modules which needed to be handled efficiently without unnecessary limitations. So this is kind of a highend response to those small and neat players. (although the "highend" isn't so high after all, more like "end" only)

Following is not the complete features list. Most of the features you can find by experimenting the player. Besides, I don't remember everything myself either.

- o MUI = Boopsi object oriented Graphical User Interface with some awesome user configurable features.
- o Unique Author and style based list handling/sorting system.
- o Basically ANY External archiver supported.
  - External Archs
  - Multiple files within one archive supported.
  - XPK packer libraries supported.

- PowerPacker supported through xpkmaster.library
  - o All existing and future module types can be supported through External Player libraries EPL  
Already finished libraries:
    - S3M (up to 32 channels) modules. ScreamTracker 3.x
    - 6CHN/8CHN FastTracker modules.
    - FAST ram Protracker player.
    - QuadraComposer 2.0 EMOD modules.
    - (Octa)MED modules. 4 - 8 tracks. (dasMMD0.library)
    - Future Composer 1.0-1.3 & 1.4
  - o Unique "Active search system".
    - For master modules list
    - Author listing window.
  - o Sorting by
    - Name (Alphabetical)
    - Name reverse (Reverse alphabetical)
    - Date (From newest to oldest)
    - Date reverse (From oldest to newest)
  - o Several ways of keeping module list up to date.
    - Normal filerequester (multiple selections supported)
    - Arexx adding
    - Whole directory adding (ASL req.. for reqtools use ALL gadget)
    - List file load
    - Add update (only newer than specified date added)
    - Check for non existing modules.
    - Double checking for existing modules.
  - o Info
    - File sizes
    - Authors/style
    - Compression factor (xpk files)
  - o Clocks
    - Time elapsed since module started
    - Time still left. (After set once)
    - Whole visible list time
  - o High Configurability
    - Double buffering
    - Fading at definable speed.
    - Joystick control option. -> Joystick view popup on frontmost screen.
    - Pre schedule load
    - Option to use reqtools instead of default ASL
  - o Auto detaching when opened from CLI/Shell
  - o Screen jumping to frontmost screen when hotkey'd.
  - o Massive AREXX support.
  - o Neat little quadrascope and doublescope view.
    - 3.0: Huge quadrascope generated from little QS by scaling.
    - Task priority for these is definable
-

- Drawing speed is definable.
- Scope "pixel" width is definable.
- GENERAL RULE: Keep priority at minimum (minus value)

o MUCH OPTIONS THAT I DON'T REMEMBER MYSELF EITHER.

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### 1.33 dmplayer

DMPlayer is a stand alone player for DeluxeMusic 2.0 CMUS files. ↔

It is

for non-commercial use only. WB 1.3 users will need iffparse.library.  
DMPlayer 1.0 is (c) 1993 Electronic Arts, Inc.

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### 1.34 eagleplayer

Not Done because the docs are in German !!!!!!!!!!!

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### 1.35 edplayer

EdPlayer is a music player. It can play both NoiseTracker ↔  
modules and

MED version 3.21 (or greater??) modules. Note that SOME MED 3.00  
modules will work also, however, others will show up as "Unknown or  
corrupt module" because MED 3.00 had a serious bug in the module-saving  
routines (it didn't word-align the chunks sometimes, and caused other  
MED players to GURU, but EdPlayer has a check for this and will only  
report a "corrupt module" error). To fix a MED 3.00 or earlier module,

simply load it into MED 3.21 and save it back out as a MODULE. As far as #?Tracker modules go, I am now using the ProTracker 1.1b replay routine by Lars "Zap" Hamre/Amiga Freelancers 1991. This may make some old NT mods not work properly anymore, but I think that PT mods are far more popular by now.

What EdPlayer can be used for:

I had MANY uses in mind as I was designing EdPlayer. I wanted a music player that could be used directly for entertainment, or multitask while the user did word-processing or whatever, and also be able to run from both ARexx and CLI scripts for use in IFF slide shows, presentations with background music (AmigaVision, DVideo III, Director 2, etc.), music for games written in AmigaBasic or other languages for which there are no music-playing routines available, and basically any situation at all where someone wants their Amiga to play some tunes. ;->

EdPlayerJr is a small version of EdPlayer, one that has no main panel. It can be controlled from ARexx, telled, cteled, etc. It is very good in low-mem conditions, because it only takes a few bytes of CHIP mem, leaving most of the memory free for mods. It is also good for presentations that don't need the main panel, etc. You can even create programs (lists of songs) in the main EdPlayer and play them back with EdPlayerJr.

EdPlayerJr tries to be as compatible as possible with the main EdPlayer except for the lack of the panel. Almost all the same ARexx commands work, the same startup script is used, etc. Even the version numbers are the same so you can keep matching versions of EdPlayer and EdPlayerJr together.

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## 1.36 intuitracker

### 1.1 Features

---

- \* MULTITASKS better than any other player. Does NOT use busywaits or rasterline counts in the replay routine.
  
  - \* NEW REPLAY ROUTINE that supports
    - SoundTracker 2.0 - 2.6
    - NoiseTracker 1.0 - 1.3 & 2.0
    - ProTracker 1.0 - 1.3b & 2.1a
  
  - \* COMPATIBLE with all screenmodes and processors
  - \* EASY TO USE file/directory requester via asl.library
  - \* ARQ requester support
  - \* POWERPACKER packing supported if powerpacker.library is available
-

- \* XPK packing supported if xpk.library is available.
- \* ADVANCED MENU SYSTEM. Select the modules you want to play from a menu, in the order you want, or select random mode.
- \* SPECTRUM ANALYZER to visualize the music being played.
- \* MODULE INFORMATION will be shown if you press the "Triumph" gadget.
- \* 2.0 BASED COMMODITY OPERATION
- \* TOTALLY INTUITION BASED

## 1.2 "Yeah, so why is IntuiTracker better than whateverplayer?"

-----

IntuiTracker is, as far as I know, the only module player with the following not-quite-so-ordinary features:

- \* The first replayer ever used in a module player without busywaits. This of course makes IntuiTracker the fastest player available. No time is wasted anywhere! In fact, this is the way the ProTracker replayer should have been written, not to mention the first SoundTracker player!
- \* Uses only standard system libraries
- \* Does not force you to install packer libraries if you don't need them. If you need powerpacker, install powerpacker. If you need xpk, install xpk.
- \* Supports -multiply- crunched XPK modules. Try using DLTA+NUKE or DLTA+SHRI for great results.
- \* All decrunching is done in fast ram if possible.
- \* Does not just allocate sound channels and sit on them. Tries to allocate the channels when needed instead.
- \* Does not do the same with the timers needed either.
- \* Guaranteed to play SoundTracker, NoiseTracker AND ProTracker. Yes, we know there are differences, but they are taken care of.
- \* Smarter module identification routine. 'M.K.' is not enough...
- \* Great looking graphics in high res modes! :-)
- \* Actually uses menus in a sensible way.

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## 1.37 playftm

PlayFTM is a Player for "Face-The-Music" modules.

---



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### 1.38 proplay2

Player for >PT2.3. Changes! Bugs removed!

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### 1.39 prorun2

--\* PRORUNNER Version 2.0 \*--

-----  
 \* THE ULTIMATE PROTRACKER-REPLAYER \*

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### 1.40 powertracker

PowerTracker is a music player that goes back to the basics. It's primary aim is to allow the user (you) to play modules and listen to them using an easy to use GUI. Most importantly is that it supports a wide range of music formats without the need for many external libraries and players. PowerTracker is a complete music player in one tidy package! If you want volume control, get a remote control, or if you need fancy oscilloscopes and REAL equalizers, get a HI-FI... (preferably SONY!)

-----  
 SUPPORTED MODULE FORMATS  
 -----

All modules can be crunched with POWERPACKER and CRUNCHMANIA!

---

An inbuilt packer is to be added soon...

\*\*\* not tested

XXX due soon... read Contact Zone! and the notes with it!

SoundTracker (31 instr only - If 15, load and resave in PT)  
NoiseTracker x.x  
ProTracker x.x  
StarTrekker (4 channels only, No AM sounds)  
Other compatible trackers eg. ShadesTracker/ParasiteTracker  
Future Composer 1.0-1.3  
Future Composer 1.4  
Sound Monitor 2.0  
SidMon  
SidMon 2 - MIDI Version  
Synthesis 4.2 (saved with player)  
Sonic Arranger 1.44 (saved with player)  
Jam Cracker (Pro) 1.0-1.0a  
NoisePacker 3.00  
Med  
Octamed (4-8 channels)  
Octamed Pro (4-8 channels) MED modules saved as MMD0/1  
David Whittaker  
Old David Whittaker  
Promizer 1.0c-2.0  
Unic Tracker Not 100% replayer, but soon ;-)  
SoundFX 1.3  
Music Assembler  
FRED  
Mark II

\*\*\* Psygnosis (special) Got any modules??!

XXX SoundFX 2.0 I have no modules and no program.  
XXX TFMX 7 voice routine Slow on 020! By C.Huelsbeck and J.Hippel  
XXX TFMX 1.5 Editor I just need some working modules...  
XXX TFMX Professional Same as above  
XXX (Jochen) Hippel Bit tricky but soon...  
XXX (Jochen) Hippel-COSO I need a few more modules and replay source?!?  
XXX Delta 1.0  
XXX Delta 2.0  
XXX EMS Quoi?  
XXX Pumatracker 1.0 Is it popular enough?  
XXX Digital Mugician Very few mods?  
XXX PlaySid REAL 64 emulator music (have a long wait! :-)  
XXX 4MAT tracker Find it in some of 4Mat's commercial games...  
XXX ProPacker 2 Does anyone still use it??  
XXX AudioSculpture + AM This IS StarTrekker Commercial  
XXX Activision What the hell?

All modules are played with a CIA-B interrupt so that timing on NTSC and PAL machines, and others with different resolution monitors will sound correct. However some replayers, just take over the CIA and I'm forced to use a VBL interrupt which means the music speed changes. Sorry, but this isn't PowerTracker's fault! Blame the guy who wrote the replayer!

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## 1.41 ptplay

Source Code for Programmers to implement Music Mods into there ↔  
work.

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## 1.42 sparctracker

Well, here they are the first tracker module players for ↔  
the Sun  
Sparcstations. There are 2 players, one for the 15 sample modules and  
one for the 32 sample ones (or should that be 31 :-). The code is not  
that different, but I could not be bothered to write an auto detection  
routine that worked on standard input.

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## 1.43 splay31

SmartPlay is a quite small, and really fast multiformat ↔  
moduleplayer for  
OS2.0+. SmartPlay supports most moduleformats around, and will play all  
modules with the `_right_` replayroutines. The CPU usage of this player is  
also really low, so it will run fine even on a 7MHz Amiga, while doing  
some highspeed serial transfers.

SmartPlay features a smart way of loading the normal ST/NT/PT/PM modules  
into either CHIP or FAST memory, loading the samples one by one into  
memory. And as the fastplayer doesn't need the 260K CHIP buffer anymore,  
the new "Chip Save" mode should be quite useful even for daily use.

Nowadays SmartPlay is really easy to use, featuring that improved CD-  
style userinterface, and the easy way of selecting the modules to play.

---

All kinds of packed modules are also supported; both LhA, XPK and PowerPacked modules will automatically be decrunched & played.

So, SmartPlay v3.1 should be the ultimate moduleplayer for people who like really small & fast 100% assembler coded programs. SmartPlay v3.1 is able to play most moduleformats, with `_low_` memory usage, and fast replayroutines. Like it!

#### SmartPlay v3.1 Main Features:

=====

- => Supports most moduleformats around. (About 20 different formats)
- => Reliable & Fast FastMemory replayroutine for BIG modules
- => Full LhA, XPK, and PowerPacker support
- => FAST replayroutines. Very low CPU-Usage (Nice for modemtrading)
- => Simple CD-Style userinterface. (Optionally removeable)
- => Logarithmic realtime Volume & Balance controls
- => Nice fast-selection of modules to play, right from the mainwindow
- => Easy to use programlist editor (Featuring multipath programs etc.)
- => Unlimited amount of modules in one programlist
- => Possibility to Save/Load/Play/Link programlists
- => External shared replaylibraries used to reduce memory/disk usage
- => Still possible to use as a simple commandline program
- => SmartPlay is tested on A500-A3000 running OS2.0 and 3.0

Smart enough? Well, future versions of SmartPlay will include full ARexx and WBench support, an extended programlist editor and many new moduleformats, to mention a few improvements. Send any ideas, suggestions, possible bugreports, or new/not currently supported moduleformats to the author. (Address below)

#### Supported ModuleFormats:

=====

These ST/NT/PT/PM formats are replayed using the internal replayroutine in SmartPlay: SoundTracker 3lins., StarTrekker, NoiseTracker, ProTracker PowerMusic, and ST/NT/PT SONG files. The following formats are supported trough the different SPlay\_xxxx replaylibraries:

| Format:              | Library Used:      | Ver: | VBLPP  |
|----------------------|--------------------|------|--------|
| BPSoundMon           | SPlay_BPSM.library | v2.0 | ----*  |
| DeltaMusic v2.0      | SPlay_DELT.library | v1.0 | ----*  |
| Digital Sound Studio | SPlay_DSS!.library | v1.1 | *----* |
| ST/NT/PT/PM FASTMEM  | SPlay_FAST.library | v6.4 | *-***  |
| FutureComposer 1.0-3 | SPlay_FC10.library | v1.1 | *----* |
| FutureComposer 1.4   | SPlay_FC14.library | v1.1 | *----* |
| GMOD                 | SPlay_GMOD.library | v1.0 | ----*  |
| Promizer v1.8        | SPlay_PROM.library | v1.0 | ----*  |
| (Octa)MED (Pro) 4ch  | SPlay_OMED.library | v1.0 | *----  |
| SoundFX v1.3         | SPlay_SF13.library | v1.0 | ----*  |
| SIDMon v1.0          | SPlay_SM10.library | v1.0 | ----*  |
| SIDMon II            | SPlay_SMII.library | v1.0 | ----*  |
| IFF-SMUS             | SPlay_SMUS.library | v1.0 | *----  |
| SoundTracker 15inst. | SPlay_ST15.library | v1.0 | ----*  |

The VBLPP support-flags: Volume/Balance/Loop/PositionJump/Pause

The SPlay\_xxxx.libraries should be placed in the LIBS:SmartPlay/ drawer, to make them easy to update for future releases. It's also possible to place them in the LIBS: root, but if you don't like to have 13 extra libraries right in your LIBS: drawer, just create that LIBS:SmartPlay/ drawer, and copy all new SPlay\_xxxx.libs into it.

