

# **gurubook-blurb**

Ralph Babel

Copyright © 1996 Ralph Babel

---

COLLABORATORS

	TITLE : gurubook-blurb		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Ralph Babel	July 19, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b><code>gurubook-blurb</code></b>	<b>1</b>
1.1	The Amiga Guru Book - Information . . . . .	1
1.2	The Amiga Guru Book - Blurb . . . . .	1
1.3	Table of Contents . . . . .	1
1.4	Chapter 1: Data Types . . . . .	2
1.5	Chapter 2: Programming Guidelines . . . . .	3
1.6	Chapter 3: Assembly-Language Programming . . . . .	4
1.7	Chapter 4: Programming in C . . . . .	4
1.8	Chapter 5: SAS/C . . . . .	4
1.9	Chapter 6: Reference Charts for SAS/C and Aztec C . . . . .	5
1.10	Chapter 7: <code>amiga.lib</code> . . . . .	6
1.11	Chapter 8: Terminal Debugging . . . . .	6
1.12	Chapter 9: Low-Level Hard- and Software Architecture . . . . .	7
1.13	Chapter 10: Hooking in at Boot Time . . . . .	7
1.14	Chapter 11: Alerts, Gurus, and Traps . . . . .	7
1.15	Chapter 12: Legal Alien: AmigaDOS, the Englishman in the System . . . . .	8
1.16	Chapter 13: The Console Handler . . . . .	8
1.17	Chapter 14: The Command Line Interface . . . . .	8
1.18	Chapter 15: The AmigaDOS Filesystem . . . . .	9
1.19	Chapter 16: BCPL and the Global Vector . . . . .	10
1.20	Chapter 17: DOS Functions . . . . .	10
1.21	Chapter 18: AmigaDOS Error Codes . . . . .	13
1.22	Chapter 19: AmigaDOS Data Structures . . . . .	14
1.23	Chapter 20: Forms of Program Execution . . . . .	14
1.24	Chapter 21: Packets and Handlers . . . . .	15
1.25	Chapter 22: The Format of Load and Object Modules . . . . .	16
1.26	Appendix: About Listings . . . . .	17
1.27	The Amiga Guru Book - Reviews . . . . .	17
1.28	Heiko Rath, <code>comp.sys.amiga.reviews</code> . . . . .	17
1.29	Heiko Rath, <code>comp.sys.amiga.reviews</code> , FTP . . . . .	18

1.30 Thomas Bätzler & Markus Illenseer, comp.sys.amiga.reviews . . . . .	18
1.31 Thomas Bätzler & Markus Illenseer, comp.sys.amiga.reviews, FTP . . . . .	18
1.32 Amiga-Magazin (Germany) . . . . .	18
1.33 Just Amiga Monthly (UK) . . . . .	18
1.34 Amiga Magazine (Italy) . . . . .	19
1.35 Michael B. Smith, comp.sys.amiga.misc . . . . .	19
1.36 Franz-Josef Reichert, Amiga-Plus (Germany) . . . . .	19
1.37 Eddy Carroll, JAM (UK) . . . . .	19
1.38 Amiga Special (Germany) . . . . .	19
1.39 Cédric Beust, AmigaNews (France) . . . . .	19
1.40 Boyd Edmondson, BIX . . . . .	20
1.41 Andreas M. Kirchwitz, de.comp.sys.amiga.tech . . . . .	20
1.42 Arno Eigenwillig, comp.sys.amiga.programmer . . . . .	20
1.43 Heinz Wrobel, comp.sys.amiga.programmer . . . . .	20
1.44 c't (Germany) . . . . .	20
1.45 Dan E. Babcock, comp.sys.amiga.programmer . . . . .	20
1.46 Ingo Wilken, comp.sys.amiga.programmer . . . . .	21
1.47 James Cooper, comp.sys.amiga.programmer . . . . .	21
1.48 Doug Walker, comp.sys.amiga.programmer . . . . .	21
1.49 Oliver Kastl, de.comp.sys.amiga.misc . . . . .	21
1.50 John Hendrikx, comp.sys.amiga.programmer . . . . .	21
1.51 Bernhard Möllemann, de.comp.sys.amiga.tech . . . . .	21
1.52 Bernhard Fastenrath, comp.sys.amiga.programmer . . . . .	21
1.53 Avi Lev, comp.sys.amiga.programmer . . . . .	21
1.54 Das Amiga-Guru-Buch - Amiga Special . . . . .	22
1.55 Das Amiga-Guru-Buch - Kickstart . . . . .	22
1.56 Das Amiga-Guru-Buch - Amiga-Magazin . . . . .	22
1.57 Das Amiga-Guru-Buch - c't . . . . .	22
1.58 Das Amiga-Guru-Buch - Amiga-DOS . . . . .	22
1.59 The Amiga Guru Book - Distributors . . . . .	22
1.60 Stefan Ossowskis Schatztruhe . . . . .	23
1.61 Hirsch & Wolf OHG . . . . .	23

---

# Chapter 1

## **gurubook-blurb**

### **1.1 The Amiga Guru Book - Information**

THE AMIGA GURU BOOK a reference manual by Ralph Babel

If you're an Amiga programmer, then by now you've probably heard of the Amiga Guru Book, or - more likely - you already own a copy. For the few still left in the dark, :-) here's a brief overview:

[Blurb](#) [Contents](#) [Reviews](#) [Distributors](#)

Copyright © 1996 by Ralph Babel. Permission granted to redistribute this file in unmodified form. All other rights reserved.

### **1.2 The Amiga Guru Book - Blurb**

The Amiga Guru Book is both an indispensable reference manual and a text book. Containing many concise examples, ready-to-use listings, and comprehensive tables, it presents fundamental knowledge of the system that all Amiga programmers - regardless of the programming language used - must have at their disposal and be able to apply if they wish to create reliable and compatible software. This includes: information about the data types supported by the processor, the operating system, and the compiler; guidelines for proper multitasking programming; the meaning of Guru messages; and an introduction to the peculiarities of C and assembly-language programming on the Amiga.

Experienced C programmers will find information about ANSI C, memory models, compiler specifics, and how to employ the special features supported exclusively by Amiga C compilers so as to create more efficient programs, as well as an overview of all compiler and linker options, libraries, and much more for both Aztec C and SAS/C.

Included for advanced programmers are explanations of amiga.lib, debugging techniques, and ROM-Wack, along with overviews of the hard- and software memory map, the real-time clock, and start-up diagnostics, as well as an in-depth look at the programming of boot blocks and reset-protected programs.

For AmigaDOS pros, this book reveals everything about the dos.library, its error codes, the CLI and user shells, handlers and packets, BCPL, the Global Vector, processes and their creation, and the data structures employed by AmigaDOS. Special features of this book include: the documentation of the structure of executable files as well as the extended object module format, and a thorough and easily understandable explanation of the on-disk block layout of the Fast Filesystem (FFS).

The book takes the recent developments in the Amiga's system software into account and also pays attention to the peculiarities of the MC68020/030/040 processors and of the MC68881/882 floating-point units. It is concluded by a glossary, a list of recommended readings, and an extensive index.

