

moa

COLLABORATORS

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| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | November 15, 2022 | |

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Chapter 1

moa

1.1 Module Administrator 1.05 english documentation/Contents

MoA - Module Administrator

(c) Copyright 1993-94 by Florian Vorberger

ShareWare

-

| | |
|--------------|-------------------------------|
| Introduction | What is 'MoA' ? |
| Installation | How to install MoA. |
| Features | |
| Usage | Description of all functions. |
| General | How MoA is working. |
| Hints | Consider ... |
| Support | Files that come with MoA |

| | |
|--------------|-----------------------------------|
| Future | Plans for future releases. |
| Thanks | People who helped developing MoA. |
| Disclaimer | |
| Registration | How to register. |
| D E M O | This is just a crippled version |
| History | Changes until this version. |

1.2 Module Administrator 1.05 english documentation/Introduction

Motivation :

- all my modules spread in hundret directories
 - Slow and uncomfortable filerequesters, displaying uninteresting things, rereading directories each time (beeing buggy too).
 - Monstrous directorytools, overloaded with features but lacking speed at reading directories.
 - The lack of a tool to store and administrate information especially on modules.
-

What is MoA ? :

'MoA' is an administrator especially designed for amiga modules

It is capable of storing more than only name and location of files. MoA also provides an interface that is fast and easy to handle.

1.3 Module Administrator 1.05 english documentation/Installation

MoA does not need to be installed.
Copy it to wherever you like.

What you need to run MoA:

- AmigaOS V39 or newer

-

DeliTracker
(or any other musicplayer, but preferably DeliTracker 2.0)

-

ReqTools 2.x

-

XPK
set

-

DeliPlayers
(used as external checkers)

None of the above comes with MoA.

There are 3 versions of 'MoA' at the moment:

MoA.00 for 68000 and 68010 CPUs,
MoA.20 for 68020 and 68030 CPUs,
MoA.40 for 68040 CPUs

1.4 Module Administrator 1.05 english documentation/Usage

MoA has two main windows.
Both windows have the nearly the same
menu

.

Edit window :

The edit window allows you to enter information you want store with
the current module/list. Further it displays all information about
the current module/list that is already in MoA's database.
See

Edit-Window's Gadgets
for more.

Browser window :

The browser window displays a list of all modules in the current

list
 . Use the
 Preferences
 to select which items
 are displayed.
 See
 Browser-Window's Gadgets
 for more.

Keys
 Browser-Window Gadgets
 Edit-Window Gadgets
 Menus
 Preferences

1.5 Module Administrator 1.05 english documentation/Edit-Windows Gadgets

Edit window gadgets [View window]

<< : Steps up one generation in the list-structure
 (which is rather a tree)

New : Creates a new list which is appended at the end of the
 actual list.

Play/Enter : Plays/enters the actual
 node
 /
 list
 .

Info : Information about the displayed module.
 If the selected/displayed node is a sublist,
 listinfo will be displayed

Remove : Removes the displayed modules/list.

Delete : Deletes the selected module and removes it from the list.
 Note: You can NOT delete whole lists.

<nr> : Displays the number of the displayed modules/list.
 You can manually enter the number of the modules/list you
 want to see/edit.

<slider> : Shows the percental size and position of the
 displayed module/list.

<strings> : Display the information on the current module/list.
 You can manually change anything you want.
 Note: Whenever you change the 'Filename' the corresponding
 module is renamed.

<listview> : The listview is meant to contain any information that does not
 match the subject of one of the string gadgets.
 It has no size restriction.

Whatever you enter in the stringgadget under the listview will
 be inserted in front of the last clicked line.
 If you want to change or remove a line, double-click it and it
 will be displayed in the stringgadget.
 You may now change or completely remove the line.
 There may be no empty lines. If you want an empty line for
 cosmetic reasons simply fill it with a space (' ').

The listview-string can be activated via keystroke '#'.
 .

1.6 Module Administrator 1.05 english documentation/Browser-Windows Gadgets

Browser window gadgets [View window]

Play : Play/enter selected module/list

Info : Information about the selected node.
 If the the selected node is a sublist,
 listinfo will be displayed.