All kinds of XPK and PowerPacked modules are decrunched to a temporary directory using the xpkmaster.library v2.0+ and the powerpacker.library.

Modules packed with LhA will be decrunched using an external LhA/LZ command (defined in the configuration). SmartPlay will unpack the first file in the archive to a temporary directory, and try to play it as a normal module.

More moduleformats will be supported in future releases of SmartPlay. If you have any moduleformats that SmartPlay 3.1 doesn't support right now, please send some information on them to the author, so they can be implemented in coming releases.

There is no LhA program included in the SmartPlay archive, as most LhA versions are (c) Copyrighted. Any LhA or LZ program should work just fine with SmartPlay.

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## 1.44 stp

ST-Player is a Soundtracker-Moduleplayer with some special features! ←

- CD-Player GUI
- 'Fire and Forget'-System (you will see what I mean)
- fantastic Channel-Analyser!
- 100% assembler
- STP makes an own Process!!!
- STP is full multitasking-compatible (except allocation of audio-cannels!)
- STP works with 1(and more)MByte chipmem! (Ok, that's a feature of Kick1.3!)
- STP should work on 680x0 processor cards!!
- plays Soundtracker V2.0-V2.6, Noisetracker V1.0-V2.0 and Protracker -V2.3 Modules
- If the screen is in background Player needs no CPU-Time! (Except Playroutine!!)
- full filtercontrol
- Position- and Notecontrol
- Volumecontrol

- NonStop loading
- programmable
- also handles PP20- and FileImploder-files!!  
since V1.22 also XPK-files
- Start from CLI and Workbench possible!!
- (FOR EXPERIENCED USERS ONLY!!: Player is able to run objectmodules)

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## 1.45 modmaster

Module Master  
'The Amiga Music Machine'  
Version 2.5

Module Master is a Music Module player.  
It will run from Workbench or CLI, and multitasks well with most programs, It was designed to be easy to operate and yet still have many good features. It is being improved all the time, so if anyone has any suggestions or ideas please let me know.

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

[ FEATURES ]

Plays SoundTracker 15 & 31 instrument Modules.  
Plays NoiseTracker Modules.  
PAL switch for playing modules written on PAL machines.  
Multi-Play Feature to play a list of Modules.  
User selectable Scopes Display.  
NEW ---> User selectable Spectrum Display.  
NEW ---> User selectable Scroll Display.  
NEW ---> User selectable Info Display.  
NEW ---> Built in Kalidoscope.  
NEW ---> Edit, Save & Load Configurations.  
NEW ---> Load & Save Play Lists (Scripts).

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## 1.46 ultraplay

-----  
UltraPlayer v1.1 - Written By Mike Kennedy  
-----

ShareWare - Copyright © 1991

## Introduction to UltraPlayer

-----

Welcome to UltraPlayer v1.1. UltraPlayer is a program to play music modules. Music modules are created by various programs that employ different techniques that create stunning soundtracks with your Amiga. UltraPlayer is designed to play 18 types of modules from 14 different programs. It will play almost any module you can find. And you can find them just about anywhere. You can rip them from games, download them from your local BBS, or create them yourself.

## What UltraPlayer Can Play

-----

UltraPlayer v1.1 can play any of the following music module types (powerpacked or not):

David Whittaker Music  
DeltaMusic v2.0  
FutureComposer v1.3  
FutureComposer v1.4  
JamCracker Pro  
Mark II Music System  
NoiseTracker v1.1 and up  
NoiseTracker Packed v1.3 and up  
SidMon v1.0 (3 strains)  
SoundMonitor v2.0  
SoundTracker v1.0-v2.2 (15 Samples)  
SoundTracker v2.3-v2.5 (31 Samples)  
StarTrekker v1.2 and up  
StarTrekker AM v1.2 and up

There will be more added in the future so watch for further releases of UltraPlayer. And now, the usage of UltraPlayer.

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## 1.47 octamedplayer

OctaMEDPlayer V3.00 instructions  
~~~~~

OctaMEDPlayer is a stand-alone player program for playing songs made in OctaMED. You may freely distribute this with your songs, and it can be

started from both CLI and Workbench.

OctaMEDPlayer V3.0 can load sng+samples-format and MMD0/MMD1-modules made in MED V2.10 or later, or any version of OctaMED. It can't load MED songs or files created with previous versions of MED (1.12 or 2.0). I think it is more important that OctaMEDPlayer is as compact and quick as possible instead of the ability to load millions of file formats, there are dedicated player programs for that (e.g. MultiPlayer). You can convert older files by loading them to OctaMED and saving them back again. Please note that there may be problems with playing speed when loading modules saved with MED V2.10. In that case, load the module into OctaMED, correct the tempo2 (change to 6) and save it back. Also, a bug in the module save routine of MED 3.00 causes some modules to crash when played. You can fix the modules by loading the module into OctaMED and saving the file back.

OctaMEDPlayer can play "standard" four channel Amiga songs, MIDI songs, 5 - 8 channel OctaMED songs, and multi-modules.

Powerpacked MMD0/MMD1 modules are automatically decrunched (powerpacker library required).

OctaMEDPlayer has a nice 2.0-look and it works fine under 2.0 (as well as 1.3, of course).

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1.48 ps3m

PS3M @ 002.58 / 30.6.94
Copyright © 1994 Jarno Paananen
Guru / Sahara Surfers
A Sahara Surfers Product 1994

Some words about PS3M:

This little thing could be just another program to play music. It wouldn't even be the first one I have done. The only special thing is that it plays S3M-modules. For those to whom that word says nothing, can be told that they are the modules from all newer Future Crew demos (from Fishtro onwards), compotunes and the three Journey musicdisks and Chaotic Mind from Skaven. After the recent release of ScreamTracker 3.01 Beta more and more modules are obviously coming from other musicians too, as it really is the best tracker on the PC. As they use 1-32 channels (although "only" 16 digital channels and 9 AdLib-channels) and 8 octaves, a normal Amiga is not capable to play them, right? Yes,

until now.

From version 000.9 onwards also 6-8 channel FastTracker modules can be played with PS3M (should I change the name!?). Although you can play 4 channel ProTracker tunes, I think there are faster programs available for that :)...

In version 002.5 came support for MultiTracker (MTM) modules and 1-32 channel Protracker-style modules (TakeTracker and FastTracker 2(?)).

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1.49 rxtracker

RxTracker

- A Program for playing MED and Soundtracker modules from ARexx -

by
Dominic Giampaolo

Have you noticed that AmigaVision only plays those really crappy Deluxe Music Construction Set SMUS files? The ones that sound like they were taken from a Commodore 64?

Well I did.

I also noticed that SoundTracker/MED produce music that is an order of magnitude better. As a matter of fact, if I was blindfolded and didn't know, I wouldn't believe the music was coming from the same computer.

This is why I wrote RxTracker. It lets you play MED and SoundTracker modules via ARexx. This means that you are no longer forced to listen to those crappy DMCS files in your AmigaVision presentation. It also means you can play songs from within your editor, spreadsheet, paint program, or even a telecommunications program! Now tell me ARexx isn't the most killer thing on earth....

Oh, one quick thing. The medplayer.library will ONLY play files saved from the 2.0 or higher version of MED. For a module to be loaded as a MED module, the first 4 bytes of the file must be (in ascii) MMD0. You can see if a file is a good MED module by doing "type hex <modulename>". If the first thing you see is MMD0, you're all set. If not, fire up MED, load the module, and just save it back out again.

ADDITIONAL NOTES : I'm now including a few ARexx scripts that you can

use to test things out. Look in the Rexx directory. They are all very straightforward and easy to use. You should be able to use them directly from AmigaVision or from the CLI or wherever.

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1.50 hip

HippoPlayer (HiP) is a moduleplayer for the Amiga. It ↔
it works perfectly under Kickstart 1.2 and has about all the same features as the Multiplayer, which is Kick2.0+ only. One main reason why I bothered myself by making this program was that there were no good Kick1.3 compatible players around. The other reason was that my good friend Jarno Paananen (Guru/Sahara Surfers) made a replayroutine for Scream Tracker]I[modules.

Hip is the best Kickstart 1.2/1.3 moduleplayer I've seen so far. It doesn't need over 100kb of disk space nor memory, and can't play dozens of weird music formats. It can cope with some different music formats, though. I have to mention, that the Protracker replayer in HiP is my own, and quite fast. Average rasterline usage (on A500) is 3 and maximum is 6-7. Beat that ;-)... HiP also supports multisong PT-modules (see below).

HiP has a good support for Scream Tracker]I[, FastTracker, TakeTracker, and MultiTracker modules, meaning that you can listen them with a 68000 Amiga with listenable quality. All are played by the famous replayer by Guru.

Some features:

- Scream Tracker]I[, FastTracker, TakeTracker, MultiTracker, 1 to 32ch.
- The Player 6.0A. Samples may be packed, but not in a different file.
- TFMX modules, normal and the seven channel-ones
- Oktalyzer modules. Really good quality due to the turbocharged replayer.
- A handful of other 4 channel sample & synth music formats.
- Easy to use, nice 3D interface.
- Moduleprogram. Can be loaded and saved.
- Memory usage about 100kb.
- Loads and decompresses XPK, FImp and PowerPacker files.
- Internal multitasking.
- Tested and works on A500 running Kickstarts 1.2, 1.3 and 3.0.

* Requirements *

Any Amiga with some memory and Kickstart 1.2 or higher.
Reqtools.library of any version will be needed for requesters.

In order to decompress XPK or PowerPacker files, you will need xpkmaster.library (with some sublibs) and powerpacker.library.

For MED modules (4 channels), medplayer.library V2 or higher will be required.

These mentioned libraries are included in the package. Among them are some XPK sublibs too. You should copy the desired libraries into your LIBS: drawer. Note that only the reqtools.library is absolutely necessary.

The program will run fine on 512kb Amigas but decompressing bigger files may not work due to greater use of memory.

HippoPlayer can be loaded from CLI or Workbench. An own process will be created so there's no need to run it. This also means that you mustn't merge hunks in the file.

reqtools.library and powerpacker.library by Nico François.
medplayer.library by Teijo Kinnunen.

```
*****
* Music formats *
*****
```

Here's a list of the music formats in HippoPlayer and what functions they support. Also the authors are listed.

```
Stop/Continue      = 1 - The music can be stopped and continued at will.
Multiple songs    = 2 - Modules can have more than one song.
Volume            = 3 - Volume can be controlled.
End detect        = 4 - The end of the song can be detected.
Forward/backward = 5 - You can jump forwards and backwards in the song.
```

