

GRPreferenceEditor

COLLABORATORS

	TITLE : GRPreferenceEditor		
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REVISION HISTORY

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Contents

1	GRPreferenceEditor	1
1.1	Documentation for The GhostRider Preference Editor V38.6	1
1.2	GRPref/Screen	1
1.3	GRPref/Screen Mode Editor	2
1.4	GRPref/Disk	3
1.5	GRPref/Input	4
1.6	GRPref/Dis/Assembler	4
1.7	GRPref/Memory	5
1.8	GRPref/Startup	5
1.9	GRPref/Miscellaneous	5
1.10	GRPref/KeyMap	6
1.11	GRPref/Load	6
1.12	GRPref/Save	6
1.13	GRPref/Default	6
1.14	GRPref/Quit	7
1.15	GRPref/History	7
1.16	GRPref/Disclaimer	7
1.17	GRPref/Copyright	8

Chapter 1

GRPreferenceEditor

1.1 Documentation for The GhostRider Preference Editor V38.6

Documentation for "The GhostRider Preference Editor"

Screen
Disk
Input
Dis/Assembler
Memory
Startup
Miscellaneous

KeyMap

Load
Save
Default
Quit

History

Disclaimer
Copyright notice

See the GhostRider.guide for general information about GhostRider.

The Screen Mode Definition window is too high for a standard NTSC non-laced WB screen. If you use this resolution, please consider switching to a laced resolution before using this preference editor.

1.2 GRPref/Screen

Screen Color: Color of screen.

Text Color: Color of text.

Header Color: Color of background in header.

Header Text Color: Color of text in header.

Cursor Color: Color of cursor.

Pointer 1: Color 1 of pointer.

Pointer 2: Color 2 of pointer.

Screen Mode: Select one of the five defined
screen modes.

Edit: Edit the chosen screen mode (will open the
screen mode editor).

1.3 GRPref/Screen Mode Editor

Mode Name: The name of this screen mode. Will be used for
identification in both preference editor and
GhostRider.

Text Lines: The number of text lines in this screen mode.
The minimum is 20 lines (for no good reason). The
maximum number of lines is set to 51. This gives a
bitplane size of approximately 32Kb which is all GR
can handle.

System View: If this flag is set, the graphics library command
LoadView will be called with a NULL parameter, which
will reset the display. However, if you use the same
screen modes on the system side and in GhostRider
this is really not necessary. But that is not why it
was included! Another problem with resetting the
display is that multisync monitors will have to
resync two times - and that, I might add, is a
perfectly good reason for including this option :)

Custom Display: This will activate the bottom 12 settings when the
display is programmed in GhostRider - that is, the
values will be stored. You may control whether the
display chips use the data or not with the beamcon0
data. Which remind me;

**** Disclaimer ****

If you are not 100% sure about what you are doing, do not change other
settings than the number of text lines and diw/ddf values.
I will not take any responsibility for monitors damaged because of incorrect
settings!

Excerpt from Commodore's Hardware Reference Manual:
"Incorrectly writing directly to BEAMCON0 has the (remote) possibility of
destroying your multisync monitor."

**** Disclaimer ****

The remaining entries are all data which is written directly to the hardware custom registers with the same name. If you want to know about what they do, consult Commodore's Hardware Reference Manual or some other litterature with the information. Below is only small notes where I have something specific to add;

diwstrt:	The display ypos of diwstrt will be rounded to a multiple of four.
diwstop:	The display ypos of diwstop will be calculated from diwstrt, the number of text lines and the lace status of bplcon0.
ddfxxx:	Should only be changed in multisync modes.
beamcon0:	Remember the excerpt above! Only change if you know what you are doing.
bplcon0:	This register have two possible (well, four) values: \$9200 - Standard high res. \$1241 - Multisync. Also, you may get a lace display by setting bit 2 (\$9204/\$1245).
hbstrt-diwhigh:	You had better know what you are doing. A bit of advice though: MonEd values does <u>not</u> match correct display settings - weird, eh? Have a look at my multisync default values and see if you dig - I don't. It took some monitor clicking to find those values :)