Edit : Opens the Edit window, displaying the selected module/list.
 If the Edit window is already open it is popped to the
 front, activated and set to the selected
 node
 /
 list
 .

<< : steps up one generation in the list-structure

Up : Bubbles the selected node/list up.

Down : Bubbles the selected node/list down.

Remove : Removes the selected node/list.

<listview> : A double click on a
 node
 in the listview does the same as Play.
 A single click on a node selects it.

1.7 Module Administrator 1.05 english documentation/Menu

***** Project *****

Clear : Clears all data.

Load : Loads a data-file, all data currently in use is
cleared.

Append : Loads a data file and appends it at the end of the
current list. (no loss of data)

Save : Saves all data under the same name as it was loaded.
NOTE: saving may take its time especially when you
are working with huge lists. Be patient and wait
until the text 'saving .. please wait' in the
windowtitles is removed.

Save As : Saves all data under a new name.
(same note as above)

Save List : Saves only the current list and all its sublists
under a new name.
(same note as above)

Preferences : Opens the
preferences
window.

About : Displays copyright and release status of MoA.

User : Displays registration data. (edit window only)

Close Window : Closes the active window.
This is exactly the same as the WindowCloseGadget
does. If the active window is the only open window
of MoA you quit.

Quit : Quits MoA.

***** Control *****

Edit/Browser : Opens the edit/browser window, depending on which
window is active.

Flush Players : Unloads all previously loaded deliplayers.

***** List *****

Create Sublist : Creates a new list. The List is appended to the end

of the current list.

Resolve Sublist : The selected
sublist
will be
removed and all its contents are inserted where the
sublist was before.

Get Dir : Scans a directory for modules.
(see
prefs
for more)

Update Dir : Scans a directory for files/modules not in the
current list.

Rescan List : All files/modules in the current list are scanned
again, and if they dont exist anymore they will be
removed.

Get Module : Scans a single module.

ReScan Module : Rescans a single module.

Information: Displays : total amount of modules,
shortest, longest, average and total playtime
of all modules in this lists. (recursive)

Create DeliList: Creates a delitracker-playprogram containing all
marked modules in the current list or, if there
are no marked modules, containing all modules in
the current list.

Append DeliList: same as 'Create DeliList' but appends the output
to a already existing file.

Create ASCII List: Creates a ASCII list (plain text) containing all
marked modules in the current list or, if there are
no marked modules, containing all modules in the
current list. The output order the same as used for
the browser. (see
prefs
for more)

Append ASCII List: same as 'Create ASCII List' but appends the output
to a already existing file.

***** Node *****

Play: Plays the current module.
(see
prefs
for more)

Information : Gives you some information on the current module depending on the module-format.

Remove : Removes the current node.
MoA's data-structures will change, files won't be touched.

Delete : Deletes the current module.
MoA's data-structure will change AND THE FILE WILL BE *DELETED* !
(does NOT work on sublists, no matter if they are virtual or not)

Find : Searches for a pattern.
Use subitem 'any' if you dont know or dont care on which item the pattern should match.
SubItem 'Next' searches for the next match of the pattern. Check the 'Deep' gadget in the search-string request-window there if you want to search recursively.
(case-insensitive)

Sort : Sorts the current list by the selected item.

Print : Prints eighiter :
- the actual
node
- all marked modules in the actual list
- all modules in the actual
list
(see
prefs
for more information on printing).
(printing is non-recursive)

Mark Current : Marks the actual
node
for later
collection, moving, printing and including in lists.
Marked nodes will appear inverted in the browser window,
in the edit window there will be box drawn
around the string gadgets.

Mark List : Marks all nodes in the current list. (NON recursive)

Unmark All : Globaly unmarks all marked nodes.