```
Replayer      12345 Author
-----
```

```
BP SoundMon      x---- Brian Postma
Fred             xx--- JC & Frederic Hahn
Future Composer v1.0-v1.4  x-xx- SuperSero (of the Superions)
JamCracker       x---- M. Gemmel
MED 4ch          x---- Teijo Kinnunen
Music Assembler x-x-- Oscar Giesen & Marco Swagerman
Oktalyzer 8ch    --x-- Armin Sander
Protracker       xxxxx K-P Koljonen
S3M/FTM/MOD/MTM --x-- Jarno Paananen
SIDMon v1.0      x---- Reiner van Vliet
TFMX             xxx-- Chris Hülsbeck
TFMX 7ch         xx--- Chris Hülsbeck
The Player v6.0A x-xx- Jarno Paananen
```

Note that not all of the functions work on all replayers. Eg you can't stop Oktalyzer when you've started it. Well you can, but only by ejecting, so you can't continue.

Normally all modules will be loaded in CHIP. Oktalyzer- and S3M/FTM/MOD/MTM modules and TFMX songdata will be loaded in FAST RAM if possible. All compressed files will normally be loaded in CHIP.

However, it's possible to uncompress some kilobytes from the beginning of a XPKed file, and check if it is a S3M/FTM/MOD/MTM-, or PT module, which is to be passed to the mixing replayer, OR TFMX music data. This slows the loading down a bit, but speed is gained because FAST is FASTER than CHIP. This feature can be controlled from the prefs window.

Protracker

There are some modules around with several songs separated by the B command. HiP allows you to play these kind of modules correctly. Just use the 'PS' and 'NS' gadgets to select different songs.

TFMX

HiP can play both 4 and 7 channel TFMX modules, including the excellent Turrigan 2 and 3 intro tunes. A TFMX module consists of two files. They must be named 'mdat.<name>' and 'smpl.<name>'. To play, select 'mdat.<name>'. HippoPlayer will then try to load the 'smpl.<name>' file.

The mixing rate of TFMX 7 channel replayer can be changed. The bigger value, the better quality and bigger CPU load.

S3M/FTM/MOD/MTM

(ScreamTracker]I[/FastTracker/TakeTracker/MultiTracker)

Jarno Paananen (Guru/Sahara Surfers) has made replayers for these. The mixing routine is amazingly fast. Even on Amiga 500 8 channel modules are very listenable. The replayer gobbles quite a bit of memory for it's buffers, so don't be surprised.

Mixing rates can be changed. Again, the bigger value, the better quality and bigger CPU load. Using the system friendly mode on A500 will probably more or less jam the machine, therefore you should use the killer mode for the best quality.

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1.51 playsid3

This is a utility which uses the playsid.library to emulate the ←
SID and
6510 chip. The SID chip is the component in the C64 computer that handles sound. The 6510 chip is the CPU of the C64, that means the component that actually executes all programs. Because the Amiga does not have these chips and others, you can't run C64 programs directly on Amiga.

Now this utility lets you play all those C64 programs that produce

sound. As you probably know, the C64 has three sound channels (the amiga has four). But this utility also allows use of the fourth channel. This channel is the product of some special programming on the C64, it isn't really a channel.

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1.52 dsound150

Dsound is utility to play 8SVX sound samples directly off a ↔ hard drive.

While it only takes up a small amount of chip RAM, it can play samples of unlimited size off a hard drive (it doesn't work to well with floppies however). Currently, it cannot play compressed sound files.

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1.53 player61a

A Player with the following features:

- a very efficient method to pack the pattern data and play it VERY fast in realtime
 - cut-down header compared to the original one (4 bytes info, 6 bytes/sample, 8 bytes/pattern, 1 byte/position plus one byte for stopmark)
 - removes all names, unused patterns, samples, data after loops, empty data after unlooped samples, commands with no use and some smaller things
 - Delta format samples! Samples have the same quality, but packing efficiency is better with for example Imploder or Powerpacker. Look below for some stats!
 - 4-bit delta packing! Packs samples in ratio 1:2 with very little loss of quality. Try it!
 - nearly impossible to rip without finding the call to the init routine,
-

except if the optional `P61A`-sign is used

- works on every Amiga, under KS1.2-3.1, from WB or CLI/Shell, detaches itself from CLI, supports WB icons, etc...
- loads files packed with Powerpacker, FImp or XPK (all references to Powerpacked files also apply to FImp and XPK files)

Should support modules with 100 patterns (At least in PT2.x from Noxious) IF patterns are packed under 64kB in PASS 1... (pointers are only words)

Commands implemented at the moment:

- NoiseTracker 2.0 commands (0-6,A-F)
- Tremolo (7), Sample offset (9), Fine slides (E1/E2), Set finetune (E5), Pattern loop (E6), Retrigger note (E9), Fine volume slides (EA/EB), Note cut (EC), Note delay (ED), Pattern delay (EE), Invert loop (EF)
- finetune and tempo
- NOTE!:Patternbreak (D) does NOT support break to a specified line, linenumber is just ignored! This is due to my packing system.

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1.54 60aplayer

This program allows you to play a module packed with The Player ↔
6.0A by

Jarno Paananen. The program ONLY plays the modules (no speed, sound and other controls).

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1.55 aplayer

The AccessiblePlayer is our contribution to the Amiga market ↔
of music
players. We thought that our favourite player (Smartplay) just wasn't

good enough anymore, and since neither D.A.S. Modplayer nor the Delitracker fulfilled our needs we decide to write our own player.

We hope we have reached our goal by making a small, fast and user-friendly player, the AccessiblePlayer.

NEW FEATURES

- Now supports S3M, XM and more
- 50 Module formats
- Noteplayers (Surround, 14bit etc.)
- Multi channel sample play (1-32)

SPECIAL REQUIREMENTS

AmigaOS 2.0 (or higher)

AVAILABILITY

FTP/Internet: AmiNet and mirrors

<ftp://ftp.wustl.edu/pub/aminet/mus/play/APLAY130.LHA>

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1.56 hiscan

HiScan is a small >=OS 2.0 utility wich opens a productivity- ↔
screen to
make playbackrates >28000 Hz possible.

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1.57 miniplay

MiniPlay is another little module player for you and your ↔
fantastic Amiga.

Features:

- Very nice GUI
- GUI is fontsensitive and resizeable
- Has a volume-controller
- Displays how much that has been played
- Can be controlled completely from the keyboard
- Uses shared libraries for the GUI and for playing
- Written completely in Assembler:
- Executable is very small: 5192 bytes

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1.58 playerek

What the hell is Playerek ?

Its a tiny proggy that allows to hear Pro/Star Tracker and Med modules
(with med.library)

Advantages:

Sprite Equalizer (at the moment only for Pro Tracker) visible on any
system screens including ViewTek, Directory Opus, Civilization...

Low memory usage about 14kb main proggy (dir takes about 12k)

Many decrunch formats

CIA player

Works on any kick-start

You can put it in startup-sequence

Disadvantages:

Doc in very bad English

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1.59 dmarexx

This needs to be done !!!!!!!!!!!

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1.60 unnamed.2

This is an AREXX reference for Electronic Arts "Deluxe Music ↔
2.0."

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1.61 dmcsmacro

Three AREXX macros that assist users of DMCS who have ↔
General Midi
protocol instruments. The three macros are:

NumPatch.dmcs takes a number as input and returns the name of the associated instrument patch.

PatchNum.dmcs allows you to get the patch number given the name of the instrument. You may search for the desired instrument in a variety of ways.

DrumNum.dmcs allows you to insert a note that corresponds to a specified drum sound. You may search for the drum name in a variety of ways.

These macros should be helpful in several situations. They are invaluable for entering scores that are to be played on your GM instrument. You no longer need to constantly refer to your manual to pick out patch numbers and drum note numbers. It is also helpful when you read in a GM Standard Midi File. You can quickly find out which instruments are used in the song.

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1.62 metro

Metro is a program which will play an Audio Metronome. ↔
For timing
Purposes. Has an Arexx Port to allow any Arexx compatible program to call it.

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1.63 mpm

'MPM' offers you a lot of possibilities to manage your ↔
synthesizer
equipement. Suppose you have an Amiga and some synthesizers that are attached to your Amiga with a Midi interface. Programming more than one synthesizer is very difficult and takes a lot of time. Therefore 'MPM' was written. 'MPM' automatizes a lot of things for you.

A setup is created for all settings. It contains all operations that are necessary to control the synthesizers. Operations are program changes, controller messages and many more. You can perform all operations by pressing a single button.

'MPM' has a synthesizer editor to integrate 'MPM' in your synthesizer enviroment.

With help of the dump editor it is possible to send and receive dumps from any midi device or synthesizer.

'MPM' has an ARexx port. So 'MPM' is able to communicate with other programs. Also other programs can control the work of 'MPM'.

Beneath the editors 'MPM' offers some modules that run independant of 'MPM' and use the multitasking facilities of the Amiga. The user interface is easy use and was programmed in respect to the Commdore User Interface Style Guide

MPM offers an online help system. It uses the AmigaGuide system that is included in this MPM package. Pressing the 'HELP' button affects that MPM will give you a context sensitive help. You can browse through the whole documentation by pressing the buttons on the wished topics.

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1.64 camouflage

Camouflage is a MIDI-Sequencer/System for your AMIGA.

It runs on all AMIGAs with KICKSTART 2.0/3.0/4.0 > and

- >1MB - Fastram
- >512KB - Chipram

This version is just a demo-version of the sequencer and it has only the function to show some features of Camouflage.

I know that Camouflage has still about 100.000 bugs but sooner or later i will find and - eliminate them.

New functions (n) and fixed bugs (b):

- >v84 n version has a screenmode-requester and a palette-requester now
- n Camouflage can read MIDI-Files (Format 1)
- >v88 b 68000 compatible (80x3-Guru after loading metro-file)
- n Code is faster, it works better with multitasking
- b Many MIDI-Bugs fixed (SYSEX-Guru)
- b Window-Bug fixed (kills system when clicking outside a Camouflage-window)
- b Some Gadgets were shaded wrong - fixed
- n The blockeditor shows loops (blocks) now
- >v89 b Loop-Bug fixed
- b IMPORTANT

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1.65 cyluphonics

mcf2 is an implementation of a concept I have dubbed ↔
 cycluphonics.

Cycluphonics is based on the idea that there is some similarity in the feelings suggested by combinations of hues and combinations of pitches. All previous attempts at correlating musical sound to color that I am aware of have been based on attempts to find a particular musical pitch which is equivalent to some particular hue or shade of color. None of these methods have met with any lasting success or popularity. This is due to (what I consider the fact) that there is no natural basis for this approach.

Suspicious that a "working" color-organ is possible persist, however. Human language is rife with cross-references between the sonic and the visual domains. It happens that by implementing a particular form of indirection, i.e. by use of a system based on "same difference" rather than direct hue to pitch correlation, a method emerges where the implied

feelings of a sequence of colors can clearly be seen to relate semantically to the implied feelings of a musical sequence. Dr. Vacarro's program `mcf2`, included in this directory, generates colors from sounds. The fundamental cycluphonic transform can also be used to generate sounds from colors , or to generate both from intermediate "condissance" arguments.

Stated simply, cycluphonics is achieved by mapping the twelve named notes of the equal-tempered scale to the hues of a twelve hue color wheel. This is nothing new. The crucial point is that the pitches are not to be in chromatic order. The order of the musical pitches is given by the well-known construct, the cycle of fifths. In other words, cycluphonics is a matter of mapping a cycle of fifths to a color wheel.

This method causes a certain emotional resonance between the visual and the aural because a color wheel and a cycle of fifths have similar harmonic geometries. Colors opposite each other on a color wheel clash, and blend to black in subtractive synthesis or white (white noise?) in additive synthesis. notes opposite each other on the cycle of fifths differ by six semitones, a flatted fifth, which is quite dissonant. In both domains nearby things tend to blend and things at a distance tend to clash. Also, in both domains the harmonic geometry of the wheel or cycle is identical once any keynote or main hue is picked as a reference point. Thus, the initial assignment of keynote to hue is arbitrary. C can be red or blue or any pure hue. This agrees with the fact that cycluphonics is about 'same difference', and not about a direct hue to pitch relation.

Once a mapping has been chosen, for example c is set to yellow, and both 'wheels are aligned' accordingly, this mapping has to remain constant for some period of time to have any meaning. However, realigning the mapping periodically constitutes a sort of meta-modulation, and would no-doubt add to the process of cycluphonics.

Cycluphonics exists in a very treacherous domain between visual art and music and science. The similarity of the two wheels in question is not even as good an approximation as the twelve tone system of pitches or the RGB system of color imitation. The only meaningful results are your feelings. Therefore, I truly hope you enjoy `mcf2`. Stay tuned for the aroma and geometry of cycluphonics . (or not.)

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1.66 dxeditor

The program "DXEditor" is a so-called "Software-Editor" for ↔
the YAMAHA
DX7II-synthesizer.

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1.67 jvrclassic

Hello, fellow MIDI musicians. In this archive, you should ←
have the
following files:

Divert_1.MID
gesualdo.MID
greatlove.MID
Silver_Swan.MID
UbiCaritas.MID

Divert_1.ALL
gesualdo.ALL
greatlove.ALL
Silver_Swan.ALL
UbiCaritas.ALL

The .MID files, obviously, are meant for anyone who wants to use a MIDI application that supports the generic .MID format (.MID1 to be precise.. these are multiple-track files).

The .ALL files are meant for those using Dr. T's KCS. I've been a fairly dedicated user of the Dr. T line of products. It's really quite a pity they have given up on the Amiga market. It would seem to suggest that, perhaps, as a batch of users, we are not prone to pay for decent programs, because I KNOW there are tons of Amiga musicians out there, and Dr. T's KCS is an excellent program, if a little cumbersome because of their assinine MS-DOS feel. When will a software company learn to stick to a system's specifications, and USE WHAT IS AVAILABLE!?

But enough bitter woe concerning the Amiga and Commodore's astrological approach to marketing. These files represent a bit of work that I've put in over time for some excellent music that will culturally stimulate your mind, if it doesn't put you to sleep. Contrary to popular belief, not ALL Americans are culturally illiterate. Those who are are not always as sarcastic as I am, either.

* Divert_1.MID : Mozart's "Divertimento #1" for Strings. You should recognize it. It represents perhaps the most work I've put into a MID file. It is huge. It will eat your mother. Unfortunately, I consider it unfinished, as I couldn't put in all the repeats (for which you should thank me), and various other details I like to commit to MID files were left undone (dynamics, phrasing, etc). My apologies for the slop job, but I didn't get to keep the music I was borrowing long enough to finish these details. Perhaps another time I'll finish it, or perhaps someone else will do the detail work.

* gesualdo.MID : Carlo Gesualdo's "Morro Lasso Al Mio Duolo" for

voices. In this case, however, I'd suggest using a nice pipe-organ. Unfortunately, you will miss every bit of text-painting that you would otherwise have, but at least you can listen to the beautiful (if bizarre) chordwork he didn't use. I say that he didn't use it, because he wrote this madrigal in 1611, when composers didn't use functional harmony. Gesualdo was definitely before his time. Be advised: if you cheat on your husband while listening to this song, you and your lover will be killed, and your naked bodies left on your husband's front porch. This is some powerful music. Unfortunately, I have not yet put in phrasings in this piece.

* greatlove.MID : "No Greater Love Hath Man" for organ and voices. For the most part, I've been extremely careful to stick to the music on this piece, however, I've made the mistake of not making the organ's pedals staccato in various parts throughout the music (the music calls for staccato, but again, I didn't get to it before I had to return the music). I've mapped the voices for strings on a Yamaha TG-33, and the solo voices are set for individual instruments.. you may wish to edit them to your own tastes and instrumentation. Phrases, dynamics, tempo, and all kinds of other nonsense have been painstakingly attended to in order to make up for the lack of staccato in the pedals. If you don't enjoy this piece of music, get better equipment. I apologize for forgetting the composer's name.

* Silver_Swan.MID : "The Silver Swan" for voices. I would suggest using a very nice, ethericalish (note: newly created word.. I claim credit for this one) instrument for this.. or experiment a little with your own tastes. This is a beautiful madrigal that should be sung to be fully appreciated.. but you'll have to do with this .MID file instead. I've taken pains to put crescendoes and decrescendoes in strategic places, although I don't think I was careful about phrasing. Again, I forgot the composer's name.

* UbiCaritas.MID : Durofle's "Ubi Caritas et Amor" for voices. Once more, a soft, ethericalish instrument would probably apply to this work. I programmed it EXACTLY as the score would have a group perform it.. although, personally, I feel it should be taken slower. This is a sacred work, full of reverence and awe of God.. enough to make an atheist become Christian. The work is based on a Gregorian chant, but the chord progressions and voice leading adds a new dimension to a wondrous work. This five part sacred work blew me away when our little church choir sang it for the congregation; it is truly an amazing work of art. I have taken great pains to include phrasings, dynamics, and temp changes.

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1.68 midivatcher

MidiWatcher is for people with MIDI keyboards. It ↔
 requires the
 midi.library v2 or higher by Bill Barton (not included). It should run
 under almost any version of the Amiga's OS.

New for v1.1: Failure programs (see below). Also, improved -d debug
 mode, various bug fixes, tries to find if MidiWatcher
 is already running and exit it, etc. Also I decided to
 release source code with this version. Good luck trying
 to read it!! ;-)
 **** Old save files from v1.0 still work fine!! ****

Basically, this program sits in the background and watches your MIDI IN
 port for certain tunes. When it recognizes a tune, it runs a program.

For instance, if I need my directory utility up, I can do one of three
 things: (1) I can search through subdirectories for its icon (takes too
 much time and is boring), (2) I can press a ToolManager hotkey (takes
 much less time but is still boring), or (3) I can reach over and play a
 little jingle on my MIDI keyboard, and up pops MegaD. The third choice
 is clearly much more fun than either of the others ;-).

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1.69 midiplayground

Have you ever wanted to see what MIDI data your ↔
 instrument is
 transmitting? Have you ever wanted to send your own MIDI data to your
 MIDI instrument? Then MP is for you!!

MP (MIDI Playground) is a versatile tool for sending, receiving, and
 storing MIDI data. It has many uses:

- o Learning about MIDI.
- o Discovering your instrument's system exclusive data
 format.
- o Testing your instrument's MIDI capabilities.
- o Acting as a patch librarian. (VERY VERY basic, though.)
- o Helping you write MIDI software.

Essentially, MP is a "translator" program that understands 3 data
 formats and translates between any pair:

- (1) English text
-

- (2) Binary data
- (3) MIDI data

Formats (2) and (3) are really the same, but (2) is stored in files on your Amiga, and (3) is transmitted via your MIDI interface.

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1.70 midistuff

MIDI Ports V1.2 MIDI Ports Monitor

~~~~~

This little tool will always keep you up to date upon public MIDI ports attached to the MIDI.Library. Actually it was meant to become a patchbay the way Bill suggested it, but I found no way of getting a list of all existing routes between the ports (Bill: hint! hint!), so all I can do is display the names of the ports. At least this is done with elegance: Ports opens up a window and writes the list of 'sources' to the left and the 'dests' to the right. Nice thing about it is, it automatically resizes the window to the necessary amount of lines to display everything.