### **1.3 Table of Contents**

---

Preface	3
Conventions	5
Table of Contents	7
Part I - Programming	
1 Data Types	27
2 Programming Guidelines	39
3 Assembly-Language Programming	89
4 Programming in C	109
5 SAS/C	127
6 Reference Charts for SAS/C and Aztec C	159
7 amiga.lib	177
8 Terminal Debugging	193
Part II - System Internals	
9 Low-Level Hard- and Software Architecture	201
10 Hooking in at Boot Time	211
11 Alerts, Gurus, and Traps	243
Part III - AmigaDOS	
12 Legal Alien: AmigaDOS, the Englishman in the System	263
13 The Console Handler	271
14 The Command Line Interface	297
15 The AmigaDOS Filesystem	353
16 BCPL and the Global Vector	377
17 DOS Functions	385
18 AmigaDOS Error Codes	515
19 AmigaDOS Data Structures	535
20 Forms of Program Execution	563
21 Packets and Handlers	595
22 The Format of Load and Object Modules	657
Appendices	
About Listings	685
Glossary	697
Bibliography	703
Index	705

## 1.4 Chapter 1: Data Types

1.1 Data types of the M68000 family	27
1.1.1 Internal representation of data	27
1.1.1.1 MC68000 and MC68010	27
1.1.1.2 MC68020, MC68030, and MC68040	28
1.1.1.3 MC6888x and MC68040	29
1.1.2 Arrangement of data in memory	31
1.2 Data types of the Amiga C compilers	32
1.2.1 Integer data types and pointers	32
1.2.2 Floating-point data types	32
1.3 Data types of the Amiga operating system	33
1.3.1 Boolean data types and error tests	34
1.3.2 Floating-point calculations	35
1.3.2.1 Fast Floating-Point	36
1.3.2.2 Amiga IEEE libraries	36
1.3.2.3 IEEE compiler libraries	36
1.3.2.4 MC6888x in-line code	37
1.3.2.5 MC68040 floating-point in-line code	37

## 1.5 Chapter 2: Programming Guidelines

2.1	General remarks	40
2.1.1	Public data structures	40
2.1.2	The stack	40
2.1.2.1	Determining the stack size	41
2.1.2.2	Switching to a bigger stack	42
2.1.3	System addresses, jumps into ROM, private data structures	44
2.1.4	SetFunction()	45
2.2	Conventions for calling system functions	46
2.2.1	Register A6	46
2.2.2	Registers A0, A1, D0, and D1	47
2.2.3	Results and status flags	47
2.3	Resources and protective protocols	48
2.3.1	Resources: claiming and relinquishing	48
2.3.2	Common resource pairs	49
2.3.3	OpenLibrary()	53
2.3.4	The blitter	53
2.3.5	The audio hardware	54
2.3.6	The audio cut-off filter	55
2.3.7	The battery-backed real-time clock	55
2.3.8	The gameport.device	55
2.3.9	The disk.resource	56
2.3.10	The CIA timers	57
2.4	Types of memory	57
2.4.1	MEMF_CHIP	59
2.4.2	MEMF_FAST	60
2.4.3	MEMF_PUBLIC	60
2.4.4	MEMF_24BITDMA++	61
2.4.5	MEMF_LOCAL++	61
2.4.6	KickTag memory	62
2.5	System "constants"	62
2.5.1	NTSC and PAL	62
2.5.2	Screen and window dimensions	63
2.5.3	Keymaps	64
2.5.4	Fonts	64
2.6	Who may do what and when?	64
2.6.1	Exec tasks	64
2.6.2	AmigaDOS processes	66
2.6.3	Task exceptions	67
2.6.4	Supervisor mode	67
2.6.5	Interrupts	68
2.6.6	Priority levels and the operating system	69
2.6.7	Traps and processor exceptions	70
2.6.8	Forbid()/Permit(), Disable()/Enable(), and semaphores	70
2.7	Compatibility with other processors	73
2.7.1	Delays and processor speed	74
2.7.2	MOVE from SR and MOVE from CCR	75
2.7.3	32-bit addresses	75
2.7.4	Exception vectors and the VBR	77
2.7.5	The CLR instruction	78
2.7.6	Caching	78
2.7.6.1	Self-modifying code and the code cache	78
2.7.6.2	Data caching, copyback, and DMA	80
2.7.6.3	MC68030 and write-allocation	81

---



2.7.7	CALLM and RTM	82
2.7.8	Memory management units	82
2.7.9	Transparent translation	83
2.7.10	Multiprocessor systems	83
Listing MoveVBRc.c		84
Listing MoveVBRa.a		86
Listing Makefiles (MoveVBR)		87

## 1.6 Chapter 3: Assembly-Language Programming

3.1	FD files	90
3.1.1	System modules	90
3.1.2	The structure of FD files	91
3.1.2.1	##base <base>	91
3.1.2.2	##bias <bias>	91
3.1.2.3	##private, ##public	92
3.1.2.4	##end	92
3.1.2.5	Function descriptors	92
3.2	Calling system functions	93
3.2.1	The structure of a library	93
3.3	Libraries and header files	94
3.3.1	Macros from "exec/types.i"	95
3.3.2	Macros for libraries and devices	98
3.3.3	Macros for initialization tables	100
3.3.4	Macros from "exec/lists.i"	100
3.3.5	Macros from "exec/string.i"	101
3.3.6	Macros from "exec/ables.i"	101
3.3.7	Other peculiarities	101
Listing QPrintF.h		103
Listing QPrintF.a		103
Listing Makefiles (QPrintF.o)		107

## 1.7 Chapter 4: Programming in C

4.1	Requirements	110
4.2	Programming	110
4.2.1	Standard C vs. Amiga C	110
4.2.2	Accessing system libraries	111
4.2.3	Devices with library-like function entries	113
4.3	Start-up code and compiler libraries	114
4.4	Header files	116
4.5	Parameters from Workbench and CLI	122
Listing ArgsEcho.c		124
Listing Makefiles (ArgsEcho)		126

## 1.8 Chapter 5: SAS/C

5.1	ANSI C	127
5.1.1	The preprocessor	127
5.1.2	The keywords <code>const</code> and <code>volatile</code>	130
5.1.3	Other changes	133
5.2	Internals of the SAS/C compiler	135
5.2.1	Preprocessor symbols	135
5.2.2	Compiler-generated symbol references	136
5.2.3	Memory models	136
5.2.3.1	Code models	138
5.2.3.2	Data models	138
5.2.4	The keywords <code>__near</code> , <code>__far</code> , and <code>__huge</code>	139
5.2.5	Other new keywords	140
5.2.6	In-line code	142
5.3	Parameters and results in C	143
5.3.1	Results	143
5.3.2	<code>__stdargs</code> - passing parameters on the stack	143
5.3.3	<code>__regargs</code> - passing parameters in D0, D1, A0, and A1	144
5.3.4	<code>__asm</code> - passing parameters in specific registers	144
5.3.5	<code>&lt;stdarg.h&gt;</code> - passing a variable number of parameters	145
5.3.6	Combining C and assembly language	146
5.4	Compilation	147
5.4.1	LC1 - from source code to the quads	147
5.4.1.1	Preprocessor	147
5.4.1.2	Lexical analysis	148
5.4.1.3	Parsing (syntactical analysis)	149
5.4.1.4	Checking (semantic analysis)	149
5.4.1.5	Translation	149
5.4.2	Optimizing the code	150
5.4.3	LC2 - from the quads to the object module	150
5.4.4	BLink - tying up the loose ends	150
5.4.5	Further optimizations	151
5.5	Two examples	151
	Listing <code>dalloc.c</code>	153
	Listing Makefiles ( <code>dalloc.o</code> )	154
	Listing <code>HelloWorld.c</code>	155
	Listing <code>HelloAmiga.c</code>	155
	Listing Makefiles ( <code>HelloWorld</code> , <code>HelloAmiga</code> )	156
	Listing <code>AmigaSieve.c</code>	156
	Listing Makefiles ( <code>AmigaSieve</code> )	158

