Pro-Wizard-2....English

Nicolas FRANCK Gryzor

COLLABORATORS

	TITLE : Pro-Wizard-2....English		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Nicolas FRANCK Gryzor	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Pro-Wizard-2....English

1.1 Pro-Wizard-v2.20 Hypertext English Doc-File
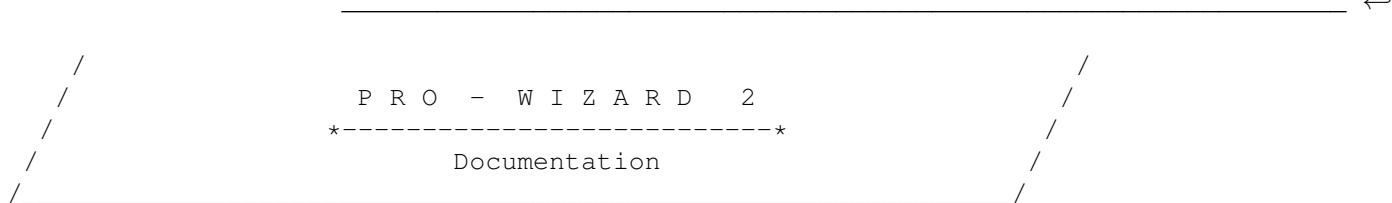
```
 _____  ↩

    /                                                          /
   /                 P R O  -  W I Z A R D   2               /
  /                 *--------------------------*            /
 /                        Documentation                   /
/_____/

 Important :
                Copyrights
                   © 1993-95

              ! Read me !

               Requirements
                  Nicolas FRANCK

               Introduction
                  (alias Gryzor :-)

              What's new ??

              Installation

              How to use it  >>>

              Distribution

              Hot Thanks

              Les petits '+'

              Bonus Programs

              Known formats

              Things to do...
```

                    Last words...

1.2 copyrights

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

If you use regularly Pro-Wizard 2, I invite you to register yourself.
You only have to fill the "registration form" (that should be in the
'Docs/' directory) and to send your donation of at least :

                    50 Francs / 15$ US / 20 DM

    (Eurocheques: ONLY IN FRANCS ! ==> 90 FF (covering bank charges))
                                        (very high charges !!)

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

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

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

                converted
                 etc...

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

1.3 updates

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

==

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

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

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

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

Then, for the next versions, you'll only have 2 get the "public" lha archive
of Pro-Wizard v2.2 (for example) but as you'll have the keyfile in your
system, Pro-Wizard will recognize that you're a registered user !

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

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

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

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

                                        ===> Advantage for : ME !

- No more posting charges, for both of us.

                                        ===> Advantage for : YOU & ME

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

                                        ===> Advantage for : YOU !

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

                                    ===> Advantage for : YOU !!

          There can't be any EASIER and HANDIER solution, for everyone !
          ~~~~~~

1.4 Requirements

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

    Except this, it works on every Amiga model, all configurations,
    hard-disk or not etc.... but it is recommanded to have a "minimum" of
    Free-Memory to be able to load the files to be scanned and a hard-disk
    is welcome too ! :-)

1.5 introduction

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

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

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

1.6 What's new in this version ??

                In version 2.1+
                                    If you already have Pro-Wizard v2.0,
                    just read this part to know which changes

have been made in v2.1 and more...

In version 2.0

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

1.7 Choose version...

New features of v2.20

New features of v2.16

New features of v2.15

New features of v2.12

New features of v2.11

New features of v2.1

1.8 installation

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

- Copy your
                keyfile
                 in 'L:' (if you're a registered user)

- Copy all the files in 'Libs/' in your 'LIBS:'

            - ptreplay.library   © Mattias Karlsson,

            - reqtools.library   © Nico François,

            - xfdmaster.library © Georg Hörmann,
               and the 'xfd/' sub-directory

            - xpkmaster.library © Urban Dominik Mueller
               and the 'compressors/' sub-directory.

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

- Copy the files located in 'S/' in your 'S:' directory

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

```
                VIEW
                 function.

   --> The file 'Pro-Wizard.prefix' that you can use to
                edit the prefix
                                               of each format.
```

From a version to another, ALWAYS copy all these NEW files because
they contain the description of each new format/prefix ! (if any).

That's all !
Then, if you have a hard-disk, you can create a "Pro-Wizard-2" directory
and copy the program and its documentations there...

1.9 How to use Pro-Wizard 2

```
                Pro-Wizard 2 runs either from CLI or WORKBENCH.
```

New in v2.20: there is a new interesting
                CLI-Usage
                 .

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

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

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

Immediately, the "About" window shows up (registered users will be able
to switch on/off this window) telling that Pro-Wizard 2 is a

                Shareware
                 program, the release date and the number of recognized
                formats
                for this version.

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

                Gadgets Description

                Menus   Description

                Go to Convert !
```

```
                    Displayed Informations

                    'View' Function

                    Convert...last words

                    Hints for ripping

                    Known Bugs !
```

1.10   New way of running Pro-Wizard : with arguments !

```
                    Yes, from v2.20, you can now launch Pro-Wizard with one or more  ←
                       arguments.
```

These arguments are checked in CLI-Usage ONLY ! Not in Workbench mode,
just because they are not durable settings... You may want to modify them
very often... for each running.

Well, let's see the full template :

FILE,AC=AUTOCONVERT/S,AE=AUTOEXIT/S,AST=AUTOSAVETEXT/S

You can see that there is NO mandatory argument ! If you enter no argument,
Pro-Wizard will run as the previous versions, normally...

But if you want to set an argument, you have to specify a FILE, with three
optional switches.

If you make so, Pro-Wizard will start, and will AUTOMATICALLY load your file
and begin to scan it directly !!

Now you start to see the advantage of this feature ?? ;)

Indeed, you may now include a nice "Pro-Wiz" button in your favourite
file-manager (as DirOpus..) !

Let's see the optional switches...

1. AUTOCONVERT (abbrev. "AC")
   ~~~~~~~~~~~

    If you enter this argument, if Pro-Wizard finds a known module when
    scanning your file, it will convert it automatically !

