

**scout-39**

**COLLABORATORS**

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# Chapter 1

## scout-39

### 1.1 scout-39.guide

Scout 37.204  
Release 2.10  
User's Manual  
Copyright (C) 1994-97 Andreas Gelhausen, Richard Körber

Introduction	What is Scout?
Copyright	Please read this first!
System Requirements	What your system should have
Installation	Installing Scout
Using Scout	How to use Scout
Scout and AmiTCP	Scout as AmiTCP service
Scout without MUI	MUI is not necessary!
Options	You can set some variables.
Commands	ARexx and shell commands
Updates	How to get updates
Credits	Thanks are going to...
Author Info	How to reach the author
Index	Contents index

### 1.2 scout-39.guide/Introduction

What is Scout?

=====

Scout is a tool that allows you to monitor your computer system. It displays many different things -- like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc. -- and you can perform

some certain actions on them.

For example you can freeze tasks, close windows and screens, release semaphores or remove locks, ports and interrupts.

Through AmiTCP it's also possible to use Scout as an TCP/IP service.

Since version 2.0 of Scout you can use nearly all implemented functions through shell parameters. Therefore it's not necessary to install MUI for using Scout, but you will need MUI, if you want to use Scout with its graphical user interface.

### 1.3 scout-39.guide/Copyright

Copyright

=====

Please read the following parts carefully. You accept the following terms by starting the software, even for a test drive only.

#### COPYRIGHT

Scout 37.204 (Release 2.10) - Copyright (C) 1994-97 by Andreas Gelhausen and Richard Körber, all rights reserved.

You only have the right to use the software, but no rights on the software itself. Disassembling, resourcing and all other ways of reverse engineering is forbidden.

#### FREWARE

Scout is FreeWare. You are allowed to use the packet without paying a fee or similar to the authors. Of course we would appreciate a small donor! ;-)

#### COPYING

You can copy the packet as long as it remains entire and unchanged.

You are allowed to compress the packet using a customary compression software (as lha, lzh, lzx, dms). You must not compress single files of the packet (e.g. PowerPacker or Imploder).

#### DISTRIBUTION

You must not exceed an usual price on the market for your working and material. This means a maximum of 5 DM (or the equivalent amount in other currencies, including all taxes) for disks and 35 DM for CD-ROMs containing a PD software collection.

In any case, you need a written permission from us if you want to include Scout on a cover disk or in connection with a commercial product.

We explicitly permit the distribution via AmiNet, Meeting Pearls and Fred Fish.

#### LIABILITY

You are using the program as it is, with all flaws, and on your own risk! We grant no warranty for the software meeting a special purpose. This software may cause financial damage or harm people.

#### LIMITATIONS

You are not allowed to use this software and its results

- \* for fascism or military purposes
- \* if you do not agree to the copyright note

In this case you must delete the software and all related and generated files immediately!

#### CONTENTS OF THE PACKET

The Scout packet is only entire with these files:

- Scout/arexx/activatetask.scout
- Scout/arexx/arexx.readme
- Scout/arexx/arexx.readme.info
- Scout/arexx/breaktask.scout
- Scout/arexx/freezetask.scout
- Scout/arexx/poptofront.scout
- Scout/arexx/settaskpri.scout
- Scout/arexx/startup.scout
- Scout/arexx.info
- Scout/help/deutsch/scout-39.guide
- Scout/help/deutsch/scout-39.guide.info
- Scout/help/deutsch/scout.doc
- Scout/help/deutsch/scout.doc.info
- Scout/help/deutsch/scout.dvi
- Scout/help/deutsch/scout.guide
- Scout/help/deutsch/scout.guide.info
- Scout/help/deutsch.info
- Scout/help/english/scout-39.guide
- Scout/help/english/scout-39.guide.info
- Scout/help/english/scout.doc
- Scout/help/english/scout.doc.info
- Scout/help/english/scout.dvi
- Scout/help/english/scout.guide
- Scout/help/english/scout.guide.info
- Scout/help/english.info
- Scout/help.info
- Scout/icons/icons.readme
- Scout/icons/icons.readme.info
- Scout/icons/Scout.info
- Scout/icons/ScoutDock
- Scout/icons/ScoutDock.info
- Scout/icons.info
- Scout/libs/identify.library
- Scout/libs/identify.readme
- Scout/libs/identify.readme.info
- Scout/libs.info
- Scout/Product-Info
- Scout/Scout
- Scout/Scout.info
- Scout/scout.history
- Scout/Scout.history.info

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Scout/Scout.readme  
Scout/Scout.readme.info  
Scout.info

#### TRADEMARKS

All copyrights and trademarks are held by their owners.