MIDI Keys V2.0 Virtual MIDI Keyboard

~~~~~

Shows a 10-octave (full MIDI note range) keyboard in a window, displays all incoming MIDI notes ('OMNI mode') by highlighting the keys with colours changing by velocity. When the window is activated a piano keyboard is simulated on the Amiga keyboard. You can also play notes with the mouse button. A 'thru' route can be established by hitting the F10 key, it will connect the Input and Output ports with each other. F2/F1 will in/decrement the current channel the keyboard sends on.

MIDI Recorder V1.2 Little MIDI Recorder

~~~~~

Records or plays back note data from the musical instrument digital interface (MIDI) using MIDI realtime information as timing clock. Sequential music data can be stored and retrieved from DOS.

MIDI Clock Daemon V1.1 MIDI Clock Generator

~~~~~

The clock daemon is used to produce standard MIDI timing signals. This program has no user interface by itself, it needs a controller to be used. As the word 'daemon' suggests, you must run it in the background with runback, as it doesn't detach itself, and then it will wait for orders from its MIDI ports. It runs quite stable now and only seldom loses the beat or something like that. You must of course maintain the multitasking environment. To stop it you can use CTRL C, the BREAK command from a shell, or feed it with an unexpected MIDI code.

MIDI Control V1.0 MIDI Clock Daemon Controller

~~~~~

Finally you get the tool with the classic "START", "STOP" and "CONTINUE" gadgets. When you start it up, it will look for a running ClockD and connect itself to it so that you can use the gadgets. The tempo gadget works as you would expect and correctly displays the beats per minute. However be careful not to hassle too much with it while the clock is running as bad things can happen. Best is to change the speed only while stopped. Maybe if you have a faster Amiga than mine, this problem will not arise for you.

## MIDI Echo V1.0 MIDI Echo Processor

~~~~~

This filter produces copies of incoming notes at exponentially decrementing velocity at the beat of the music. It expects both notes and MIDI timing information to come into its listening port and will count the MIDI timing to produce the echoes, therefore being always in time with the rest of the music and following changes in speed of the MIDI clock if you set it up to do so.

MIDI Holder V1.1 Hold - A MIDI effect filter

~~~~~

This one is more simple, it just holds back the release of notes as long as possible. However the effect is interesting.

## MIDI Dump V1.1 Simple MIDI SysX Dumper

~~~~~

Receives & Sends MIDI "System Exclusive" data, (sysx, patch data for synthesizers etc.). Data can be stored and retrieved from DOS.

General usage notes (for all programs in the package):

~~~~~

- The screen title is often used for messages.
- The programs use a certain <Name> in the MIDI library port lists, if this name is already taken they will automatically append a number to the name. You can override this by specifying the name you want as argument.
- All utilities are now interruptable by CTRL-C or break command from CLI.
- Automatic routes can be modified with the '-i' and '-o' switches.
- Some utilities have 'thru' routes that can be activated with '-t'.
- If a program fails to start try to run it in foreground, error messages are displayed to stdout sometimes.
- None of the executables can be made resident.

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**1.71 midiplay**

Midiplay is a program that can play format 0 and 1 midi files ( ↔  
format 2

has not been tested). It can also print their contents. Other features include:

- tempo can be changed
- midi channels can be muted or played solo
- midi events can be transposed (plus drum channel option)
- program change and pitch bender message filter
- endless loop option
- format 1 files can be played like format 0 files (= format 2)
- external or internal sync

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## 1.72 musicweb

The Music Web is an environment that lets you do extensive ↔ manipulation of MIDI event streams in real time. It is a 'diagram' based environment, which means that you build the configuration you want to perform the desired processing directly by placing elements and connecting them together on the screen.

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## 1.73 musicxstuff

RexxEdit Module for Music-X - ©1990 MicroIllusions, Inc.

"RexxEdit" is a module that allows Music-X to call an ARexx macro program, which can in turn edit the events in a sequence. This module only works in the Editor pages (the Bar and Event Editor). The module will attempt to start-up the ARexx server, "RexxMast," if it is not already activated.

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---

## 1.74 obersuite

OberSuite is a set of CLI programs for transferring patches ↔  
between your  
Amiga and an Oberheim Xpander or Matrix-12 synthesizer via MIDI.

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## 1.75 kawai

The K1-Librarian is a program for use with the Kawai K1-II ↔  
synthesizer  
via MIDI. The current version includes a bankloader for single- and  
multi-patches, a singlepatch-editor, a multipatch-editor and support for  
the effect-session and K1 controllers. The program is totally mouse  
controlled. All possible actions are selected with the mouse. I did  
not use pulldown menus for a most efficient use of this program.

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## 1.76 d10glib

This is a special Amiga / Roland D-10 version of the glib ↔  
general  
synthesizer liberian. It is used to upload / download / edit and store  
into files synthesizer set-ups. Please refer to the included GLIB.MAN  
file for documentation.

System demands:

-----

The glib revision 1.4 needs :

- Amigados 2.xx or better. ( It may also work on 1.3 if  
you have a working ixemul.library )
- A MIDI interface connected to the serial port.
- A Roland D-10 ( or a D-20 ? )
- ixemul.library version 39.44 or a newer compatible.
- 564840 bytes of free memory ( 362192 for glib + 202648  
for ixemul )

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## 1.77 glib

This is a special Amiga / Roland D-10 version of the glib ←  
general  
synthesiser liberian. It is used to upload / download / edit and store  
into files synthesizer set-ups. Please refer to the included GLIB.MAN  
file for documentation.

System demands:  
-----

The glib revision 1.4 needs :

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you have a working ixemul.library )
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- ixemul.library version 39.44 or a newer compatible.
- 564840 bytes of free memory ( 362192 for glib + 202648  
for ixemul )

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## 1.78 d110editor

\*\*\*\*\*

```
*
*
*           Welcome to the the digital world of MIDI
*
*
*           D110EditorDEMO is a demo version
*           of a commercial Editor for
*           Roland D-110 Synthesizer
*           Author: Dieter Bruns
*
*
*
*
*           Distribution:
*           AV-Soft
*           Enrico Corsano
*           Gartenstr. 16
*           W-6078 Neu-Isenburg
*           GERMANY
*
*
*
*
*****
```

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## 1.79 roland\_d-110

```

***** ←
*
*      Welcome to the the digital world of MIDI      *
*
*      Roland_D-110 is a freeware program            *
*
*      Copyright (c) 1989 Dieter Bruns                *
*
*      You need arp.library                          *
*
* ( NO commercial use without written permission of the author ) *
*
*****

```

What does this software ?

-----

Sounddata of Roland D-110 are transfered to and from AMIGA. So you can use 3.5'' disks for saving your sounds.

Hardware connections :

-----

This program works in handshake mode.

Therefore it's necessary to

- connect MIDI-IN (Roland) with MIDI-OUT (Amiga-MIDI-interface)
- connect MIDI-OUT (Roland) with MIDI-IN (Amiga-MIDI-interface)

Environment of ROLAND :

-----

- Set Exclu Unit#

Usage of Roland\_D-110 :

-----

- arp.library must be in drawer libs
- serial.device is not necessary
- Set Exclu Unit#

Contents of All, Sound, RythmSetup  
-----

Sound: Tones, Timbres, Patches

RythmSetup: RhythmSetup !?

All: Sound + RythmSetup

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## 1.80 moped

M(1's) O(nly) P(atch) ED(itor) v0.1  
-----

This version contains only very simple functions to load and save, transmit and receive Program and Combinations + some other bits and pieces, for the Korg M1 and M1R (and probably M3R too, though this has not been tested).

Use on your own risk! I take no responsibility for lost data...

To run MOPED, you need:

libs:  
- midi.library  
- req.library

l:  
- port-handler

devs:  
- serial.device

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---

## 1.81 tx81z

### Yamaha TX81Z Editor and Librarian

#### Features:

- The Librarian makes it easy to organize and store a bank of voices or performances on disk. Send your customized banks to a Yamaha TX81Z or receive banks from this instrument. Easy audition of voices, simply click the mouse on a voice name and "play" the Amiga keyboard or external MIDI keyboard.
- The Editor has the power to edit all parameters for TX81Z voices and performances. The Voice Editor provides graphical display of voice envelopes, an Undo button to correct mistakes, and convenient saving of changes made during the editing process. The voice audition feature makes it easy to compare the "original" and "modified" voice. For interesting effects use the Randomize feature to create random voice envelopes.
- Print hardcopy of voice and performance banks. Print out all TX81Z voice and performance parameters.
- Fully compatible with the DX11 as well as the TX81Z
- AmigaDOS 2.0 compatible

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## 1.82 fb-01

### Yamaha FB-01 Editor/Librarian

#### Features:

- Full featured Editor/Librarian for the Yamaha FB-01
  - The Librarian makes it easy to organize and store a bank of voices or configurations on disk. Send your customized banks to a Yamaha FB-01 or receive banks from this instrument. Easy audition of voices, simply click the mouse on a voice name and "play" the Amiga keyboard.
  - The Editor has the power to edit all parameters for FB-01 voices and configurations. The Voice Editor provides graphical display of voice envelopes, an Undo button to correct mistakes, and convenient saving of changes made during the editing process. The voice audition feature makes it easy to compare the "original" and "modified" voice. For interesting effects use the Randomize feature to create random voice envelopes.
  - Print hardcopy of voice and configuration banks. Print out all FB-01 voice and configuration parameters.
-

- AmigaDOS 2.0 compatible

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## 1.83 casiosoundlib

MidiUtility 2.0            2/16/87            Djj

Version 2.0 is an improved (I hope) version of MidiUtility 1.0. I've added an Intuition interface, a file requester and default directories for patch data, sequence data and bank data. This version is now compiled with Manx C.

When started, a movable window will open indicating the commands available. You may either press a letter on the keyboard or click on the command letter to activate a command.

Commands which require disk files, will bring up a file requester (thanks to C. Heath) showing the files contained in the default directory. All initial default directories will point to the RAM: device. (Instructions for patching the file for the directory of your choice will follow.) You may click on the category gadgets (PAT1, PAT2, SEQ, BANK) to change to a different directory, or you may enter a directory name in the DRAWER gadget at the top of the requester. The category gadgets default to the current logged in drive until changed by the user. (See below)

There is a maximum of 5000 midi events which can be recorded. This can only be changed by recompilation.

Also included in this ARC file are 4 banks of my favorite instruments, a bank containing the standard internal instruments and a bank of modified internal instruments required for Music Studio.

-----  
Directory usage:

PAT1 -- can hold data patches  
PAT2 -- can hold more data patches  
SEQ -- can hold recorded sequences  
BANK -- can hold banks of 16 data patches

-----  
To change a default directory, you will need a binary file editor such as NEWZAP to patch the program. You will enter the name of the directories directly into the program data area.

In NEWZAP, GOTO sector 32. At the offsets listed below you will find

---



the areas for each default directory. You have 40 characters per directory name. You may use less than 40 characters, but NO MORE.

```
dir  offset (hex)
PAT1 185
PAT2 1AD
SEQ  1D5
BANK 1FD
```

For example, if you entered DH1:MIDI/PATCH at offset 185, then when you select the PAT1 gadget, the above directory contents will be listed.

