Trakmo '91

A 4-track Amiga tracker as an instrument plugin. ProTracker's replayer and Paula's sound, a beat slicer, and an AHX synth with 40 presets, in sync with your DAW. VST3 and AU. **v0.8.1, beta.**

The highlights are in **FEATURES.md**, and what changed in each version is in **RELEASE_NOTES.md**.

Quick start

1. Load it. Put Trakmo '91 on an instrument track and open its window. It's keyboard-first: click the window to give it the keys. In Reaper, also turn on *Send all keyboard input to plug-in*. Otherwise Reaper keeps the keys for itself.

2. Hear a song. Click **PREFS ► LOAD MODULE** and pick `demo/Trakmo91_Demo2.mod`. Press play in your DAW. With SYNC on **SONG** (the default), the song follows your timeline from bar 1, and looping and bouncing just work. When your DAW is stopped, **PLAY SONG**, **PLAY PATT** and **STOP** in the panel play it on their own.

3. Write some notes. Click into the pattern and press **Space** for EDIT. Play notes on the computer keyboard: the Z row is one octave, the Q row the next, and F1 / F2 move the octave. Type hex digits for the sample and effect columns. **Ctrl+Z** undoes. To play live from a MIDI keyboard instead, press **REC** while the song plays and it records into the pattern.

4. Bring in a sample. Click **SAMPLES** for the sample screen, pick a slot and click **LOAD FILE** (WAV, AIFF or FLAC). RATE is the note it's tuned to. If the file was too long for the slot, **FIT** brings in all of it. Drag across the waveform to CROP, CUT, REVERSE or FADE. **LOOP** and the green handles set the loop.

5. Chop a break. Load a drum loop, then click **AUTO-SLICE**. SENS ◄ ► finds fewer or more hits. Turn on **MAP TO KEYS C-1**: MIDI keys from C-1 upward play the slices. Play them with REC on to record a new pattern, or click **WRITE TO PATTERN** to put the whole break into a track.

6. Make a synth. On the sample screen pick an empty slot and click **INSTR ►**. Open the **PRESETS** tab, click one and play the keys. **AHX** holds the classic AHX controls. **EXTRA** has resonance, the LFO, the mod wheel, the fixed clock and **LOAD WAV** for wavetables. **NEW SYNTH** starts from a blank square lead.

7. Keep it. The song is saved inside your DAW project, with nothing else to do. **PREFS ► SAVE MODULE** exports a `.mod` that ProTracker, OpenMPT or a real Amiga can play. **PT-SAFE** warns you about anything a real Amiga would play differently.

Good to know

- **Keyboard help:** the Help key, Shift+F1, or PREFS ► KEYBOARD HELP.
- **Colour themes:** click the TRAKMO '91 logo.
- **Routing:** each track header has M (mute) and S (solo), OUT 1–4 for the stereo outputs it feeds, and AUDIO / MIDI / BOTH for whether it plays Paula, sends MIDI out, or both.
- **PATTERN sync:** notes on MIDI channel 16 launch patterns (C3 = pattern 00). Each one takes over at the end of the pattern playing.
- **More than four tracks:** run a second instance.
- **Other trackers:** LOAD MODULE opens MOD, XM, S3M and IT. Copy and paste swaps blocks with OpenMPT, Schism Tracker and Furnace.

In this folder

Path	What
`FEATURES.md`	The highlights
`RELEASE_NOTES.md`	What each version changed
`demo/`	DRILL CIRCUIT and SODIUM LIGHT (drum & bass demos), and the two PRESET TOUR songs that play every factory synth, with renders (`demo/README.md`)
`build_agent/`	The engine (header-only C++17), the panel (`panel/panel.html`), the tests and the build instructions. Start with `build_agent/START_HERE.md`.
`design_agent/`	The UI design record and assets
`MANIFEST.txt`	The exact version, engine checksum and contents of this drop

Credits

A Jupiter Sound Systems production. The ProTracker replayer is ported from **pt2-clone** by Olav Sørensen, and the synth from **HivelyTracker** by Pete Gordon. Both are BSD-3 licensed; the licences are in `build_agent/LICENSES/`.