## 1.4 scout-39.guide/System Requirements

### System Requirements

=====

Scout only requires Amiga operating system version 2.04. The identify.library V8 is not required, but I strongly suggest to install it to give Scout its full power. See also Identify.

If you want to use Scout's graphical user interface, you also have to install MUI version 2.1 or higher. See also MUI and where you can get it.

The TCP/IP features of Scout are only available, if you have installed the version 4.0 of AmiTCP. See also AmiTCP and where you can get it.

## 1.5 scout-39.guide/MUI

### MUI - MagicUserInterface

=====

(C) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called muiXXusr.lha (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send DM 30.- or US\$ 20.- to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

## 1.6 scout-39.guide/Identify

Identify  
=====

Copyright (C) 1996-97 Richard Körber

Identify is a Shared Library that decodes expansion IDs, guru codes and library functions, and identifies your system.

Identify is FreeWare. You can find a complete package in the AmiNet (util/libs/Identify.lha) or on the author's home page: <http://www.is-koeln.de/einwohner/shred/>. To get in contact, write to [shred@chessy.aworld.de](mailto:shred@chessy.aworld.de).

## 1.7 scout-39.guide/AmiTCP

AmiTCP  
=====

AmiTCP is a TCP/IP protocol stack for the Amiga. The demo version 4.0 (or higher) should be available in greater public domain collections or on the AmiNet. Ask your preferred Amiga dealer. =:^)

## 1.8 scout-39.guide/Installation

Installing Scout  
=====

You only have to copy the program scout to your favourite directory, and identify.library to libs:. Then you can start it.

## 1.9 scout-39.guide/Using Scout

How to use Scout  
\*\*\*\*\*

This chapter describes the usage of Scout through its graphical user interface. This graphical user interface is based on the Magic User Interface (MUI) and MUI have to be installed in your system, if you want to use Scout through windows and so on.

If you don't like MUI, you should see Scout without MUI.

If you start the program, you will get the main window with these Gadgets:

---

- Libraries
- Devices
- Resources
- Semaphores
- Allocations
  
- Tasks
- Ports
- Commodities
- Interrupts
- Vectors
  
- ScreenMode
- Windows
- Fonts
- BoopsiClasses
- InputHandlers
  
- Assigns
- Locks
- Mounted Devs
- Resident Cmds
- Timer
  
- System
- Expansions
- Memory
- LowMemory
- Residents

Every gadget you see represents a certain kind of system structures.

Click one of these gadgets and another window will be opened with a list of the structure type that is indicated on the pressed gadget.

Example: Press the task gadget and you will get a window with the list of tasks and processes.

You can also select these functions by pressing the underlined key you see on each gadget or by using the right mousebutton menu.

If you wish to handle/remove a given structure, you should know what you do.

Warning: Wrong handling of the showed structures can crash your system. At the worst you will lose your data.

Please note: You should not be surprised, if you don't find a certain detail information in this manual, because it's to much work to explain each element of all the structures you could see in this program.

Many books are written about these things and if you want to have more information about them, you should have a look in the specialized literature.

---

## 1.10 scout-39.guide/Allocations

### Allocations

=====

This window informs about who allocated what hardware resource.

### CIA

---

The Amiga owns two CIA to control its hardware, the keyboard and the printer interfaces. Additionally, it contains a couple of timer. This window shows which parts of the CIA are not yet allocated, or which program allocated the resource.

### Timer A

### Timer B

This are two 16bit timer. They can also be coupled to a 32bit timer.

### Alarm

This resource informs if a third timer reached an alarm value.

### Serial

This is a simple serial interface. Usually, the CIA-A one's is used for communicating with the keyboard. The CIA-B serial interface will not be allocated in most cases.

### Flag

This is a special control line. It is connected from the CIA-A to the Index line of the floppy disk drives.

Note: newer DraCos do not contain the CIA chips. Thus, these hardware resources will be emulated or are even not offered.

### Ports

-----

This are the resources for the internal parallel and serial interfaces.

### Serial Port

This are the plain data transfer registers (transmitting and receiving).

