

Ripit

COLLABORATORS

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|---------------|-------------------------|-------------------|------------------|
| | <i>TITLE :</i> Ripit | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

Ripit

1.1 Ripit v1.10

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                /\
            R|P|T v1.1
        The Multiformat Ripper
    \/\

        «$\times$ Sam Becket $\times$»
    «$\times$ Cellblock4!/SharkByte © 1996 $\times$»
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What is Ripit for?

Installation

Requirements

Menu Commands

Using Ripit

Formats

Disk2File

History

How to Register

About the Author

Thanks

1.2 What is Ripit for?

Description of Ripit:

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So why another Ripper??

Most rippers are only dedicated to ripping just modules or pictures, but Ripit will rip almost anything.

Ripit is used for getting (ripping) files from within code or memory. Games, Demos etc. usually pack their data which contain the pictures and music etc. When these Games & Demos are exit'd then the unpacked data is usually still in memory and can be scanned by Ripit.

Ripit can scan both files and memory for many different  
Formats

including pictures, music modules, samples, anims plus many ←  
more.

Ripit is not just designed for Amiga users, PC users can also use Ripit (on the amiga) to scan PC files. Ripit will scan for many PC formats as well as standard Amiga ones.

- \* Note: In the Un-Registered version of Ripit you can only save BASIC PICTURES and BASIC MODULES. To be able to save the other formats that are found you must REGISTER

## 1.3 Installing Ripit

Installation

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Installing Ripit is easy, simply move the following files to wherever you want to use Ripit from, or just drag the Ripit11 drawer to the appropriate place.

Ripit
Ripit.info
Ripit.guide
Ripit.guide.info
Disk2File
Disk2File.info
Disk2File.dat
FILE_ID.DIZ

- * If you wish to distribute Ripit, then make sure that all the above files are present.

1.4 Ripit Requirements

Requirements:

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»» Workbench 3.x  
»» 2MB Chip Memory (un-tested with less)

\* A hard drive is not necessary , but is highly recommended.  
\* Ripit is much faster when used with accelerated Amiga's.

## 1.5 Menu Commands

### Menu Commands

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Ripit has been designed to be simple to use, press the right mouse button to reveal menu options at the top of the screen. Here is a description of the menu commands:

PROJECT

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LOAD - Loads a file to rip from  
SCAN - Start scanning a file  
CLEAR BUF - Removes current file from memory  
ABOUT - Gives program information  
REGISTER - Allows you to register the program  
QUIT - Quits Ripit

#### SCAN WHAT?

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FILE - Scan will now search the loaded file (default)
CHIP MEM - Scan will now search Chip Memory

SCAN MODE

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BASIC PICTURES - Scan will look for common types of pictures  
OTHER PICTURES - less common picture types  
BASIC MODULES - common types of modules  
OTHER MODULES - less common module types  
SAMPLES - Sound Samples  
ARC/CRUNCH/PACK - Archives, Crunched & Packed files  
ANIMS/MOVIES - Animations & Movies  
MISC - Other files types

## 1.6 Using Ripit

### Using Ripit

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Follow these simple steps:

- 1) Select LOAD from either the menu or front panel, and load in a data file to scan.
»» If you want to SCAN memory instead of a file, then select CHIP-MEM from the menu or the button.
- 2) Now goto the menu and select what you would like to scan for

by changing the SCAN MODE.

- 3) Now select SCAN from either the menu or front panel and Ripit will start searching for the file types that you selected in the SCAN MODE.
 - »» You can see how much of the file has been searched by the progress bar in the bottom right hand corner.
 - »» You can cancel the search at any time by pressing the right hand mouse button.
- 4) When/If Ripit finds anything then you will hear a bleep, and Ripit will present you with some options.

(C)ontinue - Press C to continue the search and ignore the find
 (I)nfo - Press I to display some information about the find
 (H)earer - Press H to display the header found, this can be useful to check if the find is genuine or not.
 (S)ave - Press S to save the find to disk

 (P)lay - This only appears when a Protracker/clone, MED module or sample is found. You can press P to attempt to play it.
 (V)iew - This only appears when an IFF picture is found. You can press V to attempt to view the found picture.

 (E)nd - Press E to end the search

-> * There is a small button at the top right hand side of the ripping window. This can be used, when Ripit is not in search mode, to clear the window.

1.7 Ripit Formats

Ripit Formats

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Ripit will find all the following file formats in either files or memory.

#### Basic Pictures

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IFF-ILBM (all formats)
 JPEG/JFIF Compliant
 GIF v87 (Noninterlaced)
 GIF v89 (Interlaced)

