

# History

**COLLABORATORS**

	<i>TITLE :</i> History		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 24, 2025	

**REVISION HISTORY**

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# Chapter 1

## History

### 1.1 History

- Development History of PointerX -

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### 1.2 1.0

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1.0 No information.

### 1.3 2.0

2.0 First version I owned.  
~~~~~  
\textdegree{} Only works on kickstart 2.x (Sometimes)  
\textdegree{} Written by Steve Tibbett.

### 1.4 3.0

3.0 28-Sep-94 Released only to Beta testers  
~~~~~  
\textdegree{} I (Dave Jones) took over.  
\textdegree{} Some obvious optimisations were made.  
\textdegree{} Now works on WorkBench 3, as I now patch the  
Intuition/SetWindowPointerA() function as well as the  
Intuition/SetPointer() function.  
\textdegree{} Added auto-detatch code, no more need to 'RUN ↔  
PointerX'.

### 1.5 3.01

3.01 23-Oct-94 First Full Public Release - Appeared on AUI coverdisk  
~~~~~  
\textdegree{} Fixed NewSetWindowPointer().  
It no longer causes Enforcer hits.  
\textdegree{} If you now run PointerX twice, it'll Uninstall ↔  
itself.  
\textdegree{} Uses FastMem if available.  
\textdegree{} Improved auto-detatch code.  
\textdegree{} Various small optimisations.

### 1.6 3.02

3.02 27-Oct-94 Not publically released. Released only to Beta testers  
~~~~~  
\textdegree{} More PC relativity added.  
\textdegree{} Some obscure optimisations added.

### 1.7 3.03

---

3.03 7-Nov-94 Not released : personal test version  
 ~~~~~  
 \textdegree{} Code is now 100% PC Relative.  
 \textdegree{} Code has had loads of optimisations made, both for ←  
 speed  
 and size, and is now as small and fast as possible.  
 \textdegree{} Fixed a harmless bug in the auto-detatch code.  
 \textdegree{} Removed some redundant code.  
 \textdegree{} Finally removed some spelling mistakes in this doc!  
 previous versions stated I was 21, Hmm.. too much Vodka..  
 (or maybe not enough ;-)

## 1.8 3.04

3.04 8-Nov-94 Second public release.  
 ~~~~~  
 \textdegree{} Removed an enforcer hit that's been there since ←  
 ?????  
 My serial lead was broken, so my terminal wasn't getting  
 the enforcer hit messages! Sorry!  
 \textdegree{} Some more small optimisations, removal of duplicate ←  
 code.  
 \textdegree{} Now uses minimal amount of CPU time even when in the  
 'busy' state. - Virtually nil when not 'busy'.  
 \textdegree{} Corrected several mistakes in the docs, which ←  
 referenced  
 MoveVBR (One of my other programs) that's what you get  
 for being lazy, and modifying another doc. ;-)

## 1.9 3.05

3.05 26-Dec-94 Third public release - Uploaded to AmiNet.  
 ~~~~~  
 \textdegree{} Uses an optimised SegSplit routine, 4 bytes saved! ←  
 ;^)  
 \textdegree{} Now includes a rather nice icon.  
 \textdegree{} More spell checking done on docs ;-P  
 \textdegree{} Funky new icon by Kirem Rahmani. [Spe3Kdr@Cardiff.ac ←  
 .uk]  
  
 This version seems to be the most spread version of all.  
 Aminet rules! It has also appeared on the Amiga Shopper  
 Subscribers disk, which Future Publishing kindly sent me  
 a copy of. This is more like it! Take note AUI!

## 1.10 3.06

3.06 6-Feb-95 Internal Birthday version just to Beta-Testers/Close Friends.  
 ~~~~~

```

\textdegree{} Some typos in docs removed. (And probably, some more
introduced! ;-)
\textdegree{} Removal of Sprite Garbage bug. Perhaps ;-P
Doesn't seem to appear anymore.
\textdegree{} Removed a bug which caused random crashes since v3 ←
.02
I Was taking stuff off the stack in reverse order to what
I was shoving them on in the Initialisation routine!
Anything which relied upon a2/d2 after setting the
busypointer crashed!
\textdegree{} Changed interrupt priority from 136 to 10 !
The pointer now seems to animate at a slightly faster
speed than before, but still uses the same amount of
CPU-Time ;-)
```