    Then the converted module(s) will be saved automatically too, in your
    specified
              save-path
               and Pro-Wizard will stop its job,
    waiting for an action from you : come back to normal using mode.
```

Note: If the loaded file is not recognized, the "Unknown Format" window
      will be skipped too ! Nothing must require a user-action in this
      special argument-mode...

2. AUTOEXIT (abbrev. "AE")
   ~~~~~~~~

   Easy to understand ?? :)   Yes, indeed, if you set this flag, Pro-Wizard
   will exit automatically after having scanned your specified file
   (and maybe saved some mods).

3. AUTOSAVETEXT (abbrev. "AST")
   ~~~~~~~~~~~~~

   But, if Pro-Wizard exits immediately after finishing its job, you won't
   be able to read the
               informations
                displayed in the first listview!

   That's why this third option exists :)

   If you set it, Pro-Wizard will automatically save all these informations
   as if you had selected the
               Status Window/Save Text
                menu-item yourself !

Then, you see that, by combining these 3 options, you can make Pro-Wizard
automatically save the converted modules, automatically save the status-
window informations and automatically exit !!   Cool ehh ??

In fact, this new feature is just a little 'gadget', but it may be useful
sometimes !

Especially if you include this little "Pro-Wiz" button in your DirOpus...
You will only have to select a file and click on this custom button, to make
Pro-Wizard pop-up, load the file, scan it, save the eventual converted mods,
and then, maybe auto-exit, auto-savetext and so on....

Note: If your chosen save-path is "Ram:", you should select "Ram:" in the
      destination-window of DirOpus, then you will immediately see what has
      been saved.

      In the button command-line, simply enter :

              <AmigaDOS> Pro-Wizard {f} [and your wanted switches...]

                    (ex: Pro-Wizard {f} AC AE AST)

      And set the "Rescan Destination" flag if you want..

Little reminder of the possible switches-combinations :
~~~~~~

1) Pro-Wizard {f}

   ==> Will load & scan the file but nothing else; all the "Convert", "Save"
       and maybe "Unknown Format" will pop-up, waiting for your answer.

2) Pro-Wizard {f} AC

   ==> Will load & scan the file but these above requesters won't appear !
       All will be done automatically...
       But at the end, Pro-Wizard will return in normal mode, waiting for
       your actions.

3) Pro-Wizard {f} AC AE

   ==> Same thing as 2) but Pro-Wizard will auto-exit at the end !

4) Pro-Wizard {f} AC AE AST

   ==> Same thing as 3) but Pro-Wizard will automatically save the texts
       before exiting...

Note that the "AST" flag is 'only' useful is you ALSO set the "AE" flag.

You can also set "AE" and "AST" but not "AC", so that you will be able to
use the
                View function
                , and decide to convert the module,
or to skip it, etc...   Make good use of these 3 flags !

That's it ! I hope this will please you, at least a little bit... :)

1.11 Gadgets description

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

                formats
                , that you can enable/disable (a "D" will be displayed in front
  of each "D"isabled format, as in Delitracker. ;-))

  Let's examine these gadgets...

In the first area, you find :

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

```
        These 5 gadgets also have shortcuts :

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

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

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

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

'Abort' also has an optional "Are you sure ?" requester.
If you confirm, the converting job is entirely canceled and Pro-Wizard
displays the Statistics window (if you were in multi-file mode), otherwise
it comes back to the initial state (the 5 gadgets are enabled back).

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

Don't forget to use 'ALL' and 'NONE' (from the menu 3) to enable/disable
ALL the formats at a time !

1.12 Fonction SCAN_BUFFER

```
                        This function needs to be used with either Exotic  ←
                            Ripper,
        or
            ChipSaver
            . With one of this 2 proggys, you can install
        a "reset-routine" in memory which will allow you,
```

```
           at each reset, to COPY your CHIP-MEMORY in your FAST-MEMORY
           (or the low-Chip in the hi-Chip in you've got no FastMem).

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

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

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

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


           Read the
               HINTS
                section for some usage examples...


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


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

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

1.13 menus

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


*-------------------------------------------------------------------------*

Menu 1:    Project
~~~~~~

           Help Mode
               A + "H"              Toggles "Help-Mode" (see below)
  =====================
  About          A + "?"           See '
           gadgets
           '
```

```
   Docs/Infos     A + "D"              See '
                  gadgets
                  '
======================
   Load           A + "L"              See '
                  gadgets
                  '
   Buffer          >>>>>>>      Sub-menu :
                                       -
                  Scan Buffer
                   A + "B"
                                         -
                  Free Buffer
                   A + "F"
======================

                  Iconify
                       A + "I"               Function "Iconify"
   Quit           A + "Q"              See '
                  gadgets
                  '


*-----------------------------------------------------------------------*


Menu 2:     On/Off Settings
~~~~~~

                  Welcome
                      A + "W"    On/Off "About" (Welcome) window

                  Reco-File
                      A + "R"    On/Off loading of 'reco' file

                  XFD Support
                      A + "X"    On/Off decrunch files via XFD library

                  Display-Beep
                      A + "Y"    On/Off warning at the end of a multi-conversion

                  Quit-Confirm
                      A + "U"    On/Off Quit-Confirmation message ?

                  Abort-Confirm
                      A + "O"    On/Off Abort-Confirmation message ?