Other Pictures

~~~~~

TARGA - 8 bit (Compressed & UnCompressed)  
 TARGA - 16 bit (Compressed & UnCompressed)  
 TARGA - 24 bit (Compressed & UnCompressed)  
 TIFF Pictures  
 PCX Pictures (all formats)  
 BMP (OS/2 & Windows)  
 DIB (OS/2 & Windows)

RLE Pictures  
PNG Pictures  
PC Paint Pictures  
MacPaint Pictures  
Windows Clipboard Pictures  
EPS Pictures  
GEM Pictures  
Microsoft Paint Pictures  
PBM Pictures (Ascii & Binary encoded)  
PGM Pictures (Ascii & Binary encoded)  
PPM Pictures (Ascii & Binary encoded)  
Adobe Photoshop 2.5 Pictures  
Sun Raster Images Pictures  
Windows Metafile Pictures  
WordPerfect v5.0/5.1/6.0 Pictures

#### Basic Modules

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Protracker
Noisetracker (and PTK Clones)
OctaMED/MED

Other Modules

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Art of Noise  
Hippel  
Hippel-Coso  
PlaySid, C64 Sounds  
ICE Tracker  
Tracker Packer 1  
Tracker Packer 2  
Tracker Packer 3  
Fc-M Packer  
Promizer v2.0  
Promizer v4.0  
Module Protector  
ProRunner 1.0  
ProRunner 2.0  
Player 4.XX  
Soundtracker Pro 3.0  
Pha Packer  
Unic Tracker  
Startrekker Packer  
Kris/Chip Tracker  
Wanton Packer  
Skyt Tracker  
AC1D/D1CA Tracker  
Soundtracker v2.6  
Noisetracker Pak  
Polka Packer  
Power Music  
Hornet Packer  
Stonetracker v1.25  
S3M Multi-Channel

#### Samples

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IFF-8SVX (all formats)
RIFF/WAV Samples
AU/Sun Samples
AIFF Samples
Maestro Samples
MAUD Samples
VOC Samples
Stonetracker v1.25 Sample Banks

Arc/Pack/Crunch

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LZX Archives  
LHA Archives  
LzH Archives  
DMS Packed Disks  
Zoo Archives  
Rnc Rob Northern Crunched  
PKZIP Archives  
ARJ Archives  
Power Packer v2.0 Packed  
Ice! Packer  
Crunch Mania Crunched  
RAR Archives  
GZIP Archives

#### Anims/Movies

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IFF Anims
MPEG Movies
AVI Movies
MOV/Quicktime Movies

Misc

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Lightwave Objects/Scenery  
Imagine Objects  
Workbench Preference Files  
VISTA DEM & Script Files  
Amigaguide Documents  
Amiga Datatypes  
Amos Data Files  
Amos Basic Programs  
Write PC Documents

Note: Many people have asked me to include RAW picture format, but i do not see how this is possable, since their is no header or fixed stucture on a RAW image. But, if anyone knows otherwise then please email me at [becket@globalnet.co.uk](mailto:becket@globalnet.co.uk)

## 1.8 Disk2File Utility

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## Disk2File

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This utility will simply save the entire contents of a disk as a file. This file can then be scanned using Ripit.

The disk can be either a standard disk or a non-dos (NDOS) disk. To use Disk2File, just run it and select the destination and name, insert the disk into drive DF0:, press return and wait for the disk to be read.

Then load Ripit and scan the saved file as normal (although some of the data on the disk maybe packed with Rnc or ATN! etc..).

1.9 History of Ripit

History

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- 09/11/96 v1.10 - Faster searching.  
Now rips S3M modules.  
Views IFF pictures  
Disk2File DOS/NDOS utility added  
Now plays OctaMED/MED modules & IFF samples  
Menu 'quick' Keys  
Optimized Code  
Rips Write docs, RAR & GZIP Archives  
Improved GUI and Error trapping.  
IFF picture/sample length calculations fixed  
Easy Register from menu
  - 01/11/96 v1.09B - Un-released test version.
  - 05/08/96 v1.00 - First release (also on Aminet 14 CD)  
AmigaGuide written etc..
  - 02/08/96 v0.94 - View header function  
Auto save name & extensions added
  - 28/07/96 v0.93 - Anims & Misc modes
  - 23/07/96 v0.92 - Arc/Crunch/Pack mode  
Made search routines much faster  
Fixed several bugs
  - 17/07/96 v0.91 - Samples mode  
Allowed playing of modules  
Module calculations added
  - 08/07/96 v0.90 - More Module & Picture formats  
Now scans Chip-Mem
  - 14/06/96 v0.80 - Test version  
Very slow at searching  
Only a few formats
-



To Register your copy of Ripit, send £5 (or foreign equivalent) to this address:

James Ramsden.  
9 Brogden View,  
Barnoldswick,  
Lancs. BB8 5LH.  
England, UK.

- \* Please make all cheques/postal orders payable to J.A.Ramsden
- \* For a fast reply please send me your email address (if you have, or have access to one)

You will be sent your own personal Ripit Registration code. To use this code simply select Register from the menu, and enter the code exactly as given.

When Registered you have:

- \* Ability to Save:  
OTHER PICTURES  
OTHER MODULES  
SAMPLES  
ARC/PACKED/CRUNCHED  
ANIMS/MOVIES and MISC files.
- \* The registration code that will work on all future versions of Ripit 1.x
- \* If I have your email address, you will be emailed when new versions are released.

So dont let the Amiga die, and keep supporting Amiga software development.

## 1.12 Many Thanks to...

I would like to thank the following people for their excellent programs and inspiration.

|                             |                    |
|-----------------------------|--------------------|
| Gryzor                      | »» Pro-Wizard      |
| Turbo & Marley of Infect    | »» Exotic Ripper   |
| Insane Warrior & StarWriter | »» Jack THE Ripper |
| Buggs of Defect             | »» Noiseconverter  |
| Cyborg of N.G.C             | »» ChipSaver       |
| C. Nowak                    | »» CheckCrunch     |