## 1.9 Chapter 6: Reference Charts for SAS/C and Aztec C

6.1	Compiler and linker options	159
6.1.1	SAS/C 5.10b	159
6.1.1.1	LC1 and LC1B - first phase (compiler)	160
6.1.1.2	LC2 - second phase (compiler)	163
6.1.1.3	LC - compiler driver	164
6.1.1.4	BLink - linker	166
6.1.2	Aztec C 5.2b	168
6.1.2.1	CC 5.2b - first phase (compiler)	168
6.1.2.2	CC-3.6a-style options (deprecated)	171
6.1.2.3	AS - second phase (assembler)	172
6.1.2.4	LN - linker	173

6.2	Predefined symbols	174
6.2.1	SAS/C 5.10b	174
6.2.2	BLink 5.10b	174
6.2.3	Aztec C 5.2b	175
6.3	Environment variables	175
6.3.1	SAS/C 5.10b	175
6.3.2	Aztec C 5.2b	175
6.4	Libraries and such	175
6.4.1	SAS/C 5.10b	175
6.4.2	Aztec C 5.2b	176

## 1.10 Chapter 7: amiga.lib

7.1	Interface stubs	177
7.2	... the Universe and Everything	180
7.2.1	Exec support	180
7.2.1.1	BeginIO()	181
7.2.1.2	NewList()	181
7.2.1.3	CreatePort()	181
7.2.1.4	DeletePort()	181
7.2.1.5	CreateStdIO()	182
7.2.1.6	DeleteStdIO()	182
7.2.1.7	CreateExtIO()	182
7.2.1.8	DeleteExtIO()	182
7.2.1.9	CreateTask()	183
7.2.1.10	DeleteTask()	183
7.2.2	I/O support	184
7.2.2.1	fgetc()	184
7.2.2.2	getchar()	184
7.2.2.3	fputc()	184
7.2.2.4	putchar()	185
7.2.2.5	fputs()	185
7.2.2.6	puts()	185
7.2.2.7	fclose()	185
7.2.2.8	sprintf(), fprintf(), printf()	185
7.2.3	Graphics support	186
7.2.3.1	AddTOF()	186
7.2.3.2	RemTOF()	187
7.2.3.3	waitbeam()	187
7.2.4	Integer support	187
7.2.4.1	FastRand()	188
7.2.4.2	RangeRand()	188
7.2.5	FFP support	188
7.2.6	Timer support	188
7.2.6.1	TimeDelay()	188
7.2.7	Symbols of the CIA registers	189
7.2.8	Symbols of the custom-chip registers	189
7.2.9	And for the assembly-language fans ...	191

## 1.11 Chapter 8: Terminal Debugging

8.1	debug.lib and ddebug.lib	194
8.1.1	KCmpStr()	194
8.1.2	KGetChar()	195
8.1.3	KGetNum()	195
8.1.4	KMayGetChar()	195
8.1.5	KPutFmt()/DPutFmt(), kprintf()/dprintf()	195
8.1.6	KPutChar()/DPutChar()	196
8.1.7	KPutStr()/DPutStr()	196
8.2	ROM-Wack	196
8.2.1	Single-key commands	197
8.2.2	Command words	197

## 1.12 Chapter 9: Low-Level Hard- and Software Architecture

9.1	Hardware memory map	203
9.2	Software memory map	204
9.2.1	Absolute addresses of the operating system	204
9.2.2	Exception vectors	204
9.2.3	Kickstart ROM	205
9.3	The real-time clock	207
9.4	Start-up diagnostics	208
9.4.1	Boot ROM and Kickstart	208
9.4.2	The keyboard	210

## 1.13 Chapter 10: Hooking in at Boot Time

10.1	Boot vectors (captures)	212
10.1.1	ColdCapture	213
10.1.2	CoolCapture	214
10.1.3	WarmCapture+	214
10.2	KickTags and resident modules	214
10.2.1	The Resident structure	215
10.2.2	The Kickstart ROM	217
10.2.3	The cartridge ROM area	217
10.2.4	KickTags	218
10.3	The boot block	220
Listing	KickList.c	223
Listing	Makefiles (KickList)	225
Listing	AddKickMem.c	226
Listing	KickTags.h	229
Listing	KickTags.c	230
Listing	Makefiles (AddKickMem)	235
Listing	Install2C.c	235
Listing	Install2A.a	238
Listing	Makefiles (Install2)	241

## 1.14 Chapter 11: Alerts, Gurus, and Traps

11.1	Alerts	243
11.2	Gurus	245
11.3	Exception vectors of the M68000 family	251
	Listing TrapTestC.c	255
	Listing TrapTestA.a	257
	Listing Makefiles (TrapTest)	259

## 1.15 Chapter 12: Legal Alien: AmigaDOS, the Englishman in the System

12.1	Components of Classic AmigaDOS	263
12.2	Origin of AmigaDOS	264
12.3	The legacy of BCPL	265
12.4	Object names	266

## 1.16 Chapter 13: The Console Handler

13.1	Stream names	271
13.2	RAW, CON, and NEWCON	272
13.2.1	CON and NEWCON	272
13.2.2	RAW	275
13.2.3	ConMan	275
13.2.4	The current window	276
13.3	Internals and programming techniques	276
13.3.1	Aborting a CLI program	276
13.3.2	Line separators and the end of file (EOF)	277
13.3.3	Raw or cooked	277
13.3.4	Console windows as you like them	278
13.4	Control codes in the input stream	280
13.4.1	Key codes	280
13.4.2	Raw RAW events	281
13.5	Control codes in the output stream	285
13.5.1	Single-character control codes	287
13.5.2	Multi-character control codes	287
	Listing ConWindowC.c	288
	Listing ConWindowA.a	292
	Listing Makefiles (ConWindow)	294

## 1.17 Chapter 14: The Command Line Interface

14.1	Starting a CLI	297
14.2	Characteristics of CLI and AmigaShell	298
14.3	Internal commands and CLI variables	300
14.4	Script files and environment variables	301
14.5	User shells	305
14.5.1	ShellInit.c: initialization and termination	305
14.5.2	Shell I/O streams	307
14.5.3	UserShell.c	308

---

14.5.3.1	Processing the command line	308
14.5.3.2	Finding and loading the command	308
14.5.3.3	System1.c and System0.a: executing the command	309
14.5.3.4	EOF and Ctrl-D: input termination	310
14.5.4	Installation	311
Listing ShellInit.c		312
Listing UserShell.h		315
Listing UserShell.c		316
Listing Compat13.h		330
Listing Compat13.c		332
Listing TriposIO.a		338
Listing System1.c		340
Listing System0.a		342
Listing OverlayCLI.c		344
Listing System2.h		345
Listing System2.c		346
Listing Makefiles (UserShell, OverlayCLI)		350

