RiPIT

COLLABORATORS			

	TITLE : RiPIT		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 24, 2022	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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RiPIT

1.1 RiPIT v1.50 29/jAN'98

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                ######   ##  ######   ##  ######
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  ##    ##  ##  ##          ##      ##
  ---- THE MULTIFORMAT RIPPER ----
                --------- Version 1.50 ---------

                       << By RaTZo >>
                 << Tarantula Software © 1998 >>



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```

1.2 What is RiPIT for?

```
                 Description of RiPIT
~~~~~~~~~~~~~~~~~~~~~
      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 quited 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
~~~~~~~~~~~~~

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

      RiPIT
      RiPIT.info
      RiPIT.guide
      RiPIT.guide.info
      FILE_ID.DIZ
      rELEASE.nOTES!

      * If you wish to distribute RiPIT, then make sure that all the
        above 6 files are present.
```

1.4 RiPIT Requirements

Requirements:
~~~~~~~~~~~~~

     »» Workbench 3.x

     * A hard drive is highly recommended.
     * RiPIT is much faster when used with accelerated Amiga's.

     Note: RiPIT was designed on an A1200, and has been untested
           on other Amiga computers, although no compatability
           problems have been reported by other users.

1.5 RiPIT Commands

                    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 and Button commands:

  Menu Commands

     PROJECT
     ~~~~~~~
     AUTOSAVE   - Turns ON or OFF the
               AutoSave
               feature
     CLEAR BUFFER - Removes current file from memory
     SPEED TEST   - Performs speed test to give indication of search speed
     ABOUT   - Shows version information
     REGISTER   - Allows you to
               Register
               the program
     QUIT   - Quits RiPIT

     SCAN MODE
     ~~~~~~~~~
     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
     ALL TYPES   - This will scan for all the above types

     The ScanMode can also be selected by using the F1-F9 keys.

     SCAN SPEED
     ~~~~~~~~~~
     NORMAL - Scans as usual showing text and bar progress indicators.

```
SUPER  - Shuts down all graphic and display indicators
        for maximum scan speed. Two drawbacks to this
        option are:
          1) No progress indicators
          2) You can't stop a search once it has started
```

```
Buttons
-------
```

```
LOAD - This allows you to select to data file to scan
SCAN - This starts the scan

FILE - When selected, SCAN will search the loaded file
CHIP - When selected, SCAN will search chip-memory
FAST - When selected, SCAN will search fast-memory

DISK2FILE - This activates the Disk to File transferer.
```

1.6 AutoSave feature

```
AutoSave
~~~~~~~~
    This is a useful feature that can be turned ON and OFF from
    the Menu or by pressing 'A'. When AutoSave is enabled, you
    scan a file as usual, but when something is found it is
    Automatically saved. The files that are saved will be saved
    in a directory called AutoSaves within the RiPIT directory.

    When a Scan is finished with AutoSave enabled, you will be
    told how many files have been AutoSaved.

    This is useful for when you are scanning large data files
    or Memory, or any Scan that may take a long time, such as
    an ALL-TYPES Scan in CHIP or FAST Memory.

    WARNING: Don't forget to rename/sort-out the AutoSaves before
             you perform another AutoSave Scan, otherwise previous
             AutoSaves may be overwritten.
```

1.7 Using RiPIT

```
Using RiPIT
~~~~~~~~~~~
    Follow these simple steps:

    1) Select LOAD from the button on the front panel, and load in
       a data file to scan.
    »» If you want to SCAN memory instead of a file, then select
       CHIP or FAST 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 the button on the 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
      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)eader   - 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

   Tips:

   * To toggle between RiPIT and Workbench, press LeftAMIGA key & 'A'

   * I would suggest ripping from memory after you have run the
     program you want to rip from, because the vast majority of
     files will have packed data to prevent ripping.

   * There is a small button at the top left hand side of the
     ripping window. This can be used, when RiPIT is not in search
     mode, to clear the display window.

1.8 RiPIT Formats

RiPIT Formats
~~~~~~~~~~~~~
     RiPIT will find all the following file formats within Files,
     Chip memory and Fast memory.

     Basic Pictures
     ~~~~~~~~~~~~~~
        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
     ~~~~~~~~~~~~~
        Protracker
        Noisetracker (and PTK Clones)
        OctaMED/MED (All Types)

     Other Modules
     ~~~~~~~~~~~~~
        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
    Scream Tracker III Multi-Channel
    FastTracker II Multi-Channel
    Impulse Tracker Multi-Channel
    THX Chiptunes

Samples
~~~~~~~
    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
~~~~~~~~~~~~~~~
    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
    XPK Compressed (BLZW,IMPL,MASH,NUKE,RDCN,SHRI,SMPL,SQSH)
    StoneCracker 4.0.x Packed Data

Anims/Movies
~~~~~~~~~~~~
    IFF Anims
    MPEG Movies
    AVI Movies
    MOV/Quicktime Movies

Misc
~~~~
    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
        MIDI Music Files
        WordWorth Documents
        Amiga Executable Programs
```

1.9 Disk2File

```
Disk2File
~~~~~~~~~
    This will simply save the entire contents of a disk as a file.
    The created file can then be scanned using RiPIT.

    The disk can be either a standard disk or a non-dos (NDOS) disk.
    To use Disk2File, click the Disk2File button and follow the
    on-screen instructions.

