

**PW\_HISTORY-English**

**COLLABORATORS**

	<i>TITLE :</i> PW_HISTORY-English		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# PW\_HISTORY-English

### 1.1 Pro-Wizard-v2.20 English History-File, all versions!

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

#### v2.xx History

v2.0 History / 20-Apr-94

v1.0 History / 21-Aug-93

v2.1 History / 18-Dec-94

v1.1 History / 25-Aug-93

v2.11 History / 25-Dec-94

v1.2 History / 17-Sep-93

v2.12 History / 15-Jan-95

v1.3 History / 23-Sep-93

v2.15 History / 15-Feb-95

v1.3a History / 15-Nov-93

v2.16 History / 22-Feb-95

v1.3b History / 02-Dec-93

v2.20 History / 20-Aug-95

v1.3c History / 11-Dec-93

v1.4 History / 12-Dec-93

#### v1.xx History

```

v1.4a History / 16-Dec-93
v1.5 History / 18-Dec-93
v1.5a History / 16-Jan-94
v1.6 History / 21-Jan-94
v1.7 History / 25-Jan-94
v1.75 History / 31-Jan-94

```

## 1.2 History of v2.20 version...

```

-----\
----- 20-Aug-95 --> Pro-Wizard "II" -- Version 2.20
-----/

```

Whhoooooo !! Nearly 6 months have passed, and finally, here's a new version of Pro-Wizzzzzz !

Noo, noo.. I haven't spent 6 months in programming it :) "only" full july and the first days of August.

If you've read the FILE\_ID.DIZ, you must have seen that only ONE format was added in this new v2.20 (53 formats instead of 52), but this is simply because this version is more a new "Prefs/User-editable settings" upgrade, than a "formats" upgrade...

Anyway, let's start with this new format... Heemm I say "new" but it's rather old ;) It's "Hornet Packer" used in ILYAD / ALCATRAZ. But refer to the FORMATS.guide file for further informations on this format...

Now, let's see the bugs fixed in the elder formats :

- \* Soundtracker Pro 3.0 : The notes were converted 1/2 tune too low.  
 ~~~~~  
                                   Oops, sorry! But I only had 2 test-modules of  
                                   this format... Thanks to Nazgul/Sabotage for  
                                   the info.  
                                   Moreover, some effects were badly handled,  
                                   this is fixed.
- \* Pha Packer : Bugfixed in the end-detection of each pattern, during the  
 ~~~~~  
                                   conversion... Thanks to Peter Kunath for the bug-file !
- \* Soundtracker 2.6 : A tempo problem, solved, thanks again Peter !! :)  
 ~~~~~
- \* The Player v4.xx : Here, there was a problem concerning the modules  
 ~~~~~  
                                   using several times a SAME sample !  
                                   I knew this was handled by P5/P6, but not by P4xx.  
                                   So, thanks to Zdenek Kabelac for the bug-file ;)

- \* Then, some recognition problems for Eureka, Avalon, NTPK, TP3 and PRU2.
- \* And while we're talking about Avalon, thanks to Nazgul for telling me its real name, it's Promizer v0.1 ! Yes... but how could I have known this, without the original tool ? :)

Thanks, besides, to Nazgul again for lots of informations about the real names of some formats, and authors of formats !

Still talking about bugs, but this time, inside Pro-Wizard code itself, there was a software failure sometimes on 68000-machines while Scanning/Freeing Buffer, just because an odd address could appear, then GURU :( Thanks to Mexican Boy for this, my oooold dear Beta-Tester of v2.0 !! ;-)

Finally, as it seems that more and more modules use samples with a length higher than \$FFFF (65535), I have been forced to modify my Protracker check-routines to make them recognize these modules...

(Although you CAN'T do this within Protracker itself, anyway, it accepts to play such modules but refuses to load/edit samples larger than 64kb !).

Well, enough bugs ;) )

Let's see now, the REAL NEW IMPROVEMENTS in this new v2.20 !!

And, you can say it, there is a LOT of things ! Ooohh yes...