## 1.18 Chapter 15: The AmigaDOS Filesystem

15.1	DOS-internals and programming aspects	353
15.2	History of the AmigaDOS filesystem	354
15.3	Block types used in the filesystem hierarchy	355
15.3.1	General remarks on the block structure	355
15.3.2	Strings in names and comments	355
15.3.3	The root block	356
15.3.3.1	Block types, T_SHORT, ST_ROOT	356
15.3.3.2	Size of the hash table	356
15.3.3.3	Checksum	356
15.3.3.4	Bitmap status	358
15.3.3.5	Pointers, bitmap, and the MountList	358
15.3.3.6	Pointer to the bitmap extension	358
15.3.3.7	Different types of dates	358
15.3.3.8	Volume name	359
15.3.4	Directories and common attributes	359
15.3.4.1	ST_USERDIR block	360
15.3.4.2	Pointer to own T_SHORT block	360
15.3.4.3	Arrangement of the contents of directories	360
15.3.4.4	Flags	363
15.3.4.5	Comment	364
15.3.4.6	Name	364
15.3.4.7	Link chain	364
15.3.4.8	Hash chain	364
15.3.4.9	Parent directory	364
15.3.5	Files and their components	364
15.3.5.1	File headers	364
15.3.5.2	The supplement: extension blocks	366
15.3.5.3	Data blocks of the old filesystem	367
15.3.5.4	Data blocks of the FastFilesystem	368
15.3.6	Turning a tree into a graph: links	369
15.3.6.1	Hard links	369
15.3.6.2	Soft links	369
15.3.7	The bitmap	369
15.3.7.1	Checksum	369

---

15.3.7.2	Bit by bit	369
15.3.8	The bitmap extension	373
15.3.9	Reserved blocks and boot blocks	373
15.4	An overview of all block types	374

## 1.19 Chapter 16: BCPL and the Global Vector

16.1	»Strong typing is for people with weak memories«	377
16.2	Global Vector	379
16.3	Why the 1.3 Ed fails under 2.0	380
16.4	The rest of the family tree	380
16.5	A BCPL example: the CLI command MakeDir	381
	Listing MakeDir.b	382

## 1.20 Chapter 17: DOS Functions

17.1	The dos.library	385
17.1.1	AbortPkt () ++	386
17.1.2	AddBuffers () ++	387
17.1.3	AddDosEntry () ++	387
17.1.4	AddPart () ++	388
17.1.5	AddSegment () ++	388
17.1.6	AllocDosObject () ++	389
17.1.7	AssignAdd () ++	391
17.1.8	AssignLate () ++	391
17.1.9	AssignLock () ++	392
17.1.10	AssignPath () ++	392
17.1.11	AttemptLockDosList () ++	392
17.1.12	ChangeMode () ++	393
17.1.13	CheckSignal () ++	394
17.1.14	Cli () ++	394
17.1.15	CliInitNewcli () ++	395
17.1.16	CliInitRun () ++	395
17.1.17	Close ()	396
17.1.18	CompareDates () ++	396
17.1.19	CreateDir ()	397
17.1.20	CreateNewProc () ++	397
17.1.21	CreateProc ()	401
17.1.22	CurrentDir ()	404
17.1.23	DateStamp ()	406
17.1.24	DateToStr () ++	407
17.1.25	Delay ()	408
17.1.26	DeleteFile ()	408
17.1.27	DeleteVar () ++	409
17.1.28	DeviceProc ()	409
17.1.29	DoPkt () ++	411
17.1.30	DupLock ()	411
17.1.31	DupLockFromFH () ++	412
17.1.32	EndNotify () ++	412
17.1.33	ErrorReport () ++	412
17.1.34	ExAll () ++	414

---

17.1.35	Examine()	417
17.1.36	ExamineFH() ++	420
17.1.37	Execute()	420
17.1.38	Exit()	422
17.1.39	ExNext()	422
17.1.40	Fault() ++	423
17.1.41	FGetC() ++	424
17.1.42	FGets() ++	425
17.1.43	FilePart() ++	426
17.1.44	FindArg() ++	426
17.1.45	FindCliProc() ++	427
17.1.46	FindDosEntry() ++	428
17.1.47	FindSegment() ++	428
17.1.48	FindVar() ++	429
17.1.49	Flush() ++	430
17.1.50	Format() ++	431
17.1.51	FPutC() ++	432
17.1.52	Fputs() ++	432
17.1.53	FRead() ++	432
17.1.54	FreeArgs() ++	433
17.1.55	FreeDeviceProc() ++	433
17.1.56	FreeDosEntry() ++	434
17.1.57	FreeDosObject() ++	434
17.1.58	FWrite() ++	434
17.1.59	GetArgStr() ++	435
17.1.60	GetConsoleTask() ++	435
17.1.61	GetCurrentDirName() ++	435
17.1.62	GetDeviceProc() ++	436
17.1.63	GetFileSysTask() ++	438
17.1.64	GetProgramDir() ++	438
17.1.65	GetProgramName() ++	439
17.1.66	GetPrompt() ++	439
17.1.67	GetVar() ++	440
17.1.68	Info()	440
17.1.69	Inhibit() ++	444
17.1.70	Input()	445
17.1.71	InternalLoadSeg() ++	445
17.1.72	InternalUnLoadSeg() ++	446
17.1.73	IoErr()	447
17.1.74	IsFileSystem() ++	447
17.1.75	IsInteractive()	448
17.1.76	LoadSeg()	448
17.1.77	Lock()	449
17.1.78	LockDosList() ++	450
17.1.79	LockRecord() ++	451
17.1.80	LockRecords() ++	452
17.1.81	MakeDosEntry() ++	453
17.1.82	MakeLink() ++	453
17.1.83	MatchEnd() ++	454
17.1.84	MatchFirst() ++	454
17.1.85	MatchNext() ++	456
17.1.86	MatchPattern() ++	458
17.1.87	MatchPatternNoCase() ++	458
17.1.88	MaxCli() ++	458
17.1.89	NameFromFH() ++	459
17.1.90	NameFromLock() ++	459
17.1.91	NewLoadSeg() ++	460

---



17.1.92	NextDosEntry () ++	460
17.1.93	Open ()	461
17.1.94	OpenFromLock () ++	463
17.1.95	Output ()	464
17.1.96	ParentDir ()	464
17.1.97	ParentOfFH () ++	465
17.1.98	ParsePattern () ++	465
17.1.99	ParsePatternNoCase () ++	467
17.1.100	PathPart () ++	467
17.1.101	PrintFault () ++	468
17.1.102	PutStr () ++	468
17.1.103	Read ()	468
17.1.104	ReadArgs () ++	469
17.1.105	ReadItem () ++	473
17.1.106	ReadLink () ++	475
17.1.107	Relabel () ++	478
17.1.108	RemAssignList () ++	478
17.1.109	RemDosEntry () ++	479
17.1.110	RemSegment () ++	479
17.1.111	Rename ()	479
17.1.112	ReplyPkt () ++	480
17.1.113	RunCommand () ++	480
17.1.114	SameDevice () ++	481
17.1.115	SameLock () ++	481
17.1.116	Seek ()	482
17.1.117	SelectInput () ++	483
17.1.118	SelectOutput () ++	484
17.1.119	SendPkt () ++	484
17.1.120	SetArgStr () ++	484
17.1.121	SetComment ()	485
17.1.122	SetConsoleTask () ++	485
17.1.123	SetCurrentDirName () ++	486
17.1.124	SetFileDate () ++	486
17.1.125	SetFileSize () ++	486
17.1.126	SetFileSysTask () ++	487
17.1.127	SetIoErr () ++	487
17.1.128	SetMode () ++	488
17.1.129	SetProgramDir () ++	489
17.1.130	SetProgramName () ++	489
17.1.131	SetPrompt () ++	489
17.1.132	SetProtection ()	490
17.1.133	SetVar () ++	493
17.1.134	SetVBuf () ++	493
17.1.135	SplitName () ++	494
17.1.136	StartNotify () ++	496
17.1.137	StrToDate () ++	499
17.1.138	StrToLong () ++	500
17.1.139	SystemTagList () ++	500
17.1.140	UnGetC () ++	503
17.1.141	UnLoadSeg ()	503
17.1.142	UnLock ()	504
17.1.143	UnLockDosList () ++	504
17.1.144	UnLockRecord () ++	504
17.1.145	UnLockRecords () ++	505
17.1.146	VFPrintf () ++	505
17.1.147	VFWritef () ++	506
17.1.148	VPrintf () ++	506