1.4 GRPref/Disk

Default Drive:	Since GR only can handle one drive at the time, specify which drive you want to have active at first entry.
Retries:	Number of retries in case of read errors.
Disk Sync:	Sync-value used when accessing disk. Can also be changed from within the monitor.
DD Track Length:	Length of tracks on DD disks. Can also be changed from within the monitor.
HD Track Length:	Length of tracks on HD disks. Can also be changed from within the monitor.
BM Reserved:	Character identifying a reserved disk block.
BM Free:	Character identifying a free disk block.

BM Used: Character identifying a used disk block.

1.5 GRPref/Input

Delay Speed: Delay speed of keyboard.

Repeat Speed: Repeat speed of keyboard.

Edit Mode: Default edit mode (insert/overwrite). Can also be changed from within the monitor.

PointerBlanker: Blank the pointer at keypress (not qualifiers)?

Paste Key: Press this key and left Amiga to paste the snap-buffer. This is a character-based hot-key, not key mapped. This means that pasting may be activated by more than one key combination... It shouldn't be a problem though.

1.6 GRPref/Dis/Assembler

Suppres Leading Zeros: Most of the output in GR is controlled by this flag. Set if you prefer \$4 over \$00000004.

Short Address: If you only work in 24-bit memory, there is really no need to print addresses in 32-bit. Or what do you think :)

Negative Offsets: Print \$ffff(Ax) as -\$1(Ax)... Your choice.

ASCII after DC.x: You might want to see the ASCII-representation of a dataword in the disassembler.

Disassemble Next: Disassemble the command after the one you have just assembled? (cryptic or what? Try the lineassembler with and without.)

Dump Lines: How many lines do you want each time you press return when disassembling/dumping memory?

Break Lines: Specify where you want to see breaklines in your disassembly.

Long Disassembly: With this flag you can increase the area scanned when GhostRider is disassembling backwards. The two scan ranges are 30 and 50 bytes. The long range may give a better disassembly if there is many long (FPU and '020+ extended EA) commands. The long

range reduces the disassembly speed, though.

1.7 GRPref/Memory

Chip Memory: Default place of the workspace in chip memory.
Change this if you only have 512KB of chip memory.

RAM Banks: Enter whatever RAM banks you have in your system.
ChipMem area should be Bank0. Fill the table from the top (0-5). Fill double NULL in unused Banks.
This Bank table is currently only used by the memorypeeker.

1.8 GRPref/Startup

Reset Entry: When running GR from \$fxxxxx RAM you can specify a qualifier for activation at reset. This setting now also applies for Cold-reset entry.

NMI entry from ROM: Should GR start if you press NMI while the CPU is working in ROM? Great for debugging system soft.

Coppersearch Offset: At each entry the chip memory is searched for the copperlists. However, only at the first entry is there made a full scan. At any subsequent entries the area around the previous copperlocation will be searched first. Specify the the size of this pre-scan area with this value. A NULL will force full scan on every entry if your system does not hardwaremap custom-register RAM to \$f3x or \$f7x.

Clear Matrix: Should the keyboard matrix of keyboard.device be cleared at exit? This is a good idea if you use a hot-key to start GhostRider.

Clear Screen: Should the screen be cleared at entry? If not, you will see the text from when you previously exit'ed GhostRider.

1.9 GRPref/Miscellaneous

Prompt: Your preferred prompt-character.

Non-ASCII: How do you want Non-ASCII characters represented?

