BootUte

COLLABORATORS			
	TITLE : BootUte		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Chapter 1

BootUte

1.1 BootUte Contents

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                Documents for BootUte v1.2

            BootUte was written by Paul Toyne
                  Released on 24-Apr-94.

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          BootUte was written in 100% assembler.
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1.2 What is BootUte

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What is BootUte ?

BootUte is a program that enables the loading, saving and executing
 of bootblocks.

BootUte requires Kickstart and Workbench 2.0 or above, it also
 requires any version of reqtools.library.

reqtools.library is © Nico Francois.

My main aim in producing this program was to make games and demos
 that wouldn't work on my 1200 work.

I have expanded somewhat on my original idea so that it will be
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useful to all people with accelerators, or with kickstart 2.0 and above.

BootUte was written over a period of a couple of months on-off work.

It was written in 100% assembler using Devpac 3.

Why kickstart 2.0 and above only ?

I have two reasons for that :

1) It is a lot easier to provide a good user interface under 2.0+.
2) If you are an acclerator owner you should have at least 2.0, and if you don't I would suggest upgrading.

1.3 BootUte's Options

BootUte's options

BootUte can be opened in any of the following screen-modes by setting the 'BootUte' environment variable from the shell/CLI.

eg SetEnv BootUte=PAL

Screen mode	Dimensions	Environment variable text
PAL:High Res	640 x 256	PAL
PAL:High Res Laced	640 x 512	PALL
NTSC:High Res	640 x 200	NTSC
NTSC:High Res Laced	640 x 400	NTSCL
DBLPAL:High Res	640 x 256	DBLPAL
DBLPAL:High Res No Flicker	640 x 512	DBLPALN
DBLNTSC:High Res	640 x 200	DBLNTSC
DBLNTSC:High Res No Flicker	640 x 400	DBLNTSCN
EURO72:640 x 200	640 x 200	EURO72
EURO72:Productivity	640 x 400	EURO72P
EURO:36Hz High Res	640 x 200	EURO36
EURO:36Hz High Res Laced	640 x 400	EURO36L
MULTISCAN:640 x 240	640 x 240	VGA
MULTISCAN:Productivity	640 x 480	VGAP
SUPER72:Super-High Res	800 x 300	SUPER72

If the screen-mode isn't available then BootUte will display a requester saying that it can't open the screen, also if the screen mode is not a 640 x 256 mode, the screen will be opened as an auto-scrolling 640 x 256 screen.

The text in the environment variable is NOT case sensitive

Bootblock operations

Read bootblock from DF0:
Reads the bootblock from drive DF0: to the buffer.

Write bootblock to DF0:

Writes the bootblock from the buffer to drive DF0:,
re-calculating the checksum so that it is correct.

File operations

Load bootblock to buffer
Loads a file from disk to the buffer.

The file must be one of the following :

- Raw data (1024 bytes long)
- Executable with only 1 code hunk
  (1052 bytes long)
- An executable with a BootUte header.
  (1220 bytes long)

The checksum can be invalid, because BootUte corrects it
automatically when the file is loaded.

Save from buffer
Saves the buffer to a file, using the file type specified in
the preferences section.

Buffer Operations

Execute
Executes the file in the buffer using the options specified
in the General Preferences section.

Clear
Clears the bootblock from the buffer.

Information
Displays the following information about the bootblock
that is in the buffer :

- Bootblock type (OFS, FFS etc.)
- Correct checksum.
- Whether the current checksum is valid.
- An ASCII dump of the bootblock.

Quit BootUte
Exits BootUte.

About BootUte
This displays information about the current version of
BootUte being used, and information about your Amiga
system.

Preferences

The preferences section is a set of six check boxes, split into two
sections, where options are either on or off.

General Preferences

Disable CPU Caches
This option disables the Instruction and Data caches found

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          on the 68020 processor and above.

         It is only selectable if a 68020 or above is present in the
          system.

Trap MOVE SR,<ea>
         This option traps the assembler command MOVE SR,<ea> because
          it is a 'Supervisor Mode' instruction on the 68010 and
          above, whereas on the 68000 it can be used in 'User Mode'
          and 'Supervisor Mode'.

         It is only selectable if a 68010 or above is present in the
          system.

VBR Zero
         This option moves the systems current Vector Base Register
    to zero, as many old, and some new (Andromeda Sequential)
    demos assume that it is zero.

         It is only selectable if a 68010 or above is present in the
          system.

Save Preferences

NOTE : Only one of the below, or neither can be selected at the same
        time, both cannot be selected at the same time.

Raw Binary
         This option makes the 'Save bootblock from buffer' option
          save the data as a binary file, so that it can't be run.

BootUte Header
         This option makes the 'Save bootblock from buffer' option
          save the data using a special header that enables demo's
          to be run from the CLI.
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1.4 BootUte's error messages - descriptions

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    This is a list of the possible error messages BootUte can give

If BootUte quits straight away, without displaying any error
 messages, it means that it couldn't allocate the memory that it
 needs to function.

Alert number 0003 8004
    BootUte was unable to open v36 or above of the intuition.library,
     this should only ever appear if you are running less than
     kickstart 2.0 (v36)

You must be running Kickstart 2.0 or above
    BootUte was unable to open all of the libraries it needs as
     v36 or better, this should only appear if you have a mixture
     of pre 2.0 libraries and post 2.0 libraries in your libs:
     drawer.
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Unable to open reqtools.library
    BootUte was unable to open the 'reqtools.library', it needs this
     file in the libs: directory for all of it's requesters.