Here we goooo :

- \* Status-Window's listview has got 201 text-lines now, instead of 101. (Whhooooo keewlll ! (a la Beavis & Butthead :) )
- \* In the "Edit Sample-Names" window, the first gadget (SongName) has got an underscore ("\_") shortcut now, under the "s", which allows you to active the gadget without clicking in the gadget with your mouse, laaaaazy guys !! ;)
- \* Pro-Wizard doesn't erase the 22nd characted in each sample-name ! Although this is NOT POSSIBLE to edit this char within Protracker, some mods have got one anyway... So PW lets them quiet now..

====> Hi Hille / Insanity ! :)

- \* Pro-Wizard will warn you now, if it finds a TRUNCATED module ! Yes, this may happen... PW will display its real size, and the offset at which you'll be able to find it, from the beginning of the sourcefile.

====> Hi Fabrice GUEDJ ! ;)

---

- \* The main-window re-sizing routine was FINALLY corrected !! Huhu...  
Thanks agaaaaain Peter ! (Arf, so many thanks to Peter... :-))
- \* Furthermore, now the max\_height of the main window is no more limited to 512 but by the number of "nodes" (lines) composing the second ListView (all the formats).
- \* The confirmation requester when you abort a scan is now optional.
- \* The limit of 99 files in MultiFiles-Mode has been broken !! :)  
Now, it's 999 files ! And if someone dares ask me to convert 1000 files at a time, I (è&!#@!\$ him !! ;-)
- \* When a module is found during a memory scan (Scan Buffer), the internal name of the module will have the name of the saved file (if you change it) no more "Buffered Module" in the name...
- \* When Pro-Wizard saves an xpk-packed module, it now displays its unpacked size, packed size, and the compression factor !  
When it saves an unpacked module, it just displays its size...
- \* The prefixes of each packed formats are user-editable !! Those used to save the Original (Packed) Modules, but also those inserted in the DOS\_Comment of each saved module. You can edit the prefixes thanks to a new file to be located in "S:" called 'Pro-Wizard.prefix'.

==> Yop Nazgul ! :)

- \* The internal "Help-Mode" was totally re-written !! I have removed all the help-texts which were taking so many bytes in the exe-file and I have replaced it with an ON-LINE AMIGAGUIDE HELP feature !! Happy ??  
Furthermore, both English and French doc-files are recognized !  
Enjoy !
- \* Now, you can change the tool-priority of Pro-Wiz for the next scans.  
-3, -1, 0, +1 and +3 are available. If you want Pro-Wiz to work quietly in the background without slowing down your other applications... :)

==> Hi Pascal ! ;)

- \* New optional function : Edit FileComment !  
Which, of course, allows you to edit the DOS\_Comment built by Pro-Wizard for each converted & saved module.
- \* And while we're talking about the FileComments, you can now choose what informations Pro-Wiz will insert in them ("Ripped & Converted by...", the Original Filename, the Original FileComment, or nothing :) )

==> Hi Mike ! :)

- \* The Load & Save Pathes are now remembered and saved in the Prefs !  
This was asked by many users, so I gave in... ;)   
You will be able to choose the Loading Path, the Saving Path (modules), the Saving Path (samples) and the AmigaGuide On-Line Helpfile ! Yep..  
Thanks to Peter for the "GetFile" gadgets :)
-

- \* And as you may have wondered what was this "Saving Path (samples)", yes! New feature : Saving of all the samples from a just converted mod ! This was asked by some users too... Read the full doc for more details.
- \* And, about this feature, you can obviously choose between RAW & IFF-8SVX, and between "No Names" & "Real Names" ! Are you happy ?? ;)
- \* Other new interesting feature : Pro-Wizard can now PLAY the modules !! Thanks to the "ptreplay.library" by Mattias Karlsson, still bugged a bit but I've arranged the problems... by the way, read carefully the doc about this new PLAY function !
- \* You can also choose the Protracker Prefix used for saving the converted modules, and this is apart from the other Prefix'list. You'll have the choice between "mod.", "Mod." and "MOD."

==> Hi Cyborg / Neoplasia ! :)

- \* And last but not least, you can now run Pro-Wizard with some arguments !! Yeeahhh ! This allows you to make a little "Pro-Wiz" button in DOpus...

