This folder contains the sound driver MusyX and its related project files.

Information about MusyX can be found mainly at these two places:

resources\MusyX SourceMusyX Official Documentation.pdf

https://github.com/GauChoob/musyx

Include: autogenerated/musyx/SoundIDs.asm

Bank $00: musyxb0.asm at $3AB0

Bank $30:

musyx.asm + autogenerated/musyx/magination.proj

(magination.proj.asm is an unused annotated version of magination.proj)

Banks $31-3F:

magination.pool, split into multiple files

In brief, there are short SFX sound effects and longer songs

The songs were divided into two categories:

1. Fanfares – short jingles that play over a main song before resuming the main song
2. Normal songs – played in the background

There are labels for all of the SFX and songs in autogenerated/musyx/SoundIDs.asm

**project**:

The reconstructed original MusyX project

The original file names are used when known (SFX 0-22 and SONG 0-3, 9-40)

The output files are generated by a python script in autogenerated/musyx - magination.pool is split into 15 files

**file\_fragments**:

There are some unrelated file fragments that are embedded in the uninitialized section of bank\_031\_musyx\_pool\_sampledata.dat.

The python program copies the file fragments into bank\_031\_musyx\_pool\_sampledata.dat to reproduce the original file

**resources**:

Miscellaneous helper files that are not used to generate the final game

**MagiNation extract code** - the python program I used to reconstruct the MusyX project

**MusyX Decompile** – IDA Pro files that contain annotations to gm2song.exe and MUConv104.exe

**MusyX Source** – ancient developer MusyX files with some personal notes on the ISAS object format

**Mark\_Orkiz\_Released\_Projects.zip** – some other MusyX projects for comparison