FastTracker v2.08

"In a dream we are connected siamese twins at the wrist"

Manual

CHAPTER ONE: INTRODUCTION

CHAPTER TWO: SETUP

CHAPTER THREE: EFFECTS

CHAPTER FOUR: UTILITIES

CHAPTER FIVE: KEYBOARD

CHAPTER SIX: TROUBLESHOOTING

CHAPTER ONE: INTRODUCTION

"See the devil may do as the devil may care…"

We started working on FastTracker 2.0 in June-93. Our ambition was to write a music program that could set a new standard in the confused PC-scene. Right now there's too many programs out there, all with a new module format. We wrote FT2 so that it could last for a few years, except from hardware updates.

What we've tried to do is not multiplying all figures by 256, we've tried to make composing easier. Some other tracker designers have tried to revolt the music scene by allowing you put 2 or 3 times more effects into your song. Who want to do more effects? We made instruments instead of a bunch of effect columns. We hope we've succeeded to reach our ambitions and we hope you'll find Fasttracker 2 useful.

> Fredrik Huss and
> Magnus Högdahl, the programmers

This manual is an extension of the help file available in FT2 with examples included for all the functions. I started writing this manual in June -95 but due to factors as summer holidays and school the project has been down until now, January -96. I hope this manual will give the beginners some guidance.

The quotes after every chapter headline are by Smashing Pumpkins.

> Urban Jonsson, February, 1996

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CHAPTER TWO: SETUP

"Despite all my hate I'm just a rat in a cage"

2.1. Setting up your devices

First thing you must do is to enter the configuration screen. This is easiest done by pressing the button at the main screen called "Configuration" or pressing Left-Ctrl-C or pressing Left-Ctrl-1.

Now it's time to choose your output and sample devices. You simply do this by pressing the button besides your soundcard (If the key deselects please read the trouble shooting chapter). Do the same with you sample device (Note that you can use different output and sample devices).

If you use Soundblaster or Soundplayer you might want to change the mixing frequency or else your tunes will sound very bad. If your computer is a 486+ with a Soundblaster (Classic, Pro or 16) or a Soundplayer you can use interpolation to get better sound quality. To improve your soundquality you can enable the 16-bit mixing, this enhances the precision in the mixing routine but it requires more CPU time. You can also enable stereo, but then your Soundblaster Pro cannot play at more than 22050Hz. And while we're at the frequency, the frequency table works like this: the linear frequency table makes all pitch bends to run in constant speed, independent of the current frequency. If you switch this one, on a finished song, it might sound strange if the sound uses portamentoes.

There is currently no support for Pro Audio Spectrum cards.

2.2 Layout

Press Ctrl-2 or "Layout" at the left side of the screen.

2.2.1 Pattern layout

Patterstrech, to insert five pixels between every pattern row.
Hexnumbering, to alter between Hexadecimal and Decimal counting on the pattern numbering lines. If you use   patterns that are longer than 99 lines, you should use hex counting since there are only 2 digits in the line number column.
Accedential, to choose between # and b in your tune.
Show zeroes, shows/hides all zeroes not in use in pattern.
Frameworks, enables/disables frameworks around pattern.
Line number colours, makes every fourth line number highlit.
Channel numbering, enables/disables channel number at the top of every track.

2.2.2 Mouse shape

You simply choose pointer by pressing down the button of your choice. You can choose between a sand-glass (Vogue) and a clock (Mr. H) as your busy mousepointer.

2.2.3 Pattern modes

Show volume column, shows/hides the volume column, this is of use when your composing a .MOD module.
Maximum visible chn., number of channels to visible at the same time. Note that when you've got the volume column visible you can only have eight channels visible.

2.2.4 Keyb. Layout

Changes the results in text edit boxes. All other keyboard functions will remain the same in all layouts.

2.3 When running under DPMI (Win3.x, Win95, WinNT or OS/2)

If the program is not working properly, you should run the program from plain DOS. You should also disable background execution, for avoiding problems when switching between tasks. Screen savers also might cause problems.

2.3.1 Setting up DPMI mode

In config screen #1 there's a drag box named "Maximum DPMI memory". This is the maximum amount of memory FT2 allocates from the system. It is used for limiting the memory allocated when sampling or reading data from CD-ROM. Also note that the measured amount of free memory is not working under DPMI. Instead, it shows the memory allocated from the system, but not actually used.