                  Author's Name
                      A + "T"    On/Off Enter the Author's Name

                  Edit FileComment
                      A + "Z"    On/Off Edit the Module FileComment

                  Edit Sample-Names
                      A + "E"    On/Off Edit the SampleNames

                  xPack when saving
```

```
                            A + "K"    On/Off xPack modules before saving

                    PlayTime Calculation
                            A + "\"    On/Off Module's duration calculated

                    Save Original Module
                            A + "|"    On/Off Saving of Original Module

                    PlayMod & SaveSamples
                            A + "G"    On/Off this second requester



*---------------------------------------------------------------------------*


Menu 3:        Prefs
~~~~~~
  Formats                    >>>>    Sub-menu :
                                             -
                    Tag All
                      A + "A"

                                             -
                    Tag None
                      A + "N"
  Status Window              >>>>    Sub-menu :
                                             -
                    Clear
                        A + "C"

                                             -
                    Save Text
                      A + "V"
  ============================

                    Program Priority
                            >>>>    Sub-menu :
                                             - Pri +3
                                             - Pri +1
                                             - Pri  0
                                             - Pri -1
                                             - Pri -3

                    Protracker Prefix
                            >>>>    Sub-menu :
                                             - mod.
                                             - Mod.
                                             - MOD.

                    Sample-Save Method
                            >>>>    Sub-menu :
                                             - Raw
                                             - IFF-8SVX
                                             ============
                                             - No Names
                                             - Real Names
  Comment Information    >>>>    Sub-menu :
                                             -
                    Ripped & Converted
```

```
                                                       _
          Original Filename

                                                       _
          Original Comment
             ============================

          Load & Save Path
             A + "&"          Choose your desired pathes

          xPack Method
                A + "="          Choose your xpk-compressor

          Screen Mode
                A + "M"          Change Screen Mode

          Palette
                     A + "P"          Change Color Palette
============================

          Save Prefs
                A + "S"          Save the preferences.
```

1.14 Help Mode

```
             !NEW! :  "Help-Mode" is an AmigaGuide On-Line help feature !

    Mousepointer changes to show you in which "mode" you are...

    In Help-Mode, no function will be executed ! Instead, Pro-Wizard
    will try to load the AmigaGuide doc-file that you'll have
    specified thanks to the
         Load & Save Path
          option in Menu 3.

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


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

1.15 Free Buffer

```
    "Free Buffer" will try to detect a memory-buffer allocated by
    Exotic or ChipSaver, and if it finds one, it will free this
    memory (hhhooo keeewwlll ! ;-))

    "Free Buffer" also displays the FreeMem Status.

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

1.16   Iconify function

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

To Uniconify : click on Right Mouse Button.

To Quit   : close the window.

1.17   Option: Welcome

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

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

1.18   Option: Reco-File

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

1.19   Option: XFD Support

Select "XFD Support" if you want PW to decrunch executable files
(via the XFDmaster.library © By Georg Hörmann)

This will require some more memory, obviously ! It's up to you...

1.20   Option: Display Beep

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

You start a looooong multi-conversion...
                          maybe you want to have a walk.....

Then, if your SYS:Prefs/Sound if well configured (to play a weird
sample ;-)), Pro-Wizard will warn you when the job is done...
It may also flash its screen according to the system prefs again...

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

    This has been suggested to me by my friend  =Mike=  !
```

1.21 Option: Quit-Confirmation

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

1.22 Option: Abort-Confirmation

```
    "Abort-Confirm". UnSelect this to remove the "Are you sure" request
                  when you abort a file-scan...
```

1.23 Option: Enter Author's Name

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

1.24 Option: Edit FileComment

```
                This option will allow you to change the FileComment built by  ←
                    Pro-Wiz
    (according to your settings).

 Make your BEST to indicate as many informations as possible !
 (about the module, the author, the original demo, the date, etc...)

 Other options are available concerning the DOS_Comment:


        Insert: PlayTime Calculation

        Insert: Ripped & Converted by...

        Insert: Original Filename

        Insert: Original Comment
           Note: An AmigaDOS Comment is 79 chars max. long... (+ 0 ←
               _terminator)
```

1.25 Option: Edit SampleNames

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

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

The first string-gadget "Song Name" has got an "_" shortcut !
So just press the "s" key to activate the first string-gadget
and then, navigate in the gadgets with TAB/SHIFT+TAB :)

To leave this window, 3 ways :
        - Close Button
        - Push the "ESC" key
        - Push the "RETURN" key (when you're not editing...)

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

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

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

1.26 Option: xPack modules when saving

                Select "xPack when saving" if you want PW to compress the ←
                    modules
before saving them...
You may also choose an
            xPack Method
             used for this purpose.

From v2.20, PW displays the Unpacked Length (ULen) of the saved module,
its Packed Length (PLen) and the Compression Factor (CF), all this under
the saved filename.

1.27 Option: Playtime Calculation

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

        Maybe this will bring a kind of "new standard" in ModList
        Making ?? Put the duration, compositor, compo date,

```
                    provenance, demo... all this in the DOS_Comment !
                                   DO THIS ! ;)
```

1.28   Option: Save Original Module

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

1.29   Option: New 'Play Module' & 'Save Samples' requester !

```
                    This new v2.20 setting will allow you to Play the just converted ←
                         module(s)
       and to save their samples in the
                   path
                    you'll have chosen...
```

This will be possible within a second requester appearing just after the
conversion of a module, and before the module is saved.

The requester will display the module's name, size and samples size.

```
1. Play Module
   ~~~~~~~~~~~
     Well, for this purpose I have chosen to use the "ptreplay.library"
     done by Mattias Karlsson.

     Unfortunately, some bugs remain in his latest v5.14 library version
     so you'll have to take care of what you're doing !
     See the special note below...

     Well... so, when you select the "Play Module" gadget, Pro-Wizard
     opens the ptreplay.library and start playing the module, it also
     pops-up a new window with the module's name, and a "Stop" button
     allowing you to.... to what ?? :) to stop playing and come back
     to the previous requester. (When stoping, the module is faded out).


     Special Note: So, I told you about some bugs in this library,
     ~~~~~~~~~~~~ in fact, altough the author tells that the library
                allocates the audio channels properly, it doesn't ! :(
                 I have contacted Mattias to tell him about this..
                Hope that he will fix these problems soon.

              However, I have solved this problem by allocating MYSELF the
           audio channels, before opening the library, to be sure they
          were not already in use.
```

This seems to work rather good... if another audio-tool,
(PROPERLY programmed!) like Delitracker :) is already running
and playing a module, Pro-Wizard will pop-up an info-requester
telling you that the channels couldn't have been allocated.

