

DIZ-Ed

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Chapter 1

DIZ-Ed

1.1 DIZ-Ed Version 2.1 - Complete AmigaGuide Documentation

DIZ-Ed Version 2.1
 (C)1995 nocTurne deSign/Origin US
 (C)1995 STEELER/PHN
 The Definitive File-ID Editor

```
-----
What `s New? .....STEELER simply updates DIZ-ED
OverView .....DIZ-Ed General description
Requirements .....Necessary program supplements
Examples .....Examples of program`s application
Usage .....Complete usage information
Future Plans .....Intentions for the future
Update Queue .....List of changes between versions
Credits .....Where credit is due/Greetings
-----
```

v1.0x users should read ENTIRE documentation

1.2 STEELER simply updates DIZ-ED

Yep... here we go again!

This is release 2.1 of DIZ-Ed !

I just changed this nice sniffy program to handle LZX files correctly.
 The bad thing is, dependant on patching the exe with a texteditor and not
 real coding, that ZIP is not in here anymore... but who cares anyway???

The second thing done was the removal of this nub-suckin` .NFO file...
 ---==>> I hate unnecessary stuff in my archives so it had to go!

All right... not much talking now:

Quickies thrown out to	Gandalf/PHN	- yer Sysop of my beloved...
	Noodles	- green shades around my eyes!
	SiliconSurfer/PHN	- poems for a girlfriend?
	McCoy/PHN	- no Bier vor vier

```
Flake/TRSI           - hunter in the field
Dr.Cool              - workin`workin`workin`workin
CCS                  - thanx for the line!
Elli                  - the brown beard is lost
```

I`m not a coder, but I do something...

Friendship rules...Logout Fasicm!

Sorry OSR/NTD for patching... but there was no new release at all...

Thanks,

click...

NO CARRIER

1.3 DIZ-Ed General Description...

DIZ-Ed is an editor for File_ID texts within LZX, LHA, and DMS archives, executable files, and text files. Familiarity with the concept of File_ID's is assumed. If this sounds alien to you, "Wiz & Liz" by Psygnosis may be purchased at one of many resellers around the globe, and would likely be a more APPROPRIATE choice of software.

DIZ-Ed, (now abbreviated DE), provides a clean and efficient 44x12 character editing interface, and is rich in features and options. For traders, file dizcriptions may be EXTRACTED, EDITED, and REPACKED easily from all types of files. For coders/crackers, file descriptions may be CREATED and packed within a file for distribution with a MINIMUM of effort.

Continue reading to learn more of the power of DE. Those already acquainted with a former incarnation of the program should read ALL of the documentation. Like a whole integer to the version number, MUCH has been added to this version.

1.4 DIZ-Ed Requirements...

DIZ-Ed v2.1 requires the following:

```
-----
ReqTools.library      LHA
DPaint.font           LZX
WorkBench 2.0+        UNLZX
-----
```

1.5 DIZ-Ed Requirement - ReqTools.library

ReqTools.library:

This library supplies the text and file requesters used by DE.
The latest version is included.

1.6 DIZ-Ed Requirement - DPaint.font

DPaint.font:

This proportional font is used for the gadget texts. The font is coded into the software and will automatically be installed into 'FONTS:' if not found.

1.7 DIZ-Ed Requirement - LHA

LHA:

This is the accepted Amiga file archiver. It is only necessary if you intend to load/edit file descriptions in LHA files.

1.8 DIZ-Ed Requirement - LZX

LZX:

This is the accepted IBM&AMIGA file archiver. It is only needed if you intend to edit the descriptions of LZX files.

1.9 DIZ-Ed Requirement - UNLZX

UNLZX:

This is the accepted IBM&AMIGA unarchiver, only necessary if you are going to LOAD the descriptions of LZX files. To now LZX does not support a onefiled unarchiver for the archives... but in LZX1.01 it's said that future version will have one! So use the same as in in the LZX-Requirement!

