MUpdater

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COLLABORATORS

	TITLE : MUpdater		
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REVISION HISTORY

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Chapter 1

MUpdater

1.1   MUpdater : The MAME Updater

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                    MUpdater: The MAME Updater

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                   & Cougar Developments 1998.
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About            All about the program.
Installation     How to install it.
Requirements     What it needs.
Disclaimer       I didn't break it.
Usage            Do you really want to know ?
Known Bugs       It does work, Honest !
Future           Coming soon.
History          What happen before.
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Contact          Don't ring me, I'll ring you....
```

1.2   What the hell is this ?

This program was devised out of (yet more) frustration from other
software developers doing major changes to their software, thus
ruining the current installation. In this case MAME. The update
from MAME V0.29 to V0.30+ on the Amiga allowed the possibility to
use the roms (games) in their original Zip'ed form, or have them
compressed with LHA or LZX. LZX gives better compression than Zip
so it would be wise to use that method.

But if like me, you had an old install of MAME you would have hundreds
of individual drawers inside the main MAME drawer. Now, instead of
deleting all those game directories and their roms (like someone I know

did - hi Brad !) and redownloading them all again you could go to
all the trouble of archiving them one by one. I though of doing this
and came to the conclusion of 'f*ck that'.

1.3   What, where, how and Why ?

Installation is very very simple. Drag the icon (and thus the
program) to where ever you want to store it. Thats it. There
isn't an install script, what the hell for !? Two files, well
four if you include the documentation and their icons... Big
deal.

1.4   Whats required ?

This is the big one right here. This program, whilst not very
complex actually requires at a minimum Workbench 2.x and above.

There are no checks for Workbenck 1.3 and it will crash, so don't
try it. Besides, is anyone but UAE users using WB 1.3 anymore ?

You will also need the following:

\textdegree{} Reqtools.library ¦ Used for all the requester and the Progress
                     Indicator.

\textdegree{} LHA, LZX, ZIP   ¦ V1.38+, V1.20+, V2.2+. Please use the latest
                     versions available if possible.

\textdegree{} A complete install of MAME.

1.5   It isn't my fault

If this program doesn't work, then tough. All I have to say is:

It worked on my machine.

1.6   So, what do I do ?

Using MUpdater is very simple. Follow these guidelines and you
can't go wrong.

Explanation of the GUI:

 Start

This button starts the whole archiving process off. Before
pressing this though you must set both the MAME Directory
and the ROMs Directory.

 About

Gives some simple info on the program. Not much here really. :)

 LZX, LHA, ZIP

These three mutually exclusive radio buttons choose the archiving
method that MUpdater uses to compress your MAME directory.

I would suggest using LZX as this gives the best compression method.
At the moment compression levels cannot be set and are set to their
default values. This I feel is quite adequate but may change in
the future, although LZX does have problems using compression
mode 9 (highest compression, requires regsitered version).

 MAME Directory

This will bring up a Reqtools path requester. Here you must select
the directory that has your main MAME install. This one directory
should contain all the other game directories in it.

Here is an example listing from my MAME directory:

2.work:temp/mame> dir

   ccboot (dir)
   ckonga (dir)
   commandj (dir)
   digdugat (dir)
   docastl2 (dir)
cheat.dat   cheat.doc
mame060   mame060.info
history.amiga   readme.amiga

This is the directory that you should use as the MAME
Directory.

 ROMs Directory

This is the directory that all the newly created archives will be
placed into.

For the forseeable future this directory MUST
reside one level ABOVE your main MAME directory.

See Known Bugs for an explanation.

 A Simple Tutorial

Using the follonw method you should easily be able to archive all your
MAME roms into one directory and delete them afterwards, saving you a
lot of time and harddrive space.

\textdegree{} Click on MAME Directory and choose your main
MAME directory. eg.

2.work:temp/mame> dir

   ccboot (dir)
   ckonga (dir)
   commandj (dir)
   digdugat (dir)
   docastl2 (dir)
cheat.dat   cheat.doc
mame060   mame060.info
history.amiga   readme.amiga

So, here you would choose "Work:temp/mame". This can either be typed
into the selector in the path requester or be chosen via the gadgets.

\textdegree{} Click on ROMs Directory and choose a directory to store