If you still want to play the module within Pro-Wizard,
you'll have to free the channels, either by ejecting the module
out of Delitracker, or by exiting any other audio-tool already
running...   All this is LOGICAL !

Logical, indeed, but all this should have been made INSIDE the
ptreplay.library !! Not in each tool using it... :(

Well, I hope that Mattias will arrange this soon.

On the contrary, if the audio-tool already running in not Deli
but Protracker (which doesn't allocate the channels!!),
you'll be able to hear a terrrrific cacophony, due to both
modules being played at the same time... but there, don't blame
me or Pro-Wizard, this is Protracker's fault ! ;)

Ok, you've been warned...

2. Save Samples
   ~~~~~~~~~~~~~
   This function will simply allow you to extract all the samples from
   a just converted module.

   You can choose the type of the saved samples, and the names that PW
   will give them, refer to
           Sample-Save Method
            .

   This is an automatic function, no filerequester will appear,
   unless an error occurs :(
   The samples will be saved in the
           path
            chosen for this purpose,
   and they will be grouped in a new directory called "Samples.xxxxxxx"
   with xxxxx standing for the name of the module !

   Anyway, I hope that you'll appreciate these 2 new features.. ;)

1.30 Formats/Tag All

     Will simply ENABLE all the formats for the next scans.

     The eventual "D" printed in front of the format-names will be erased.

1.31 Formats/Tag None

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

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

1.32 Status Window/Clear

Use this if you want to clear all the "Status Window" !

All texts of the listview will be erased and
the first position re-initialized.

1.33 Status Window/Save Text

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

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

1.34 Program Priority

This will allow you to modify Pro-Wizard's Priority for the next scans.

For example, if you want to ripp/convert a whole huge directory
of modules in the background, set a priority of -1 or -3 so that
your other applications won't be slowed down while scanning.
Pro-Wizard will work quietly, slowly ;) in the background...

On the contrary, if you want to give the maximum priority to Pro-Wizard,
set it to +1 or +3, but here, all the other applications with a lower
priority will be very very slowed down, even stopped, sometimes...
...waiting for Pro-Wizard to finish its job !

The default ToolPriority is of course 0.

Note: This Priority Setting is NOT SAVED when you save the Prefs-file !!

Just because this choice is not meant to be DURABLE !
It's just set the time of ONE (long) multi-conversion...

1.35   Choose Protracker Prefix

With this option, you can choose your desired prefix that will ↩
be used
when saving the (converted) Protracker modules !

The 3 choices are: "mod." / "Mod." / "MOD."

(I hope nobody needs a "mOd." or "moD." ?? :-))

For the prefixes of the other formats, use the file
s:Pro-Wizard.prefix
.

1.36   Sample-Saving Method

These new options are available since Pro-Wizard v2.20, and are ↩
used in
conjunction with the new
Save Samples
function.

In this sub-menu, you will be able to choose how the samples will be saved
since you decide to save some samples of course :)

There are 2 sub-groups in this sub-menu.

First, you can choose the type of the saved samples :

        - Raw   : The samples will be saved as they are, without any
                         heading, in simple Raw form...

        - IFF-8SVX   : An IFF-8SVX heading will be added at the beginning
                         of each sample, containing some important data like
                         its length, if there is a loop or not, etc...
                         Then, these IFF samples will be usable by any tool
                         handling the standard IFF format.

Then, you can choose the name that Pro-Wizard will give to the samples :

        - No Names   : In this mode, Pro-Wizard will generate some names
                         automatically for each sample : "Sample.01",
                         "Sample.02", "Sample.03", etc...

        - Real Names : In this mode, Pro-Wizard will save the samples with
                         their real name, if they have one, of course !
                         If not, it will add a prefix to the samples anyway..
                         "S01.", "S02.", etc...

1.37   Comment Information/Ripped & Converted by...

UnSelect this if you don't want to see "Ripped & Converted by..."
in the FileComments of the saved modules.

And unselect the two other sub-items too... (of course ;)

1.38   Comment Information/Original Filename

                 Select this item if you want Pro-Wizard to insert
the Original Filename (of the loaded files) in the Comments
of the saved modules...

This has been suggested to me by my friend -Mike- ;)
and I must say that it's a very good idea, especially when you load
tons of files in "Multi-Files" mode, then tons of modules are converted
and saved in your
          chosen path
           and, thanks to this Comment
Information, it's easy to find back which module comes from which demo !

1.39   Comment Information/Original Comment

                 Finally, select this item if you want Pro-Wizard to copy the ←
                 Original
Comment (of the loaded files) & put it in the comment of the saved ones.

This can be useful too, if you have already set come comments in your
file-demos etc... and you want them to be copied in the modules coming
from these demos.

 I repete: UnSelect ALL of these THREE items to have NO COMMENT inserted !

        But the Original Format will remain unless you have set no
        Original Format text in the file
           s:Pro-Wizard.prefix
            .

1.40   Choose your desired pathes

             This function will display a new window containing 4 gadgets ←
                 allowing
you to select your desired :

   1. Load Path

        The directory that will be loaded in the filerequester
        when you start a
          conversion

.

2. Save Path (modules)

The directory in which the (converted) modules will be saved.

3. Save Path (samples)

The directory in which the samples will be saved.
Refer to:
  PlayMod & SaveSamples
  .

4. AmigaGuide On-Line Helpfile

The file that Pro-Wizard will use in "
  Help-Mode
  " to display
the AmigaGuide doc-file concerning the gadget/menu on which
you want some help.

Here, you don't select a Path, but the File itself (eventually
with its path too..)

This can be either the English or French AmigaGuide doc.

  Note: If you store the doc-file in the same directory as Pro-Wiz,
        you don't need to specify the directory, just write the
        filename; "PROGDIR:" will be used to find the doc...

        Or use the "ENV:AmigaGuide/Path" variable to indicate the
        appropriate path(es) of your AmigaGuide doc-files.

  Note: The 4 string-gadgets have a "GetFile" gadget on the right,
        which will pop-up a ReqTools Requester to help you to choose
        these directories/files. (Unless you ENJOY typing loooong
        pathes by hand !? :-))

1.41 Choose xPack Method

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

1.42 Change Screen Mode

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

1.43 Change Palette

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

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

1.44 Saving the Preferences

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

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

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



      The saved data are :

      - ON/OFF flags of each format.
      - ON/OFF flags of ALL OPTIONAL functions. (Menu 2)
      - Palette colors.
      - Some screen data.
      - Main window size.
      - View-Window y-pos.
      - Edit-SampleNames-Window y-pos.
      - Icon-Window positions.
      - The xPack Method chosen to pack the modules.
      - The chosen Protracker Prefix.
      - The chosen Comment Information.
      - The Path of the Load/Save/AmigaGuide dirs/files.
```