### Serial Control

This are the serial control lines, as Carrier Detect.

### Parallel Port

This are the data lines of the parallel port.

### Parallel Control

This are the control lines of the parallel port, as Busy or Paper Out.

### Actions

---

-----

#### Update

The window is updated each time you press this button.

#### Print

The window's contents are printed or saved to a file of your choice.

#### Exit

The window will be closed.

## 1.11 scout-39.guide/Assigns

### Assigns

=====

This type of structure assigns a logical name to a directory.

If you assign the directory `dh0:data/documents` the logical name `texts:`, you will also be able to choose a file filename in that directory with the path `'texts:filename'`.

#### Column items

-----

#### Address

Address of the assign structure.

#### Name

Logical name of a directory

#### Path

Here you will find the path of the directory.

#### Actions

-----

#### Update

Selecting this gadget updates the list of assigns.

#### Print

This function allows you to send the list of Assigns to printer or a selected file.

#### Remove

The selected assign will be removed with this function.

#### Exit

The Assigns window will be closed.

---

## 1.12 scout-39.guide/BoopsiClasses

BoopsiClasses  
=====

BOOPSI classes are object oriented classes. The classes in this list are all classes that are publically available from intuition.

Column items  
-----

Address

This is the address of the IClass structure, which contains all data of this class.

Objects

Shows the current amount of objects constructed by this class.

Subclasses

Shows the current amount of sub classes (public and private) which are derived from this class.

Superclass

A pointer to the IClass structure of the parent class.

Dispatcher

A pointer to the dispatcher code, which realizes all methods of the class.

Name

The name of the class.

Actions  
-----

Update

The list will be updated.

Print

This function allows you to send the list to printer or a selected file.

Remove

Removes the selected class from the system. This is only possible if neither objects nor sub classes exist from this class.

More

Opens a window with further information.

Exit

Closes the window.

---

## 1.13 scout-39.guide/Commodities

Commodities

=====

Commodities are small utilities. Most of them react on the input stream, or manipulate it.

You can find some commodity examples in the Tools drawer of your Workbench.

Column items

-----

Address

Points to the CxObj structure of the commodity, containing all data about it.

ln\_Type

Structure type. Usually, it will be Broker.

ln\_Pri

Priority of the commodity broker.

Flags

Flags describing the broker.

Port

All messages of the broker are sent to this MessagePort.

Name

Name of the commodity.

Actions

-----

Appear

Disappear

Let the selected commodity's GUI pop up or disappear. Some commodities do not have a GUI.

Enable

Disable

The commodity will be enabled or disabled.

Kill

Let the selected commodity remove itself in a clean way.

ListChg

Unique

The commodity is notified that the list has been changed or that another commodity with the same name was about to be added. This is only useful for programmers to test out their commodities.

Update

The list will be updated.

---

**Print**

This function allows you to send the list to printer or a selected file.

**Priority**

This function allows you to change the priority of a commodity.

**Remove**

Removes the selected commodity from the system. Please try a friendly remove before, using Kill. Maybe the commodity removes itself voluntarily. =;^)

**More**

Opens a window with further information.

**Exit**

Closes the window.

## 1.14 scout-39.guide/Devices

**Devices**

=====

A device is -- like a library (see Libraries) -- a collection of functions/procedures, which have to do certain jobs.

E.g. the trackdisk.device includes functions for the floppy disk handling.

**Column items**

-----

**Address**

Address of the device structure

**ln\_Name**

Name of a device

**ln\_Pri**

Priority of a device

**OpenC**

This element shows how often the device was opened.

**RPC**

RPC means RAM Pointer Count and shows how many jump addresses of the device point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

---

If the whole program code of the device is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

#### In\_Type

Type of this structure (usually device)

#### Actions

-----

#### Update

If you select this gadget, the list of devices will be updated.

#### Print

This function allows you to send the list of Devices to printer or a selected file.

#### Remove

The selected device will be removed with this function provided that no program uses this device anymore and the OpenC is zero.

#### Priority

Herewith the priority of the device can be changed. A little window will be opened, that asks you for a new priority. Through the new priority it can happen that the device gets a new place in the device list.

#### More

Another window will be opened and you will see more informations about the selected device.

You will have the same effect, if you doubleclick an element of the device list.

