

**heisann**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> heisann		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## heisann

### 1.1 FastBoot By Encore <sup>1</sup>996!

Welcome to the incredible world of FastBoot!

Developed by Patrick Hanevold. and Ludvig Pedersen (eNCORE!)

```
1 ...      What it is!
2 ...      Comments from the authors
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```

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### 1.2 1

1.. \*\*\* WHAT IT IS \*\*\*

Fastboot is a unique program that allows anyone without a gfx-board to quickly boot from cli to a full wb screen upto 256 colors in under 5 seconds. It's very system friendly, indeed, but you HAVE to know what you're doing, otherwise your hd's are probably gone already. PLEASE READ THE DOCS CLOSELY BEFORE INSTALLING THE PROGRAM.

If you'r lucky, it might work on you'r gfx-board.

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### 1.3 2

2.. \*\*\* COMMENTS FROM THE AUTHORS \*\*\*

The Authors take no responsibility for loss of data, og hunt some other

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dudes..

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## 1.4 3

3.. \*\*\* HOW TO INSTALL \*\*\*

The installation is really a piece of cake.. Just look at this!

- The entire thingy is script-based!
- It's easy to fuck up things if you're not careful enough!
- You only have to grab the wb-screen when changing your hairstyle!

```
----- fastboot-startup -----

; This script is being executed every time you boot your machine.
; You don't need to grab if you change anything in this script.
; Cleans up after FastBoot

wait 5
delete >NIL: ram:setclock ram:diskchange ram:runback ram:execute ram:wait ram:GRAB ←
    .script
;-

; Change anyting you like under this line :)
;runback utils:codingutils/sasc/c/enforcer >NIL: SHOWPC STACKLINES=2 STACKCHECK ←
    AREGCHECK DATESTAMP LED=55555 FILE=CON:0/11/640/150/Enforcer_Hit/AUTO ←
    BUFFERSIZE=8000 INTRO="*NEnforcer Hit! Bad Program!*N" ON
rx Utils:SFXUtils/Hippo/ARexx/HiP_loadprgl.rexx Utils:SFXUtils/Hippo/PS3MPROG
rx Utils:SFXUtils/Hippo/ARexx/HiP_playrand.rexx

----- grab.script -----

; You HAVE TO GRAB if you change anything under here ..!!!!!!!
; EVERY OF 'EM PARTITIONS HAVE TO BE INCLUDED IN THE LIST BELOW,
; OTHERWISE ... BYE BYE HD!! (AND ALSO OTHER non-removable DISKS)
RAM:diskchange System:
RAM:diskchange Utils:
RAM:diskchange FX:
RAM:diskchange Games:
RAM:diskchange Trash:
RAM:diskchange Work:
RAM:diskchange Packed:
;-----
RAM:setclock LOAD
cpu >NIL: cache burst
RAM:runback >NIL: RAM:Execute s:FastBoot-Startup

----- startup-sequence -----

c:WaitValidation      ; Should be used together with FastBoot
c:makedir ram:T ram:ENV RAM:Clipboards
assign ENV: ram:env
reqmouse
if $mouse eq 0
c:FastBoot            ; This boots up the grabbed system
```

---

```

endif
-----
.
.
.
Ordinary Startup-sequence
.
.
.
.
-----
c:copy c:setclock c:diskchange c:runback c:execute c:wait s:GRAB.script ram: quiet
reqmouse
if $mouse eq 0
wait 3
c:FastBootGRAB          ; This grabs the system
endif
ram:runback >NIL: ram:execute ram:GRAB.script
c:EndCLI >NIL:
lab end

Remember to FastBootGRAB before you FastBoot. :)

Way! This is all too simple!
-----

```

## 1.5 4

4.. \*\*\* KNOWN BUGS \*\*\*

If you've got a titleclock or something similar, it takes a few seconds before it gets "up to date"... but what the heck! Who cares? not we... we're NOT ↵  
going  
to speed up this sucker any more..

## 1.6 5

5.. \*\*\* THE FUTURE \*\*\*

no-one knows about the future. If you haven't built a time machine, or smthn, you'll probably never know if we're going to update this bitch.. Maybe we will ... This program may also be developed on Be.

## 1.7 6

6.. \*\*\* TROUBLESHOOTING \*\*\*

qst: Shit, man! Out of nowhere I got this noisy sound from my hd.. and when I

reboot, it says "Not a dos disk".

ans: you have optimized, removed ram og changed any hardware WITHOUT grabbing the screen again.. poor creature :)

qst: Fastboot won't run ..

ans: make sure you have a HD

qst: What is happening?!

ans: You're trying to install it with a gfx-board.. goof luck!

qst: does it work together with worms?

ans: yes, it should do!

qst: can it make my amiga faster?

ans: If you're one of the lucky ones \*registered users\*, Fastboot will patch your system and improve the system-friendly 3d and vector routines as fast as on the playstation.

qst: how do I register?

ans: Try to phone one of the authors... I dunno really ...

qst: Does Ludde make good pizzas?

ans: no! They're WAY too sticky :)

-----  
That should be about enough to install the program.

## 1.8 7

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Developed by Patrick Hanevold (patrick.hanevold@login.eunet.no) and Ludvig Pedersen (ludvigp@ifi.uio.no)

Wonderful Manual by Audun Evensen

Amigaguide conversion by Lasse Hermansen  
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## 1.9 8

## V0.1

The first version that can boot the grabbed file.

## V0.2

Fixed a bug in the bootup routine.

Jumped to some wild location even before the bootup started.

Worked somethimes thoug. :)

## V0.3

Fixed a bug that coused the display to fuck up in scandoubled screen modes.

Could't load the view of the system correctly without a previous LoadView( ↵  
NULL).

## V1.0

First release. No changes, just this doc. Upp runing on two configurations for ↵  
two months now.

...wait a sec! There's ONE more bug... but.. you won't fint out.. will ya?!