Collect : Moves all marked nodes to the current list.
Affects ONLY MoA's structure.
(see also
General/Collect and Move
)

Move : Moves all marked modules to the current list.
Affects both, the FILESYSTEM and MoA's structure.
(see also
General/Nodes and Lists
and

```

General/Collect and Move
)
    (Comment, filedate and protection bits will be preserved)
-----

```

```

***** Reference *****
-----

```

```

New Reference :    Lets you specify a new file you want to be
                    referred to by the current node.
-----

```

```

Superchange dirctory :
                    Change any node with specified path to a new
                    path. (Usefull when changing a directory name,
                    moving all files in a directory and/or renaming
                    assign/device names).
-----

```

NOTE: You may wonder what this could be good for.
 Imagine you renamed one of your modules by hand.
 MoA is not aware of this and you would have to remove the
 node that used to 'point' to the renamed module and scan it again.
 Instead you can us the 'New Reference' function and re-reference the
 node to the renamed file.

You can also use it to give a sublist which you created with
 ~~~~'Create Sublist' a reference to a directory.

Any operation that might cause a loss of data can be protected with a  
 confirmation requester, see section  
     prefs  
     for more.

## 1.8 Module Administrator 1.05 english documentation/Cursor Keys

Browser window :

```

Up/Down : selects previous/next
node
    shift Up/Down : selects node which is the number of visible
    entries to top/bottom.
control Up/Down : selects first/last node

Right/Left : moves one node up/down
shift Right/Left : moves the number of visible entries up/down
control Right/Left : moves to beginning/end of the list

Return : enter list / play module
shift Return : parent list

```

Most of the gadgets lables contain underlined letter. Use this  
 letter as shortcut to activate the gadget.

---

---

Main window :

Up/Down or Right/Left : moves one node up/down  
 shift Up/Down or Right/Left : moves the number of visible entries up/down  
 control Up/Down or Right/Left : moves to beginning/end of  
                                   list  
                                   Return                                  : activate name gadget  
 #                                  : activate description gadget

Most of the gadgets lables contain underlined letter. Use this letter as shortcut to activate the gadget.

## 1.9 Module Administrator 1.05 english documentation/General

Nodes and Lists :

MoA is working with virtual objects and real objects.  
 A list created with the function 'NewList' is a virtual object, this means it has no reference to the filesystem. In opposit a list created while recursive scanning DOES HAVE a reference to the filesystem, to a directory.  
 Nodes always have a reference to the filesystem, to modules/files. You have to know this in order to understand the difference in 'moving' and 'collecting' (see below).  
 Whenever you want to 'move' marked modules to the current list MoA tries first to use the reference in the list. If this list is virtual, MoA searches the list for a module/file and moves (if one was found) all marked modules into its directory. If none was found, MoA does NOT move anything and a requester appears.

---

Collect and Move :

Collect works on the virtual objects,  
 Move works on virtual objects and their references. (Files)

e.g.: You have 3 dirs, labled '1' '2' and '3', each containing some files. We also have 3 lists in MoA, labled '1' '2' and '3'.

Whenever you COLLECT modules from list '1' to list '3' the corresponding files will STAY in dir '1'.

Whenever you MOVE modules from list '1' to list '3' the corresponding files are MOVED from dir '1' to dir '3'.

---

Scanning : First make shure the  
           scan options  
           are set as you wish  
           before starting a scanoperation.

---

While scanning one  
module  
after another in the selected directory  
is loaded, decrunched, format-checked,  
real size and filesize are stored and if possible  
name and author of the module are extracted.

Note: The '  
deliplayers  
' are loaded first when  
a module couldn't be identified by the internal checkroutines.  
(see below)

---

LowMemory : Whenever you are scanning a directory and a module is bigger than  
the available memory you are asked if you want to 'Retry' to scan  
this file/module, 'Skip' this file/module or 'Cancel' the whole  
scan operation.

If you are scanning a single module (Get Module) and there is not  
enough memory, the scan operation is canceled.

---

#### Format recognition:

While scanning, the moduleformat will be checked with the  
internal checkers and the (external)  
deliplayers  
.

If you have modules that can not be recognized with  
the internal checkers MoA tries to load deliplayers  
and uses their check-routines.

Once the deliplayers in the playerspath ar loaded they are  
held in memory until you quit, use the 'Flush Players'  
MenuItem or change the playerspath in the preference window.

#### List of internally recognized formats:

SoundTracker 15  
Noise/Star/ProTracker (M.K., FLT4, FLT8, EXO4, EXO8, M&K!, M!K!)  
DeliTracker Custom Format  
FC-M  
Kris Tracker  
The Player 4.0a  
The Player 4.0b  
The Player 4.1  
The Player 5.0 (ONLY IF P50A ID IS PRESENT) use an external checker otherwise  
The Player 6.0 (ONLY IF P60A ID IS PRESENT) use an external checker otherwise  
ProRunner 1.0  
ProRunner 2.0  
Promizer 1.x  
Promizer 2.0  
Laxity Tracker  
ProPacker 1.0

---