Also, at offset 184 (sector 32) is a byte that determines if the filename gadget 'remembers' filenames. If set to 01, the gadget will come up empty each time the requester opens. If set to 00, the last filename entered will be 'remembered' and will appear in the name gadget. Your choice.

```
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```

## 1.84 dx100

### Yamaha DX100 Editor/Librarian

#### Features:

- Full featured Editor/Librarian for the Yamaha DX100
- The Librarian makes it easy to organize and store a bank of voices on disk. Send your customized banks to the DX100 or receive banks from this instrument. Easy audition of voices, simply click the mouse on a voice name and "play" the Amiga keyboard.
- The Editor has the power to edit all parameters for DX100 voices. It provides graphical display of voice envelopes, an Undo button to correct mistakes, and convenient saving of changes made during the editing process. The voice audition feature makes it easy to compare the "original" and "modified" voice. For interesting effects use the Randomize feature to create random voice envelopes.
- Print hardcopy of voice banks. Print out all DX100 voice parameters.
- Fully compatible with the Yamaha DX27 and the DX21
- AmigaDOS 2.0 compatible

James M. Smith  
P.O. Box 6836  
Los Osos, CA

---

93402

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## 1.85 mididiag

The program displays midi data as well as indicated which midi function was detected.

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## 1.86 miditools

MIDI In to Out

Just like it says, this sends all MIDI messages recieved back on out. You may turn off pressure and sysex messages if you wish.

ProgChange

Send a program change message. The menu button will change the midi channel.

MIDI Keyboard

Velocity is sent according to vertical placement. Menu button will change the midi channel.

EchoProcessor

Module to delay and resend midi messages. 1 to 31 repetitions. User may select pitch and velocity data offsets for on/off messages.

SysEx

File midi system exclusive data dumps on disk. Can be used for any nonhandshaking type of data dump. Error detection for the DX7, FB-01, and Matrix 6 is implemented.

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## 1.87 printdump

PrintDump is a utility to allow you to print out Yamaha, 4 ↔  
Operator, FM  
Synthesis, keyboard Bulk Dump data. This is much easier than keeping  
track of your Voice data on the forms that were provided to you in your  
users manual. Used with a Voice editor and a SysEx program, you would  
have a complete voice package that would allow you to keep permanent  
records of the voices you create, edit or just want to examine.

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## 1.88 stuffer

Stuffer is a general purpose MIDI (Musical Instrument Digital  
Interface) message editor and transmitter.

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## 1.89 midisyn

Requirements:

- MIDI interface connected to serial port (RS-232). Multiple serial  
ports are not supported, you have to use the standard port.
- MIDI equipment (preferably a keyboard or a sequencer).
- Old NTSC machines requires ECS-Agnus.

Features:

- A \*\*very Very VERY NICE-LOOKING\*\* MIDI keyboard simulator. Its  
purpose is to display incoming MIDI messages on screen.
- MidiSyn does nothing useful, it's just a kind of demo.
- Option to copy MIDI In to MIDI Out (useful if your MIDI interface  
doesn't has a MIDI Thru connection).
- MidiSyn is written completely in 100% optimized Assembler.
- Always 50Hz refresh rate on a standard 7MHz Amiga!!
- Disables all interrupts, then uses hardware directly. It's tricky  
to restore all hardware registers before exit. However, my routines  
are very reliable.
- No extra memory allocation needed. MidiSyn loads into a 35KB  
ChipMem block.

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## 1.90 eddy

Eddy is designed for easy access, creating and swapping ↔  
of YAMAHA  
SY22/TG33 voices/banks through a MIDI interface located at the  
serial-port.

The program has a unique feature to move sounds from a TG33 module to a  
SY22 keyboard. (Normally you can't move voices from a TG33 to a SY22  
because the SY22 is not able to recognize them !).

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## 1.91 sing

Sing will read a text file (actually ANY file) and try to " ↔  
sing" the  
characters in it using internal simple waveforms in 4 voices.

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## 1.92 musicxtomidi

NEW VERSION OF MUSIC-X <--> MIDI CONVERSION PROGRAM !!!

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## 1.93 musicxprotocols

Eighty Nine Synth Protocols for Music X.

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## 1.94 smarted

Smart-ED is compatible with all Yamaha 6 operator 32  
algorithm ←  
synthesizers, and may be used as a powerful librarian/editor and voice  
management tool with any DX7, DX7-II, DX5, DX1, TX7, TX816, TX216 etc.

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## 1.95 patchman

PATCHMAN V1.0 for Roland JD-800

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## 1.96 unnamed.3

This needs to be done !!!!!!!!!!!

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---

## 1.97 01w-driver

This archive contains a PatchMeister driver I just created for ↔  
the Korg  
01/W synthesizer. I created it for the Pro-model but I guess it should  
work with the other models as well. (The PatchMeister is an universal  
SysEx librarian from Blue Ribbon Soundworks.) Please feel free to pass  
this driver around. I haven't experienced any real bugs in the driver  
but I will not make any guarantees that bugs are none-existent here.....

01W-series driver for The PatchMeister from Blue Ribbon Soundworks.  
Created by Espen Beranek Holm in October 1993.

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## 1.98 gmp

This program allows you to create/store new sounds PATCHES ↔  
for your  
synth(s) in REALTIME. This new version allows you to deeply operate on  
the sound parameters. In fact from version 1.0 to 1.1 the number of  
editing parameters passed from about 14 to about 100!!! and it's name  
has changed from Step By Step Patcher to General Midi Patcher (a more  
comprehensive name !). It has been developed for making sound editing  
operations as easy as possible for making your brain concentrated on  
your new sounds (JOKE!).

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## 1.99 oscillograph

This is the translation of the german documentation. Please ↔  
excuse the  
mistakes.

OSCILLOGRAPH changes your Amiga into an oscillograph. The program can  
simulate an XY-oscillograph (from now on called software-oscillograph),  
and if you have an analogue-digital-converter, can make AD-gaugings and  
act as a real oscillograph (hardware- oscillograph).

---

With the software-oscillograph you can put nearly all kinds of periodic oscillations on X and Y of the oscillograph, and so study the effects of combining two oscillations. For that you not only can choose the oscillations, but change the frequencies and the phase. And as a special effect you can let the program change the phase continually (with adjustable speed), which results in interesting animations (so I have called this effect "animation").

For the AD-gaugings the program has been prepared to utilize the "AMIGA SOUNDER" digitizer (this four channel digitizer was published in Germany by Markt&Technik). Alas there doesn't exist a norm for audio digitizers on the Amiga, so it possibly won't work with the digitizer You have. If the program doesn't recognize a digitizer some features won't be available, but the software-oscillograph will still work, and that's the main part of OSCILLOGRAPH.

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## 1.100 smusmidi

The standard MIDI file format, defined in "Standard MIDI Files 1.0" published by the International MIDI Association, is an international format for the exchange of MIDI event recordings, and may be so for many years to come. SMUS (Simple Music) format, defined by Electronic Arts and Commodore Business Machines, Inc., is still being used by multi-media programs; I can't estimate it's life. It is one of two file formats produced by DMCS from Electronic Arts (TM). The other is a proprietary IFF form with private chunks. The proprietary DMCS file holds more information than SMUS format, but it is not publicly defined. SMUS format is publicly defined, as is Standard MIDI File format.

Although some multi-media programs for the Amiga use SMUS format, MIDI sequencing programs almost universally use Standard MIDI File format, in addition to private formats that hold more information, just as DMCS's proprietary format does. The current commercial SMUS-MIDI converter is available as an add-on to another program for a total of hundreds of dollars. Many people have written music in DMCS, only to later buy inexpensive modern MIDI sequencing software, and find that they cannot transfer the old files to the new program.

This program, SMUSMIDI, makes it possible to transfer DMCS SMUS output files to a modern MIDI sequencing program by converting the DMCS SMUS file to Standard MIDI File format.

SMUSMIDI does not:

1. Convert SMUS forms that are embedded in other IFF files.
2. Convert all SMUS files, for example, those output by software other than DMCS.

3. Support file icons
4. Require a MIDI hardware interface or use internal Amiga voices.

SMUSMIDI was compiled with SAS/C 5.1a.

#### HARDWARE REQUIREMENTS

SMUSMIDI probably would run on an Amiga with 512K bytes of memory. To estimate the amount of memory needed for a conversion, multiply the length of the SMUS file in bytes times five. To find its length, use the AmigaDOS list command.

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### 1.101 synthlib

Synth Librarian.

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### 1.102 amichord

chord produces a postscript document from a lyrics file ↔  
containing chord  
indications and chorus delimiters. If no filename is supplied, chord  
reads from the standard input. The document produced contains the  
lyrics of a song, with the guitar chords appearing above the right  
words. A representation of all chords used in the song is printed at  
the bottom of the last page.

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### 1.103 amixpose

---



xpose(l) is a text based utility base on chord(l) written ↔  
by Martin  
Leclerc and Mario Dorion. xpose is a tool which will format lyrics with  
the appropriate chord notations appearing at designated places over the  
lyrics. xpose will also transpose the chords up or down in order to  
place the song into any key.

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### 1.104 qed098

QED is an editor for the Quasar Synthesizer of Quasimidi:

Requirements: Kickstart 2.04 or higher, MUI 2.3 or higher,  
68020 or higher strongly suggested,  
Harddisk strongly suggested,  
MIDI interface

current version: 0.98

QED supports: - all features of the basic Quasar  
- real-time editing of all parameters  
- intuitive user-interface  
- supports external ROM modules

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### 1.105 sylist

This program is able to list some information about files from ↔  
a Yamaha  
SY85 music synthesizer.

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---

## 1.106 med32

MED is an all-purpose music editor which can be used to make music for programs (games, demos...), but works well as a stand-alone music program, too.

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## 1.107 ptracker30

```

*****
*                »» Protracker 3.01  ««                *
*****

```

This is a upgrade of ProTracker 1.3/2.0B, and is not based on PT's released after the original release of PT1.3 by Amiga Freelancers, therefore you may find features implemented in Pre PT1.3 releases that this version lacks. However we hope that you'll find this release better than the other PT's around :) We will ship new releases as soon as bugs are fixed, and new features are implemented. Final release is scheduled to the Easter of '93.

ProTracker 3.01 was developed from April '92 to January '93 by Ivar Just Olsen, Tom Bech and Bjarte Andreassen. Thanks to these people without whom this program would not have been possible:

For demonstration music: Gregorian3 by Krest and Vortex, EX-T-Sheep by Vortex.

Amiga Freelancers (especially Lars Hamre) for releasing the Sourcecode of PT1.3/2.0B, Janne S. for numerous suggestions and bugreports, Guardian for testing PT on his NTSC '040 Amiga, ALFred and U4IA for moral support :), Arild "WindWalker" Gjerd for letting us borrow his 50MHz '030 for development, Vishnu for help on the AGA chipset and last but not least a special regard to the rest of our friends in CryptoBurners. We would also like to send our regards to our crew of betatesters!

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## 1.108 ptracker23

Protracker 2.3b Fixed for AGA Machines by Detron.

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## 1.109 source

This archive contains source for protracker 1.2 (and 2.0) plus ↔  
graphics  
in IFF, RAW and my own PAK format (RLE coding).

The sources are 100% 68000 assembler and sparsely commented. I take no responsibility for what will happen if you try to do anything with them. The code was assembled using Hisoft Devpac 2 and 3 using NO include files. Known bugs in the 1.2 version are the sampler (not the sample editor) and problems with requesters that does not originate from PT (like R/W errors).

hsi!genly!ang!thanos@uunet.uu.net (Thanos Angelopoulos) has written this patch to make the input handler code work with 2.04. This is not in the current 1.2 source. You should put it there yourself, and change my code to use DoIO instead.

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## 1.110 quadracomposer

A new generation in Trackers. Fully intuition support.

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## 1.111 xbeat\_iii

Xbeat is a amazing drum sequencing and editing package, written ↔  
by a 16  
year old who works for us here at CD Exchange! It has been designed especially for creating drum beats and basslines. This version is powerful enough to be used as a stand alone music program and even

---

has the option to save drum beats as  
 Med  
 format...  
 Xbeatv3 got 90/100 in CU Amiga!

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## 1.112 newtracker