CHAPTER THREE: EFFECTS

"We'll make things right, we'll feel it all tonight!"

The effect column is the row located to the right ex: C-5 -- <u>000</u>
                                                      This one

The first number is what effect to use and the two following is the data for the first one. All effects are entered in hexadecimal. The word tick goes back to the Amiga and means number of VBL's to wait until playing next row. When using a command FT2 will use the first tick to play the note and the following ticks for effect.

Ex:
  ---   -- F03 <- Sets speed to three ticks per row
C-5 1 -- A0F

Tick 1: Plays sample at C-5
Tick 2: Slides the volume down $F
Tick 3: Slides the volume down $F

If effect is stated as fine FT2 will use speed per row instead of per tick.
Things written inside brackets are optional.

3.1 Apperigo

Syntax: 0 + 1st halftone + 2nd halftone

Ex.: C-1 1 -- 037

At tick 1: Plays C-1 tick #1.
At tick 2: Plays C-1 + 3 Notes = D#1 tick #2.
At tick 3: Plays C-1 + 7 Notes = G-1 tick #3.

3.2 Portamento up

Portamento is used to slide the sample pitch up or down. This is done using the period value. If Amiga frequency table is used, the sliding will be non-linear (the speed depends on the frequency).

Syntax: 1 + speed

Ex: C-5 1 -- 103 -> Bends the sample down three halftones per tick
     ---   -- 103 -> Bends the sample down three halftones per tick

3.3 Portamento down

Bends the sample down as stated above

Syntax: 2 + speed

Ex: C-5 1 -- 203 -> Bends the sample down
    --- -- 203 -> Bends the sample even more down

3.4 Portamento to note

This command is used together with a note, and will slide to its frequency. If glissando (E3) is used, the frequency will be rounded to the nearest halftone. Portamento will not bend further than the first last says.

Syntax: Note + 3 + Speed to bend the sample.
    Or 3 + Speed to bend the sample if the command been used before in this channel.

Ex: D-6 1 -- 000 -> Plays the sample at D-6
    C-5 1 -- 303 -> Bends the sample down
    --- -- 3F0 -> Bends the sample down to C-5

3.5 Vibrato

Adds vibrato to the channel with a rate and speed. Set vibrato control (E4) can be used to change the vibrato waveform (se 3.15.4).

Syntax: 4 + Rate + Depth

3.6 Tone portamento + Volumeslide

This command will execute both tone portamento and volume slide. The speed is used for the volume slide.

Syntax: 5 + Speed

3.7 Vibrato + Volumeslide

Syntax: 6 + Speed

This command will execute both vibrato and volume slide. The speed is used for the volume slide.

3.8 Tremolo

Syntax: 7 + Rate + Depth

Tremolo adds vibrato to the current volume. The syntax is exactly as for the vibrato command.

3.9 Set panning position

Sets the panning position for a track until a new note is played

Syntax: [Note] 8 + Panning Position

Ex: C-5 1 -- 800 -> Sets the panning position to the left
    ---   -- 8FF -> Sets the panning position to the right
  C-5 1 -- 000 -> Resets the panning position to defined
            in the instrument editor (see x.xxx)

NOTE: GUS can only handle 16 different panning positions so the last digit has no effect on a GUS.

3.10 Sample offset

Syntax: Note + 9 + Sample offset

Ex: C-5 1 -- 908 -> Starts playing the sample 2kb later if the smp is 8-bit.
    ---   -- 9FF -> Nothing!

NOTE: The sample offset data will be multiplied with $100 (256). That limits this command to samples <64kb.

<u>3.11 Volumeslide</u>

3.11.1 Volumeslide up

Syntax: [Note] A + Slide speed + 0

Ex: C-5 1 --[C20]-> Plays the sample at volume $20 (See x.13)
    ---   -- A10 -> Slides the volume up.

3.11.2 Volumeslide down

Syntax: [Note] A + 0 + Slide speed

Ex: C-5 1 --[C20]-> Plays the sample at volume $20 (See x.13)
    ---   -- A01 -> Slides the volume down.

NOTE: One of the data fields must be 0 or this command won't work. If no volume is specified the sample will be played at defined volume in the instrument editor (see 4.xxx)

3.12 Jump songposition

Syntax: B + Songposition

Jumps to the specified song position and play the pattern from the beginning.