In this argument-mode, Pro-Wiz loads and scans the specified file AUTOMATICALLY !! And you can set 3 optional switches to make some other events automatic too, like auto-exit, auto-save the Status-Window texts before exiting, and even auto-convert the found modules without having to click on "Convert" in the first requester.

Fun or what ?? :)

Well, that's all I think... Phheewww... hope you're satisfied ??

I even planned to add some more features, but let's keep some for the next versions ;) and I had to release a new version rather quickly, so..

Ah!! I knew that I had forgotten something : the Bonus-Programs !!

Yes...

- \* ChipSaver 1.82 by The Cyborg/NGC, which offers a niiiice GUI ! ;)
- \* New Deli-Wizard, of course, with the same bugfixes as in Pro-Wiz, and with the new format...
- \* New version of "ModInfo" which now uses xpkmaster.library directly ! And which needn't unpack the whole module anymore !! Just the beginning is important to make a ModInfo, so it only unpacks the beginning, which is obviously faster when you make a ModInfo on several files, and which allows the owners of "low-memory" configurations to make ModInfos on some very huge files of more than 1 meg... ! Cool eh ?
- \* New Bonus-Program : RemoveMarks ! Whose job is to remove the marks inserted by DMS and/or SUPERDUPER when they make bigfiles from all the track of a disk, you know... Yes, these marks could cause problems and failures when scanning the file in Pro-Wiz, and when trying to

extract and depack some crunched data out of these bigfiles !

So, RemoveMarks gets rid of these marks, and the file becomes again the real image-file of the disk, sized 901120 : 80 trk \* 22 sec \* 512 bytes.

Yyoooooooo.... this is finished this time !            So, is this enough ?? :)

Well, have fun and enjoy this version,        see youuuuuu !

(now I'm going to sleep for 3 months... :)

>> Gryzor <<

### 1.3 History of v2.16 version...

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

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

- When the Prefs file contained a wrong screenmode value, PW exited without informing the user (however, exited in a CLEAN way :-)  
Now, it displays a little information window, then exit..
- Removed a little "odd-addressing" bug appearing on 68040 only !  
Thanks again to Pascal for reporting this before uploading Pro-Wizard on Aminet (ouf!) <8-p

### 1.4 History of v2.15 version...

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

Well, another cool release :

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

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

NOTE : However, be careful of memory usage !

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

- xPack modules when saving ! (Optional)
  - You choose one of the xpk-compressors that will be used to pack the modules before saving...
- Status Window Listview has got 101 text-lines now... and dynamically allocated displaying :)
- New format : The Player 6.1a by Jarno Paananen ! (Found in 'Drool This'.....) Arghhh the pattern packing format has completely changed ! Had to analyze it again, long job... stop this Jarno ! ;)
- New version of ChipSaver by The Cyborg/NGC ==> v1.57 !
- New version of Deli-Wizard of course, with Player 6.1a included...
- Special feature : "Turbo Mode" when scanning... ##:-)

## 1.5 History of v2.12 version...

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

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

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

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

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

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

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

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

- In the View-Window, the "LoadReco" button has an underscore shortcut. And you can leave the window with "Return" as well as "Esc".

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

Enjoy it !!

## 1.6 History of v2.11 version...

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

Whhooo!! Two bugs fixed in this new update :

~~~~~

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

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

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

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

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

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

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

I want to apologize to them for this annoying problem !

- Otherwise, various little things have been fixed (suggested by Melkor) :
  - . Underscore-shortcuts added in the button-gadgets (main window),
  - . "Esc"-key to Abort a scan (as well as "a"),
  - . Menu item texts modified ("..." added where needed) to respect the usual style of menu texts ;)

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

A N D  
 ~~~~~

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

## 1.7 History of v2.1 version...

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

First note : I want to thank -deeply- all the registered users !!  
 ~~~~~  
           Thanks for supporting the tools you love !  
           Thanks for supporting shareware !

-----

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

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

Let's start with the new features :

~~~~~

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

- "Scan Buffer" which looks for a memory buffer allocated either by Exotic Ripper or ChipSaver, and then scans directly in this memory for modules !
  - > Hi The Cyborg and Turbo & Marley ! :)
- "Free Buffer" which deallocates the buffer and frees the memory. Also displays Available Memory Status.
- Several OPTIONAL functions like : Quit-Confirmation,

Enter Author's name, Edit SampleTexts, PlayTime calculation & insertion in the DOS\_Comment, and Saving of the original (packed) module too...