---

17.1.149	WaitForChar()	507
17.1.150	WaitPkt()++	508
17.1.151	Write()	508
17.1.152	WriteChars()++	509
17.1.153	Undocumented dos.library functions	509
17.2	The expansion.library	510
17.2.1	AddBootNode()++	510
17.2.2	AddDosNode()	512
17.2.3	MakeDosNode()	512

## 1.21 Chapter 18: AmigaDOS Error Codes

18.1	Official error codes	515
18.1.1	ERROR_NO_FREE_STORE (103)	515
18.1.2	ERROR_TASK_TABLE_FULL (105)	516
18.1.3	ERROR_BAD_TEMPLATE (114)++	516
18.1.4	ERROR_BAD_NUMBER (115)++	516
18.1.5	ERROR_REQUIRED_ARG_MISSING (116)++	516
18.1.6	ERROR_KEY_NEEDS_ARG (117)++	516
18.1.7	ERROR_TOO_MANY_ARGS (118)++	516
18.1.8	ERROR_UNMATCHED_QUOTES (119)++	516
18.1.9	ERROR_LINE_TOO_LONG (120)	517
18.1.10	ERROR_FILE_NOT_OBJECT (121)	517
18.1.11	ERROR_INVALID_RESIDENT_LIBRARY (122)	517
18.1.12	ERROR_NO_DEFAULT_DIR (201)	517
18.1.13	ERROR_OBJECT_IN_USE (202)	517
18.1.14	ERROR_OBJECT_EXISTS (203)	517
18.1.15	ERROR_DIR_NOT_FOUND (204)	518
18.1.16	ERROR_OBJECT_NOT_FOUND (205)	518
18.1.17	ERROR_BAD_STREAM_NAME (206)	518
18.1.18	ERROR_OBJECT_TOO_LARGE (207)	518
18.1.19	ERROR_ACTION_NOT_KNOWN (209)	518
18.1.20	ERROR_INVALID_COMPONENT_NAME (210)	518
18.1.21	ERROR_INVALID_LOCK (211)	519
18.1.22	ERROR_OBJECT_WRONG_TYPE (212)	519
18.1.23	ERROR_DISK_NOT_VALIDATED (213)	519
18.1.24	ERROR_DISK_WRITE_PROTECTED (214)	519
18.1.25	ERROR_RENAME_ACROSS_DEVICES (215)	519
18.1.26	ERROR_DIRECTORY_NOT_EMPTY (216)	520
18.1.27	ERROR_TOO_MANY_LEVELS (217)	520
18.1.28	ERROR_DEVICE_NOT_MOUNTED (218)	520
18.1.29	ERROR_SEEK_ERROR (219)	520
18.1.30	ERROR_COMMENT_TOO_BIG (220)	520
18.1.31	ERROR_DISK_FULL (221)	521
18.1.32	ERROR_DELETE_PROTECTED (222)	521
18.1.33	ERROR_WRITE_PROTECTED (223)	521
18.1.34	ERROR_READ_PROTECTED (224)	521
18.1.35	ERROR_NOT_A_DOS_DISK (225)	521
18.1.36	ERROR_NO_DISK (226)	521
18.1.37	ERROR_NO_MORE_ENTRIES (232)	522
18.1.38	ERROR_IS_SOFT_LINK (233)++	522
18.1.39	ERROR_OBJECT_LINKED (234)++	522
18.1.40	ERROR_BAD_HUNK (235)++	522
18.1.41	ERROR_NOT_IMPLEMENTED (236)++	522
18.1.42	ERROR_RECORD_NOT_LOCKED (240)++	522

18.1.43	ERROR_LOCK_COLLISION (241)++	522
18.1.44	ERROR_LOCK_TIMEOUT (242)++	523
18.1.45	ERROR_UNLOCK_ERROR (243)++	523
18.1.46	ABORT_BUSY (288)	523
18.1.47	ABORT_DISK_ERROR (296)	523
18.1.48	ERROR_BUFFER_OVERFLOW (303)++	523
18.1.49	ERROR_BREAK (304)++	523
18.1.50	ERROR_NOT_EXECUTABLE (305)++	524
18.2	Other error codes	524
Listing PathName.c		525
Listing Makefiles (PathName)		528
Listing SimpleDir.c		529
Listing Makefiles (SimpleDir)		533

## 1.22 Chapter 19: AmigaDOS Data Structures

19.1	Basic information	536
19.1.1	The BCPL pointer (BPTR)	536
19.1.2	The BCPL string (BSTR)	536
19.1.3	DOS boolean	537
19.1.4	Odds and ends	537
19.1.5	Getting access to AmigaDOS	537
19.2	For advanced programmers	537
19.3	Local data structures	538
19.3.1	DOS memory segments	538
19.3.2	SegLists	538
19.3.2.1	SegLists with resident libraries+	539
19.3.2.2	SegLists with overlays	539
19.3.3	FileLocks	540
19.3.3.1	What is a lock?	540
19.3.3.2	Why is a lock called a lock?	540
19.3.3.3	Structure of a lock	541
19.3.3.4	Comparing two locks	542
19.3.3.5	The three internal types of locks	542
19.3.4	FileHandles	544
19.4	Global data structures	545
19.4.1	The DosLibrary structure	545
19.4.2	The RootNode structure	547
19.4.3	The DosInfo structure	549
19.4.4	The DOS resident list	550
19.4.5	Brief summary	551
19.4.6	The DosList structure	551
19.4.7	The jump table of the dos.library	557
19.5	expansion.library, filesystems, and AmigaDOS	558
19.5.1	The FileSysStartupMsg structure	558
19.5.2	The environment vector	559

## 1.23 Chapter 20: Forms of Program Execution

20.1	Processes	563
20.1.1	The process ID	570

---

20.1.2	The CommandLineInterface structure	571
20.2	Program start-up and termination	573
20.2.1	CLI programs	573
20.2.1.1	CLI assembly-language interface	573
20.2.1.2	CLI C interface	575
20.2.1.3	CLI BCPL interface	576
20.2.2	Workbench programs	576
20.2.2.1	Workbench assembly-language interface	576
20.2.2.2	Workbench C interface	577
20.3	A sample start-up code: GuruStartup.a	577
Listing GuruStartup.a		580
Listing Makefiles (GuruStartup.o)		588
Listing WbRun.c		589
Listing Makefiles (WbRun)		594