```

          ## ## ##### ## ## ##### #####   #####   ##### ## ## ##### ←
          #####
### ## ##   ## ##   ##   ## ## ## ## ## ## ## ##   ## ##
##### #####   #####   ##   #####   ##### ##   #####   #####
## ## ##   ## ##   ##   ## ## ## ## ## ## ## ##   ## ##
## ## ##### #   #   ##   ## ## ## ##   ##### ## ## ##### ## ##

```

Version 3.0

Copyright (C) 1993

Bjørnar Henden

NewTracker is a clone of the famous tracker music-programs. What's different with this version, is that it uses the system-routines to open screens, windows, etc. It also requires V37 or higher in order to work.

Thanks to Nico François for the two great libraries powerpacker.library and reqtools.library. NewTracker uses these a lot.

Features of this version of NewTracker:

- loads MED-modules (MMD0 and MMD1) with automatic conversion of commands
- automatic loading of powerpacked files
- also possible to save using powerpacker.library
- samples upto 128k
- works on AGA-machines (developed on A1200)
- fully multitasking with other programs running at the same time
- uses the filerequester of reqtools.library
- loads packed ST/NT/PT-songs (I think)
- you can change tempo using gadgets
- clocks telling time and playtime of song
- play-list editor shows SEVEN entries, not just one
- possibility to print block or hole song
- scopes added at the bottom of the screen
- improved VU-meters
- PLST is now implemented (unlimited number of entries)
- Bigger font (7 points high)

Limitations of this version of NewTracker:

- "Save Sample" isn't implemented

Send bug-reports, suggestions, etc. to this address:

Bjørnar Henden  
Naustvollveien  
6530 Bruhagen  
Norway

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### 1.113 symphoniepro

-----  
Symphonie Jr DEMO is FREEWARE. Everyone may have it for free.

Symphonie Pro DEMO is SHAREWARE. If you like it (and often use it as I hope) you may register for 20 US\$.

-----  
Symphonie Junior : 80 US\$ (Release Datum: out now !)

- 8...256 Soundchannels
- 16 Bit Sample Preprocessor
- 16 Bit Mixer
  
- Audio OUT : 9 Bit Stereo, 3kHz - ca 72kHz

-----  
Symphonie Pro : (Release Datum: 1Q95)

- 8...256 Soundchannels
  - 16 Bit Sample Preprocessor
  - 16 Bit Mixer
  
  - max 256x Oversampling
  
  - Audio OUT : 9Bit Stereo Amiga  
14Bit Stereo Amiga  
16Bit Stereo Soundcard  
16Bit Digital Link (Rendering)
  
  - Arexx interface
-

- Audio Rendering (for HDR, CD Production, DAT, Postmixing, Easy Synchronisation ...)

Modes : 8/16 Bit  
Mono/Stereo/L/R  
Normal/Intel Format  
Antialias On/Off

Format : Maestro (Samplitude)  
MAUD (16 Bit iff)  
8SVX (8 Bit iff)  
Wave (PC)  
Raw

- Antialias algorithm for Audio Renderer
- Splitter algorithm for Audio Renderer (to calc multiple files instead of a single file)

-----  
Master Symphonie :            ()  
-----

- Midi
- Studio Quality
- Hall Designer
- Audio Rendering
- ...

-----  
Contact:           Patrick Meng, Rosenfeldweg 4, CH-6048 Horw  
                    Switzerland

email goes to:   hmeng@ibm.net  
-----

If you also think that Symphonie is a breakthrough in Amiga soundquality think about this: Symphonie would also run on a A1000 of 1986 if I didn't use the expanded 020 assembler instructions, because the paula chip producing the sound has never changed since then. (But protracker led into the wrong direction, until today...)

Symphonie is not guaranteed to do anything  
in any case on any machine. But whatever it does it does it better.  
-----

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---

## 1.114 octamed

OctaMED is a music editor, which is originally designed for making music for programs (demos, games etc..), but it works well as a stand-alone music program too. OctaMED V2.0 is the "big brother" of MED V3.20 music editor.

OctaMED V2.0 needs Kickstart 1.2 or later, is compatible with AmigaDOS 2.0, runs on any Amiga, and multitasks correctly (even in 8-channel mode).

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## 1.115 agmsrs\_ps

AGMSRecordSound is a Modula-2 program which records sound samples to disk, using a standard parallel port audio digitizer. AGMSRecordSoundPS3 is a modified version that works with version 3.0+ PerfectSound hardware.

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## 1.116 dtoiff

DataToIff, Created by Janne Saarme

-----  
Version V1.1  
-----

Change raw music data to IFF-format.

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## 1.117 masc

---

masc - Macintosh Amiga Sound Converter by Blaise Tarr

masc converts raw sounds back and forth between the Amiga and the Mac.

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## 1.118 soundeffect

SOUNDEffect

A program wich offers many facilities to edit samples. Here are some special features: frequency, amplitude, panorama and filter modulation (tremolo and vibrato), echo, special reverb effect, chorus effect, mixer, free hand editing, low and high pass filter, compressor, expander, limiter, distortion and all usual functions (copy, paste, insert, cut, looping, zooming etc.). All effects are available in stereo. It is possible to load 16 bit samples. This is no update to V1.32. The program is completly new written and has a new user interface. Runs with OS1.3 or above. Version 2.10 - Shareware, Author: Sven Bühling

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## 1.119 soundzap

SoundZAP is a program for converting sound files of various formats into IFF 8SVX, Raw, or Sun .au files. ↔

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## 1.120 agmsrs\_v5

AGMSRecordSound is a Modula-2 program by Alexander G. M. Smith which records sound samples to disk, using a standard parallel port audio digitizer. AGMSRecordSoundPS3 is a modified version that works with version 3.0+ PerfectSound hardware. ↔



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## 1.121 aperckey

APercKey brings the power of the drumkit to programmers (and lamerz alike).

After installation, your entire keypad will be turned into a virtual drumkit. Just turn the volume up to 11 on your amp and load your CD player with some , and let your "Fingers Do The Drumming" (TM)

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## 1.122 colorga\_prem

ColorgA\_prelim is the first released version of ColorgA. ↔  
 ColorgA implements a musical instrument on any Amiga. It doesn't emulate an instrument, the computer IS the instrument. ColorgA also does visual feedback. The color of the screen is changed along with the music in a systematic way I call Cycluphonics.

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## 1.123 da2.0

Digital Aesthetics is a program for WB2 and up which will ↔  
 simulate an audio environment of your choice. The audio information to render these environments though your speakers is encapsulated in files called "EMods" or "Environment MODules"; two short ones have been put in this package. With DA, you can control various aspects of these EMods, and link EMods together in a list to be played in sequence. The interface allows much flexibility in how EMods are played. Digital Aesthetics takes very little processor time, and is meant to be used to provide a soothing background in which to work. Additional EMods are available when you purchase the registered version, (see DAREg.txt).

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## 1.124 fmsynth

FMSynth is a program for generating sounds by FM Synthesis. ↔  
 The sounds  
 can be played on your Amiga keyboard and saved in IFF-8SVX or raw  
 format.

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## 1.125 macresourcer

If you or one of your friends own a Macintosh®, you might ↔  
 know that  
 nearly all data for programmes are stored in a special format, called  
 "resource". With MacResourcer~you can play and extract two common sound  
 resourcetypes used : "snd " and "SOUN". The programm also accepts  
 other resource types and lets you save their rawdata.

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## 1.126 mymono\_sampler

Documents and Pictures to show how to build a mono sampler..  
 You'll find the following files:

- \* Sampler\_COMPONENTSIDE.IFF ; a black&white IFF of the component-  
side of the device pcb
- \* Sampler\_SOLDERSIDE.IFF ; a black&white IFF of the solderside
- \* Sampler.DOC ; you're reading it
- \* SamplerDemo.IFF ; a sample sampled with this sampler  
(+- 20Khz,... Audiomaster IV)

Sample Utilities

---

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## 1.127 unnamed.4

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## 1.128 agmsrs\_v8

AGMSPlaySound is a Modula-2 program by Alexander G. M. ←  
Smith which  
plays arbitrarily large IFF and raw sound samples from disk.

Sound Samples

Since AGMSPlaySound doesn't load the whole sample into memory, you can play samples longer than your memory size (up to 2 gigabytes). It also leaves lots of memory free for other uses (such as running several other AGMSPlaySounds simultaneously, for quadraphonic sound :-). Unlike some other sound playing programs, AGMSPlaySound can play from floppy disk without annoying pauses. It achieves this performance by processing the IFF file headers and locating the sound data before starting to play. It also opens all the files before playing so that no time is wasted during playback.

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## 1.129 agmstsnd

AGMSTranscribeSound is a Modula-2 program by Alexander G. M ←  
. Smith  
which plays arbitrarily large IFF and raw sound samples from disk. It is actually a variation of AGMSPlaySound hacked up to be useful for transcribing dialogue from long sound samples. You can use AGMSRecordSound (available separately) to make the dialogue sound samples, up to as many minutes long as you have space on your hard disk drive.

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## 1.130 agmsps

AGMSPlaySound is a Modula-2 program by Alexander G. M. ←  
Smith which  
plays arbitrarily large IFF and raw sound samples from disk.

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## 1.131 dsound130

DSound is utility to play 8SVX sound samples directly off a ←  
hard drive.  
While it only takes up a small amount of chip RAM, it can play samples  
of unlimited size off a hard drive (it doesn't work to well with  
floppies however). Currently, it cannot play compressed sound files.

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## 1.132 omniplay

Well, here you go. OmniPlay is an Amiga sound player that ←  
reads and  
plays IFF-8SVX, IFF-AIFF, Sun .au, NeXT .snd (u-law, linear-8,  
linear-16), WAV, VOC, signed raw, unsigned raw, and raw u-law sound  
formats. OmniPlay determines the sound type on its own, so you needn't  
tell it what format something is (although you can if you wish), and it  
reads all relevant playback information from headered formats (although  
you can override these on the command line). Additionally, optional  
properties of a formatted sound (e.g., IFF's NAME, AUTH, etc.) are  
(optionally) printed to the output stream (usually console) whenever  
encountered in a file. OmniPlay also plays PowerPacked sounds, as long  
as they decompress to one of the above formats. Furthermore, OmniPlay  
is as fast as or faster than the average sound converter, and can parse  
a sound file quickly enough to keep up with the audio device. Unless  
you need IFF sounds for another application, there's no real need to  
convert sounds.

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---

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### 1.133 osc

Osc is a real-time digital oscilloscope to be used with a ↔  
mono 8-bit  
sampler connected to the parallel port.

Osc can be started from CLI or WB. No parameters.

It should work with A500/1000/2000/3000.

Preferably in PAL-mode since it needs 256 scanlines to display all 8 bits of a waveform. Features include scanning, triggering, time-measuring and a signal generator.

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### 1.134 playfile

PlayFile is a CLI based command which plays IFF 8SVX and RAW ↔  
samples  
straight from disk. It does not load the entire sample and so does not waste memory. This program was designed to play files from hard disks or other quick access storage devices. It will not work off stiffy drives at any speed over 10000 samples per second.

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### 1.135 sfx

SFX Player is used to playback sampled sounds, either in iff or ↔  
raw data  
formats. All iff modes are supported. Stereo and Mono is also supported as of this release. From the command line you may use the following options:

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### 1.136 ulaw

SparcStation ulaw sound file to Amiga IFF 8SVX sound file. ↔  
usage :  
ulaw2iff <ulaw-file-name> <iff-file-name> The result is an IFF-8SVX file  
at 8192 samples per sec.

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### 1.137 hd\_frequency

HDFrequency is a "Harddisk-recording-system" for Amiga® ↔  
computers. Many  
HD recording systems do exist for amiga of course, but they all need  
external hardware (16 bit audio cards). So I decided to write a program  
that makes use of standard 8bit audio digitizers in combination with a  
harddiskrecording system. To my mind you can do lots of things with  
this program, and the quality is not so bad at all .....

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### 1.138 s-220to8svx

Samples of Roland S-220/S-10/MKS-100 are converted to "8SVX" ↔  
IFF 8-Bit  
Sampled Voice.

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### 1.139 soundmachine

---

```
#####
#
#                               #
#           The Sound Machine   #
#                               #
#           Version: 1.5        #
#                               #
# Written by Syd L. Bolton  ©1993-94 Legendary Design Technologies Inc. #
#       25 Frontenac Avenue, Brantford, Ontario N3R 3B7 Canada         #
#       P.O. Box 1147, Lewiston, NY 14092-8147 U.S.A.                 #
#                               (519)-753-6120                          #
#                               #
#       Freely Distributable - This Program Remains Copyrighted       #
#                               #
#####
```

#### WHAT IS THE SOUND MACHINE?

=====

The Sound Machine is a set of two programs for your Amiga that will enable you to load and play sound samples that are commonly found on IBM-type systems. It will also enable you to save files in these formats. This makes it very useful for people who frequent computer bulletin-board services, as it opens up an entire library of sound files.

There is a simpler version of The Sound Machine called 'SMPLAY' that should have included in this archive. It is a CLI-only version of the program that only plays sound files. It is useful for your C directory as it takes up less memory and is good for those who like the keyboard more than the mouse.

The Sound Machine presently reads and writes the following formats:

IFF - the format used on the Amiga, in 8SVX form.

RAW - RAW audio data, which most sound programs will load.

WAV - The "Wave" format, most commonly used in MicroSoft Windows.

VOC - The "Voice" format, from Creative Labs (they make the SoundBlaster for the IBM).

#### WHAT ISN'T THE SOUND MACHINE?

=====

The Sound Machine is NOT A SOUND EDITOR! Although you can change the playback rate and "flip" signed samples, it does not actually do any editing on the sound files.

The Sound Machine isn't the perfect sound converter, either. At present, it does not support writing 16 bit samples (although it will convert them to 8-bit for playback)

For what most people will want, however, it does everything. If you would like to see more sound formats supported, please write and we'll see what we can do.

#### PROGRAM REQUIREMENTS

=====

The Sound Machine will run on any Amiga with 512k and OS 1.2 or higher. It has been tested with an Amiga 3000 running AmigaDOS 2.1, and an Amiga 1000 running 1.3.

Under 2.x or 3.x, the program will use the ASL File Requester. Under 1.2 or 1.3, you will need to install the "REQ.LIBRARY" (provided) into your LIBS directory. Do this with:

```
copy req.library libs:
```

Please note that 'SMPLAY', the companion player-only program does not require either of these libraries.

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## 1.140 soundtime

With this utility, you can find out how long an IFF 8SVX sound ↔ plays.

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## 1.141 joinsounds

Joinsounds is an IFF sound sample joining program. It is ↔ called from the CLI with the statement 'joinsounds [file1] [file2]' where file one and two are the two files to be joined. If you don't specify two files, the program will allow you to select them from a requester.

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---



## 1.142 playsound

A double-buffered IFF-8SVX player utility written by Olaf ↔  
'Olsen'  
Barthel. © Copyright 1991-92 by Olaf 'Olsen' Barthel, Public-Domain,  
all rights reserved.

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## 1.143 bmp

Background Music Player or BMP for short, plays digitized ↔  
sampled sounds  
in the background of slideshows, animations, etc. It's perfect for  
playing some special sound you have in your startup-sequence or playing  
a disk full of sounds in some demo. I originally started working on  
this program in early 87 and there have been 5 versions out. I have not  
put out a new version in quite a while and thought I would play with it  
some more since I have gotten better at my programming skills. Since  
there were so many new changes, I decided to release it as 2.0. Hope  
you enjoy BMP and thanks to all those who had sent in shareware  
donations. "You help keep us going!"

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## 1.144 wondersound

Wondersound is an additive harmonic instrument design ↔  
tool with a  
separate envelope design window and 16 relative harmonic strength and  
phase angle controls. The top gadgets in the main window control the  
harmonic strengths; the bottom gadgets, the phase angles.

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## 1.145 soundbox

---

This tool converts RAW, IFF, VOC, WAVE, AIFF, MAUD and Maestro ↔ samples into each other format. Additionally, some effects are available to e.g. optimize the sample or amplify it to maximum volume.

Main features:

- handles up to 16 bit stereo samples
- plays 14 bit hq via standard audio hardware
- ARexx interface (registered users only) and full online help system
- styleguided, font sensitive, localized

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## 1.146 audiolab

AUDIOLAB16 JUNIOR

=====

An hard-disk based 16bit audio recording, editing, processing, mixing system, originally designed for AAA/3210DSP equipped machines, now available on standard Amigas.

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## 1.147 treg

TREG is a really good realtime effects generator program that ↔ means you can add effects to any sound source through your sampler hardware. (If you have a mixer or 4 track, you can then mix it in with your original sound with aux/fx send and return.) The quality isn't as good as a proper FX unit, but if you use it sparingly and watch the hiss you can get really good results!

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---

## 1.148 mpeg1iis

### Mpeg Audio Decoder

The MPEG-audio compression standard provides exceptional compression ratios for audio samples of 32 KHz (DAT-LP), 44.1 KHz (CD) and 48 KHz (DAT-SP). The only disadvantage of MPEG-compression is the sloooow speed. This decoder takes 1:28 minutes on a A4000/040/28(WARP) to decompress the included example which is a 15-second mono sample in CD-Quality (44.1 KHz).

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## 1.149 harmonix

An Amiga Guide Document showing you how to get the most out of the Octamed Synth Sound Editor. ←

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## 1.150 soxgui

Probably you know the sample converting utility Sox. This program , ←  
ported from UNIX to the Amiga and named AmiSox is available in the AmiNet. It's a powerful tool, able to convert many sampleformats and allowing you to apply some effects and filters to your samples. Its great disadvantage is the UNIX-like commandline usage, which makes it difficult to use. This is where SoxGui 1.2 enters the scene. SoxGui is a graphical user interface for Sox that allows the unexperienced or simply lazy user to access (almost) any features and functions of AmiSox just by clicking with the mouse. SoxGui was written for use with AmiSox 3.3

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## 1.151 mpegaudiofix

A fix for MpegAudio

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## 1.152 multisample

MultiSample has the following features:

- Convert between Amiga Raw, Amiga 8SVX (IFF standard), Atari ST Raw and PC WAV (wave).
- Reads and writes the correct file frequency for 8SVX and Wav formats.
- Convert multiple files in one go, using the multiselect file requester.
- Converts samples in chunks, so it is possible to convert samples of any size regardless of free memory.
- Read files from one directory and write to another.
- Renames files by changing the filename extension to suit the format.
- Option to delete the source files once converted.
- Friendly requesters to confirm all actions.
- Font sensitive layout.
- Standard Workbench 2.0+ interface.
- Option to use any public screen or open it's own custom screen.
- Possible to set the user's preferences via the tooltypes system. See ToolTypes.
- Small executable size (less than 30K).

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---

## 1.153 play16

```
-- Play16 version 1.1 - a versatile soundplayer for the Amiga ←
--
```

Features in brief

-----

- autodetects and plays several soundfiles, up to 16 bit / 56 kHz / stereo
- correct playback speed, even for sounds >28 kHz
- plays mono sounds on \*both\* channels, not only on the left one
- plays files that are larger than memory
- fast uLaw decompression
- system friendly audio channel allocation
- supported Filetypes are:

```
* Microsoft RIFF-WAVE (.WAV) mono / stereo, 8 / 16 bit, linear / uLaw
* Sun/NeXT Audio (.AU) mono / stereo, 8 / 16 bit, linear / uLaw
* MacroSystem MAUD (.MAUD) mono / stereo, 8 / 16 bit, linear
* Apple/SGI/Amiga AIFF (.AIFF) mono / stereo, 8 / 16 bit, linear
```

What do I need to use Play16?

-----

Any Amiga running Kickstart/Workbench 2.04 or greater.

What does it do?

-----

Basically, Play16 is capable of playing uncompressed and \*some\* compressed soundfiles through Amiga's standard audio device. If the actual resolution or playback rate exceeds that of the Amiga hardware, realtime conversion is done so that the sound is being played correctly.

You can even play 16 bit / 44.1 kHz sounds, providing all parts of your system can keep up with the high data transfer rate and lots of calculations needed for this task. (In this case an accelerated Amiga is recommended :-)

```
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```

## 1.154 fziff

```
This program includes source and executable for the program ←
FZIFF, a
```

program for converting 16-bit samples downloaded from a Casio FZ-1 synthesizer to the IFF 8SVX sample format on the Amiga.

```
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```

---

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## 1.155 agmsrs\_v4

AGMSRecordSound is a Modula-2 program by Alexander G. M. Smith which records sound samples to disk, using a standard parallel port audio digitizer. AGMSRecordSoundPS3 is a modified version that works with version 3.0+ PerfectSound hardware. ↔

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## 1.156 amisox3.3

This is the Amiga version of the Sound Exchange release 6, patchlevel 9; Amiga version number is 3.1; this is an update to SOX patchlevel 8 and Amiga SOX 3.0. ↔

With release 3.1, I decided to compile versions for the 68020 and 68000 instead of the '030 and '000. The performance ratio of an '020 to a '000 is better than the performance ratio of the '030 to an '020, and not much less than '030 to '000. Essentially, '030 users lose little by using an '020 binary, but '020 users gain much by not using the '000 version. This solution, then, maximizes the benefit distribution.

Changes from patchlevel 8 to patchlevel 8 include:

- new high-pass filter
- modified WAVE handler to accept RIFF's optional properties
- miscellaneous fixes elsewhere

As an Amiga user, you benefit from better documentation; the docs for public SOX have not been updated in a long while, but I updated the [pt,tt,n]roff, ascii, and AmigaGuide manuals.

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## 1.157 cdda

---

Read audio data from a CD-DA disk (normal audio CDs) and play ↔  
 back via  
 audio.device (22kHz) and store to outputfile (stereo, 16bit signed, big  
 endian, 44.1kHz, suitable for 'sox').

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## 1.158 xplay

-A player for XPK-compressed or uncompressed IFF and RAW files ( ↔  
 MONO only)  
 -Loads while playing and does not need much RAM.  
 -System-friendly (uses audio.device)  
 -Features a progress indicator.  
 -Usable from CLI only.  
 -Pure executable (can be made resident).  
 -Full source code included.

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## 1.159 smus2mod

smus2mod converts a SMUS music file into a SoundTracker ↔  
 compatible  
 MODule. The SMUS file's instruments are not converted, but their names  
 are used in the MODule. The MODule can then be loaded into a tracker  
 program such as MED or SoundTracker, where the appropriate samples can  
 be added.

To make adding the samples easier, the octave of each instrument is  
 appended to the sample name in the MODule. In a SMUS file it's possible  
 for an instrument to be used, but not named. In that case an underscore  
 character followed by the octave number will be the sample name.

MODules can have samples in only three octaves, but SMUS files'  
 instruments do not have that limitation, so if an instrument spans more  
 than three octaves, a new sample will be required. The name of this new  
 sample will be the same as the original sample, but the octave number at  
 the end of it will be three higher, and the sample itself will have to  
 be three octaves higher. (with MED you can easily change the octave of  
 a sample)

## ADDITIONAL INFORMATION

- Notes which are either below octave 1 or above octave 6 are simply treated as rests.
- If a SMUS file is too long and cannot fit in 64 blocks, a message is printed, and the MODule will only contain whatever fits.
- The SMUS file cannot have more than 31 instruments (less if some instruments span more than 3 octaves).
- The SMUS standard also allows for triplets, quintuplets, and septuplets.

These modify the length of the current note or rest in the following way:

triplet note = 2/3 normal note

quintuplet note = 4/5 normal note

septuplet note = 6/7 normal note

n-tuplet notes are not handled by smus2mod, and when they are encountered in a SMUS file, they are treated as a regular note, and a message is printed on the screen disclosing their position in the MODule. Once the MODule is loaded into a tracker, some cutting and pasting may be required to correct the timing problem. The reason that N-tuplets are not supported by smus2mod is that the length of the MODule would increase by a great deal, and they are not very common.

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## 1.160 moduleinfo

ModuleInfo is a small program that will help you to change the  $\leftrightarrow$  songname, and instrument names of a ST/NT/PT-Module.

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## 1.161 modinfo

ModInfo is a program to count all effects in a  $\leftrightarrow$  soundtracker, noisetracker or protracker module. The module maybe in old format ( 15 samples ) or in the newer format ( 31 samples ). Modules with only 15 samples may not always recognized correctly but this shouldn't cause



any problems. ModInfo can be used from cli or from the workbench. The program is able to handle powerpacked modules so it is not necessary to decrunch before. ModInfo is a pure program meaning you can made it resident. I wrote this program to select modules to test a rewritten protracker replayer. The program requires at least Kick 1.2 ( yes i am still using a A500 with kick 1.2, but i will update soon to a newer machine ! ). Should work on all other systems too ( only tested on my machine, sorry ).

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## 1.162 optimod

OptiMod is a utility to optimize 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. To use OptiMod on any of them please load them into ProTracker (or some other Tracker) and save it again.

OptiMod started when I saw that most modules were longer than they would have to be. And the stupid fileformat of modules doesn't make it shorter. Some other authors have already tried to do this but in another way: Azatoth of Phenomena with his ProPacker, but it changed the whole format and deleted all instrument names etc. But by using OptiMod with the NewPM option, and then crunch/archive them you'll gain about 10% than just crunching it.

YOU'LL SAVE ABOUT 40-50% WITH NEWPM OPTION + LhA (by Stefan Boberg)

But now with OptiMod you can optimize modules and they will sound EXACTLY the same. OptiMod will try to do these things:

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## 1.163 proruncrack

This program was written to convert ProRunner2.0 files back into the normal pt module format. ProRunner2.0 by Cosmos of Sanity strips unused pattern, samplenames and compacts the other patterns to an own format. So the file becomes shorter to gain memory space. The format can be easily recognized by the first four bytes 'SNT!'. Because of the new ←

format you can't play these mods with protracker. When the conversation is done it is again possible to use the file with protracker. ProRunCrack is able to read a powerpacked prorerunner file. The file will be decrunched and after that it will be converted. The program can be started from CLI or launched from the workbench ( no tooltypes ! ). ProRunCrack is a pure program meaning it can be made resident. It requires at least kickstart 1.2. Should work an all other systems ( only tested on a A500 with 2.3 meg ).

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## 1.164 xmodule\_2.8

The Amiga computer has standard file formats almost for everything. ←

Graphics, text, animations, hypertext and many other data types are easily imported into any program that supports the given standards. But this isn't true for music. Too bad the music interchange file format defined by Electronic Arts (the old IFF SMUS) was too poor to be usable in high-quality music sequencers. Therefore, every music editor created its own proprietary module format, so that, for instance, you cannot load into ProTracker music written with Oktalyzer.

XModule (pronounced Cross Module) is a music module conversion utility that tries to solve this problem. The project started in early 1993, as a friend of mine (Fabio), who wrote a lot of (good) music on Oktalyzer, needed ProTracker to obtain certain effects. He had an old PD conversion program called 'Tracker', that worked only in particular conditions and was really bogus. So, I decided to contact the author and he let me have the source for Lit30000 (about \$20).

The original program has been completely rewritten from scratch, as the source was really poorly coded. At the moment, Oktalyzer, ProTracker, NoiseTracker and SoundTracker are the only supported formats, but I'm still developing XModule, so contact me if you want to see your favorite music editor added to this (short) list (see Author).

Now XModule sports many other features, like module optimization, a nice user interface and complex module editing. This is why I like to call XModule a module processor. XModule stands to the music processing like ADPro or ImageFX stand to image processing (am I a bit immodest?).

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## 1.165 protimer

ProTimer is a little utility which calculates the playing time on a ProTracker or NoiseTracker module. Quite useful when you've made a new song and you want to check out how long it is - or if you are making a music disk with a running clock. Now you don't have to sit and do the somewhat boring job of checking how long each of the songs are.

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## 1.166 noisecracker

NoiseCracker V1.02 Re-Converts Modules Done With NoiseTracker V2.00 (© By E.A.S. 1990 / Coded By "Kaktus" & "Mahoney") And Packed With NoisePacker V2.01 (© By "Twins" Of Phenomena 1990) To Its Original NoiseTracker-Format. Re-Conversion Is Useful, When You Accidentally Packed Your Last Version Of A New Tune, But You Need The Notes Again. Furthermore, You Can Get A Look On The Technics Of Other Musicians Who Packed Their File With NoisePacker.

After Starting NoiseCracker V2.01 A Requester Appears On The Workbench-Screen. You Have To Choose The Packed File You Wish To Un-Pack. If Any Error Occures Or You Click The Cancel- Or Quit-Symbol, NoiseCracker V2.01 Simply Quits To CLI Again. The Selected Tune Will Be Re-Packed Soon, And The Save-Requester Want To Get The Destination-Filename. As Far As I Know, No Errors Should Occure Neither While Loading Or Saving, Nor While Re-Packing The Tune. If You Find Any Bug, Please Send A Short Bug-Report To The Adress Above.

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## 1.167 promizer

The PROMIZER recalcs the song and make it 100% rip protected, because the original protracker struct will be killed and all patterndata will be crypt, so it's impossible (ok, not impossible, but very hard ...) to rip your sounds !!! Even if you don't use the finetune function, you get a good rip protection with a fast replayer code (max. 15 rasterlines) !!!!

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## 1.168 prowizard

Pro-Wizard is a MULTI-CONVERTER for Amiga music-files packed with tools ←  
 like NoisePacker, ProPacker, ProRunner, and so on... It converts all these weird formats in the standard PROTRACKER format !

Last version is available via anonymous ftp from : ftp.cnam.fr  
 in pub/Amiga/mus/converter/ProWizard.lha

Author: Nicolas FRANCK (Gryzor) (Nico is my first name too ! B-)

Binary only.

P R O - W I Z A R D - 2 I S S H A R E W A R E !  
 ~~~~~

IT NEEDS KICKSTART 2.04+ (V37+) !!
 ~~~~~

New Features in this V2.11 :  
 ~~~~~

- "Scan Buffer" which looks for a memory buffer allocated either by Exotic Ripper or ChipSaver, and then scans directly in this memory for modules !
- "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 heigth (maxi 512).
- Colors allowed in reqtools requesters, gadtools gadgets, window titles.... (Patch fixed !! v2.1 ---> v2.11)
- 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). Total = 50 !
 - The Player v4.0a - v4.0b - v4.1a
 - Tracker Packer 1 - 2 - 3
 - NoiseTracker Compressed (Fixed! v2.1 ---> v2.11)
 - Polka Packer ;-)
 - Power Music
 - SoundTracker Pro 3.0
 - P60A modules with packed/delta samples are now recognized !!
 - Reqtools File-Requesters are now REFRESHED.
 - Iconify Window's positions are saved in the preferences.
 - Come back to "Right Mouse Button" to Uniconify.
 - Several check-routines improved and/or debugged.
 - Internal "Help-Mode" (as the mousepointer states...)
 - The "Status-Window" texts can be saved in a file (ANSI-form).
 - 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).
- 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... Cool eh ?
- PlayTime calculation option, and insertion at the beginning  
of the saved module's DOS\_Comment.
  - 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).