1.45 Set your desired prefix for all the formats

```
From this new v2.20 version, there's a new file to copy in "S:"

A file called "Pro-Wizard.prefix" which contains a little documentation
but here it is again :

In this file, you'll be able to choose :

   1. The prefix of the packed modules filenames (ex: P61A.SuperModule)
            which is limited to 4 chars !       ^^^^

   2. The prefix of the "Original Format" DOS_Comment inclusion,
            after the mod-duration, which is limited to 8 chars !
```

For both, when you want to set smaller prefixes than 4c or 8c,
just fill with "=" BEFORE the prefix ! Just look at the examples...
                       ^^^^^^

If you don't want any "Original Format" prefix (2nd list) in Comment,
just put "========" (Eight "=") in place of the prefix.

But don't make the same for the first list !! As these prefixes will
be used to save the Original Packed Modules...   ;)

Note : You can remove the parentheses if you don't like them (Hi Nazgul ;)
       But keep the prefixes 'right-aligned' by inserting some more '=='.

       Don't choose very large prefixes (7/8c) if you want enough room to
       insert further informations later in the comment (Composer's Name,
       Composing Date, Duration, Demo, Party...) and so on...

1.46 Start a conversion

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

Like in Pro-Wizard 1, a file-requester appears, to select one or several
files to scan...
Don't forget to use "ALL", Shift-key or "MATCH".

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

"ONE-FILE" MODE :

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

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

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

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

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

          " Possibly Found a "

          "Protracker module"   (this is an example)

Then you have the choice between 3
              gadgets
               :

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

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

If you confirm the conversion, it is done.

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

If you've selected
              Author's Name
               in Menu 2, Pro-Wizard will ask you
to enter the author's name, if you know it... It will be written in the
Sample-1 text, in the module header.
Note that Pro-Wizard displays the content of an eventual text present
in this sample-1. This, to avoid erasing of important data...

Then, if you chose
              Edit SampleNames
               in Menu 2, a big window pops-up
with STRING-GADGETS which allow you to enter some data in each sample
text...
Follow the example of one of my friends - Frank128 - who used to
write several data about the musician, the demo, etc...

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

On the contrary, as I said before, don't write "Ripped by (YOU)" !
Simply because EVERYBODY can ripp a module with Pro-Wizard !
Ripping becomes so easy ;)   Only write down some important texts...
And, please, don't touch the "Original format" information added by PW.
It's useful to know which format a module comes from.

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

Have a look at the
              HINTS

                    section for some tips with this function.

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

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

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

   From v2.20, the length of the saved modules is displayed under the filename
   with either "Len:" if the module was not xPacked, or "ULen:", "PLen:" and "CF"
   standing for the Unpacked Length, the Packed Length and the Compression Factor.

   Here, if you've selected the
                  Edit FileComment
                   , Pro-Wizard will now allow you
   to edit the FileComment of the just saved module with a ReqTools GetString
   Requester. This, if you want to complete the informations that Pro-Wizard
   will have inserted by itself...

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

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

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

"MULTI-FILE" MODE :

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

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

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

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

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

However, you can, all the same, select the
                Author's name
                ,

                Edit SampleNames
                 and
                Edit FileComment
                 options if you want,
EVEN IN MULTI-FILE MODE !!
The "automatic" work will be interrupted due to these options, but
when done, the modules will be saved automatically, no file-requester.

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

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

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

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

While your files were scanned, you might have followed the operations

                displayed
                 in the 1st LISTVIEW ("Status Window").

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

Then, go back to initial state !

Little reminder concerning the multi-file mode :
~~~~~~
      If you want all the loaded files to be scanned, and all modules
      saved AUTOMATICALLY, without any break, UNSELECT the "Author's Name",
      "Edit Sample-Names" and "Edit FileComment" options in Menu 2 !

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

Just make a good use of the OPTIONAL features ! ;-)

1.47 Informations displayed

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

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

When loading a file, you'll see this :

"xLoading File 001/??? : Name of loaded file"   (name printed in WHITE)

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

and

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

The "x" is there to remind you that Pro-Wiz loads and decrunches
itself any "xpk"-crunched file.
The third line tells you where in your memory the file has been
loaded, and its size...

Then, may follow some informations like :

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

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

and when done :

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

ULen: 51808 bytes - PLen: 24812 bytes - CF:53%   (example!)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

xLoading File 01/01 : "CHAN.Fury-Desert"
  XFD Status: Unknown... (Probably not crunched)

```
   Scanning File located at: $07A50358 - Length :   36410 bytes
     Converting a Channel Player 2 module...
      Packing Protracker module with: xpkSQSH.library !
       Saving File : "mod.Fury-Desert"
      Packing Original module with: xpkSQSH.library !
       Saving File : "CHAN.Fury-Desert"
Ready.