## 1.11 3.07

```

3.07 29-Mar-95 Beta-test release.
~~~~~
\textdegree{} Supports Hires sprites (Sometimes) ;-P
This version as far as I know, wasn't released, but I
may have inadvertantly sent it to a few people. (oops! ;-)
```

## 1.12 4.0

```

4.00 15-April-95 Fourth public release. PointerX is now Giftware!
~~~~~
\textdegree{} Changed interrupt priority from 10 to -1
(Uses less CPU time - Hurrah! - Virtually nil when not in use)
\textdegree{} Added HiRes Support. Ta-da!
To All who requested it: Sorry it took so long, I got
a little lazy, and almost abandoned this project (Argh!)
\textdegree{} User can now select Sprite resolution via a shell ←
Arg
\textdegree{} Now uses Spaces instead of Tabs in the doc/guide to
prevent looking ugly on non topaz font based Amiga's.
```

## 1.13 4.01

```

4.01 28-Aug-95 Fifth public release. (Quite a lot of work this time!)
~~~~~
\textdegree{} Docs Spell Checking. (Again ;-)
\textdegree{} Guide file now works (Sorry! Don't know what ←
happened
in v4.0! Guess I forgot to test it before release?)
\textdegree{} Misc code re-arranging. (Improved logic)
\textdegree{} As usual, a few optimisations!
\textdegree{} Added constant recognition string for VirusKillers
\textdegree{} Changed of busy-detection from word arithmetic to ←
long.
```

(Should stop some instances of PtrX activating when it shouldn't.)

\textdegree{} Patches are now made between a Forbid()/Permit() ← pair.

\textdegree{} Added SINGLEHAND option.

\textdegree{} Some programmers call SetPointer() with a zero for the address of PointerData in order to blank the pointer (For picture viewers e.t.c.) This was causing a few problems since ..? Now Fixed)

\textdegree{} Added recognition for some other busy-pointers.

- > Resource's SandGlass
- > Model 4D's Zzz Cloud
- > GBRoute's Watch
- > Personal Paint 4's No-Entry Sign
- > DPaint 3's 1.3 Cloud
- > Sound FX's 1.3 Cloud

\*NB - Note, that these cloud busy-ptrs may be used in other software too, and will therefore be automatically recognised.

\textdegree{} Completely re-wrote Seg-Split routines. Improvements ← :

- No longer crashes Mungwall on removal
- Now works from WorkBench or SHELL (How come no-one reported that it never worked from WorkBench before?)
- Can now (For eg) be started from shell, and then quit by running from WorkBench (Or vice-versa)
- Slightly more structured than the previous incarnation.

\textdegree{} Older versions allocated too more chipram for the ← sprite than what was actually needed. (144 Bytes) Now, I alloc the correct amount (just a miniscule 68 Bytes)

\textdegree{} There is an Exec/CopyMem() call in the startup which ← dates back to Steve Tibbett days. I assumed it was the correct value, and so carried on. I now discover that it was copying 64 bytes of busypointer data instead of 16. So now PointerX init's a few CPU cycles faster!

\textdegree{}~Now reads Window/WD\_Screen instead of GfxBase/ ← ActiveView. Should be friendlier to the OS.

\textdegree{}~Now sets Sprite-Resolution prior to setting ← SpriteData. No more brief flickers of the Lo-res pointer when in Hi-res mode.

\textdegree{} No longer any chance of crashing while IPrefs ← changes the screenmode e.t.c., Also removed a possible Enforcer hit.

\textdegree{} Uses approx 4k less memory! Now uses a 200 byte ← stack instead of a 4K one, plus some startup code has now been moved, so it no longers stays in memory.

\textdegree{} Some people suggested I change the interrupt ← priority to 0 so I did. Hope it makes you feel better ?!

\textdegree{} Added Super hires switch for DBLPAL users.

---

## 1.14 4.01b

4.01b 06-Sep-95 Bug fix release

~~~~~

\textdegree{}~Fixed a bug, which meant that 4.01 crashed when run ←  
from

WorkBench.