## 1.24 Chapter 21: Packets and Handlers

21.1	Packets	595
21.2	Standard packet types	597
21.2.1	FileHandle packets	597
21.2.1.1	ACTION_FIND#?	598
21.2.1.2	ACTION_END	600
21.2.1.3	ACTION_READ	601
21.2.1.4	ACTION_WRITE	601
21.2.1.5	ACTION_SEEK	601
21.2.1.6	ACTION_CURRENT_VOLUME	602
21.2.1.7	ACTION_SET_FILE_SIZE++	603
21.2.1.8	ACTION_LOCK_RECORD++	603
21.2.1.9	ACTION_FREE_RECORD++	604
21.2.2	Filesystem and FileLock packets	604
21.2.2.1	ACTION_LOCATE_OBJECT	604
21.2.2.2	ACTION_FREE_LOCK	605
21.2.2.3	ACTION_COPY_DIR	605
21.2.2.4	ACTION_PARENT	606
21.2.2.5	ACTION_SAME_LOCK++	606
21.2.2.6	ACTION_CREATE_DIR	607
21.2.2.7	ACTION_CHANGE_MODE++	607
21.2.2.8	ACTION_FH_FROM_LOCK++	607
21.2.2.9	ACTION_COPY_DIR_FH++	608
21.2.2.10	ACTION_PARENT_FH++	608
21.2.2.11	ACTION_EXAMINE_OBJECT	608
21.2.2.12	ACTION_EXAMINE_NEXT	609
21.2.2.13	ACTION_EXAMINE_FH++	610
21.2.2.14	ACTION_EXAMINE_ALL++	611
21.2.3	Other filesystem packets	611
21.2.3.1	ACTION_DELETE_OBJECT	611
21.2.3.2	ACTION_RENAME_OBJECT	612
21.2.3.3	ACTION_MAKE_LINK++	612
21.2.3.4	ACTION_READ_LINK++	613
21.2.3.5	ACTION_SET_COMMENT	614
21.2.3.6	ACTION_SET_DATE	614
21.2.3.7	ACTION_SET_PROTECT	615
21.2.3.8	ACTION_INFO	615
21.2.3.9	ACTION_RENAME_DISK	615

---

21.2.3.10	ACTION_INHIBIT	616
21.2.3.11	ACTION_FORMAT++	617
21.2.3.12	ACTION_SERIALIZE_DISK++	618
21.2.3.13	ACTION_GET_DISK_FSSM	618
21.2.3.14	ACTION_FREE_DISK_FSSM	619
21.2.3.15	ACTION_MORE_CACHE	620
21.2.3.16	ACTION_WRITE_PROTECT	620
21.2.3.17	ACTION_IS_FILESYSTEM++	621
21.2.3.18	ACTION_ADD_NOTIFY++	621
21.2.3.19	ACTION_REMOVE_NOTIFY++	623
21.2.4	Console packets	623
21.2.4.1	ACTION_WAIT_CHAR	623
21.2.4.2	ACTION_SCREEN_MODE	624
21.2.4.3	ACTION_CHANGE_SIGNAL++	624
21.2.4.4	ACTION_DOUBLE	625
21.2.4.5	ACTION_FORCE	626
21.2.4.6	ACTION_STACK	626
21.2.4.7	ACTION_QUEUE	627
21.2.4.8	ACTION_DROP	627
21.2.5	Other external packets	627
21.2.5.1	ACTION_NIL	627
21.2.5.2	ACTION_DIE	628
21.2.5.3	ACTION_FLUSH	628
21.2.5.4	ACTION_DISK_INFO	629
21.2.6	Private, internal, and obsolete packets	629
21.2.7	All packets in numerical order	630
21.3	Asynchronous packets	630
21.4	Handlers	632
21.4.1	Mount	633
21.4.2	Handler structure and start-up message	633
21.4.3	Handler port, DOS calls, and locking	635
21.4.4	Volume nodes and Workbench	636
21.4.5	Object names and locks	637
Listing ASynCopy.c		639
Listing Makefiles (ASynCopy)		643
Listing ComHandler.c		643
Listing Makefiles (ComHandler)		649
Listing UnMount.c		650
Listing Makefiles (UnMount)		655

## 1.25 Chapter 22: The Format of Load and Object Modules

22.1	Hunks and blocks	658
22.2	Load modules and executables	659
22.2.1	HUNK_HEADER	659
22.2.2	HUNK_CODE	660
22.2.3	HUNK_DATA	661
22.2.4	HUNK_BSS	661
22.2.5	HUNK_RELOC32	661
22.2.6	HUNK_RELOC32SHORT++	662
22.2.7	HUNK_END	663
22.2.8	Other block types used in load modules	663
22.2.9	Resident libraries+	663
22.2.10	Overlays	664

---

22.2.10.1	Nodes	664
22.2.10.2	HUNK_HEADER revisited	665
22.2.10.3	HUNK_OVERLAY	666
22.2.10.4	Layout of the overlay table	666
22.2.10.5	HUNK_BREAK	667
22.2.10.6	LoadSeg() for overlays	667
22.2.10.7	The overlay supervisor	668
22.3	Object modules and linked libraries	671
22.3.1	HUNK_UNIT	672
22.3.2	HUNK_CODE, HUNK_DATA, and HUNK_BSS revisited	672
22.3.3	HUNK_NAME	673
22.3.4	HUNK_RELOC16 and HUNK_RELOC8	674
22.3.5	HUNK_EXT	674
22.3.6	HUNK_SYMBOL	677
22.3.7	HUNK_DEBUG	677
22.4	BLink extensions	678
22.4.1	Base-relative addressing (small data model)	678
22.4.2	Pure executables	679
22.4.3	Library indexing	679
22.4.3.1	HUNK_LIB	680
22.4.3.2	HUNK_INDEX	680

## 1.26 Appendix: About Listings

Listing checklib.h	687
Listing checklib.c	688
Listing checksum.c	693
Listing Makefiles (checksum)	695

## 1.27 The Amiga Guru Book - Reviews

What the critics said about the Amiga Guru Book:

[Heiko Rath, comp.sys.amiga.reviews](#) [Thomas Bätzler & Markus Illenseer, comp.sys.amiga.reviews](#) [Amiga-Magazin \(Germany\)](#) [JAM - Just Amiga Monthly \(UK\)](#) [Amiga Magazine \(Italy\)](#) [Michael B. Smith, comp.sys.amiga.misc](#) [Franz-Josef Reichert, Amiga-Plus \(Germany\)](#) [Eddy Carroll, JAM \(UK\)](#) [Amiga Special \(Germany\)](#) [Cédric Beust, AmigaNews \(France\)](#) [Boyd Edmondson, BIX](#) [Andreas M. Kirchwitz, de.comp.sys.amiga.tech](#) [Arno Eigenwillig, comp.sys.amiga.programmer](#) [Heinz Wrobel, comp.sys.amiga.programmer](#) [c't \(Germany\)](#) [Dan E. Babcock, comp.sys.amiga.programmer](#) [Ingo Wilken, comp.sys.amiga.programmer](#) [James Cooper, comp.sys.amiga.programmer](#) [Doug Walker, comp.sys.amiga.programmer](#) [Oliver Kastl, de.comp.sys.amiga.misc](#) [John Hendrikx, comp.sys.amiga.programmer](#) [Bernhard Möllemann, de.comp.sys.amiga.tech](#) [Bernhard Fastenrath, comp.sys.amiga.programmer](#) [Avi Lev, comp.sys.amiga.programmer](#)