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


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




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


xLoading File 01/01 : "???.CNCD_Intro"
  XFD Status: Decrunching "StoneCracker 4.04" file...
  Scanning File located at: $07AD5440 - Length :   35008 bytes
    Unknown format...
Ready.




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


xLoading File 01/01 : "???.Stellar"
  Scanning File located at: $07AF9738 - Length :  126728 bytes
    Aborted by the user !
    Unknown format...
Ready.




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


Scanning memory-buffer allocated by Chip Saver !
  Located at: $078032E8 - Length : 2097152 bytes !
    Module detected at: $078C32E8 / CHIP-MEM address : $0C0000
```

```
   Converting a Tracker Packer 2/3 module...
      Saving File : "mod.the song.fake2"
      Saving File : "TP3.the song.fake2"
Ready.
```

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

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

***** Enable/Disable all formats :

All formats enabled.
All formats disabled.

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

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

  Here it is !

  The Listview is made of 201 lines... enough for several conversions...
  and the lines are dynamically allocated ;)

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

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

Isn't it more pleasant with the colors ??

1.48   View Function

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

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

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

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

Two options :

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

  Pro-Wizard will confirm you this fact :

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

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

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

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

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

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

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

  You can quit this VIEW window by three ways :

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

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

        Note: Pro-Wizard will store the window's position when you exit.

                        This position will be saved in the Preferences file.

1.49   Convert....End

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

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

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

New in v2.20: Pro-Wizard now informs you if it has found a TRUNCATED module.
                It prints the format name, the offset from which the module was
                detected (from the beginning of the file) and the real size
                that the module would have if it was not truncated...

NOTE : The 2 requesters (LOAD & SAVE) are independent from each other,
        you can (and should) specify a different directory for each one,
        they'll be stored during all the converting work and saved in the
        Prefs-file.

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

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

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

1.50   HINTS & TIPS...

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

      Use Exotic or
                ChipSaver
                , launch the demo, reset, CHIP-MEM is copied
      into FAST-MEM (if available) and is protected, then reboot normally
      and run Pro-Wizard 2.xx, click on "Scan Buffer" and Pro-Wiz now
      scans the image of your CHIP-MEM as it was before reseting.

```
        ====> Memory Hunting !


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

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



* Other HINT for TRACKLOAD demos :
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

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

        (Use DMS in "NONE" mode of course !)


BUG! BUG! BUG! I've discovered that these both tools inserted some MARKS
              at the beginning of each track in the bigfile, which may
              trash some important data like modules or packed_data.

NEW! NEW! NEW! So, I have written a little tool called "RemoveMarks" whose
              job is to remove these marks inserted by both SupDup & DMS.
              Have a look in the "Bonus-Progs" directory :)



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

        Again, make a large file of the disk with DMS or SuperDuper (and
        use RemoveMarks on it !! or make this bigfile with ExoticRipper)
        and load it in a File-Editor (like File-X), and then, search for
        some headers of wellknown crunchers (PP20 for PowerPacker,
                                        CRM! for CrunchMania,
                                        S404 for StoneCracker 4 etc..)
        Then, save this partial packed data in ram: and, normally, DLD or
        XFD should recognize'em now ! ok ?? Or even load these resulting
        files in Pro-Wizard, as it uses XFD's lib...

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

        Or, use "ExtractData", bonus-program from Exotic Ripper, or one of the
        other Extracting-Tools released recently, like FindCrunch, Extracter,
        PowerExtract, XRay...

        Or... maybe one day, Pro-Wiz will make all this by itself ! Yep.. :)


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

  ===> Thanks to Chexum's help !
```

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

  - File Decrunching :
    ~~~~~~~~~~~~~~~~~
         - DLD, XFD, UnPacker & ProDecruncher.

  - File Extracting :
    ~~~~~~~~~~~~~~~~
         - ExtractData, Extracter, FindCrunch, PowerExtract, XRay.

  - File Viewers, Disk-Buffers :
    ~~~~~~~~~~~~~ ~~~~~~~~~~~~~
         - File-X, DMS, SuperDuper, RemoveMarks. :)

  - Ripp'n'Convert :
    ~~~~~~~~~~~~~~~
          -
               ChipSaver
               , Exotic Ripper, Pro-Wizard-2.

  - Modules' Compression :
    ~~~~~~~~~~~~~~~~~~~~~
         - All the XPK package !! (SQSH library for the modules !
                              or SMPL, SHRI...)

  - Module Playing :
    ~~~~~~~~~~~~~~~
         - DeLiTrAcKeR-2 !! The one and only ! ;-)

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

  Note about xpkSMPL :
  ~~~~~~~~~~~~~~~~~~~~

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

   Packed with SQSH, it's 434330 bytes long !   (gain 42%)
   Packed with SMPL, it's 332848 bytes long !!! (gain 56%)