1.10 DIZ-Ed Requirement - WorkBench 2.0+

WorkBench 2.0+:

This utility has been tested on WB2.1 and WB3.1. As it uses OS2.0+ specific routines, you cannot be using WB1.3-. Those using WB1.3 would likely be more comfortable using Micro-EMacs.

1.11 DIZ-Ed General Usage...

Starting UpCommand-line arguments and such
The Edit WindowMain window gadget and menu descriptions
The Prefs WindowPreference window gadget descriptions
The Logos WindowLogo window usage
Making Logo FilesDescription of the logo-file format

1.12 DIZ-Ed - Starting Up

DE automatically detaches from the CLI it was run from, freeing it for further use. However the CLI may not be closed until DE is exited, as the console will be used for lha/LZX error output. DE accepts an optional command-line argument: The name of the file from which it should extract the description at start-up.

By default, the edit-window will appear on the WorkBench screen. However you may, in the preferences, choose that it appear on the frontmost screen or on a screen of its own. Or you may choose that it not appear at all upon the next start-up, in a hidden state.

If you were a user of V1.0x DE2.0 will purge your old preferences file.

1.13 DIZ-Ed Edit Window Description...

UsageEdit Window Usage/Features
GadgetsButton Descriptions
MenusMenu Descriptions

1.14 DIZ-Ed Edit Window Usage/Features...

The fundamental editing features of DE are quite similar to those of most editors. Standard keystrokes result in characters written to the display. Cursor keys result in movement of the cursor. Cursor keys accompanied by the shift key move the cursor to the extreme boundaries of the display. The cursor may also be positioned using the mouse, by clicking on the desired location. The DELETE key will pull the current character and all those proceeding it to the left. Shift-BackSpace pulls everything after the cursor to the first column. The DEL key will delete the current character and pull the proceeding text to the left to take its place.

To access the keyboard equivalents of the buttons on the right panel of the edit window, the CONTROL key must be held. (eg, CONTROL-C centers the current line.)

The status bar, located at the bottom of the window, will relay information not worthy of a whole requester, whether it be the program's current activity or a minor error. Upon startup, the status bar will also be the source of mild amusement, as it will display a randomly chosen phrase.

Please read the remainder of the guide to learn completely of the capabilities of the edit window.

1.15 DIZ-Ed Gadget Descriptions...

```
-----  
Clear          (X)  
Insert Line (I)  
Delete Line (D)  
Center Line (C)  
Insert         (N)  
CursorX       n/a  
CursorY       n/a  
-----
```

1.16 DIZ-Ed Gadget Description - CLEAR

Gadget Name: Clear
Keyboard Equivalent: <CTRL>-X

Function:

This gadget simply clears the display. However it will not clear any current file affiliation; this is done with the New Project menu item.

1.17 DIZ-Ed Gadget Description - INSERT LINE

Gadget Name: Insert Line
Keyboard Equivalent: <CTRL>-I

Function:

As might be ascertained, this button shifts everything ON and BELOW the current line down one row. Contents of the last row will be lost.

1.18 DIZ-Ed Gadget Description - DELETE LINE

Gadget Name: Delete Line
Keyboard Equivalent: <CTRL>-D

Function:

This will delete the current line, causing all text below to shift up one line taking its place.

1.19 DIZ-Ed Gadget Description - CENTER LINE

Gadget Name: Center Line
Keyboard Equivalent: <CTRL>-C

Function:

This will center the contents of the current line.

1.20 DIZ-Ed Gadget Description - INSERT

Gadget Name: Insert
Keyboard Equivalent: <CTRL>-I

Function:

The state of this checkbox gadget determines whether characters entered will shift forward those following the cursor. Those characters inserted past the right border will be lost.

1.21 DIZ-Ed Gadget Description - CURSORX

Gadget Name: CursorX
Keyboard Equivalent: n/a

Function:

This field displays the current column number of the cursor.

1.22 DIZ-Ed Gadget Description - CURSORY

Gadget Name: CursorY
Keyboard Equivalent: n/a

Function:

This field displays the current row number of the cursor.