\textdegree{} Removed a mungwall crash when quitting PointerX.

\textdegree{}~Spelt a name wrong in the thanks (Sorry Ronny! ;^)

## 1.15 4.02

4.02 17-Nov-95 This time, I removed more code than I added!

~~~~~

\textdegree{}~Done away with the task which sits around waiting  
for a Ctrl-C signal. Now you have to reload PtrX  
to remove it from memory.

\textdegree{} Moved everything into one hunk, cut down executable ←  
size.

\textdegree{} Better memory allocation.

Uses less than 2k overall mem usage!

\textdegree{} 120 Bytes shorter than v4.01b!

\textdegree{} Improved Sprite-mem alignment.

\textdegree{} Change Pointer HotSpot to centre of sprite.

## 1.16 4.03

4.03 26-Nov-95

\textdegree{} Added some Workbench tooltype reading code.

currently supports SPRITERES and SINGLEHAND tooltypes.

\textdegree{}~One or two small optimisations.

## 1.17 4.04

4.04 3-Dec-95 Bug Fix Release

~~~~~

\textdegree{} Reorg was displaying a busy-pointer when it wasn't ←  
busy.

I Added some code which ignores the 'Delayed-busypointer'  
tag, and it now seemed to work. It doesn't work as it should,  
(It should wait a while, then display a busy pointer, but  
maybe that's for later!) I'm a little too busy right now,  
so this is an intermediate bug-fix release.

\textdegree{} Removed the .doc from the distribution

I decided it was a waste of space.

\textdegree{} Added 'commented-out' tooltypes to the Icon.

**1.18 4.05**

4.05 9-Mar-96 It's back!  
 ~~~~~  
 \textdegree{} Improved instruction pipelining for 68020+  
 \textdegree{} No longer has the full \$VER: string in the interrupt  
 name (I forgot to null terminate !)  
 \textdegree{} Changed the graphic data slightly, now the clock is  
 completely symmetrical. [To my eyes anyhow!]  
 \textdegree{} Added some more icons! Thanks to Graham Maddox.  
 \textdegree{} File size shrunk a little due to hunk manipulation.

**1.19 4.06**

4.06 13-Mar-96 Slight optimisation.  
 ~~~~~  
 \textdegree{} Changed interrupt code so that it only redraws a ←  
 frame of  
 animation if the busy pointer is currently visible.  
 This was wasting loads of CPU time previously.  
 Wish I'd only thought of it earlier.  
  
 I'm unsure if I actually sent this to anyone! Oops!  
 if not, I guess you'll never ever see it!  
 Consider it a Pointer-X 'Rarity' ! ;^)

**1.20 4.07**

4.07 19-Mar-96 Fixes, Optimisations e.t.c....  
 ~~~~~  
 \textdegree{} Each time the hands were drawn, they were both read ←  
 from  
 tables, inverted, and added together.  
 I've now setup the tables as inverted data, so I don't  
 need to invert them in real-time. This also meant that I  
 had a spare scratch register free in my interrupt code,  
 and no longer had to push & pull d2 ! ;^)  
 What this means to you, the end user, is that your PtrX  
 executable is shorter, and yup, you guessed it..  
 a few nano-seconds FASTER!! (Only when actually busy)  
  
 \textdegree{} No longer has the full \$VER: string in the interrupt  
 name (I forgot to null terminate !) Again! (See v4.05)

**1.21 4.08**

4.08 14-Apr-96 Released at the 'World Of Amiga show'.  
 ~~~~~  
 \textdegree{} One or two sneaky tricks to speed things up a little ←

```
\textdegree{} Removed an enforcer hit that sneaked in in v4.06
\textdegree{} Removed a problem when removing PointerX, it reused ← ←
    some
    memory after freeing it, which sometimes caused a crash.
```

For the second time, PointerX made it onto the Amiga Shopper  
Subscribers disk, which Future Publishing kindly sent me a  
copy of. - Thanks!