#### Functions

All device function offsets and addresses are shown up in a subwindow. If an appropriate .fd file exists and an FD: assign points to its directory, then you will also see the function names.

#### Exit

The Devices window will be closed.

## 1.15 scout-39.guide/Expansions

### Expansions

=====

**IMPORTANT:** All Scout releases before 2.10 are not compatible to this release! So if you want to read this list using TCP/IP, make sure that the remote system runs the latest version as well!

This window shows a list about all your expansion boards (graphic boards, memory expansions and so on) too.

## Column items

-----

## Address

The address of the expansion structure.

## BoardAddr

Usually you will find the ROM of the card here. If this address points into RAM, the card is a memory expansion.

## Type

Information about the board. See the More window for further information.

## Manufacturer

Name of the board manufacturer.

## Product

Name and class of the product.

## Additional information

-----

If you select one item from the list, the text field below shows up some additional information:

## Size

If the entry belongs to a memory expansion, the size of the memory is displayed here. Otherwise it's the ROM size of the card.

## Flags

See the More window.

## ID

ManufacturerID, assigned by Commodore, followed by the Productnumber, assigned by the manufacturer of the board.

## SN

Serialnumber of the card (usually unused)

## Actions

-----

## Print

This function allows you to send the list of Expansions to printer or a selected file.

## More

Now a window will be opened, that includes more informations about the selected expansion board.

Doubleclick an element of the Expansions list and you will have the same effect.

## Exit

The Expansions window will be closed.

---

## Unknown expansion boards

-----

If you select an expansion board by selecting its list item, you will get the name of the manufacturer and the card in the textfield you find below the list, provided that the installed version of identify.library knows about these data.

If no information is available in this textfield or the given information is wrong, you should send me the following data, please.

1. ManufacturerID (Manufacturer)
2. ProductID (Product)
3. Name of the company
4. Name of your expansion card
5. Function of your card

If you send me these data, the next version of Identify will include your expansion boards. Please be as precise you can.

## 1.16 scout-39.guide/Fonts

### Fonts

=====

This function will show you all fonts existing in your system.

### Column items

-----

#### YSize

Vertical size of the font

#### Count

Here you can see how many programs use the font.

#### Type

ROMFONT means the font is located in ROM and DISKFONT means the font was loaded from disk/harddisk.

#### Name

Name of the font

### Actions

-----

#### Update

The list of fonts will be updated.

#### Print

This function allows you to send the list of Fonts to printer or a selected file.

#### Close

---

The font will be closed by using this function.

#### Remove

It is possible to remove a font from system, provided that no program uses it and it's no ROMFONT.

#### Exit

The Fonts window disappears.

## 1.17 scout-39.guide/InputHandlers

### InputHandlers

=====

Input handlers take care of all user input arriving in system (pressed keys, mouseclicks, inserted disks, etc.). They stand one behind the other like on a production line and analyze the user input. The input handler with the highest priority gets the 'events' first and if it doesn't know how to react on these 'events', the second input handler gets them, and so on.

Usually the system input handler has a priority of 50. Every input handler, that wants to get the user input before the system, must have a higher priority.

### Column items

-----

#### In\_Name

Name of the input handler

#### In\_Pri

Its priority

#### is\_Data

This address points to some data needed by the input handler.

#### is\_Code

The program code starts here. If the code is located in RAM, the address is of different color. Otherwise you can find the code in ROM. Some viruses install an input handler in system. In this case the is\_Code address points into RAM, but many other programs uses input handlers, too. Don't panic!

### Actions

-----

#### Update

The list of input handlers will be updated when you select this gadget.

#### Print

This function allows you to send the list of InputHandlers to printer or a selected file.

---

**Remove**

Removes an input handler from system.

**Priority**

Changes the priority of an input handler.

**Exit**

The window will be closed.

## 1.18 scout-39.guide/Interrupts

**Interrupts**

=====

Interrupts are important events the computer system has to react on. It exists a list of interrupt routines for each interrupt type. If a certain interrupt occurs, all these interrupt routines will be called. During their execution the running program will be interrupted.

**Column items**

-----

**ln\_Name**

Name of the interrupt

**ln\_Pri**

Its priority

**is\_Data**

At this address you find the data of the interrupt.

**is\_Code**

Address of the interrupt code. If this address points into RAM, it's of a different color.

**NUM**

This number represents the type of event the interrupt routine is called on. The IntName you find in the interrupt detail window gives you a little bit more information about it.