1.23 DIZ-Ed Menu Items...

Project	Text Files	ClipBoard
New Project	Load Text File...	Edit Buffer->ClipBoard
Load DIZ from...	Save Text File...	ClipBoard->Edit Buffer
Save DIZ	Append to Logo File...	
Save DIZ to...	-----	
-----	Transmit Thru Serial Port	
Preferences...		
Config F-Keys...		
Save Configuration		
-----	Logo Operations	
About...	Add Logo...	
-----	-----	Active Logo File
Hide	About Logo File...	< Logo File 1 >
Quit	Reload Logos	< Logo File 2 >

1.24 Thwpppt...

This is just a menu-item divider, moron.

1.25 DIZ-Ed Menu Item - NEW PROJECT

Menu Item Name: New Project
Keyboard Equivalent: <RAMIGA>-N

Function:

Selecting this menu item will clear the edit-buffer as well as any file affiliation.

1.26 DIZ-Ed Menu Item - LOAD DIZ FROM...

Menu Item Name: Load DIZ from...
Keyboard Equivalent: <RAMIGA>-L

Function:

This menu item extracts the description from a file. After you have chosen a filename from the resulting file-requester, DE will determine the the file's type and scan it for a description appropriately. If the

filetype cannot be determined, you will be asked if you wish the file to be searched as though it were a text file.

After a successful scan, the edit-buffer's contents should match the file description. If the description could not be found, you will be so notified in the status bar, and the screen will be cleared.

1.27 DIZ-Ed Menu Item - SAVE DIZ

Menu Item Name: Save DIZ
Keyboard Equivalent: <RAMIGA>-S

Function:

This will save the contents of the edit-buffer to the File_ID of the file whose description was last loaded, even if the file hadn't a description. If no file has been loaded, or the 'New Project' menu had been selected, a file-requester will prompt you for the name of the file to save the description to. Reference the edit-window's title bar for what file this menu item will affect.

If a file's type cannot be determined, you will be asked if you wish the description implemented as though it were a text file.

The date of the file will not be changed.

```
** NOTE: REPACKING A DESCRIPTION WITHIN DMS FILES MAY TAKE A WHILE **
**           AND REQUIRES THAT YOU HAVE ENOUGH FREE SPACE ON YOUR HARD **
**           DRIVE FOR A DUPE OF DMS FILE. (for buffering purposes) **
```

1.28 DIZ-Ed Menu Item - SAVE DIZ to...

Menu Item Name: Save DIZ to...
Keyboard Equivalent: <RAMIGA>-W

Function:

This item allows you to save the current description to a file of your choice, by means of a file requester. After a file has been selected, it will have the description injected into it by appropriate means.

If a file's type cannot be determined, you will be asked if you wish the description implemented as though it were a text file.

The date of the file will not be changed.

```
** NOTE: REPACKING A DESCRIPTION WITHIN DMS FILES MAY TAKE A WHILE **
**           AND REQUIRES THAT YOU HAVE ENOUGH FREE SPACE ON YOUR HARD **
**           DRIVE FOR A DUPE OF DMS FILE. (for buffering purposes) **
```

1.29 DIZ-Ed Menu Item - PREFERENCES...

Menu Item Name: Preferences...
Keyboard Equivalent: <RAMIGA>-P

Function:

This will call up the preferences window so that you may configure DE to your liking. See the {"Preferences Window" LINK PREFSWIN} section.

1.30 DIZ-Ed Menu Item - CONFIG F-KEYS...

Menu Item Name: Config F-Keys...
Keyboard Equivalent: <RAMIGA>-F

Function:

(Not yet implemented) This will summon the Function Key configuration window, so that macros may be assigned to each of the F-Keys.