## 1.22 4.09

```
4.09 30-Apr-96   Speeeed!
                ~~~~~~
\textdegree{} Even more sneaky tricks to use as little CPU time as
    possible. (Especially the interrupt code)
\textdegree{} Removed some redundant code
\textdegree{} Restructured some spaghetti code... yeuch!
\textdegree{} Removed a bug, SINGLEHAND made both hands disappear!
    This was introduced during v4.07!
```

## 1.23 4.10

```
4.10 13-May-96   More Speeeed!
                ~~~~~~
\textdegree{} Aligned interrupt code, and both patches to 32bit ← ←
    boundaries
    which will decrease CPU usage on 68020+ machines ;^)
```

## 1.24 4.11

```
4.11 22-May-96   Bugs `n' speed!
                ~~~~~~
\textdegree{} Changed Memory allocations:
    - Now sets Memf_Reverse to minimise memory fragmentation
    - Also sets Memf_Public, so that my code doesn't get
      swapped out to virtual memory! (Was potentially dangerous)
\textdegree{} Sprite is now aligned to 32bit boundary for enhanced ← ←
    video
    throughput on AGA machines
\textdegree{} Removed PGP support, as no-one requested my keyfile, ← ←
    I guess
    not everyone is as paranoid as me ;^)
```

## 1.25 4.12

---

4.12 29-May-96 Another new option (Oooh!)  
 ~~~~~  
`\textdegree{}` Added an option NORESETHANDS (ToolType and shell arg  $\leftrightarrow$   
 )  
 which prevents PointerX from resetting to 12:00 every time  
 it's active.  
 Quite a few users requested this, and it was only a few  
 lines of code, so I thought.. what the hell ;^)

## 1.26 4.13

4.13 18-Jun-96 Zzz.. Bug fix..  
 ~~~~~  
`\textdegree{}` If someone called OpenWindowTaglist() with the  $\leftrightarrow$   
 WA\_Busypointer  
 tag in the taglist, the pointer wouldn't animate.  
 I now patch OpenWindowTaglist() to fix this.  
`\textdegree{}` Slight optimisation in the SetPointer() patch.  
`\textdegree{}` Moved the hot-spot of the busy pointer.  
`\textdegree{}` Rewrote the sprite resolution changing code.  
 Should kill some reports, that the res code didn't work 100%  
 on every set-up.  
`\textdegree{}` Removed the anger section of the docs, as someone  $\leftrightarrow$   
 took  
 offence to what I had written, which is not what I intended.

## 1.27 4.14

4.14 Not released.  
 ~~~~~  
`\textdegree{}` Small optimisations in the interrupt code.  
`\textdegree{}` SetBusyPointer was using Longs, now uses Words, as  $\leftrightarrow$   
 the  
 upper 16 bits are ignored anyhow.  
`\textdegree{}`~Rewrote the registration form. Not that it gets used  $\leftrightarrow$   
 much.  
 HINT HINT... Thanks to Maxine Gamboni for pointing out the  
 spelling mistakes. Also, apologies to Timo Rossi, as I sort  
 of stole the form from the FileMaster distribution, and  
 altered it a little, and ahem.. kept his mistakes intact ;^)

## 1.28 4.15

4.15 28-Sep-96 Darn then bugs...  
 ~~~~~  
`\textdegree{}` Removed a possible bug in the library open code.  
`\textdegree{}` Replaced the resolution changing code, that somehow  $\leftrightarrow$   
 got  
 removed.  
`\textdegree{}` Small optimisations.

**1.29 4.16**

4.16 02-Oct-96 The stupid mistakes are always the last to be found.  
~~~~~  
\textdegree{} Since time began, there has been a bug in PointerX, ←  
which  
rears it's ugly head once every 10,000,000 runs.  
Today I got it appearing several times in a row, after  
writing myself a simple test tool.  
And now at last I found out why. I wasn't telling the system  
about the patches I had applied, so the next time the lib was  
checksummed, a guru would appear. Six lines of code added,  
to checksum the intuition.library when installing/removing  
the patch were all it took, to nail this bug DEAD! FOREVER!  
May it's bits Rest in Pieces.

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