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

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

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

--> Hi Novice(WJ) ! :)

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

- New Recognized Formats (10). See below.

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

--> Hi Chexum ! :)

- Reqtools File-Requesters are now REFRESHED.

--> Hi Mike ! :)

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

--> Hi Atoll ! :)

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

--> Hi Throb ! :)

- Several check-routines improved and/or debugged. See below.

- Internal "Help-Mode" (as the mousepointer states...)

- The "Status-Window" texts can be saved in a file (ANSI-form).

--> Hi Mexican Boy ! :)

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

IMPORTANT : Pro-Wizard now checks if there are some empty  
~~~~~  
text lines before inserting its informations (original  
format, ripped & converted by....., etc...).

---

This, to avoid erasing of important data  
like the author's name & address... etc...

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

--> Hi Peter & Frank ! :)

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

--> Hi Frank & Peter ! :)

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

Let's come to the new recognized formats :

~~~~~

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

~~~~~

At least !! Thanks to Jarno himself (Hi!) but I had to  
fix some problems concerning some particular modules.  
I've tested my converters with more than 60 P4xx modules,  
all were converted right !  
Note : Doesn't handle multi-songs modules !  
And I don't know if it's worth implementing this ?

- Tracker Packer 1/2/3 :

~~~~~

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

- NoiseTracker Compressed :

~~~~~

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

- Polka (?) Packer :

~~~~~

I called it "Polka" because I found it in several  
PolkaBros demos. I don't know who did code this ?

NOTE : If you ripp PolkaBros' modules from the demo-file  
directly, you will find a normal Protracker module.  
But if you ripp it after running the demo, in memory,  
you'll find this format, which is very similar to Wanton.

- Power Music :

~~~~~

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

- SoundTracker Pro 3.0 :

~~~~~

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

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

!!! Gosh !!!

Remember Pro-Wizard v1.0....

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

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

~~~~~

- Xann Packer conversion improved (now handles "Liquid-Reflex tune").
- Laxity problem with the "replay-byte" inserted at the end of the last  
played pattern. This MUST be done for UNIC modules,  
but not for Laxity ones... Thanks to Mr.Styckx !
- Several checkroutines improved (NoiseRunner, Protracker, ProPacker,  
ModuleProtector, ProRunner 2).

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

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

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

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

~~~~~

## 1.8 History of v2.0 version...

-----\

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

-----/

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

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

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

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

Let's start with the new formats :

~~~~~

- Parasite PP21 is in fact ----> ProPacker 3.0 !
- 12 new formats !!!
  - NoisePacker 1.0 (!!) Thanks to Marley / Infect !
  - The Player v6.0a Very similar to P50A. (only normal samples)
  - Game Music Creator Kinda old-soundtracker format...
  - Soundtracker 2.6 By Mnemotron, some years ago...
  - Ice-Tracker Only "IT1.0" tested !
  - StarTrekker Packer By Mr Spiv / CAVE in 1991. Thanks Speedy !
  - Module Protector Several kinds... i.e Grapevine mags.
  - Avalon Packer Only one test-module, an Avalon demo.
  - Fuzzac Packer In old Silents '90 prods. Thanks Speedy !
  - FC-M Packer Scoopex "Occasions of Sin" tune.
  - Old-Kefrens Yeah !! Some tunes in the old Kefrens MegaDemo 7 !! yep !
  - And of course the Noise/Star/Protracker modules too. (just ripped)

Not so bad !??

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

Concerning the bugs fixed :

~~~~~

- P50A recognition problem when similar samples were used.  
(Thanks to Exotic'Men for sending some test-modules :-)
- KRIS big problem encountered : there is a "transpose-note" function !!  
Again thanks to Turbo/Infect who sent me some modules that showed this fact ! I had to re-write entirely my check & convert routines.
- UNIC recognition problems in very small modules.