1.31 DIZ-Ed Menu Item - SAVE CONFIGURATION

Menu Item Name: Save Configuration
Keyboard Equivalent: <RAMIGA>-I

Function:

This will save all the current DE preferences to data files in "ENV:DIZ-Ed.prefs" and "ENVARC:DIZ-Ed.prefs". These will be loaded upon the next execution of DE. The following settings will be preserved by means of these data files:

- * All Preferences settings.
- * The currently selected logo file.
- * The state of the 'Insert' checkbox on the edit-window.

1.32 DIZ-Ed Menu Item - ABOUT...

Menu Item Name: About...
Keyboard Equivalent: <RAMIGA>-A

Function:

This will simply open a requester relaying the version number, compilation date, credits, and abbreviated description associated with DE. Registration status will also be shown.

1.33 DIZ-Ed Menu Item - HIDE

Menu Item Name: Hide
Keyboard Equivalent: <RAMIGA>-H

Function:

As DE is now a commodity, you may choose to hide the program window if it is temporarily not needed. This menu item will have the same effect as pressing the current hotkey, closing the window but not terminating the program. To recall the program window, you may either hit the hotkey, use Commodore's Exchange program, or run the program again.

1.34 DIZ-Ed Menu Item - QUIT

Menu Item Name: Quit
Keyboard Equivalent: <RAMIGA>-Q

Function:

This item simply terminates DE.

1.35 DIZ-Ed Menu Item - LOAD TEXT FILE...

Menu Item Name: Load Text File...
Keyboard Equivalent: n/a

Function:

This item allows text files to be loaded into the edit buffer. If the file exceeds a width of 44 or a height of 12, it will be truncated as necessary.

1.36 DIZ-Ed Menu Item - SAVE TEXT FILE...

Menu Item Name: Save Text File...
Keyboard Equivalent: n/a

Function:

To save the contents of the edit-buffer to a regular ASCII file, (NOT as the file_id of an ascii file), use this menu item.

1.37 DIZ-Ed Menu Item - APPEND TO LOGO FILE...

Menu Item Name: Append to Logo File...
Keyboard Equivalent: n/a

Function:

This will append the contents of the edit-buffer to a ".logos" file of your choice. If the file you select does not exist, it will be created. You will be requested to assign a name to the text you are appending. If all goes well a new entry will be added to the logo file. (Note: if you are adding an entry to the ACTIVE logo file, you must use the 'Reload Logos' menu item for DE to reload the logo file, and realize the updated contents.)

1.38 DIZ-Ed Menu Item - TRANSMIT THRU SERIAL PORT

Menu Item Name: Transmit Thru Serial Port
Keyboard Equivalent: <RAMIGA>-T

Function:

This will send the contents of the edit-buffer through the serial port (using the device and unit defined by the "Dev|Un" preference text). This may prove useful when you have uploaded a file to a board with no file_id recognition. In this instance you can simply "Load DIZ from..." the file in question, and then transmit. If a file you have uploaded has no description, you may find it easier to create the description in DE and then transmit it, rather than use the crude editor most /X file_id packages sport.

(Please note, your terminal program must be using shared access to the serial port for DE to successfully transmit. DE will send at whatever baud the program has initialized at.)

1.39 DIZ-Ed Menu Item - EDIT BUFFER->CLIPBOARD

Menu Item Name: Edit Buffer->ClipBoard
Keyboard Equivalent: <RAMIGA>-C

Function:

This will copy the current description to the clipboard, (unit 0). The text may then be pasted into other applications, (or back into DE using the "ClipBoard->Edit Buffer" item. If you make a mistake, the two menu items may be used to emulate an UNDO command.)

1.40 DIZ-Ed Menu Item - CLIPBOARD->EDIT BUFFER

Menu Item Name: ClipBoard->Edit Buffer
Keyboard Equivalent: <RAMIGA>-V

Function:

The contents of the clipboard (unit 0) will be pasted into the edit-buffer with this item. (If the "Shift Buffer" preference setting is active, the former contents of the edit-buffer will be shifted down; otherwise they will be eliminated.)