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

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

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

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

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

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

  2. The contrary ? You want to remove the durations from the DOS_Comment ?

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

* Special Note :
  ~~~~~~~~~~~~~

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

                 And give a kick to the naaasty crackers !

1.51 Known Bugs

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

  - The Old-Soundtracker (Soundtracker 15) modules are not recognized.
    ~~~~~~
         Use Exotic Ripper ! hehe..
         Or load them in your Protracker and save'em back (31 samples) !
         There's NOTHING to convert in these modules ! Just transform them
         in 31-samples Protracker modules with any Protracker.

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

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

  - Pro-Wizard doesn't recognize FUTURE COMPOSER modules, and so on...
    ~~~~~~ ~~~~~~~~~
        All the "synthetic" formats ! They are ABSOLUTELY NO PTK-CLONE !
        They are just rippable (Exotic), and playable (Delitracker 2)
        and this is not so bad at all like that... ;)

  - Problem of modules with separated samples...
    ~~~~~~
        When you convert a module, then listen to it, and hear some crap
        instead of the samples, don't contact me immediately !!

        Just be a little CURIOUS by yourself, and have a look at the
        original module/file, listen to what should be the samples, and
        if you hear some nasty noises, not samples, this is sure that the
        samples are stored elsewhere in the file/memory ! Okay ??

        Pro-Wizard CAN'T KNOW if the samples REALLY ARE samples !

        So you have to work a little by yourself, detect the real samples,
        cut them in a single file, then take back the module-header, then
        join both files and that's it !

        Or am I the only one able to do this ?!?? :)

  IMPORTANT NOTE :

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

        This was just an example !

1.52 distribution

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

>>> Pro-Wizard 2 --- Unregistered Version <<<
~~~~~~

```
   Pro-Wizard                          ; The program itself.

   Docs/                        (DIR)
     PW_DOC-English.guide               ; English docfile, format hypertext.
     PW_DOC-Français.guide              ; French  docfile, format hypertext.
     PW_FORMATS-Engl.guide              ; HyperText file explaining how to
                                            recognize each format. (English)
     PW_FORMATS-Fran.guide              ; Same in French.
     PW_HISTORY-Engl.guide              ; Bugs, new features... (English)
     PW_HISTORY-Fran.guide              ; Bugs, new features... (French)
     PW_OrderForm                       ; Fill this to register !

   Libs/                        (DIR)
     ptreplay.library                   ; PTReplay.library V5
     reqtools.library                   ; ReqTools.library v2.0+
     xfdmaster.library                  ; XFDmaster.library
     xpkmaster.library                  ; XPKmaster.library
        Compressors/          (SUB-DIR) with some xpk-compressors
        xfd/                  (SUB-DIR) with some external xfd-depackers

   S/                           (DIR)
     Pro-Wizard.prefix                  ; List of your desired prefixes
     Pro-Wizard.reco                    ; NUKEd file used in the "VIEW" option

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

     IFF-FileRipper.lha                 ; IFF-FileRipper based on Pro-Wizard
                                        ; scan-routines...

     ...and maybe some other stuff...



!!! Pro-Wizard 2 --- Registered Version !!! (contents may change...)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   Pro-Wizard                          ; The program itself.

   Docs/                        (DIR)
     PW_Docs.lha                        ; All docfiles grouped in an archive.
     Read_Me.First                      ; Little textfile about this archive.

   L/                           (DIR)
     Pro-Wizard.key                     ; Your PERSONAL
               keyfile
                !

   Libs/                        (DIR)
     Libs.lha                           ; All LIBS grouped in an archive too.

   S/                           (DIR)
```

```
    Pro-Wizard.prefix                      ; List of your desired prefixes
    Pro-Wizard.reco                        ; NUKEd file used by the "VIEW" option

  Bonus-Modules/                (DIR) ; Some special mods to be converted.

  Bonus-Progs/               (DIR)
    ModInfo.lha                            ; Displays the header of a PTK module
                                           ; similar to FileMaster ;-)

    IFF-FileRipper.lha                     ; IFF-FileRipper based on Pro-Wizard
                                           ; scan-routines.

    RemoveMarks.lha                        ; Tiny tool to "debug" the big-files
                                           ; made with DMS or SuperDuper.

    Deli-Wizard.lha                        ; New Deli-Wizard version !!
                                           ; Use it with Delitracker-II.

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

1.53 Hot Thanks

                     – Nico François for his marvellous © ReqTools.library !!

– Urban Dominik Mueller for the great © XPK libraries and all the authors
  of compression libraries.

– Georg Hörmann for his great © XFD package !

– Mattias Karlsson for his PTReplay.library which will be just great when
  this problem of channel-allocation will be solved ;)

– Delitracker authors (Peter Kunath & Frank Riffel) for their great player
  and their welcome help with some gadtools routines, & bugreports ;)

– ExoticRipper authors (Turbo & Marley / Infect) for their legendary ripper
  and for many many CUSTOM modules ! Yeaahh thanks mates ! ;)

– The Cyborg/NGC ! Cool ChipSaver ;-)

– Janos Farkas (Chexum) for his help with the 'Lost Converter' !

– Avoriaz for the 8colors icon !

– Elenfeste for the cooool disk-label (for the registered users) !
  BIG Thanx Romu ;-)

– All the Beta-testers who tested, test or will test Pro-Wizard
  (try not to find too many bugs huhu !)
  Thanx especially to Mexican Boy who proved to be very active
  in his Beta-Tester job ! :-))

  – All the users who, I hope, will find Pro-Wizard useful, effective and
    convivial ! (Oh yes, I worked HARD for, be sure of this !!)

    Mega-Thanx to everybody who wrote to me, especially from others
    (European) Countries; it always gives me great pleasure !

  – Great thanks to all
                  registered users
                   ! Thanks to YOU !

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

1.54   Les petits '+'

    If you want a full description of the new v2.20 features, click HERE.

  – Written in * 100% Assembler * !

  – More than 28000 lines of source, 585 kb !!

  – User-friendly : mouse / gadgets / menus / keyboard !

  – Many user-editable settings/options !!

  – Requester structures LOAD & SAVE stored separately, very useful if you
    want to convert lots of modules in one session.

  – Suppression of the "mod." prefix in the module_name INSIDE the module,
    not in the DOS name...

  – Suppression of the packed module prefixes ("PP21" or "NP2" etc...)

  – Respect of the modules/composers !! You can enter the author's name,
    edit the sample-names, edit the filecomment.

  – Disabling DOUBLE-CLICK when saving the final module (RT option)
    this avoids erasing of a file by mistake...

  – Tested on Amiga 4000 '040 with Enforcer : NO ENFORCER HIT !!
              (Thanx Pascal, I want a MMU !!)

  – Possibility of aborting the conversion in each requester.

  – Powerpacker & XPK crunched files auto-decrunched.

  – XFD auto-decrunching.

  – Mega-Doc-Files including a very useful part "How to recognize each format