3.13 Set volume

Syntax C + Volume

Sets the sample volume.

Ex: C-5 1 --[C40]-> Plays the sample at volume $40
     ---   -- C10 -> Changes the volume to $10

NOTE: The volume can't be greater than $40 If no volume is specified the sample will be played at defined volume in the instrument editor (see 4.xxx)

3.14 Pattern break

Syntax: D + Pattern position

Breaks the current pattern, jumps to next pattern and start playing at specified position.

Ex: ---   -- D16 -> Breaks the pattern and starts then next pattern at
            position $16

<u>3.15 E Commands</u>

3.15.1 Filter on / off

Syntax: E + 0 + 1 to make your .MOD file sound terrible on an Amiga.

This effect is not implemented in FT2 due to the fact that it's totally useless.

3.15.2.1 Fine portamento up

Syntax: E1 + Speed

This command works as portamento up/down, but is only slides up once.

3.15.2.2 Fine portamento down

Syntax: E2 + Speed

This command works as portamento up/down, but is only slides up once.

3.15.3 Set glissando control

Syntax: E3 + Status

If Status is =1, the frequency when using tone portamento will be rounded to the nearest halftone.

3.15.4 Set vibrato control

Syntax: E4 + Type

This command controls the vibrato waveform.

Type: 0 = Sine
      1 = Ramp down
      2 = Square

If you add 4 to the type, the waveform will not be retrigged when a new instrument is played.

3.15.6 Set fine-tune

Syntax: E5 + Tune

This command should be used together with a note. It will cause another fine-tune value to be used.

3.15.7 Pattern loop

Syntax: E6 + Count

If count is zero, the beginning of the loop will be specified. When a non-zero value is used, the pattern will be looped from the loop start.

3.15.8 Set tremolo control

Syntax: E7 + Type

This command works exactly as set vibrato control, but the tremolo waveform will be changed instead.

3.15.9 Retrig note

Syntax: E9 + Interval

Retriggs the note with the specified interval.

3.15.10 Fine volumeslide

3.15.10.1 Fine volumeslide up

Syntax: EA + Speed

This command works as the usual volume slide, but it will only slide once.

3.15.10.2 Fine volume slide down

Syntax: EB + Speed

This command works as the usual volume slide, but it will only slide once.

3.15.11 Note cut

Syntax: EC + Tick

Cuts the note at the specified tick. Note that it will only set the volume to zero, and the sample will still be played.

3.15.12 Note delay

Syntax: ED + Ticks

This command will delay the note the selected number of ticks.

3.15.12 Pattern delay

Syntax: EE + Notes

This command will delay the pattern the selected number of notes.

3.16 Set speed / tempo

Syntax: F + speed / tempo

This command sets the speed between $1 and $1F. $20 -> $FF sets the tempo (BPM). The BPM is correct at speed 06.

Ex: --- -- F03 -> Sets the speed to 03
     --- -- F40 -> Sets the tempo to 54 BPM

3.17 Set global volume

Syntax: G + volume

Sets the global volume. The volume should not be greater than $40.

3.18 Global volume slide

Syntax: H + Up speed + Down speed

This command works exactly as volume slide, but it slides the global volume instead.

3.19 Set envelope position

Syntax: L + Position

Changes the envelope position.

3.20 Panning slide

Syntax: P + Right speed + left speed

This command slides the panning position. It works like the volume slide.

3.21 Multi retrig

Syntax: R + Interval + Volume change

This is an extended version of the retrig command.

Volume change:

0 = None	8 = Unused
1 = -1	9 = +1
2 = -2	A = +2
3 = -4	B = +4
4 = -8	C = +8
5 = -16	D = +16
6 = *2/3	E = *3/2
7 = *1/2	F = *2

3.22 Tremor

Syntax: T + On time + Off time

This weird command will set the volume to zero during off time number of ticks. It is included for STM compatibility.

3.23 X commands

3.23.1 Extra fine portamento up

Syntax: X1 + Speed

This command works as fine portamento up/down, but the speed will be divided by four.

3.23.2 Extra fine portamento down

Syntax: X2 + Speed

This command works as fine portamento up/down, but the speed will be divided by four.