```

ProPacker 2.x
Wanton Packer
Unic Tracker

NoisePacker 2.0                (checkroutine by Kevin Dakwi)
NoisePacker 3.0                (checkroutine by Kevin Dakwi)

MIDI                            ( type 0,1,2 )

```

You may wonder why exactly these format-checkers are internal. All of them (and more) can be converted with the 'Deli-Wizard' by Gryzor, so these players might not be shipped with DeliTracker 2.0 anymore. ("Deli-Wizard" is a converter-genie for DeliTracker 2)

ad MIDI:

So far I know there is no MIDI player for DeliTracker since now, not even a Amiga-MIDI player at all. But for those people collecting MIDI files (including me) in hope of better days, and those able to play them via their MIDI-keyboards I included a MIDI-checker and header-interpreter.

---

Saving a large module-list may take its time... (large > 3000 modules) Don't panic, and wait until the 'Saving, please wait...' text in MoA's window-dragbars is removed.

## 1.10 Module Administrator 1.05 english documentation/Preferences

The Preference window contains anything you can configure to your personal wish.

Looking at the leftmost (bevel)box you see switches (checkboxes) with the following functions :

"Start with:"

Select which windows are opened at startup,

"Requester on:"

Select on which operation you want a confirmation-requester to appear

[ Whenever you changed your data but didn't save it, a requester will popup when you try to quit. ]

"Scan Options:"

recognized only :

When scanning only files which are recognized by the internal or external checkers will be added to the list.

recursive :

When scanning all subdirectories will be entered automatically.

---

create sublists :  
 Creates sublists of the directoryname when entering another directory while scanning recursively.

use FileName :  
 Uses the filename as modulename if the name of the the module couldn't/can't be extracted.

"ReScan Options:"

rescan name&auth.:  
 Enable/disable resetting the module name and author when rescanning.

The box in the upper right corner contains 3 stringgadgets.  
 The first one for the commandline you want to execute on a 'Play' operation. Insert a '%s' where you want the filename with path beeing inserted.  
 I suggest you use the 'dt\_playmodule.rexx' script that comes with DeliTracker.

Both strings below describe the path(s) to your  
 deliplayers

and MoA.checkers. There are two paths because you should not put the the MoA.checkers into the DeliTrackers playerpath.

If you use only one directory you should clear the other string.

NOTE: Whenever you change one of these strings ALL players in memory will be unloaded.  
 (If MoA can't find the playerdirectories, ONCE a requester for each path pops up. Only if you change the player-path(s) MoA will (again) TRY to load players when needed)

Also look up the list of internal checkers which you dont need to load as deli-player. (You can load them anyway but ...)

The next box controls the order for the browser, the  
 ASCII list

and for printing.  
 You can cycle the gadgets with the keys 1 - 9 and 0 forward and with shifted keys backward.

The last box contains the autoselect control.  
 Select by which item you want the lists beeing sorted automatically after/while scanning.

With the second cyclegadget in this box you select if you want sublists beeing sorted to the top or bottom of a list.

The very last configurable component is the 'Startup Datafile'

Enter the name of a  
 data-file  
 you want automatically loaded when



you start 'MoA'.

The four gadgets labled 'Use', 'Save', 'Cancel' and 'Restore' explain themselves.

Saving the preferences includes saving the size and position of the edit- and the browser-window (only if they are open at that time).

## 1.11 Module Administrator 1.05 english documentation/Hints

Do not change the format string of recognized modules.

It is used to determine if MoA is able to display module information !

Once you changed it and want to reset it to the original string use the 'ReScan' function (switch off the 'rescan name&auth.' in the preference window for this, otherwise modulename and author will also be reset to the values found in the module).

If you don't have much RAM but a lot of deliplayers you should move all those deliplayers you don't have modules for into the 'PlayerStore' directory.

This advice is also valid for delitracker.

Unused deliplayers in RAM are a waste.

## 1.12 Module Administrator 1.05 english documentation/Future

MoA V1.05 satisfies most ideas I had when I started the development. ↔

While working on 'MoA' I had more and more ideas, some of them are implemented already, others not. Future releases hopefully will contain the following ideas and other improvements.

Planned for future releases :

-----

- replacement for listview in browser
- sub-sort
- reverse sorting
- (fastscan)
- multiselect
- ARexx interface
- progress indicator in rescan window
- support of the 'DTP\_CheckLen' tag
- converter-genie support (especially Deli-Wizard)
- more styleguide-orientation
- (extra 'MUI' version)
- bugfixes
- YOUR IDEAs HERE !!

If you find any  
                  bugs  
                  or you have ideas how to improve 'MoA'  
please  
                  contact  