1.41 DIZ-Ed Menu Item - ADD LOGO...

Menu Item Name: Add Logo...
Keyboard Equivalent: <RAMIGA>-G

Function:

This will open the Logo window, so that you may select an ascii logo from the currently Active Logo File. See the Logo Window section for more info.

1.42 DIZ-Ed Menu Item - ABOUT LOGO FILE...

Menu Item Name: About Logo File...
Keyboard Equivalent: n/a

Function:

If the currently Active Logo File has an About text defined by the creator, a requester will appear containing this text.

1.43 DIZ-Ed Menu Item - RELOAD LOGOS

Menu Item Name: Reload Logos
Keyboard Equivalent: n/a

Function:

This will simply reload the current logo directory as well as the Active Logo File.

1.44 DIZ-Ed Menu Item - ACTIVE LOGO FILE MENU

Menu Item Name: < Logo File xx >
 Keyboard Equivalent: n/a

Function:

The Active Logo File menu is a list of mutually exclusive items representing logo files present in the logos directory, (defined by the the "Logos" preference text). The contents of the menu are the filenames minus the ".logos" extension. Checking one of these items renders its respective logo file active; that is, the functions in the 'Logo Operations' menu will use that particular logo file. Dig?

1.45 DIZ-Ed Preference Window Gadgets

Cursor Wrap		
Start Up Hidden	Screen	
Shift Buffer	Hot Key	
Dither Backdrop	BackDrop	
Real-Time Logo	Cursor Type	
Downloads Path		?
LogoFiles Path		?
Name	LHA	?
Tag	LZX	?
Dev Un	UNLZX	?

1.46 DIZ-Ed Preference Window Gadget - CURSOR WRAP

Gadget Name: Cursor Wrap
 Keyboard Equivalent: W

Function:

The state of this checkmark gadget determines whether the cursor will wrap around the edit-window after it has passed a boundary.

1.47 DIZ-Ed Preference Window Gadget - START UP HIDDEN

Gadget Name: Start up Hidden
 Keyboard Equivalent: S

Function:

If this option is set and the configuration is saved, the edit-window will start in a hidden state the next time you run DE.

1.48 DIZ-Ed Preference Window Gadget - SHIFT BUFFER

Gadget Name: Shift Buffer
Keyboard Equivalent: F

Function:

If this option is set, pastes from the clipboard and logo additions will not purge the former contents of the edit-buffer, but rather shift them down.

1.49 DIZ-Ed Preference Window Gadget - DITHER BACKDROP

Gadget Name: Dither Backdrop
Keyboard Equivalent: T

Function:

If this is set the background color will be dithered rather than solid.

1.50 DIZ-Ed Preference Window Gadget - REAL-TIME LOGO

Gadget Name: Real-Time Logo
Keyboard Equivalent: O

Function:

If this is set, a temporary buffer will be set up so that you may see the logo texts when you are browsing through them. The former contents will be restored if you do not choose a logo.

1.51 DIZ-Ed Preference Window Gadget - SCREEN

Gadget Name: Screen
Keyboard Equivalent: R

Function:

This cycle gadget has three states and determines which screen DE will make its residence upon.

- * WorkBench - DE will open on the WorkBench screen.
- * Custom - DE will open a 4 color public screen of its own, with the name "DIZ-Ed_PubScreen".
- * FrontMost - DE will open on whichever screen the active window is on. Using the hot-key you can easily make DE appear on your terminal program's screen, or wherever you so desire. DE will adapt to the screen it resides on.

1.52 DIZ-Ed Preference Window Gadget - HOT KEY

Gadget Name: Hot Key
Keyboard Equivalent: H

Function:

If the key sequence here is pressed, DE's visible state will be toggled. (For instance, if the key-sequence is the default "LCOMMAND d", pressing Left-Amiga d will cause the window to disappear or reappear.) Consult some manual or something to learn the key names.

1.53 DIZ-Ed Preference Window Gadget - BACKDROP

Gadget Name: BackDrop
Keyboard Equivalent: B

Function:

This is merely an aesthetic option, which lets you define which color the empty parts of windows should assume.