3.24 Volume column

3.24.1 Set volume

Syntax: 00..40
See: 3.13

3.24.2 Volumeslide

3.24.2.1 Volumeslide up

Syntax: + and Speed
See: 3.11.1

3.24.2.2 Volumeslide down

Syntax: - + Speed
See: 3.11.2

3.24.3 Fine volumeslide

3.24.3.1 Fine volumeslide up

Syntax: U + Speed
See: 3.15.10.1

3.24.3.2 Fine volumeslide down

Syntax: D + Speed
See: 3.15.10.2

3.24.4 Set vibrato speed

Syntax: S + Speed

3.24.5 Vibrato

Syntax: V + Speed
See: 3.5

3.24.6 Set panning position

Syntax: P + Panning Position
See: 3.9

3.24.7 Panning slide

3.24.7.1 Panning slide right

Syntax: R + Speed
See: 3.20

3.24.7.2 Panning slide left

Syntax: L + Speed
See: 3.20

3.24.8 Tone portamento

Syntax: M + Speed

See: 3.4

CHAPTER FOUR: UTILITIES

"Love is suicide!"

4.1 Main screen:

4.1.1 BPM (Beats per minute):

The BPM setting defines how fast (ticks/second) the music player will run. 125 BPM <-> 50 Hz. Number of player ticks/second = BPM*2/5

4.1.2 Spd, Speed:

Speed = number of player ticks/pattern line.

4.1.3 Add:

"Add" is the number of pattern lines the cursor jumps when you edit a note.

4.1.4 Ptn:

The current pattern number.

4.1.5 Ln:

The number of lines for the current pattern. Up to $100 lines. Note that FT2 won't warn you if you decrease this value. The notes at the bottom line will be thrown out to the binary space.

4.1.6 Expd:

Expand pattern. Inserts a blank line after each pattern line. Useful if you want to convert a pattern that runs in speed 2*x to a pattern that runs in speed x.

4.1.7 Shnk:

Shrink pattern. Deletes all odd pattern lines.

4.1.8 The instrument/sample selector:

The instrument that has a mark on it's name string, is the destination instrument.
The instrument that has a mark on it's number, is the source instrument. The same goes for the samples. You change the name on an instrument/sample by clicking the right button.

4.1.9 Scopes:

Left button:	Turn channel on/off.
Right button:	Turn channel multi-record/edit on/off.
Left + right button:	Solo on/off.

4.2 Instrument Editor:

4.2.1 What is an instrument / sample?:

A Fasttracker 2 instrument is:
> 1 Volume envelope
> 1 Panning envelope
> 1 Auto-vibrato definition
> 1..16 Sample(s)
> 1 Keyboard split definition
> 1 MIDI definition

A Fasttracker 2 sample is:
> 1 Volume/Panning/Fine-tune definition
> 1 Relative tone.
> 1 Waveform.

The volume, panning, tune and relative tone is defined for EACH SAMPLE in an instrument. All other information is defined for the entire instrument.

4.2.2 The volume envelope:

An instrument's volume is defined by it's envelope curve. If the instrument has a sustain point, the envelope will stop at the that point until a key-off note has been played. When a key-off note is played, the "fadeout" begins. One pixel in the envelope window corresponds to one player-tick. If the BPM is 125, you'll consume 50 pixel/second. The window's "size" is about 6 seconds. If you press the right button at some of the predefine buttons, you'll store the current envelope into that predefine cell. The predefines are stored in the configuration file. Predefine number 1 is the default envelope. This means that if you load a sample, it will get all envelope information from predefine number 1, including the vibrato. Note that if you turn the volume-envelope off, you don't turn the vibrato off.

4.2.3 The panning envelope:

Same as above, except from that the vibrato is not connected to the panning envelope.

4.2.4 Tune:

The fine-tune resolution has been changed from a signed nibble (-8..+7) to a signed byte (-128..+127).

4.2.5 Fadeout:

This is the fadeout speed.

4.2.6 Vibrato sweep:

This is the time (in player ticks) that will bypass until the auto-vibrato will reach it's final amplitude.

4.2.7 The piano keyboard:

The piano keyboard defines the key split for an instrument. To change the key split, choose a sample within the instrument and then "draw" on the keyboard. The notes played with the current instrument are indicated on the keyboard.