                  me .

### 1.13 Module Administrator 1.05 english documentation/Thanks

Thanks must go to the following persons for a lot of testing  
and good ideas :

Peter Kunath,  
Christian Rattei,  
Frank Riffel,  
Andreas Schildbach,  
(Manfred Linzner)

Thank you very much !

### 1.14 Module Administrator 1.05 english documentation/Registration

-----  
MoA is ShareWare.  
-----

This means if you are using 'MoA' please pay the ShareWare fee.

There are different ways to pay the Shareware fee.  
For people outside Germany the most easy way might be  
to send a eurocheque or the money (20,- US Dollar) together  
with the registration-letter.  
If you include the money itself in your letter please  
wrap it an extra piece of paper !

If you send a foreign-cheque you MUST add \$10 (US-Dollar) to  
the registartion fee for my personal bank-costs.  
If you pay with a foreign cheque and DONT add the surcharge  
I will not process your registration.

[ (The following applies to Germans only)  
[  
[ Innerhalb Deutschland kann die Registration auch durch Banküberweisung  
[ an die :  
[

---

[ Postbank München Konto: 5642 38-800 BLZ: 700 100 80  
[  
[ durchgeführt werden. Dabei ist unbedingt darauf zu achten daß  
[ auf dem Überweisungsformular im Feld 'Verwendungszweck'  
[ der Name und die komplette Adresse angegeben wird !

The registration fees :

Registration in Germany : 25,- DM (D-Mark)  
Registration from outside of Germany : \$20,- (US Dollar)

Please send your registraion letter to the following address:

---

Florian Vorberger  
Gärtnerstr. 34  
82194 Gröbenzell

GERMANY

---

In return I will send one disk containing the latest  
complete version of MoA registrated especially to you.

All registrations are processed as fast as possible.  
Allow a delivery-time of about 2 week.

Any registrated user may demand personal  
(MoA related) advice via E-Mail.  
If you want to use this offer you must fill out the  
'E-Mail' - field in the registration letter.

Please also fill out the 'Additional Information' sheet and  
include it in your letter.

Show / Print the Registration-Form in English  
Show / Print the Additional-Info-Form in English

Zeige / Drucke das Registrations-Formular in Deutsch  
Zeige / Drucke das 'Zusaetzliche Angaben'-Blatt in Deutsch

Thanks !

Florian Vorberger

---

vorberge@informatik.tu-muenchen.de

## 1.15 Module Administrator 1.05 english documentation/Address

E-Mail preferred !

---

Snail-Mail : Florian Vorberger  
Gärtnerstr. 34  
82194 Gröbenzell  
GERMANY

---

E-Mail : vorberge@informatik.tu-muenchen.de

---

## 1.16 Module Administrator 1.05 english documentation/Index

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---

---

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## 1.17 Module Administrator 1.05 english documentation/Node

A 'Node' is one element in a list

.

Especially in MoA it is either a module or a sublist.

---

## 1.18 Module Administrator 1.05 english documentation/Lists

A 'List' is a structure containing nodes

.

Especially in MoA, a list can contain modules and lists itself.

( 'MoA' lists are trees for real )

## 1.19 Module Administrator 1.05 english documentation/DataFile

A Data-File is created by saving. It contains (in compressed form) anything you ever stored with MoA.

Annotation: MoA-Info (see

Support

) uses this data-file

to display information on the module dalitracker is playing.

DataFiles are crunched using

XPK

.

## 1.20 Module Administrator 1.05 english documentation/DeliPlayers

DeliPlayers are replay-modules used by

DeliTracker

to play the

different module formats.

MoA uses 'deliplayers' to identify formats not recognized by the internal checkers.

## 1.21 Module Administrator 1.05 english documentation/DeliTracker

DeliTracker is the most powerfull moduleplayer for the Amiga.

DeliTracker is copyrighted by Peter Kunath and Frank Riffel of Delirium Software.

DeliTracker is ShareWare.

## 1.22 Module Administrator 1.05 english documentation/ReqTools

reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2.

ReqTools is copyrighted by Nico François.

ReqTools is ShareWare.

## 1.23 Module Administrator 1.05 english documentation/XPK

XPK is an interfacing standart between application programs and packer libraries. Every XPK application program can pack (and depack) data with any XPK packer.

XPK is copyrighted, but freely distributable for non-commercial use. Some parts of XPK have a different legal status, ie. PD, GPL or shareware.

Xpk was written by :

|                       |                                |
|-----------------------|--------------------------------|
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| Bryan Ford            | bryanf@hpmcaa.mcm.hp.com       |
| Peter Struijk         | ddws0168@dutiws.tudelft.nl     |
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| ...and more.          |                                |

## 1.24 Module Administrator 1.05 english documentation/ASCII Lists

ASCII - lists are plain text files.

## 1.25 Module Administrator 1.05 english documentation/Modules

A typical amiga module consists of four parts :

1.: instrument header, containing :

- [name]
- length
- volume
- [finetuning]