1.54 DIZ-Ed Preference Window Gadget - CURSOR TYPE

Gadget Name: Cursor Type
Keyboard Equivalent: Y

Function:

Another aesthetic option, this slider will determine what type of complementing cursor you want.

1.55 DIZ-Ed Preference Window Gadget - DOWNLOADS PATH

Gadget Name: Downloads Path
Keyboard Equivalent: D

Function:

The path listed here will be used by default in the file requesters for loading and saving descriptions.

1.56 DIZ-Ed Preference Window Gadget - LOGOFILES PATH

Gadget Name: LogoFiles Path
Keyboard Equivalent: P

Function:

The path listed here is where DE will look to fetch logo files.

1.57 DIZ-Ed Preference Window Gadget - NAME

Gadget Name: Name
Keyboard Equivalent: N

Function:

Put your name here if you want.

1.58 DIZ-Ed Preference Window Gadget - TAG

Gadget Name: Tag
Keyboard Equivalent: G

Function:

Your 44 character sent-by line should be pasted here. It will be sent with the transmit option if it exists.

1.59 DIZ-Ed Preference Window Gadget - DEV|UN

Gadget Name: Dev|Un
Keyboard Equivalent: V

Function:

This string contains the device and unit that will be used with the "Transmit Thru Serial Port" function. The default text "serial.device|0" will use the serial device unit 0, and should be suitable for most applications. (Note the device and unit number are separated with a '|')

1.60 DIZ-Ed Preference Window Gadget - LHA

Gadget Name: LHA
Keyboard Equivalent: A

Function:

This text here should be the path and filename of your LHA executable. The default is "LHA".

1.61 DIZ-Ed Preference Window Gadget - LZX

Gadget Name: LZX
Keyboard Equivalent: Z

Function:

The text here should be the path and filename of your LZX executable. The default is "LHA".

1.62 DIZ-Ed Preference Window Gadget - UNLZX

Gadget Name: UNLZX
Keyboard Equivalent: I

Function:

The text here should be the path and filename of your UNLZX executable. The default is "UNLZX".

1.63 DIZ-Ed Preference Window Gadget - <File Requester Thingy>

Gadget Name: <File Requester Thingy> (FRT)
Keyboard Equivalent: 1-5

Function:

This button allows you to select the contents of its accompanying text gadget with a file requester. The keyboard equivalent is the numeric equivalent of its vertical position. The "Downloads Path" FRT is selected by pressing '1', while the "UNLZX" FRT is selected with '5'.

1.64 DIZ-Ed Usage Examples...

OK, so you've downloaded the latest World Charts, but some board put a advert in the DIZcription. So, you select the "Load..." gadget, select "HLM-WCxx.dms" from the file-requester, click the cursor onto the line with the advert, and hit the "Delete Line" gadget, (or <CTRL>-D; all keyboard equivalents must be accompanied by a CTRL). Selecting "Save" will save the new description back to the archive.

OK, so you've just finished fixing Blood Money for AGA. You've packed it in DMS format, and now you load up DE and select "Tango" from the "Active Logo File" menu. After hitting "Right-Amiga G", (equivalent for the "Add Logo" menu item), a list of group logos from Tango will appear. You press "Right-Amiga T" to jump to the logos beginning with 'T', and then double-click your group's logo, "Throbbing Grissle". After adding the traditional "Presents" line, you select "Save As..." and save the description to your archive.

So you uploaded a file to a board from the Dark Ages with no FILE_ID support, and its asking you to describe this file. So you use "DIZ-ED <filename>" from the cli and then hit "Right-Amiga T" to send it thru the serial port.

OK, so you're a cool ASCII artist and you wanna create some Ami-X listing compatible logos. So you simply draw your logo, select "Append to Logo File", enter the name of the logo file to create/append the entry to, and then enter the name of the logo you've drawn. Or you may simply save the picture as a regular text file, (selecting "Save Text File..."), to be loaded later.

