HowToCode7

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HowToCode7

1.1 main

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          How To Code V7 - Edited by Comrade J / SAE
          ==========================================

                 AmigaGuide Release 7/July/93

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     startup.asm - Copper Startup code
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1.2 About HowToCode....

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    How to write demos that work (Version 7) - 7/Jul/93
    ===================================================

        (or the Amiga Demo Coders Reference Manual)

               Edited by Comrade J/SAE

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NEW AMIGAGUIDE FORMAT -
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Due to numerous requests HowToCode has now been rewritten into
AmigaGuide format! It's still readable as text files (just!)
if you haven't got AmigaGuide, but download it and use it, it's good!

* Please note this is a REPLACEMENT to text files howtocode1.txt
through howtocode6.txt. Sysops, please remove these earlier files
as they contain many mistakes. Thanks in advance...*

Thanks to:

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for their comments and contributions, both rude and polite!

And Commodore - Pull your fingers out and **DISTRIBUTE** the V39
docs to *all* Amiga programmers.

Please note that this file is the work of many authors, although
the spelling mistakes are all my fault!

I apologise in advance for mistakes in HowToCode, I am unable to check
everything thoroughly and certainly not on all machines, and in
particular with AGA information so much misleading and contradictory
information is going around that it is inevitable that mistakes will
happen. Please point these out to me, however trivial! I promise
I won't be angry if 100 people point out the same mistake. If no
one does and everyone tells me later that they knew - then I will!

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like to contribute to this file, email me at the address below...

If you intend to use part or all of HTC in a Public Domain disk
magazine (or similar), please email me first. I *will* give
permission freely, but I want to make sure that only the latest
versions are published. Please also mention your request to
Carl-Henrik, especially if it concerns Vectors.txt since it will
be continually updated and debugged for some time from now.

The startup code in this article is freeware and may be used by
anyone for any purpose.

All trademarks and registered names (Workbench, Kickstart, etc)
acknowledged.

All opinions expressed in this article are my own, and in no way
reflect those of anyone else. Please note that many of the
programming practices described in this text are ONLY applicable
for demo coding, and should not be used for Games and other
programming.

I didn't write this for fun, I wrote it for you to use!

If you want to make a contribution please email it to me:
I prefer plain ASCII set to no more than 75 column width, and
no tabs if possible (although I can fix text sent to me..)

If you strongly disagree with anything I write, or you want to send me
some source or demos to test on Amiga 1200/4000 etc, or you have
questions about Amiga programming, or suggestions for future articles,
or just want to chat about the best way to optimise automatic copperlist
generation code, then contact me via email at:

comradej@althera.demon.co.uk.