the MAME archived roms. This can be any directory on your harddrive,
but remember it MUST be one level above your MAME install.

EG. You could use any of the following:

work:temp/roms/

work:temp/

work:

games:temp/storage/roms/

But, you MUST not use something like the following:

work:temp/mame/roms/

See Known Bugs for an explanation.

\textdegree{} Once you have set both directories choose the archiver you wish
to compress the game roms with by clicking on the relevant radio
button and then click Start and wait.

\textdegree{} The progress indicator will show you how far through the entire
process the program is. You may, at anytime interrupt the archiving
process. A requester confirming that you have interrupted the

archiving will open and the program will be reset to its initial state.

1.7   I know, I know, it doesn't quite work right

Currently the program has the following bugs:

\textdegree{} You must not allocate the ROMs directory inside the MAME dir.

What happens in MUpdater scans your MAME dir and stores
the names for all the directories there, whether they are game roms
or not.

It then creates archives using the directory names as the archive
name and archives the directories contents into it.

This is where the problem lies. If for example you had the following:

2.work:temp/mame> dir

    ccboot (dir)
    ckonga (dir)
    commandj (dir)
    digdugat (dir)
    docastl2 (dir)
    roms (dir)
cheat.dat   cheat.doc
mame060   mame060.info
history.amiga   readme.amiga

and 'work:temp/mame/' was the MAME directory and 'work:temp/mame/roms'
was the ROMs Directory.

What would happen is that all the dirs would be stored inside the
program, including the 'roms' dir. Now unless the 'roms' dir was
processed first every time (highly unlikely) then when it came time
to process it it would already contain quite a few files (namely the
newly created rom archives) which would then also get compressed again
into a file called ROMs.

\textdegree{} The program does not currently check to see if the MAME Directory
   and ROMs Directory are set before starting the archiving process.
   Please set these first before proceeding.

\textdegree{} I managed to get a stack overflow error once. The program had
   finished archiving my MAME dir, and didn't crash, so I wasn't too
   worried.

\textdegree{} There are no checks for those clowns still using WB 1.3.

\textdegree{} The program assumes you have enough ram left to do all the required
   task, and will crash if there isn't.

1.8   Coming to an Aminet site near you !!!

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Planned changes:
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\textdegree{} Fix all current bugs, although the 'ROMs' bug seems difficult.
\textdegree{} Automatic deletion of individual MAME game directories and their  ←
    roms.
\textdegree{} Suggestions ?
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1.9   What has come before

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History
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\textdegree{} 13-14th Feb :
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    \textdegree{} V1.0 First Aminet release.
```

1.10   It's mine, I made it, I own it !

```
This program was written in two evenings using Blitz Basic V2.1 from
Acid Software.
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```
It was written by:
```

```
Rodney Norton & Cougar Developments and is copyright © Rodney Norton
and Cougar Developments 1998.
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I would like to thank the following people:
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```
\textdegree{} The kind folk on the Blitz Basic mailing list for helping me with
  my problems.
```

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\textdegree{} Neil O'Rourke, for his wonderful implementation of Reqtools.library
  and for helping me with Blitz / Amiga coding, even though he hasn't
  done any for a long time !
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\textdegree{} Escom AG, for f*cking us Amiga users over.
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```
This program is freeware, you may use it, copy it, distribute it, as
long as all files remain intact and it is disrtibuted as a whole
archive.
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```
Any fees charged during the distribution of this program must not
exceed $3 AUD.  This is more than fair for the price of a disk and
postage.  Besides, who honestly buys software from PD houses anymore ?
```

1.11   How to contact me

If you need to contact me, do not hesitate. The more contact the better.
It shows some people are using the program and I am not wasting my time.

For bug reports please email someone else, I don't really want to know,
only kidding, for all reports good or bad email me at:

Rodney Norton

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