ADProRunner

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	TITLE : ADProRunner		
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NUMBER	DATE	DESCRIPTION	NAME

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ADProRunner

1.1   ADProRunner Help

Welcome to the ADProRunner AmigaGuide®. Select any of the following topics and

follow the links to other subjects as you please:

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1.2   About ADProRunner

ADProRunner is a program to ease the use of ADPro for the Commodore-Amiga computer.

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Special permission is hereby granted to include ADProRunner in Public-Domain collections

such as Fred Fish's Amiga Library, Aminet CD ROMS, etc.

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1.3   Requirements

ADProRunner should run on any Amiga system with at least 512K RAM.

ADProRunner requires:

KickStart v2.0 or greater

MUImaster.library V2.0+

MUI-Classes

(vmem.library) not needed.

I have not included MUI since this would have made the archive a lot bigger. If the MUI-package

is not yet in your possession, you should be able to find it at several Public Domain sites

around the world, your local BBS or on Public Domain Disks.

The Graphical User Interface (GUI) was created using the great MUImaster.library V2.1 MUI,

Copyrighted 1992/94 Stefan Stuntz.

ADPro since the program is an ADPro Application.

1.4 Author

ADPro is a great program, but it requires much memory. Sometimes you need 3 MB or more to

convert a picture. It is however possible to specify memory-usage in the ADPro icon or

from shell.

If you do not specify memory size, ADPro takes the largest free hunk of memory, and leaves

you with only small hunks left. This may result in loaders, savers and operators beeing

loaded into chip memory, which is dead slow on an accelerated Amiga.

I created ADProRunner to control ADPro's memory usage when starting ADPro from WorkBench.

With ADProRunner it is easy to specify the amount of memory each time you start ADPro.

For Bug Report & other write to address.

Other programs made by me (Latest Version):

Program: Description:

MagicSelectorV1.10 Autochange WBPattern and SoundFX for each bootup (MUI)

DMS-Face V1.0 DMS Interface (MUI)

Icon Illusion V1.2 WB with 256 colors icons

Icon Illusion Converter V1.2 Icon Converter

PowerPlay V2.32 ModulePlayer (Out of Date, Dead!)

JumpScreen V2.0 ScreenJumper (Out of Date, Dead!)

1.5 Memory

About Memory

The Slidebar gives you the opportunity to specify ADPro's memory usage. If you select

0 Kb the ADPro will start with 65535 bytes.

Under the scale is a textline that tells you how much free memory you have.

ADPro will only have one large segment of memory, the slider let you select only from the

larges segment. When you have selected max memory on the sliderbar the gauge does not go to

100% the reason is that the largest hunk is not as large as the total amount of free memory.

Gigamem support (and bug in vmem.library 1.1).

The total amount and the largest hunk of memory includes Gigamem's available memory.

PS !, It is an bug in the vmem.library (1.1 (12.Okt.1992)), if you turn off the fastmem with

the NoFastMem program (SYS:System/NoFastMem) the program include the fastmem on the total amount

of free memory.

Try Gigamem config program and press "Information" with fastmem off, and you will

have too much memory. I don't think anyone will use there amiga without fastmem off anyway !.

1.6 Action

About Action

ADPro button starts ADPro. You can push return to enter to ADPro. This option is ghosted if

the program cannot find ADPro. (Path "ADPro:ADPro")

HINT: If you have MorphPlus and not ADPro you can use Makelink to create an ADPro

(Makelink ADPro MorphPlus)

ADPro&FRED button starts ADPro&FRED. This option is ghosted if the program cannot find

FRED.

(Path "ADPro:FRED")

Free Memory button Removes non used libraries and free memory from memory pools

like the memory CacheX allocates. The Sliderbar and the Gauge will then be updated to

the new level.

This functions take some time ($^1/^2$ Second), but it is noting wrong with it, it is the OS that freeing

the memory for me.

About button Shows you information about program version number and copyright notice.

Press closegadget in window to quit the program.

Use the Tab key to change active object, see MUI documentation for use of keys .

1.7 History

ADProRunner History

Version 1.0 (7.11.93)

First release

Version 1.1 (27.12.93)

Fresher Interface

Added Return key on ADPro button

Less flicker while using slider

Improvement and Bugs fix in the installer script

Version 1.1a (10.1.94)

Internal Release only

Serious Bugs fix in the installer script

Some changes in the HelpGuide

Some other minor fixes

Version 1.5 (26.3.94)

Rewritten the whole program, now using the great MUI interface and rewritten in assembler.

Fragmentation display

Added free memory gadget

Added gigamem support

Removed shallow option

Version 1.6 (12.7.94)

Added keyboard support

Bugfix with chip memory only AND without vmem.library (gigamem Library)

Added total free Memory Text

Moved "XXXXX Kb to use"

Removed Misc group and renamed Launch group to Action

Added line between buttons

Removed copyright text

Some minor fix

Version 1.7 (12.8.94)

Removed the enforcer hit.

Reduced size of the program with 765 bytes by using BSS hunk.

1.8 Address

For Bug report & other write to:

Øyvind Falch,

Triumph Software

PostBox 240

3192 Horten

Norway

1.9 Glossary

ADPro is Art Department Professional from ASDG, a powerful image processor.

1.10 About MagicUserInterface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With

the aid of a preferences program, the user of an application has the

ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing

lots of examples and more information about registration please look for

a file called "muiXXusr.lha" (XX means the latest version number) on

your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US$ 20.-

to

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