4.3 Instrument Editor Extension: (I.E.Ext.)

4.3.1 MIDI:

'p.' stands for "program" (instrument). Several instruments can have the same transmit channel but with different programs. FT2 changes the programs on the MIDI-channels instantly during play if different programs are used. Different programs cannot be played at the same channel at the same time though. If you change this value, the program number will be transmitted to the synthesiser immediately. Some synthesisers transmit program change information. If the current instrument in FT2 is a MIDI-instr. with the same channel as the received program change, it's MIDI-program will be changed. If your synthesiser doesn't transmit program change, there's no point in changing it on the synthesiser, do it in FT2 instead.

4.3.2 Pitchbender range:

This value defines how many notes the instrument on the synthesiser can be pitchbended. FT2 uses this value for transmitting the portamento up/down and tone-portamento commands correctly. The MIDI-pitchbend works correctly only with linear frequency table.

4.4 Sample Editor:

4.4.1 Play (Waveform, range, display):

Plays the current sample with tone display above the "stop" button. Note that respect is taken to the particular sample's relative tone.

4.4.2 Save range:

Stores the range specified in the current sample directory.

4.4.3 Paste:

The sample data in the copy buffer is stored INTO the specified range.

4.4.4 Crop:

Cuts everything but the range. Nothing is changed in the copy buffer by this operation.

4.4.5 Volume:

Changes volume on the range.

4.4.6 X-Fade:

This is a tool for making smooth loops. Specify a range that covers the first loop point. Make sure that there is as much space after the second loop point as the range bypasses the first loop point. Press the X-fade button.

4.4.7 8-Bit/16-bit:

If you load a 16-bit sample without header, FT2 assumes that it's an 8-bit sample. When pressing the 16-bit button, do not press "convert" when the request is made.

4.4.8 Minimise:

This function cuts the part of the sample that is beyond the second loop point.

4.5 Sample Editor Extension: (S.E.Ext.)

4.5.1 Copy/Xchg Sample/Instrument:

The source is specified in the line numbering column of the instr./sample lists in the upper-right corner of the screen. The destination is the current instr./sample.

4.5.2 Backwards:

Operates on the range.

4.5.3 Convert:

Converts the entire sample from/to signed/unsigned.

4.5.4 Convert W:

Swaps the byte order to/from Intel from/to Motorola standard on the entire sample. You'll need this function if you import 16-bit samples with Motorola byte-ordering (ex. Kerzweil K2000 samples.)

4.5.5 Echo:

Operates on the entire sample.

4.5.6 Morph:

Creates a series of samples from the destination sample to a another sample in the same instrument.

4.5.7 Resample:

Operates on the entire sample. The sample's relative tone is changed with respect to the resampling rate.

4.5.8 Mix sample:

Mixes the source with the destination to the source.

4.5.9 Draw mode:

By pressing the right mouse button in the sample window, you can draw your waveforms manually.

4.6 Advanced edit functions:

4.6.1 Copy/Paste masking:

The masking is used for copying/pasting only parts of a "note-cell". The different parts of a "note-cell" is Note, Instr. nr., Volume, Effect nr & Effect data. As you can see in the window there are 3 columns of "enable/disable buttons" which has the letters C,P & T above. C means copy, it controls which parts that goes into the copybuffer. P means paste and controls which parts that goes out from the copybuffer. T means transparency. If it's enabled the pasting doesn't overwrite data with nil-information, only with a note or a number <> 0.

The cut functions works like pasting with zero-data. This means that the cutting is controlled with P-column (or T-column). When you copy data with masking, the disabled parts are not cleared in the copybuffer. (Making it possible to collect data from several locations into the copybuffer.)

4.7 CD-ROM Dumper:

Recording:

Raw-data reading is not supported by all CD-ROM drives. If recorder replies "Drive not ready." or something similiar, you might have the wrong type of drive. The "Sync" option enables synchronisation between every read from the CD. Enable this if you get a "clicking" noise in the samples. Disable it if you don't need it, since reading gets much slower. If you still get noise, or it doesn't work at all, you may try another program. We have tested the program on some CD-ROM drives, but as always on the PC it doesn't help much.

CHAPTER FIVE: KEYBOARD

"Today is the greatest day I've ever known, can't live for tomorrow, I might have that long.."

5.1 Cursor moves:

F9..F12	Jump in pattern.
PageUp	Jump 16-lines upwards.
PageDown	Jump 16-lines downwards.
Home	Jump to line 0.
End	Jump to last line.
Tab	Jump to next track.
Sh+Tab	Jump to previous track.
Alt+Q..I	Jump to track (0..7) MOD N-Channels.
Alt+A..K	Jump to track (8..15) MOD N-Channels.