    Once Disk2File has finished, the file can be loaded and scanned like
    any other file (although some of the data in the file maybe packed
    with Rnc or ATN! etc..).

    NOTE: You will only be able to Load and Scan the Disk2File file
          (that you created) if you have enough available RAM. Also,
          If the saved file is not visible in the File Requester
          then click on GetDir to update the Requester.
```

1.10 History of RiPIT

```
History
~~~~~~~
    The Latest version of RiPIT can be found at:
    http://www.users.globalnet.co.uk/~becket



 29/01/98   v1.50 - Added THX module format
                    All types of MED now supported
                    Company name changed
                    Minor bug fixes

 22/08/97   v1.40 - Now scans Fastmem!
                    Disk2File built in
                    Auto detects chip and fast memory
                    FastTrackerII & Impulse Tracker added
                    Changed GUI and buttons

 08/08/97   v1.40ß - Beta test version
                    Problems detecting fastmem correctly
                    Several code fixes
```

```
01/08/97  v1.35ß – Unreleased test version

19/07/97  v1.34ß – Unreleased test version

27/06/97   v1.33 – ScanMode buttons
                   Fixed bug on file requester if file not found

29/05/97   v1.32 – Better AutoSave and Speed displays
                   Changed GUI
                   Minor updates

23/05/97   v1.31 – SuperSpeed option
                   Upto 100% speed increase over v1.30
                   Minor code changes

24/04/97   v1.30 – Improved Multitasking
                   Added StoneCracker format
                   Now finds Amiga Executables
                   Speed Test added
                   AutoSave indicator
                   Module ident tag

18/04/97   v1.22 – Minor code changes
                   Sample info for mods
                   Header display now has relative offsets

08/04/97   v1.21 – Now finds all XPK formats with length fix
                   Sample length bug fix
                   Minor changes

17/03/97   v1.20 – 20% speed increase
                   AutoSave feature
                   Scan ALL-TYPES mode
                   New formats added
                   MED and BMP lenghts fixed
                   Minor bug fixes

20/02/97  v1.12ß – Another Beta test version.

13/01/97  v1.11ß – Unreleased test version.

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  v1.09ß – Unreleased test version.

05/08/96   v1.00 – First release
                   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
```

1.11   About the Author

```
About the Author
~~~~~~~~~~~~~~~~~

      RiPIT is SHAREWARE, you may distribute it to anyone you like.
      But you may NOT distribute the Registration Codes.

      RaTZo/Tarantula Software © 1998

      Feel free to send comments, bugs, new formats etc.. to:

                   James Ramsden.
                    9 Brogden View,
                     Barnoldswick,
                      Lancs. BB18 5LH.
                       England, UK.


      email: becket@globalnet.co.uk

      * I can also be found on IRC (Undernet) as RaTZo.

      * The Latest version of RiPIT can be found at:
        http://www.users.globalnet.co.uk/~becket


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                   +49 02162- cHUCK! - sTARgATE bBS ( wHQ )
                   +49 02181- fLASH! - cELLzONE #1  ( cHQ )
```

```
                              +49 02131-eCSTASY!- cELTIC fROST ( gHQ )
                              +49 02102- dENON! - lIQUID jAM   ( mHQ )
                              +49 02151-rASTAmAN- tHE gHETTO   ( dST )
                              +32      -sTERNoNE- tHE tRIBE    ( bHQ )
                              +49 0211 -zAN oNE!- tRASH bAZAR  ( eHQ )
```

1.12 How to Register

```
How to Register
~~~~~~~~~~~~~~~~

     REGISTRATION FEE = £5  (WOW! still only FIVE POUNDS!!)

     Here are some foreign conversions:
     ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
     GERMANY = 15 DM      JAPAN = 1000 Yen     DENMARK = 60 DKr
     FRANCE = 50 Fr       NEW ZEALAND = $14    AUSTRALIA = $12
     BELGIUM = 300 BFr    ITALY = 14500 Lir    NORWAY = 60 NKr
     USA = $8             SPAIN = 1200 Pta     GREECE = 2400 Dra
     CANADA = $12         HONGKONG = $65       SWEDEN = 60 SKr


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

                   James Ramsden.
                    9 Brogden View,
                     Barnoldswick,
                      Lancs. BB18 5LH.
                       England, UK.

  * Please make all cheques/postal orders payable to J.A.Ramsden

  * I will not be held responsible for money lost in the post.
    The Registration code will only be issued when the money
    is received.

  * 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 stated.


    The Registered Version will:

  * Save:
    OTHER PICTURES
    OTHER MODULES
    SAMPLES
    ARC/PACKED/CRUNCHED
    ANIMS/MOVIES and MISC files.

  * Get rid of the annoying PLEASE REGISTER!!! message when you quit
```

* The registration code you are given will work on all future
  versions of RiPIT 1.x

  Lets keep the Amiga alive and keep supporting Amiga Shareware!

1.13 Many Thanks to...

I would like to thank the following people for their excellent
programs and inspiration that made RiPIT possible.

```
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
```


I would also like to thank the following for their help,
support and Beta-testing of RiPIT.

```
Henrik Nilson     - Swedish AmigaGuide Translator
Dominic Cresswell - Betatester
Kris King         - Betatester
Ben Wyatt         - Fastmem Help
Jen Suarez        - Thanks for Keeping me Sane! :)
```