```
repeatstart  --+-- for looped instruments
repeatlength /
```

2.: notedata header : containing length of the module, and maybe  
replay order for the pattern data.

3.: notedata : containing the notes to play

4.: intruments : eighter 8-Bit samples or intructions how to build a  
synthetic instrument (sample).

[dont expect all/any formats to look like this]

Some modules are splitted in two parts (eg: TFMX), one containing  
the headers and the notedata, the other the samples, which is  
mostly the bigger one.

MIDI tunes don't look like this at all.

For details read the documentation of your favorite Composing-Tool.

## 1.26 Module Administrator 1.05 english documentation/Features

(some features)

- recognition of nearly any (amiga) music/sound format  
(anything
    - DeliTracker
    - recognizes
    - and additionaly ScreamTracker 3, both
    - PlaySID
    - formats,
    - and MIDI files)
  - author recognition (ProTracker and clones)
  - playtime calculation
  - information display on modules of several formats  
(ProTracker, Kris, Laxity, Jamcracker, MIDI ...)
  - flexible play function
  - creates playlists for
    - DeliTracker
    - ASCII list output
  - external checkroutines (
    - DeliPlayers
    - ) supported
  - handling of packed modules (
    - XPK
    - )
-

- fast and flexible browse window, giving a good view over your modules
- fancy userinterface

## 1.27 Module Administrator 1.05 english documentation/PlaySID

PlaySID emulates the SID (sound) chip and the 6510/6502 CPU of the Commodore C64 computer. ↔

PlaySID is copyrighted by Håkan Sundell and Ron Birk

PlaySID is ShareWare.

(see also 'Support')

## 1.28 Module Administrator 1.05 english documentation/Bugs

MoA has been tested a long time ... using Enforcer and Mungwall, and should be free of hits.

Any known bugs have been removed but there might still be some small and silly bugs left. If you think you found a bug please

contact  
me.

Thanks in advance.

## 1.29 Module Administrator 1.05 english documentation/Demo

This is a incomplete version for public redistribution. The following functions have been removed :

|          |                                                                                                                           |
|----------|---------------------------------------------------------------------------------------------------------------------------|
| Moving   | (same like 'Collect' but moves the files/modules to the directory of the target-list)                                     |
| ListInfo | (displays the amount of modules and shortest, longest, average and total playtime of all modules in the list (recursive)) |
| ReScan   | (re-scans a module or all modules in a list)                                                                              |
| Update   | (scans all files in a directory which are NOT in the actual list)                                                         |

You may use this demo-release up to 30 days, after this evaluation period you have to  
 register  
 .

### 1.30 Module Administrator 1.05 english documentation/Support

There are (at this time) the following 3 additional programs ←  