5.2 Cut/Copy/Paste:

Del	Delete note or volume column at cursor.
Sh+Del	Delete note, volume and effect at cursor.
Ctrl+Del	Delete volume and effect at cursor.
Alt+Delete	Delete effect at cursor.
Ins	Insert note at cursor.
Sh+Ins	Insert line at cursor.
Backsp.	Delete previous note.
Sh+Backsp	Delete previous line.
Alt+Cursor	Mark block.
Sh+F3	Cut track.
Sh+F4	Copy track.
Sh+F5	Paste track.
Ctrl+F3	Cut pattern.
Ctrl+F4	Copy pattern.
Ctrl+F5	Paste pattern.
Alt+F3	Cut block.
Alt+F4	Copy block.
Alt+F5	Paste block.

5.3 Miscellaneous:

Right ctrl.	Play song.
Alt Gr	Play pattern.
Right shift	Record pattern.
Space	Stop/Edit.
PrintScrn	Full screen edit on/off.
F1..F7	Select octave.

```
(1/2)        Increase cursoradd.
Sh+(1/2)     Decrease cursoradd.
CapsLock     Enter Keyoff-"note".
Sh+Left      Increase song position.
Sh+Right     Decrease song position.
Ctrl+Left    Increase pattern number.
Ctrl+Right   Decrease pattern number.
Ctrl+(1/2)   DOS shell.
```

5.4 Window switching:

Ctrl+

```
A    Advanced edit.
B    About.
C    Configuration.
D    Disk operations.
E    Sample editor extension.
H    Help.
I    Instrument editor.
M    Instrument editor extension. (MIDI)
N    Nibbles.
P    Pattern.
R    CD-Dumper. (Reader)
S    Sample editor.
T    Transpose.
X    Main screen. (almost alt+X)
Z    Full screen edit. (Z for siZe?)
1    Configuration #1.
2    Configuration #2.
3    Configuration #3.
```

5.5 Instrument select (Numeric keypad):

```
Top 4 keys Select instrument block.
+ and Top 4 keys Select instrument block + 4.
Enter        Select instrument bank.
0            Select no instrument.
1..8         Select instrument in block.
,            Clear instrument.
Sh+,         Clear sample.
Sh+Up        Select previous instrument.
Sh+Down      Select next instrument.
```

5.6 Command/Volume macro:

```
Alt+1..0     Write command/volume at cursor.
Sh+Alt+1..0 Read command/volume at cursor.
```

5.7 Transpose:

Sh+F7   Transpose current instrument in track down.
Sh+F8   Transpose current instrument in track up.
Ctrl+F7   Transpose current instrument in pattern down.
Ctrl+F8   Transpose current instrument in pattern up.
Alt+F7   Transpose current instrument in block down.
Alt+F8   Transpose current instrument in block up.
Sh+F1   Transpose all instruments in track down.
Sh+F2   Transpose all instruments in track up.
Ctrl+F1   Transpose all instruments in pattern down.
Ctrl+F2   Transpose all instruments in pattern up.
Alt+F1   Transpose all instruments in block down.
Alt+F2   Transpose all instruments in block up.

5.8 Keys in the CD-Dumper:

Right ctrl. Play.
Alt Gr   Play.
Right shift   Record.
Space   Stop.
Ctrl+Left   Increase track number.
Ctrl+Right Decrease track number.
Up   Fast forward.
Down   Rewind.
Left   Faster forward.
Right   Fast rewind.
Ctrl+X   Exit.

CHAPTER SIX: TROUBLE SHOOTING

"The world is a vampire…"

6.1. Starting up problems.

Q: I can't get FT2 to start.

A: It could have something to do with your BIOS. If you have the AMI BIOS and got the boot virus check enabled, disable it and you'll have no problems to get it going.

Q: I can't get FT2 to start, I only get the message: This program requires VGA. And I have a VGA card installed.

A: You have probably got a B/W monitor and as Triton didn't include support for B/W monitors, the only thing you can do is to buy yourself a colour monitor or pray that they include it in the next version.

6.2. True sound problems.

Q: I can't get FT2 to play in stereo.