```
    in memory" (.guide) with a heading_model for each format... essential !?
```

1.55   Description of the Bonus-Programs included :

```
                     - Deli-Wizard :
    ~~~~~~~~~~~

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

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

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

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



  - ChipSaver :
    ~~~~~~~~~

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

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

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

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



  - ModInfo :
    ~~~~~~~
```

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

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

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

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

  - IFF-FileRipper :
    ~~~~~~~~~~~~~~~

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

        Thus, I took Pro-Wizard's source, modified it (deeply) and made
        this little tool.
        However, it uses the "File-Ripper" and "Multi-Load" features of
        Pro-WIzard-2 but it hasn't go a great user interface, there are
        only some Reqtools windows on the Workbench screen, similar to
        Pro-Wizard v1.xx versions ;)
        I think this is more than sufficient for such a little tool.

        Also refer to its own little documentation...

  - RemoveMarks :
    ~~~~~~~~~~~~

        New in v2.20 ! Use it to remove the marks inserted by DMS or SUPDUP
        when they make a file from all the tracks of a NDOS disk !

        Indeed, these marks may make Pro-Wizard fail when scanning the file
        or may entail failures/gurus when trying to decrunch some packed
        data included in this bigfile.

        So, use RemoveMarks to get rid of these marks !

1.56 All Known Formats

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

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

Noise/Protracker   : Moby "Elekffuuunnnnnnkkkkk" !!!
Heatseeker Packer   : CRB Party Time Demo (wiz the cool zoom)

```
Xann-Packer               : DIGITAL "Lethal Exit" Demo
Pha-Packer                : LEMON "Announce" Demo  (ex-HanniPacker)
NoisePacker_v1/2          : Most of PHENOMENA demos and music-disks...
NoisePacker_v3            : Music-disk "Mirror" by ANDROMEDA
Promizer_v1.0c            : Old version...  ANARCHY "Flower Power"
Promizer_v1.8a            : DRD "Arkham Asylum" (Hello Moby!)
Promizer_v2.0             : DRD "Bubble Bobble music" by Reflex
Wanton-Packer             : FINLANDIA Music-disk !
SKYT-Packer               : French diskmag "Pros It" by DRIFTERS
ProPacker_v1.0            : DAI Music-disk (too cool "Soulman"...)
ProPacker_v2.1            : Yen a tout un tas ;-)
ProPacker_v3.0            : All the Static Bytes Eurocharts !
ProRunner_v1.0            : SILENTS "Something...makes me sick"
Laxity-Tracker            : KEFRENS "Desert Dream" & "Dane"
UNIC-Tracker              : KEFRENS "Egregious", "Guardian Dragon 1&2"
KRIS-Tracker              : That's 4mat tracker ! (Chuckrock...)
ProRunner_v2.0            : SANITY "Interference" Demo
NoiseRunner               : SANITY "Arte" Demo
EUREKA-Packer             : ANARCHY "Spring Melodies"
AC1D-Packer               : ANARCHY "In The Kitchen" Demo
Pygmy Projects            : Pygmy Projects "Extension" Demo !! Tune by Jester.
Digital Illusions         : Pinball Dreams & Fantasies games...
Channel Player v1         : Game "Fury..." by Moby, Tunes "Intro, Usine"
Channel Player v2         : Game "Fury...", Tunes "Desert, Village..."
Channel Player v3         : Game "Fury...", Tune "Forest" (only one!)
Promizer_v4.0             : PM40.Do You Wanne, Movement "Numb"
The Player v5.0a          : VD-FLT "Full-Moon", "Love"
StarTrekker Pack'         : Cave BBS Intro (OLD)
The Player v6.0a          : STELLAR "MindFlow"
GMC                       : Knights of Sky Title
Module Protector          : Adprod Music, Grapevine diskmags...
Promizer v0.1             : Avalon Demos
Soundtracker 2.6          : SpaceWalk
FC-M Packer               : Scoopex "Occasions of Sin" music
IceTracker                : Order of Death II
Fuzzac Packer             : Silents '90 Demo "Tropical Sunset"
Kefrens Sound Machine     : Certaines ziks de la Kefrens MegaDemo 7 !! yeahh
The Player 40A/40B/41A    : Complex "Delirium", several games (SuperFrog..)
Tracker Packer 1/2/3      : Complex "Seduction" (TP3) (Hi Clawz !)
NoiseTracker Pak          : Tune "Surburbia.mix"
Polka Packer              : Most of "Polka Bros" demos...
Power Music               : Created with the tool OPTIMOD
Soundtracker Pro 3.0      : Gyroscope, Sliding Skill Title
Zen Packer                : Stellar "Darkroom", Valeansininen Huivi / Heatbeat
The Player v6.1a          : Parallax "Drool This", and a lot of demos/intros
Hornet Packer             : Alcatraz "Ilyad" (After ripping in memory)


                  Up to -53- formats !!
                  ~~~~~~~~~~~~~~~~~~~~~~~~
```

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

                                For further infos, read the History-file,

and the Formats-file.

1.57   Things to do in the near future...

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

- Maybe some new formats... ?

- A built-in "Read Disk" feature... ?

- A full XFD-Scan feature, in whole files... ?

- What else ??? :-)

- In fact, I have a great new idea for a "Pro-Wizard v3.0" I guess...
  But, enough said... it will be a great surprise ! ;)

1.58   A few last words...

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

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

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

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

                        --==> GRYZOR <==--