The following reviews refer to "Das Amiga-Guru-Buch", the German-language predecessor published in 1989:

[Amiga Special Kickstart](#) [Amiga-Magazin c't](#) [Amiga-DOS](#)

## 1.28 Heiko Rath, comp.sys.amiga.reviews

»There are many useful bits and pieces about the OS that you'd have a hard time finding anywhere else. [...] It comes with a 31-page index, so it's very easy to find a particular subject. Obviously, the TeX typesetting system was used in preparing the book and it really shows. There's just one description of the quality: excellent. [...] It is more fun than the Amiga ROM Kernel and Hardware Reference manuals and has a better form factor.«

--- Heiko Rath, [comp.sys.amiga.reviews](#), 3 December 1993

## 1.29 Heiko Rath, comp.sys.amiga.reviews, FTP

Full review available via ftp:

Host name: math.uh.edu [129.7.128.1] Directory: /pub/Amiga/comp.sys.amiga.reviews/other-reviews/books File name: Guru-Book (10294 bytes)

Or send mail to <amiga-reviews-requests@math.uh.edu>.

It is also included on the latest Fish CD in the directory »FreshFish-Vol10:Useful/reviews/other-reviews/books«.

The review was reprinted in Amiga-Report 2.04, which can be found on Aminet and its mirrors, e.g.:

Host name: ftp.wustl.edu [128.252.135.4] Directory: /pub/aminet/text/mags File name: ar204.lha (61464 bytes)

## 1.30 Thomas Bätzler & Markus Illenseer, comp.sys.amiga.reviews

»The Amiga Guru Book is probably the ultimate programming reference for the Amiga. [...] The level of accuracy and detail maintained throughout the book is amazing. [...] There have been many other attempts to write reference books for the Amiga, but not a single one matches the Amiga Guru Book in the richness of detail and depth of background. [...] Along with the ROM Kernel Manuals, The Amiga Guru Book is one of the essential reference works every serious Amiga programmer should own. [...] if you need in-depth information on the workings and usage of the OS and especially AmigaDOS, this book is a must. With more than 700 pages, it sets the new standard for quality in Amiga references. [...] 5 stars out of 5.«

--- Thomas Bätzler & Markus Illenseer, [comp.sys.amiga.reviews](#), 3 December 1993

## 1.31 Thomas Bätzler & Markus Illenseer, comp.sys.amiga.reviews, FTP

Full review available via ftp:

Host name: math.uh.edu [129.7.128.1] Directory: /pub/Amiga/comp.sys.amiga.reviews/other-reviews/books File name: Guru-Book\_2 (13243 bytes)

Or send mail to <amiga-reviews-requests@math.uh.edu>.

It is also included on the latest Fish CD in the directory »FreshFish-Vol10:Useful/reviews/other-reviews/books«.

## 1.32 Amiga-Magazin (Germany)

»Kein gewissenhafter Programmierer kommt an diesem Buch vorbei: als Lehr- und Referenzwerk von unschlagbarem Nutzen in der täglichen Praxis, übersichtlich, kompakt und optimal gegliedert. Insgesamt eine rundum empfehlenswerte Anschaffung ohne Reue.«

--- Amiga-Magazin 12/1993, page 130

## 1.33 Just Amiga Monthly (UK)

»Ralph is one of the most knowledgable Amiga experts there is and his book has long been compulsory reading for all serious German programmers. This revision has been rewritten from the ground up, and because of the massive demand from non-German programmers it has been translated into English.«

--- Just Amiga Monthly #40 (January 1994), page 6 f.

---

### 1.34 Amiga Magazine (Italy)

»La seconda sorpresa è l'Amiga Guru Book: uno splendido libro scritto da Ralph Babel - un famoso programmatore Amiga che ha collaborato anche con la GVP - che sviscera in più di 700 pagine gli aspetti più oscuri (e peggio documentati) di Amiga. Il libro è scritto in un elegantissimo inglese "europeo" e traboccante di citazione di personaggi collegati ad Amiga e non.«

--- Amiga Magazine 12/1993, page 22

### 1.35 Michael B. Smith, comp.sys.amiga.misc

»It's what the Bantam manual should have been.«

--- Michael B. Smith, comp.sys.amiga.misc, 7 March 1994

### 1.36 Franz-Josef Reichert, Amiga-Plus (Germany)

»Wer sich diesem Thema bisher nur über Commodores hauseigene Dokumentation "The AmigaDOS Manual" genähert hat, stellt spätestens beim vergleichenden Studium der entsprechenden Abschnitte im Guru-Buch fest, welchem Informationsdefizit er bislang ausgesetzt war. Zu diesem leider schon traditionell hoffnungslos unterdokumentierten Thema trägt das Guru-Buch nämlich einiges bei: umfassende und korrekte Information, präzise Fakten sowie Konzentration auf das Wesentliche. Mit gleichbleibender Genauigkeit behandelt das Guru-Buch alles Wissenswerte zu den Themen DOS-Handler und Packet-Interface, Programmausführung und -umgebungen, Filesystem, Disk- und Binärfileformate, alle Funktionen der DOS-Library sowie Fehlermeldungen und Datenstrukturen.«

--- Franz-Josef Reichert, Amiga-Plus 1/1994, page 72

### 1.37 Eddy Carroll, JAM (UK)

»How refreshing to come across a new technical reference that is not only detailed, accurate and comprehensive, but well-written and entertaining as well. [...] In essence, this is a reference guide which takes up where Commodore's ROM Kernel Manuals leave off. [...] Although it weighs in at a hefty 736 pages, including a comprehensive 30-page index, there is very little waffle, just solid information on a range of topics hitherto confined to the realm of black magic. [...] If you're serious about programming your Amiga at the system level, or simply curious about how things operate under the hood, you need this book.«

--- Eddy Carroll, JAM #43 (April 1994), page 35 f.

### 1.38 Amiga Special (Germany)

»Bei der mittlerweile großen Anzahl der Veröffentlichungen zum Amiga sucht man vergeblich ein Werk, das es mit dem "Guru Book" in Bezug auf Detailkenntnisse und Hintergrundwissen des Autors aufnehmen kann. Es läßt sich nicht verkennen, daß der Verfasser sein Fachgebiet voll und ganz beherrscht.«

--- Amiga Special 4/1994, page 54 f.

### 1.39 Cédric Beust, AmigaNews (France)

»J'ai aimé:

- les citations humoristiques qui émaillent la lecture
- les listings numérotés
- les anecdotes sur l'histoire de l'Amiga
- l'éventail impressionnant des connaissances



de l'auteur sur l'Amiga  
Je regrette:  
- qu'il y ait si peu de pages :-)<<

--- Cédric Beust, AmigaNews #67 (Avril 1994), page 16 f.