A: Try to enable stereo in Config screen 1. If your problem is that you want to use the Amiga "stereo-type" with the channel position L-R-R-L, then you can do it one way, the hard and _very_ boring way: Use the P command in the volume column and set it to P0 at channels 1, 4, 5, 8 .. 32. And PF at channels 2, 3, 6, 7 .. 31. That's very boring! The reason why every channel is panned in the middle is that you can use the panning envelope (Instr.Ed. , Ctrl-I) to create the most stunning panning effects on one channel!

Q: How can I control the channel to play the sample at when I'm test playing it?

A: You simply disable the key-jazz function in Config screen 3.

Q: How do I get FT2 to play the sample after I've released the key?

A: You make an envelope that outputs the sample at maximum volume before and after the key release and set the fadeout value to 0. There is another way too: Just press down the left shift button while you're playing the sample release the key and then left shift.

Q: I can't find the keyoff key on the keyboard.

A: In FT2.04 keyoff is located at Caps Lock.

Q: Why does my 16bit samples that are greater than 256kb loop at the wrong place on my GUS?

A: This time Triton are completely without guilt! Due to a very bad construction by the guys at Gravis that makes it impossible to play samples lager that 256kb.

6.3. File related questions.

Q: FT2 won't save my module as a .MOD file.

A: The problem is as follows:

1. You have used the linear frequency table. Change this in the Config screen 1 (Config, CTRL-1). BUT! If you have used command as 3XX, 6XX or others that pitches the sample up or down, it can sound a bit off key.

2. You have used envelopes in the instrument editor (Instr.Ed., CTRL-I). To disable the envelopes, just press the button in the upper left corner of the envelope settings. FT2 uses the first envelope setting as default when loading a new sample, to disable auto envelope disable all XI functions (Vibrato, Panning position among others) and press right mouse button on the button marked "1" in both windows.

3. You still want to use the old .MOD format. ;)

6.4. Effects and utilities

Q: What is an Instrument?

A: An instrument is one or a group of samples that share the same envelopes.

Q: I can't get FT2 to load Ultrasound MIDI patches.

A: You must load them as an instrument not as a sample.

Q: Isn't there a sample booster as in the Amiga ProTracker?

A: Yes, there is! You'll find it in the sample editor (CTRL-S) by pressing the volume button.

Q: How can I make FT2 time the samples correctly?

A: By using the EDX or the 9XX commands, you can delay the sample.

Q: I have a string and I want to play it from left to right speaker, there should be a way so you pan one channel to right, one to left, then   put the string in one place of the left pattern and then to the right pattern. In FT2, the only way would be to load the instrument twice, and pan it both ways and then use it, it is kind of waste.

A: You don't have to load the sample twice. You can use the panning slide function (R or L in the volume-column) or you can use the set panning   position (PX in the volume-column and 8XX in the effect-column).

6.5. Sound card problems.

Q: I can't FT2 to work with my SB, I've pressed the Soundblaster button in Config screen 1 but it wont work.

A: If you're an unlucky owner of a regular SB then I'm sorry, because Triton didn't get some support from Creative Labs (shame CL!) to get the SB to work. If you're an owner of a SBP or better (read: SB16) the problem could be that you have forgotten to set your blaster variable in AUTOEXEC.BAT or you've forgotten to set your 16-bit DMA.

Q: I can't get FT2 to work with my Pro Audio Spectrum card.

A: As it says in FT2: that function isn't implemented, yet! In a future version it MIGHT be, but I wouldn't count on it, because PAS not that big or somekind of standard.

Q: On my SB FT2 stop after playing half a pattern.

A: You have the wrong IRQ. Change it in Config Screen 1.

Q: My GUS don't work. FT2 accepts the GUS in Config but it won't play.

A: You have forgotten to load ULTRINIT.EXE, check your AUTOEXEC.BAT.

6.6. Other problems and questions.

Q: I've scored over five millions in Nibbles but the highscore wasn't saved, what shall I do?

A1. GET A LIFE! ;)
A2. You must enable autosave in config or just save the .CFG file by pressing the "Save config" button in config.

Q: Nibbles loops at the "The End" level is that the last?

A: Yes! Why do you think it's called "The End"? (See also answer A1 above)

Q: What do I get when I register FT2?

A: Basically, your name put in the contribution list.

Q: I can't find the DOS-shell key, where is it?

A: In FT2.07 the DOS-shell key is located at Ctrl+(1/2) (key below Esc) In versions before 2.04 there is none.

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