- SKYT bug in the PTK-heading build routine.
- NP2 and NP3 problems with the replay position.
- DIGITAL ILLUSIONS convert-routine improved.
- PM40 recognition improved.
- And, in fact, \* ALL \* the check-routines have been improved !!

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

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

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

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

```
=====
=   H A V E   F U N   W I T H   T H I S   V E R S I O N   2   ! ! ! !   =
=====
```

## 1.9 History of v1.75 version...

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

(New) format : Parasite ProPacker 2.1 !

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

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

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

GREAT !! (A bit hard to analyse at the beginning, hehe :-)

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

\*\*\*\*\*

\* IMPORTANT \* ---> This v1.75 version is probably the last Freeware one.

\*\*\*\*\*  
 Yes, I'm actually working on Pro-Wizard v2.0 which promises to be OUTSTANDING !! Really...

Hope I'll receive many registrations !! :-)

Be sure it will be worth paying the Shareware fee !  
 This new version will be released soon, in February.

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

## 1.10 History of v1.7 version...

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

ATTENTION !! New formats recognized (4) :

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

These 3 versions of the Channel Player were found in the game "Fury of the Furrries" (tunes by Moby !) and this format was coded by a great friend of Moby :

Alan / Impact Inc.

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

- Promizer v4.0 !

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

"PM40.Do you wanne"

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

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

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

## 1.11 History of v1.6 version...

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

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

New Format Recognized :

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

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

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

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

## 1.12 History of v1.5a version...

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

Happy New Year Amiga Freaks !! :-)

Bugs Fixed :

- \* Again some stricter check-routines for PP10 & PRU2.
- \* Two effects had been forgotten in the XANN Depack routine,  
Thanx to -- Lux Interior / SYNTEX -- for the test-module.
- \* And finally, after unpacking the modules from Sanity "ARTE",  
I discovered that some samples would need a finetune !  
Gosh!! I compared these new mods with the old I already had  
(Jesterday Loader & WOC92 1st tune) and it turned out that  
a new NoiseRunner version had been used in "ARTE" !! (grrmbbl)  
A new version which was able to handle finetunes, not as the  
first one..... so, I added the appropriate routine to check  
if there were finetunes or what in a NoiseRunner module.  
All is in order now.  
I want to apologize to my great friend - Moby - for all the  
annoyances that problem involved :-)

## 1.13 History of v1.5 version...

```

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

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

```

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

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

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

==> Now, I know who has coded this format:

Hello Flame/Pygmy Projects ! :)

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

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

## 1.14 History of v1.4a version...

```

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

```

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

Well, in the v1.4, the raw\_file I worked from WAS NOT the REAL raw\_module ripped from the DEMO !!  
(Ou tu l'as choppé Croquik ???? :-)

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

spread !!! arrghhh..)

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

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

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

## 1.15 History of v1.4 version...

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

New format recognized : AC1D !!

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

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

## 1.16 History of v1.3c version...

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

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

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

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

## 1.17 History of v1.3b version...

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

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

## 1.18 History of v1.3a version...

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

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

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

## 1.19 History of v1.3 version...

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

New format recognized : EUREKA\_Packer !!

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

This brings the reco\_formats up to 19 types !

## 1.20 History of v1.2 version...

```
-----\
----- 17/09/93 --> Version 1.2
-----/
```

Home released...

Bug fixed : Wanton\_Packer convert-routine omission !!  
Just a "SUBQ #2" forgotten  
so that all the "B-3" notes were fucked !  
(replaced by a "???" in Protracker)

Which modules ? ----> FINLANDIA 3discs Music-Disk.

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

## 1.21 History of v1.1 version...

```
-----\
----- 25/08/93 --> Version 1.1
-----/
```

Released chez moi (!!)

Bugs fixed :

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

## 1.22 History of v1.0 version...

```
-----\
----- 21/08/93 --> Version 1.0
-----/
```

Released at the Garden Party III, Aurillac, FRANCE.  
Handled 18 formats... ;)

---