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

Other features :  
~~~~~

- Written in * 100% Assembler * !

- User-friendly : mouse / gadgets / menus / keyboard !
- XPK-libraries support.
- Multi-Select allowed in the Loading requester !!
- File-Ripper !!!!!
- Possibility to enable/disable each format.
- Palette requester, Screen Mode requester, Save Prefs.
- Graphic User Interface !
- Recognition help inside the program (VIEW function) !
- Iconify function !
- 350ko of documentations (AmigaGuide, english & french) !

Y O U ' L L L O V E I T ! ! ! !

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1.169 mod2midi

Mod2Midi - What it does

=====

Mod2Midi is a program which converts music modules generated by Amiga tracker programs (MOD files) to general MIDI format 1 (MID files). Some editing of the output MID file might be necessary, but next time there will be less editing to do as Mod2Midi can remember previous settings.

Why convert MOD files to MID files?

=====

Even though MOD files contain some music-instructions that cannot be represented in MID format, there are many reasons why it is desirable to have music in MID form rather than MOD form:

- * Top-of-the-range music editing programs do not handle MOD files, but almost always handle MID files, or at least allow you to convert from MID files.
 - * There exist programs to print out MID files as musical score. I don't
-

know of any which do the same for MOD files

- * MID files tend to be much smaller than MOD files
- * MID files are more portable, having a well-known format, and have utilities on many different computers. MID files ARE the industry standard.
- * MID files can be played on professional keyboards, allowing expert recording/presentation of music

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1.170 sidconverter

===== ←
WHAT IS IT?
=====

Its an automated arexx script that allows you to convert lots of those "pre-ripped" C64 tunes that have those icons that are required by PlaySID V3.0 by Per Håkan Sundell & Ron Birk into the "one file" format. This way you can convert hundreds of files in a matter of a few minutes and not have to do it all by hand!

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1.171 modutils

A collection of utilities for Modules.

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1.172 medutils

A collection of utilities for Med Modules.

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1.173 mod2smp

This is utility for all musicians. It converts fragment of ProTracker module (e.g. drum section) into one RAW sample. Simply load module, set parameters, mix it and save sample. Then you can use this sample in your module.

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1.174 noiseconverter

Noiseconverter is a FREEWARE tool to rip and convert Protracker related Modules like Propacker, Prorunner, Noisepacker etc. It is able to load those formats and save the modules in the format you like (Protracker, Quadracomposer, Art of Noise and lots more). It requires Kickstart 2.04 (V37) and Reqtools.library. From Kickstart 3.0 on locale.library is supported. Currently English, German and Dutch catalog files.

Some features:

- completely font sensitive gadtools window, style guide conform, easy to use
- Keyboard support for simple one key strokes
- decrunches almost every file using XPK and XFDMaster.library
- supports localization (Kick2.1+)
- direct Eagleplayer support (Grab~ module~ from / send~module~to Eagleplayer + additional commands)
- complete module informations including playtime calculation
- auto detect of the module~formats
- built in Ripper for almost all supported formats including depacking ability for most usual file packers. That means you can load an intro or file demo of your choice and when it was packed with a cruncher supported by XFDMaster.library it will be decrunched automatically and the ripper will start immediately after that. No need to put your mouse away and use Command line commands for that task.
- automatically adds the right prefixes for the saved formats (of course

- compatible to the Eagleplayer/ExoticRipper ones)
- written of course 100 % in Assembler
- saves the last used paths into "env:" and "envarc:" so every time you start Noiseconverter you can continue where you stopped your work, of course uses separate paths for load and save operation
- able to remove wrong tempo commands used in modules like e.g. "Mod.face another day" by Jogeir Liljedahl, "Prun.techdust" by hobbess/Infect or "Prun.Russian Theme" by TDK
- able to rebuild damaged or wrong Patterndatas produced e.g. by the old "Perverter" tool, as second example I only want to mention "Mod.Project X Title" (it seems that most people only have got the damaged version)
- possibility to alter~the~modulename
- renaming~of~samples~+~saving~as~IFF8SVX supported
- currently 19 different module~formats at saving including splitting of modules into songs + samples
- own, correct working Prorunner~2.0 saver included
- option to set the author's name into the module
- online help
- Virtual Memory support, VMM and Gigamem tested
- written on a turbocharged machine, enforcer and mungwall proof
- support for Chipsaver, ExoticBoot and Exotic~mempatch

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1.175 midit

MID-It! is an OctaMED to MID music module converter.

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1.176 splaylib

The "superplay.library" is used in many of my programs and it ←
 consists
 of many functions, which make playing, saving and converting of various sound formats (SoundTracker, MED, IFF-8SVX, VOC, ...) much easier. External Player-Libraries (SPOjects) allow highest possible flexibility and easy to do expansions.

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1.177 multiripper30

The ripper can rip any module made with:

- 1 SoundTracker 15 instr.
- 2 SoundTracker 31 instr.
- 3 NoiseTracker 4 voices
- 4 FutureComposer 1.0-1.4
- 5 SidMon
- 6 BugMon
- 7 SoundMon

The ripper can recognize and handle 35 crunchers correctly.

The ripper can scan non-standard DOS-disks for crunchers/modules.

The ripper saves both instruments and modules.

The ripper has an option for searching after text or other data.

The ripper can view CHIP-mem as a bitplane (useful????)

The ripper can also do lots of other things..

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1.178 sam-pull

Sam-Pull is a utility for WorkBench 2.0+ which allows you to ↔
manipulate

and save the samples of a music module, (only the Noise/Sound/Protracker MOD format for now), in a user-friendly and efficient graphic environment. In addition, Sam-Pull features a sub-program which will scan for MODs in memory, on any format of disk, and in files.

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1.179 hunter

HunterIII is a sample ripper. Basically, this means it is a ↔
program

which will allow you to use voices, instruments or sound effects from games or demos that you cannot re-create or re-sample yourself.

How does HunterIII "rip" samples ?

All sounds that the Amiga plays in games or demos must obviously be stored somewhere in memory. HunterIII works by allowing you to play

these chunks of memory through your audio output. All YOU have to do is listen to the sounds being played back to you until you hear the instrument, voice or sound effect you want to save, and then adjust the size of the sample until you have no "garbage" being played back. Then you may save the sample in either the IFF standard file format, as a raw dump of memory, or as part of an AMOS bank. The raw dump option will create a voice suitable for use in most music composition software such as SoundTracker, NoiseTracker, Med, Oktalyzer etc.

- * Runs on Workbench saving approx 40K of Chip RAM
- * Detaches for CLI
- * Load/Save AMOS Banks
- * Remove/Add samples to AMOS Banks
- * Uses REQ file requester - Well I think its better than the ARP one.
- * Configures to the amount of Chip RAM you have.
- * Sleep Mode
- * Loads Powerpacker Data files (Not programs)
- * Does anything the old version did!

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1.180 thief

At this moment THIEF finds the following modules:

Sidmon I + II (MIDI) - JamCracker - Future Composer (all Versions)
Soundmonitor (B. Postma) - TFMX - Noise/Protracker - Startrekker Delta
Music - Mark II Soundsystem - David Whitaker Routines Noisepacker (Three
Versions)

Old Soundtracker (16 Instruments) Versions are not supported...

Except for TFMX,Delta Music it will give out the correct Length & Range of the Module, so you can easily save it with the 's' comand.

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1.181 jtr

Jack the Ripper is a module ripper.

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1.182 exoticripper3.0b

Exotic Ripper v3.0B with GUI Support.

Welcome to Exotic Ripper v3.0B, the best one worldwide! I need'nt to write, to what U still need programmms like Exotic. The concept is based on Multiripper, Thief and all the other rippers, you have still in your diskboxes. But why is Exotic better. First tried to include all the new (and old!) musicformats here on this great machine and I will give U many, many updates. Today with more than 33 music-formats this ripper still holds a new record!

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1.183 actionripper2

- Fully new design: opens windows with gadgets!
 - VB-Interrupt now implemented with exec-library
 - Now select yourself what you want to search for!
 - SEARCH-Button: First looks for PT-replay, then for PT-module, and at last for a NP2-module.
 - EDIT-Function removed, may be realized in future...
Save the samples with Protracker, that should be no prob for you.
 - Information-Gadget: Opens window and shows title, length and location. If I have in future enough motivation, I will expand this window to display all instruments with the chance of editing, playing and saving.
 - TURBO-Switch: If TURBO is activated, A-Ripper will switch off Multitasking, IRQs and DMA, so it has all CPU-time! Otherwise it searches without disabling anything.
 - Works fine on OS2.0 and FFS-Devices and ramdisk
 - SAVE-Button simply saves the module named in the string-gadget
 - Aripper won't find tunes with 15 samples, because nowadays nobody uses the old tracker...
 - Replay-search goes now first Chip, then Fastmem because most demos are assembled absolutely in chipram.
 - Replaysearch looks for PT-replay
 - PTmodulesearch now faster and safer! Aripper checks now the whole song on correct notes!
-

- Aripper respects at offset 1084: M.K., FLT4, FLT8.
Otherwise AR will put M.K. instead.
(e.g. on "NORIP"-mods with NORI at 1084)
- Checks free space on disk before saving, even on ramdisk!

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1.184 jukebox

JukeBox is a program to play compact digital audio discs by ←
emulating a
graphical user interface similar to common cd players. It provides a
command line oriented, fully programmable ARexx user interface as well.
It will work on CD-ROM players plugged to a scsi-hostadapter. JukeBox
will open its windows on the workbench (or any other public screen with
intuition V36+) and do its best to allow a font sensitive layout. The
main goal during development was to create a very comprehensive, self-
explanatory utility.

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1.185 cdtv-player

The idea for this program came up to me, as I was sitting in ←
front of my
CDTV and wanted to listen to some music and do some work at the same
time. There is the possibility to press the play button while working
on Workbench, but nothing else than the track number will be displayed.
The other possibility to play Audio-CD's was to forget multitasking and
use the built-in player-screen. I thought that this was quite lousy.
In the German magazine 'AMIGA-DOS' I found a little program by Dr.
Peter Kittel of Commodore - Germany in AMIGA-BASIC. This program looked
more like a C-64 program with a lot of PEEKS and POKES. So I translated
it into KICK-PASCAL (Lines in AmigaBasic vs Lines in Kick-Pascal = 200
vs 15) and designed a Workbench-Interface (September 1992). This
program is FISH-WARE. Commodore may even include this program into the
original CDTV-package or bundle it with every CD-ROM. If you use this
program for commercial matters, please don't forget to mention my name.

II. Features

CDTV-Player 2.2 features quite a lot of new options. First of all I
added preferences in order to keep the program user-friendly (this will
be extended in future versions). Then I've programmed a routine that

recognizes the CD if it's in the archive (thanks to Frédéric Botton - Paris for his «Gimme_a_CD»-program and the idea). Then I've introduced a SHUFFLE function and an option to jump to seconds BACK and FORTH. In earlier version only owners of a CD-ROM-drive could use the program. Now everybody with an AMIGA has access to the archive in order to search for a song or just have a look at the program. I've included now an option called KARAOKE. If any lyrics are found in the archive they may be displayed on-screen. Now an AREXX-Port has been included in order to control the function of the CDTV from other programs.

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1.186 cd_arexx

Allows playing of CD Audio from Arexx

C o m m a n d s A v a i l a b l e

PLAYCD:Plays a CD track.

PAUSE:Pauses currently playing track.

UNPAUSE:Guess what this does, coz I ain't gonna tell you.

FADEVOL:Fades CD volume up or down using a scale from 1 to 8.

DISABLEPANEL:Disables the CDTV front panel. (Does nothing on the A570.)

ENABLEPANEL:Re-enables the panel.

STOPCD:Stops all disk activity.

SETVOL:Sets volume on a scale from 1 to 8.

STARTPLAYER:Starts the built-in CDTV Player
(WARNING!! You cannot quit from this so everything in memory will be lost!!)

STARTPREFS:Starts Prefs screen.

STARTSAVER:Starts CDTV screen saver. (Press a key or mouse key to exit.)

STOPSAVER:Stops screen saver.

QUIT:Quits. (What a pleasant surprise.)

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1.187 cddaopus

Two Arexx scripts facilitate the playing of audio cd's ↔
from within
Directory opus 4.

Based on DOpusLHARexx2 by Geoff Seeley

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1.188 cdp

CDP is a simple CD-Player for SCSI-II CD-Rom drives. It uses ↔
Mui for
the GUI, so you need at least V2.3 of MUI.

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1.189 cdplayer

- o GUI that let's you access all functions of a normal CD-Player
- o display songnames, of course you once have to name the file
- o doesn't wastes memory
- o realtime stereo playback of audio on your Amiga, even on 68000 machines
- o ability to program a list of song to play

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1.190 cybersound

The CyberSound software interface is supposed to provide a ↔
new, easy,
flexible and powerful way of playing and manipulating sounds in
different formats. At the same time, the audio.device will be replaced
by an emulation that allows more channels than before.

8 and 16 bit samples, signed, unsigned, a-law, y-law etc will probably
be supported. Playing streams will be supported as well. You will also
be able to reverse the play direction.

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1.191 dcplayer

It's yet another music CD player. This one takes very little ↔
memory,
not a lot of CPU time, and sits quietly in the background and watches
the buttons on the joypad or joystick plugged into controller port 1 on
the CD32 or the game port on normal Amigas.

So now it's possible to play CDs whilst doing something else using
Workbench. When you want to swap CDs or skip tracks, just press a
button on the joypad and carry on with what you were doing before,
instead of shuffling through windows or screens, clicking on something,
then finding your way back.

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1.192 interplay

This is an Audio-CD player program for the Amiga. It was ↔
designed to
work with the Archos Overdrive CD-Rom, that has been very popular on the
A1200, but it should work on other drives aswell.

This version hopefully works on the following setups:

- * Archos' Overdrive/Zappo CD-Rom
- * SCSI CD-Rom drives under Kickstart 3.1
- * Power CD-Rom (Using squirrel pcmcia scsi interface)
- * Commodore CD32 (with SX-1 Module present)

* SCSI CD-Roms connected to the Squirrel scsi interface.

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1.193 jukeboxprog

JukeBox is a great program with many functions normal audio CD ↔
players
don't have, but I've been missing a simple programming function like the
ones of even the most simple normal CD-players. Well, you don't need
this very often, but in my opinion it makes the program even more
perfect. In order to keep work at a minimum level I decided to combine
an AREXX-script and a small program. The script just reads the contents
of the inserted CD and passes it to the program using a temporary file.
The program lets the user specify the order for playing the audio
tracks. When finished, it writes the numbers to another temporary file
which can be parsed by the AREXX-Script.

Patrick Kursawe

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1.194 cddda

Read audio data from a CD-DA disk (normal audio CDs) and play ↔
back via
audio.device (22kHz) and store to outputfile either in 16bit, stereo,
44.1kHz AIFF or in 8bit, mono or stereo, 22.05kHz 8SVX.

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1.195 playcdda

PlayCDDA is a program for owners of Toshiba 3401 and Apple CD ↔
-300 CDROM
drives. These drives are capable of transferring CD-DA (digital audio)
data over the SCSI bus. PlayCDDA reads this data and reproduces the

corresponding sounds on the Amiga's audio.device.

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1.196 scsiutil

It is a little utility to do some low level stuff with SCSI devices. As ↔

I currently don't have too much time to work on it (I finished my thesis and am now wasting most of my time with a full time job) I release it to the public as it is. It is far from being perfect, but it is useful to me. In it's current incarnation it has the following features:

- read the capacity of a SCSI device
- read 16 bit raw digital audio off an audio CD (works with Sony CDU 561 & 8003 & Toshiba 3401) (left/right channel and stereo reading supported)
- read 16 bit raw digital audio off an audio CD and convert to 8 bit (left/right channel supported)
- eject/insert a medium via software control
- display the Inquiry data of a SCSI device
- read & interpret a CD-ROM data block address header
- start/stop the motor on a device
- read pages via MODE SENSE
- play audio on a CD-ROM drive (tested with Sony CDU 561 = Apple CD-300 and Toshiba 3401)
- read sectors
- seek to a specified sector
- display table of contents (TOC) of a CD
- read subchannel information of a CD (tested with Sony CDU 561)
- allow/prevent medium removal
- change the output channel volume of a CD-ROM drive

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1.197 yacdp

FEATURES

- o GUI that let's you access all basic functions of a normal CD-Player
- o is a Commodity
- o can display songnames and CD title (of course you once have to enter

- the names)
- o doesn't wastes memory
- o SCSI errors are displayed as text (95 known)
- o realtime playback of audio on your Amiga, even on 68000 machines (*)
(achieved by highly optimised assembler routines)
- o ability to save (parts of) songs as IFF (8SVX) or RAW (*)

(*) CD-ROM must be able to send audio over SCSI bus (see SYSTEM REQUIREMENTS)

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1.198 visual

-- VideoTracker --

With VideoTracker you can make a videoclip around a module. You can use pictures, brushes, animations, animation-brushes, palettes, colorcycle, routines, texts, objects, vectorobjects, amigafonts, karafonts, landscapes, colorsets. When the video is finished, you can save the module and video data as a "Vidule". A vidule is a crunchable executable file which plays the module and the video. You can make a small intro or a big house-demo. You also can use VideoTracker with a GenLock and, for example, make professional movie-titles with colorfonts.

When the module plays a sample, VideoTracker shows an "effect" on screen. This effect can be a picture, brush, anim, routine, etcetra. or a combination of these. You can edit for each of the 128 song-positions the 31 samples and use up to 256 effects in a video. All the explained effects are used in the example-videos.

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