## 1.40 Boyd Edmondson, BIX

»I just got through reading The Amiga Guru Book by Ralph Babel. It is great. I highly recommend it!«

--- Boyd Edmondson, BIX, 20 May 1994

## 1.41 Andreas M. Kirchwitz, de.comp.sys.amiga.tech

»Sobald man Amiga-DOS (ggf. noch etwas Exec) programmiert, kommt man um das Guru-Book nicht herum. Ich behaupte mal ganz frech, der Amiga ist auf diesem Level ohne Guru-Book nicht sinnvoll nutzbar.«

--- Andreas M. Kirchwitz, de.comp.sys.amiga.tech, 1 June 1994

## 1.42 Arno Eigenwillig, comp.sys.amiga.programmer

»A book has been written with the intent to replace the DOS Manual: Ralph Babel's Amiga Guru Book. It does not just surpass the DOS Manual in all respects, it also addresses several other shortcomings in the official documentation. GET IT!«

--- Arno Eigenwillig, comp.sys.amiga.programmer, 15 June 1994

## 1.43 Heinz Wrobel, comp.sys.amiga.programmer

»Get Ralph Babel's 'The Amiga Guru Book'. It'll solve pretty much all your DOS problems ever.«

--- Heinz Wrobel, comp.sys.amiga.programmer, 31 July 1994

## 1.44 c't (Germany)

»Mit Ralph Babels "The Amiga Guru Book" liegt den Neugierigen nun eine regelrechte "Bibel" vor. Sie handelt indes nicht von Glaubensfragen - sie vermittelt wertvolle Weisheiten bis in die tiefsten Interna des Amiga-Betriebssystems hinein, wobei der Schwerpunkt auf dem in anderen Publikationen eher schlecht dokumentierten AmigaDOS liegt. In keiner anderen Literatur werden die Themen mit ähnlicher Gründlichkeit behandelt. [...] Der engagierte Amiga-Programmierer findet ein hervorragendes Nachschlagewerk vor, dessen detaillierte Informationen ansprechend präsentiert sind. Mein Urteil lautet: "Sehr empfehlenswert".«

--- c't 9/1994, page 266

## 1.45 Dan E. Babcock, comp.sys.amiga.programmer

»I love your \_Guru Book\_! It's wonderful. If anyone is into the Amiga, buy it - period.«

--- Dan E. Babcock, comp.sys.amiga.programmer, 1 December 1994

---

### **1.46 Ingo Wilken, comp.sys.amiga.programmer**

»Get "The Amiga Guru Book" by Ralph Babel. It explains devices/handlers and packets (and DOS stuff in general) in great detail.«

--- Ingo Wilken, comp.sys.amiga.programmer, 11 January 1995

### **1.47 James Cooper, comp.sys.amiga.programmer**

»You shouldn't buy the Bantam book anyway. You should buy Ralph Babel's "Amiga Guru Book" instead. Much more/better info. Well worth the price.«

--- James Cooper, comp.sys.amiga.programmer, 13 January 1995

### **1.48 Doug Walker, comp.sys.amiga.programmer**

»Get Ralph Babel's Amiga Guru Book; it's the best, most current documentation available on this sort of thing.«

--- Doug Walker, comp.sys.amiga.programmer, 27 February 1995

### **1.49 Oliver Kastl, de.comp.sys.amiga.misc**

»Das Bantam-DOS-Manual ist im Vergleich dazu ein Witz.«

--- Oliver Kastl, de.comp.sys.amiga.misc, 8 July 1995

### **1.50 John Hendrikx, comp.sys.amiga.programmer**

»I'd rather buy a book with some real info, like the "Amiga Guru Book".«

--- John Hendrikx, comp.sys.amiga.programmer, 31 July 1995

### **1.51 Bernhard Möllemann, de.comp.sys.amiga.tech**

»Das Guru-Book von Ralph Babel ist die einzige öffentlich verfügbare Quelle der Informationen, die nötig sind, um ein komplettes FileSystem für den Amiga zu implementieren.«

--- Bernhard Möllemann, de.comp.sys.amiga.tech, 10 August 1995

### **1.52 Bernhard Fastenrath, comp.sys.amiga.programmer**

»The Guru Book was THE source of information for my generic filesystem library, don't start without one.«

--- Bernhard Fastenrath, comp.sys.amiga.programmer, 27 Dec 1995

### **1.53 Avi Lev, comp.sys.amiga.programmer**

»A better choice is to buy a very good book called "The Amiga Guru Book", which won't only give you the knowledge you need to work on the Amiga to do WHATEVER you want with it, but it'll show you efficient ways to do it correctly, and it covers EVERYTHING about the Amiga 2.04+ OS, so it's highly recommended. I have it, and believe me: it's worth every dime.«

--- Avi Lev, comp.sys.amiga.programmer, 26 February 1996

---

## 1.54 Das Amiga-Guru-Buch - Amiga Special

»Endlich gibt es ein für jedermann zugängliches und preiswertes Nachschlage- und Lehrwerk, in dem man sich über die richtige Art, den Amiga "legal" zu programmieren, informieren kann: Das Amiga-Guru-Buch. [...] Für den ernsthaften Programmierer ist das Amiga-Guru-Buch ein unentbehrliches Nachschlagewerk und eine ideale Ergänzung zur Neuausgabe der Reference Manuals von Addison-Wesley. Lassen Sie es sich nicht entgehen.«

--- Amiga Special 10/1989, pages 54-56

## 1.55 Das Amiga-Guru-Buch - Kickstart

»Durch das ausführliche Inhaltsverzeichnis und den großen Index eignet sich dies Werk wahrlich als Nachschlagewerk für Extremsituationen.«

--- Kickstart 10/1989, page 34

## 1.56 Das Amiga-Guru-Buch - Amiga-Magazin

»Das Buch verfügt über eine Fülle von Informationen, die man bislang vergeblich suchte. [...] Das Guru-Buch ist für jeden Programmierer uneingeschränkt empfehlenswert.«

--- Amiga-Magazin 11/1989, page 120

## 1.57 Das Amiga-Guru-Buch - c't

»Na endlich! Dieses Buch ist der Hit für jeden Amiga-Programmierer, der bisher über das rätselhafte DOS des Amiga den Mut verlor, das Kochbuch-Deutsch der Werke bekannter Verlage nicht mehr lesen will und obendrein Witz und Ironie zu schätzen weiß. [...] Jedem, der ernsthaft programmiert, sei dieses Werk wärmstens empfohlen.«

--- c't 11/1989, page 374 f.

## 1.58 Das Amiga-Guru-Buch - Amiga-DOS

»Insgesamt ist das Amiga-Guru-Buch ein echtes Nachschlagewerk für den erfahrenen Programmierer.«

--- Amiga-DOS 1/1990, page 83

## 1.59 The Amiga Guru Book - Distributors

Interested? The Amiga Guru Book is available from:

**Ossowski Hirsch & Wolf**

If you have further questions regarding the Amiga Guru Book, feel free to contact me directly. My preferred e-mail address is <rbabel@babylon.pfm-mainz.de>.

---

## 1.60 Stefan Ossowskis Schatztruhe

Stefan Ossowskis Schatztruhe  
Gesellschaft für Software mbH  
Veronikastraße 33  
D-45131 Essen  
Germany  
Voice: +49 (201) 788778  
Fax: +49 (201) 798447  
E-Mail: <stefano@tchest.e.eunet.de>

## 1.61 Hirsch & Wolf OHG

Hirsch & Wolf OHG Mittelstraße 33 D-56564 Neuwied Germany Voice: +49 (2631) 8399-0 Fax: +49 (2631) 8399-31  
Hirsch & Wolf will also accept international orders. Yes, they \_do\_ speak English. :-)