1.65 DIZ-Ed Logo Window Description...

The logos window is composed of a list of logos from the currently active text file, and the traditional "Use" and "Cancel" gadgets. In addition

to manually scrolling through the list with the slider, there are now other means of getting to the logo you want.

- * Up & Down Keys - One entry up or down.
 - When accompanied by SHIFT, page up or page down.
 - With CONTROL, extreme top or extreme bottom.
- * Right Amiga @ - Where @ is a letter from the alphabet you want to jump to. (example: <RAMIGA>-O jumps to the logos beginning with O, [eg ORIGIN:])
- * Return and 'U' - Uses the currently selected logo.
- * ESC and 'C' - Cancels logo window

If the preferences setting "Real-Time Logos" is active, as you scroll through logos the edit-buffer will reflect what the selected entry looks like.

If you are running OS3.0+ the selected entry will be highlighted; otherwise there will be the drab 2.0 text display gadget with the current entry's name.

If you double-click, hit return, or "Use" a logo, the contents of the edit-buffer will be wiped to make way for the logo. If the "Shift Buffer" prefs option is on the contents will be shifted down.

1.66 DIZ-Ed Logos...

A DE logo file contains text logos with special commands that DE recognizes to differentiate between the entries. It is required to have the extension ".logos" in the filename for it to be recognized by DE.

The beginning of a logo entry is denoted by a @LOGO immediately followed by the name of the logo in quotes. Of course, these don't have to be logos; they could be pictures or commonly used texts, or whatever you decide when you create your own entries.

At the end of each logo entry, an @ENDLOGO command should be placed. Of course, any comments or notes may be placed in regions between the entries.

About texts may now be implemented using @ABOUT to signify the beginning of the section and @ENDABOUT at the end. This text should typically be under 60 chars wide and 10 tall. Note the text will be AUTO CENTERED, so keep it left justified.

Please reference the included logo-texts to get a better feel for making these files.

1.67 DIZ-Ed Foresight...

Future plans for implementation:

- * Faster DMS save routine
- * F-Key macros
- * Naked ladies

1.68 DIZ-Ed Update List history...

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H I S T O R Y :

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1.00	???-??		• First release
1.01	???-??		• Fixed two problems with LHA adding. In some instances, DIZ-ED thought some LHA files were TEXT FILES! You can call me Mr. Incompetant. Many thanks to Aquarius/OTL for pointing this out.
			Also, if you tried loading an LHA file which had no dizcription, the file would be LOCKED, and could not be written to. Incompetance is my middle name. Thanks to Outlaw/(Uzi Suicide BBS) for pointing this one out.
			• Fixed the copyright year; some parts said 1993! I'm a year behind in competance TOO!
			• Repaired some enforcer hits.
2.00	Jul-94		• © 94 OSiRiS/nocTurne deSign Changed a pixel in the icon. :)
2.1	Mar-95		• My release: Not much of a poke! © 95 STEELER/PHN • Removed the saving of the .NFO file! • Added support for LZX-archives and removed ZIP-support! I needed the space...

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1.69 DIZ-Ed Credits...

This program was coded by nocTurne (deSign)/Origin US.
Thanks to the following people:

Remo/MST - Executable and DMS description adding routines.
 Aquarius/OTL - Intensive testing and suggestions.
 Dan Silva - Dpaint font.
 Tango/OGN - Nice logo file/OGN initiation. Yank THIS.
 M.BiSON - Thanks for use of your board
 Highlander - Thx for testing, will use the ascii when I

find a place for it.
D-Siya - Thanks for finding that text thing.
Blind Melon - Musical support
STEELER/PHN - Update to 2.1 just some little adds

To contact me, call my new tek-support HQ:

DOMiNO EFFECT - 2 NODES @ 28.8K - A4000/040 40Mhz - 3.3 GIGZ
+1.503.758.0019 - New User Password: twinturbo

or my internet address: "nocturne@cyberspace.net"

PLEASE yell to one of the above places if you encounter any bugs
so that I may fix them in the next release. Enjoy... noC out!