Text Joker: Character used to specify wildcards in search- and other operations. I can only warn you against using '0', even though it should work (see, I got the brains to know that trying is no good. Guess that

makes me a superhero... kind'a anyway :)

Progress Bar: Something to look at while your poor computer wastes it's time on comparing bits.. or whatever your mood has been up to..... Mayby I should implement a ProgressBar-Blanker... Nah, people would think your Ami waz some PeeCee running Windows®™ :)

Peeker Height: Height of Memory Peeker. Changes height in steps of four lines. Can also be changed from within GR.

1.10 GRPref/KeyMap

Because I have some trouble with finding a functional design for the keymap preference editor, I have decided to release a simple assembler source that assembles into a keymap-binary to be loaded with the DeckRunner. This may not be a userfriendly way of doing it, but I believe that most users of GR also know how to use an assembler. The source is made for ASM1... You may need to change some things before assembling it with your assembler.

1.11 GRPref/Load

Load preferences from disk. Default filename is ENVARC:GhostRider.Prefs. You may (of course) specify another, but the DeckRunner will only search for this filename.

When loading a preference file, the revision number of the file will be examined. If the revision number differs from that of the preference editor, you will be warned that the settings may be corrupted. As of version 38.4 of the preference editor, the pref-format will only expand in the bottom (no swapping of settings... None planed anyway :) This will make it possible to load old preference files, change whatever is needed, save and be ready for action within 20 secs of receiving the newest release of GR ;o)

1.12 GRPref/Save

Save preferences to disk. Default filename is ENVARC:GhostRider.Prefs. You may (of course) specify another, but the DeckRunner will only search for this filename.

1.13 GRPref/Default

Return settings to GhostRider default (build-in) preferences. These settings are in no way guaranteed to be the same from release to release. Depends on whatever mood I'm in at the time of compilation :-)

1.14 GRPref/Quit

Quit the preference editor. You will be asked to confirm if the settings have been changed since last saving.

1.15 GRPref/History

This history is composed using the following notation:

```
<date.revision> - Added feature/bug fix.
                * Released to public.
```

You will find the newest entries in the bottom of the list.

```
191093.0    - The GUI is designed in the GadToolsBox.
291293      - Finished handler code.
            * Released with GR02E.
```

```
200194.3    - Added RAMBank and LongDisassembly prefs.
            * Released with GR022E.
```

Features of GRPrefEd V38.5

```
310194.4    - Added PeekerHeight and PasteKey prefs.
            - Added ID-field to the preference files. This will make it
              possible to load old settings in the future.
            - Added Default-settings to the main menu.
            - Joker and NonASCII settings were not handled. Fixed.
            - Corrected TAB-cycle order of screen/memory preferences.
010294.5    - Added NTSC-display flag.
            - Now preferences are saved to "ENVARC:GhostRider.Prefs" (and
              are expected to be there when using the DeckRunner).
            - Old settings are automatically loaded at entry (if found).
            - Included assembler source to build keymap.
040294      * Released with GhostRider V0.32.
```

Features of GRPrefEd V38.7

```
010894.6    - Removed NiceScroll, NTSC, Lines and Display Start controls.
            - Added screen mode selector and SM definition screen.
            - Added three character fields for the bitmap display.
            - Added Entry Clear Screen flag.
100894      - Removed pointer color0 because of the new ECS color encoding.
140894.7    - Removed use of ReqTools. Now uses ASL and Intuition.
```

1.16 GRPref/Disclaimer

The author cannot be held liable for the suitability or accuracy of this manual and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this manual and/or the program it describes is the sole responsibility of the user her/him self.

Because the GUI is using GadTools.library the usability of this program may

be restricted by the version of the OS you use. Normally you will need OS 2.04+ (V37+), but I believe there is a OS 1.3 running GadTools.library out there!?

1.17 GRPref/Copyright

GhostRider Preference Editor is Copyright © 1993, 1994 Jesper Skov. It may only be distributed as part of a full GhostRider package.

The GUI of GRPE is made with Jan van den Baard's GadToolsBox which is Copyright © 1992-93 Jaba Development.