

nesdoug

famitone 3.2 / annotatecc65

Hey everybody. In 2016, I wrote a version of famitone music library that allowed the **volume column** and **all notes**. Recently, I fixed the major bug that it had in processing more than 1 song. text2vol replaces text2data. I should be used with the nsf2data (v1.15 by Shiru 04'17). See Shiru's website to download that.

Here is the link to my (unofficial) update. Source code included.

<http://dl.dropboxusercontent.com/s/l6sahxaz2qty52m/famitone3.2.zip>
(<http://dl.dropboxusercontent.com/s/l6sahxaz2qty52m/famitone3.2.zip>).

Update July 11, 2018. **Famitone 4.**

I also wrote a version that allows the 1xx,2xx, and 4xx effects...pitch rise, pitch fall, and vibrato. I shelved it when my last update had a major bug...but now that I fixed that bug, I finished it. Here it is.

<http://dl.dropboxusercontent.com/s/b5mob6f9br78goz/famitone4.zip>
(<http://dl.dropboxusercontent.com/s/b5mob6f9br78goz/famitone4.zip>).

Shiru would say, "why not just use the full famitracker driver". That, of course, is also available on his website.

<https://shiru.undergrund.net/code.shtml> (<https://shiru.undergrund.net/code.shtml>).

But, the full famitracker code is huge. Almost 4x as big a ROM footprint as famitone2. My famitone3.2 is only slightly larger than famitone2...though I did gut the PAL note table. Sorry. I didn't use it. You could probably put it back in.

Hope this is useful to somebody.

annotatecc65

In an unrelated note, my friend dustmop wrote a python script that inserts the cc65 source code into the debugging files for FCEUX. I haven't used it yet, but it looks cool. Check it out.

<https://github.com/dustmop/annotatecc65> (<https://github.com/dustmop/annotatecc65>).

January 5, 2018July 11, 2018 dougfraker

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