Unable to open screen.
    BootUte was unable to open it's screen, this may be due to the
     fact that the 'PAL' monitor file hasn't been run.

Unable to open window.
    BootUte was unable to open the window that it uses.

Unable to open trackdisk.device.
    BootUte was unable to open the 'trackdisk.device' that it needs
     for the reading and writing of the bootblocks.

Unable to allocate ReqTools file requester.
    BootUte was unable to allocate the structure necessary for the
     'reqtools.library' file requester, this may be due to low
     memory conditions.

Unable to read the bootblock
    BootUte was unable to read the bootblock of the disk in DF0:
    A possible cause is that there wasn't actually a disk in DF0:

Unable to write the buffer because it is empty.
    BootUte was unable to write the bootblock buffer to DF0: because
     the buffer was empty.

Unable to save the buffer because it is empty.
    BootUte was unable to save the bootblock buffer to disk because
     the buffer was empty.

Unable to execute the buffer because it is empty.
    The buffer couldn't be executed because it was empty.

Unable to clear the buffer because it is empty.
    The buffer couldn't be cleared because it was already clear.

Unable to write the bootblock.
    BootUte couldn't write the bootblock to the disk in DF0:
    A possible cause is that there isn't a disk in the drive.

There was an error reading the file.
    BootUte couldn't read a bootblock to the buffer.
    A possible cause is that the disk has got a read/write error.

There was an error writing the file
    BootUte couldn't write the buffer to a file.
    Possible causes are : the disk in the drive is write protected.
                          the disk is full.
                          the disk has got a read/write error.

Sorry, the file you are trying to
 load isn't a valid bootblock
    You are trying to load a file as a bootblock, and it isn't a
     valid format.
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1.5 Disclaimer

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Disclaimer

This software is provided "as is" without warranty of any kind,
 either expressed or implied. By using it, you agree to accept the
 entire risk as to the quality and performance of the program. Should
 the software prove defective, you assume the cost of all necessary
 servicing, repair or correction.
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1.6 Distribution

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Distribution

BootUte is ©1994 TLS.

The program can be distributed by any means (BBS, mail etc.) as
 long as the following conditions are met :

  1) No money changes hands.
  2) The following files are included, in their original state and
      are not modified in any way :

      BootUte
      BootUte.doc
      BootUte.guide
      Install.doc
      reqtools.library - Any version.
```

1.7 A1200 Compatability Information

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       This information is only useful for users with A1200's

A lot of compatability problems are due to the fact that the new
 Amiga 1200's don't have any fast ram fitted as standard. If you own
 an A1200, then I suggest that you buy a fast ram expansion as it
 makes lots more programs run.
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1.8 Greetings

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Greetings

I would like to greet the following people :

 Oliver Norton (Oll¿e) - Betatester (A4000/040)
   Thanx for finding the bugs, hope ya like this great new
    version.

Hi to these guys
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 Michael Morris : Hi, 'ex-beta-tester' - did you ever test it??
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1.9 Possible future additions

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Future Additions

The following options will definately be added to future versions of
 BootUte :

 »» CBM installer script to make BootUte easier to install.
 »» 'Delay' option to allow for bootblocks/files that require mouse
     buttons to be held down to access a 'hidden' part.
 »» 'No Fast Ram' option to turn off fast ram, if it is fitted.
 »» 'Localisation' - For workbench 3.0+ to enable users in other
                     countries to have the menus etc in their own
                     language.
 »» Modify screen mode selection to use the ReqTools Screen mode
     requester.
 »» Have font selection.
 »» Ability to use drives other than DF0:
 »» Ability to load and execute executable files.
 »» 'No Fast Ram' option for programs that don't like fast ram.

The following options may be added to future versions of BootUte,
 providing I get enough feedback from you (the users).

 »» 'Fake Fast Ram' option for users unable to afford a fast ram
     expansion.
 »» 'Arexx interface'

If you think of any more options, or want the 'possible' options
 added then e-mail me - see {"How to contact me" link CONTACTING_ME}
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1.10 Configurations tested with.

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Testing BootUte

BootUte has been tested on the following platforms/configurations.

Amiga 1200
        2 mb Chip, 4 mb Fast & 20Mhz 68881
        80 mb Seagate 2.5" IDE Hard Drive
        External Power XL High Density floppy drive.

        Kickstart 3.0 ROM (v39)

Amiga 4000/040
        2 mb Chip, 2 mb Fast
        120 mb Seagate 3.5" IDE Hard Drive

        Kickstart 3.0 ROM (v39)
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Amiga 500+
        1 mb Chip, 0 mb Fast

        Kickstart 2.04 ROM (v37)
.-------------------------------------------------------------------.
| My Beta-Tester said that he'd tested it, but I can't be 100% sure |
|  as I haven't seen it running on a 68000 machine.       |
`-------------------------------------------------------------------'

BootUte has been tested fully with 'Enforcer', and has been found to
 produce no enforcer hits.
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1.11 How to contact me

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Contacting me

I can be contacted in the following ways:

E-Mail (Internet) : se1pt@dmu.ac.uk
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1.12 History of BootUte

BootUte's history

Version	Date	Information
1.0	01-Mar-94	First release version - PAL only
1.1	22-Mar-94	Now uses a 'BootUte' environment variable to determine the screen mode.
1.11	02-Apr-94	A couple of minor bug fixes, and the text in the environment variable is no longer case sensitive.
1.12	23-Apr-94	Found two very stupid bugs.... fixed Only released to EDGE
1.2	24-Apr-94	Changed the screen layout a bit and added the VBR Zero option, after problems running a demo (Sequential by Andromeda)