 coming  
 with MoA. They will hopefully help you.

MoA-Info (MoA-Info.genie)  
 -----

This is a so called 'Genie' for DeliTracker 2 .  
 Whenever you play a module with Delitracker 2 and MoA-Info is active it will search MoA's data-file for information on the active module.  
 In case something was found, it is displayed in MoA-Info's window.  
 This means whenever you play a module that is stored in MoA's datafile MoA-Info will display :

name, author, copyright, releasedate, production, playtime and description.

Simply add 'MoA-Info' as a Genie to Delitracker.  
 The very first time you need to tell MoA-Info where you stored 'MoA's datafile. To do so press the 'config' button in DeliTracker's genie-window when MoA-Info is the active genie in the window. Now select MoA's datafile and acknowledge the filerequester.  
 Last thing to do is saving 'MoA-Info's preferences so it will find the datafile anytime it is started.  
 For this you need to open 'MoA-Info's window and select 'Save Prefs' in the 'Project' menu. Done.

If you don't know how to install a DeliTracker 2.0 genie please read DeliTracker's genie-docs.

MoA needs not to be running to use MoA-Info.

-----  
 PlaySID.checker is a external checker for MoA.  
 -----

It is a check-routine for  
 PlaySID  
 modules which recognizes the  
 Icon-related modules and the newer 'PSID' ID modules of PlaySID 2.x

---

Basically 'PlaySID.checker' is a deliplayer but contains ONLY the check-code. Put it somewhere where MoA can find it but DeliTracker not.

On the 29th April 1994 Ron Birk announced that they soon will release a PlaySID deliplayer.  
If you have this player you will not need the PlaySID.checker .

-----  
ScreamTracker3.checker is a external checker for MoA  
-----

It is a check-routine for ScreamTracker 3 modules.  
Basically 'ScreamTracker3.checker' is a deliplayer but contains ONLY the check-code. Put it somewhere where MoA can find it but DeliTracker not.

You will not need it if you have a 'ScreamTracker 3.0' deliplayer.  
-----

All of the above was written for DeliTracker only. You must not use any of the programs found in the '/Bonus/' directory with any other tool than delitracker without a written agreement from the author (me).

### 1.31 Module Administrator 1.05 english documentation/Support

Version 1.05 (14th Mai 1994)

- fixed : deadlock when rescanning files with filesize < 5
- fixed : incorrect mark-rectangle X-size in the edit window
- fixed : prefs 'Cancel'-gadget spelled incorrect
- added : super-change directory
- fixed : lists could be collected to themselves
- rearranged the menu

Version 1.02 (01st Mai 1994)

- removed : annoying requester in the demo version
- added : MIDI-checker and MIDI-info
- fixed : stack overflow while recursive scanning
- fixed : canceled delete operation did lock the editwindow
- fixed : bad and crypted XPK files had been added to the list while scanning, even if 'recognized only' was set

Version 1.00

- (traded with the DeliTracker 2.01 update to registered users only)
  - initial release.
-

## 1.32 Module Administrator 1.05 english documentation/Disclaimer

Disclaimer

=====

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