BumpRevision

COLLABORATORS

	TITLE : BumpRevision		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		December 6, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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BumpRevision

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```
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                                            Peter Simons
```

1.2 copyright

```
    This is the second version  of  BumpRevision.   There   may   be   no
    additional releases, because I don't belive that this version has
    many bugs. (It isn't very complex!) Perhaps  I'll  add  some  new
    features if the feedback is alright.

    This version is freeware. This means that everybody can use it as
    they like without paying any money. But I - as the author - don't
    loose my copyright on this program. If  I  believe  it's  a  good
    idea, I might re-release it as  shareware  or  include  it  in  a
    commercial product.

    If you like this tool, don't hesitate  to  use  it,  but  do  not
    change my name as the author in any way.

    Spreading this program on so  called  "Public  Domain  Disks"  is
    *NOT*  allowed  without  my  explicit  permission.  (This  doesn't
```

include the Fred Fish collection!) But I agree to every way of spreading that doesn't charge money as FTP or via bulletin box systems.

1.3 what is it?

This is a tool for all assembly language programmers who want to document the changes at the different revisions. BumpRevision Deluxe generates the well-known $REVISION-HEADER autoMAGICally and allows you to comment the changes.

Additionally, the latest version number and the revision-date is included in the source-code as a macro, so you can easily update things like version-strings in your own programs.

BumpRevision Deluxe requires an ordinary AMIGA equipped with OS 2.0. (Administering gadgets under OS 1.3 was a lot of work!)

This is an example-header:

```
;****** Auto-Revision Header (do not edit) ******************************
;*
;* © Copyright by Gods - Software Development
;*
;* Filename         : Foobar.asm
;* Created on       : 21-Jun-92
;* Created by       : Peter Simons
;* Current revision : V0.000
;*
;*
;* Purpose: This is just a demonstration of what this program does...
;*
;* V0.000 : --- Initial release ---
;*
;************************************************************************
REVISION        MACRO
                dc.b "0.000"
                ENDM
REVDATE         MACRO
                dc.b "21-Jun-92"
                ENDM
```

You should *NOT* edit anything in the header by hand. For example the first ";* V" is needed to find the last revision and insert this one before. All revisions behind that aren't changed in any way, so you can change the text there.

The header needn't start at the first line of the source-code. You can even split the revision-header and the macros as you like, as long as you do *NOT* delete or add any blanks or other characters.

The "Copyright", "Filename", "created on" and "created by" lines are touched only at the generating of the header, so you can

change them, too. ("Current Revision" is of course changed every
time, so stay away from that entry!)

BumpRevision Deluxe tries to read two environment-variables named:
"COMPANY" [max. 34 chars] and "AUTHOR" [max. 24 Chars]. You can
set them using the Shell-command SetENV. Their contents are added
in the "Copyright" and "Created by" lines. (Just try it out...)

1.4 macro-usage

The usage of the macros may be seen in the following example:

```
        dc.b    "$VER BumpRevision "
        REVISION
        dc.b    " ("
        REVDATE
        dc.b    )",0
```

is gonna be assembled to

```
        dc.b    "$VER BumpRevision 0.000 (21-Jun-92)",0
```


NOTE: If you do *NOT* want BumpRevision Deluxe to create and
      update these macros, just delete them in your source-code,
      and BumpRevision will skip this feature the next time...

1.5 features

This version of BumpRevision Deluxe includes a completely new
designed GUI. For example you can now select the comment-string-
gadgets via keyboard-shortcut.

Then the gadgets support the tab-cycling-feature of OS 2.0. This
means, that you can switch to the next gadget by simply pressing
the TAB key. SHIFT+TAB will switch to the previous gadget.
Pressing RETURN will unselect every gadget, so that you can
choose the next action via shortcut.

Additionally, empty lines will be truncated by BumpRevision
Deluxe, in order to keep the header as small as possible. If you
can't mess with cutting-lines, you'll have to insert a space in
the comment-gadget.

A "New" possibility is to append the revision-author to the
current revision. This feature can be en-/disabled with the
"Include Author-Line"-checkbox. The name of the author is read
from the enviroment variable \ and will be copied to the
gadget, formatted to the right margin, also the date of the
revision will be appended to the line (in brackets).

You may edit this line as you wish, before you select "Okay", and
append it to this revision!

The last thing is, that the window will now be opened centered,
even if you're working in interlace or NTSC-Overscan. The
position of the AboutWindow is calculated relative to the
position of the main window. Also, all gadgets in the main window
will be de-activated, so you can't missuse them. :-))

1.6 syntax

BumpRevision Deluxe requires only one parameter: The path   to
the file that is going to be updated. If you call BumpRev
without any parameter the well-known Usage-message will be
displayed. You can specify filenames that include   blanks
without quotation-marks, beause the whole line is taken as
filename.

1.7 ideas, suggestions

If you notice any bug or have an idea what can be included in the
next release, don't hesitate to contact me under the following
address:

        Snail-Mail: Peter Simons
                    Europaring 20
                    D-5300 Bonn 1
                    Germany

            Voice: Tel. 0228 / 74 60 61

     or via e-mail: Usenet simons@peti.GUN.de
                    FIDO   2:242/7.25

Ok, I'll be happy about all feedback, even if you just write
"Your tool sucks!"

1.8 virus protection

To make sure that BumpRevision Deluxe is not infected by a
virus, here are the CRC-checksums of this version. If you believe
they've been changed, just contact me and ask for the original
values. Don't forget the revision number.

BumpRevDeluxe   6768 ----rwed 18-Nov-92 11:28:04

File "BumpRevDeluxe": CRC Checksum = $7AE24CC0
                      WRAP Checksum = $00000000

1.9 greetings

My greetings belong to Kai Iske, who included such a tool as one
of the first in his KCommodity (Look out for this commodity, it
is unbelievable!) where I got my ideas from. (I thought it was a
bit overreacting to load a 70k commodity just to update ones
source-codes :-»)

Thanks to Bullfrog for proofreading my horrible school-english!