Example: Number 5 means that the interrupt is called at every vertical blank interval.

**Actions**

-----

**Update**

The list of interrupts will be updated.

**Print**

This function allows you to send the list of Interrupts to printer or a selected file.

---

#### Remove

If the interrupt is a server you can remove it from system. An interrupt handler can't be removed by Scout.

If you call avail flush and the audio.device isn't used, the interrupt handlers of the audio.device will be removed.

#### More

Now a window will be opened that includes more details of the interrupt.

#### Exit

Selecting this gadget will close the Interrupts window.

## 1.19 scout-39.guide/Libraries

### Libraries

=====

A library is a collection of functions/procedures, which have to do certain jobs. E.g. the 'graphics.library' includes routines for graphical display.

#### Column items

-----

#### Address

Address of the library structure

#### In\_Name

Name of a library

#### In\_Pri

Priority of a library

#### OpenC

Here you see, how often the library was opened.

#### RPC

RPC means RAM Pointer Count and shows how many jump addresses of the library point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

If the whole program code of the library is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

#### In\_Type

Type of this structure (usually library)

---

## Actions

-----

### Priority

Herewith the priority of the library can be changed. A little window will be opened, that asks you for a new priority. Through the new priority it can happen that the library gets a new place in the list of libraries.

### Close

A library must be closed by all programs, if you want to remove it from system. In this case the OpenC is zero.

If you select this function, you will be asked, how often you want to close it. You can choose between Once and All.

Select All and the library will so often be closed till the OpenC is zero.

### Remove

The selected library will be removed with this function provided that no program uses this library anymore and the OpenC is zero.

Some libraries can't be removed from system without a reset. So you shouldn't wonder about it, if this happens.

### Functions

All library function offsets and addresses are shown up in a subwindow. If an appropriate .fd file exists and an FD: assign points to its directory, then you will also see the function names.

### Update

The list of libraries will be updated.

### Print

This function allows you to send the list of Libraries to printer or a selected file.

### More

A window will be opened that includes more details of the library.

### Exit

Selecting this gadget will close the library window.

## 1.20 scout-39.guide/Locks

### Locks

=====

A lock structure shows you, that a program reads from or perhaps write into a file or a directory. With this type of structure the system prevents, that a file will be deleted while another program gets some data from it.

---

## Column items

-----

## Access

Here you can see the type of access. This could be READ, WRITE or OWN. OWN stands for a lock Scout created to get the elements of this list.

## Path

Path of the file or directory

## Actions

-----

## Update

The list of Locks will be updated.

## Print

This function allows you to send the list of Locks to printer or a selected file.

## Remove

A lock will be removed through dos.library's 'UnLock()' function.

## Pattern

If you give Scout a pattern, only the locks with a matching path will be shown.

## Exit

The Locks window will be closed.

## 1.21 scout-39.guide/LowMemory

## LowMemory

=====

This list contains all low memory handler known to the system.

These handlers are called in their sequence if a memory allocation is about to fail due to missing resources. The handlers try to free as much unused memory space as possible.

'ramlib' is such a low memory handler removing unused libraries and devices from the system's memory. It is always present.

Note: Low memory handlers are only available since AmigaOS 3.0. On older systems this list will always be empty.

## Column items

-----

## Address

Address of the low memory handler structure.

ln\_Name  
Name of the handler.

ln\_Type  
Type of the handler.

ln\_Pri  
Priority of the handler. All handlers are called in their priority sequence.

is\_Data  
A pointer to some handler's private data.

is\_Code  
A pointer to the low memory handler code.

Actions  
-----

Update  
The list will be actualized.

Print  
This function allows you to send the list to printer or a selected file.

Remove  
The low memory handler will be removed from system.

Priority  
Changes the priority of the selected handler.

Exit  
The window will be closed.

## 1.22 scout-39.guide/Memory

Memory  
=====

In this list you will find the segments of your memory. At least you will find an entry for your chip memory.

Column items  
-----

ln\_Name  
Name of the memory segment (e.g. chip memory)

ln\_Pri  
Priority of memory

mh\_Lower  
First address of memory

---

mh\_Upper

Last address of memory

Actions

-----

Print

This function allows you to send the list of the memory segments to printer or a selected file.

Priority

This function allows you to change the priority of a memory segment. The memory segment with the highest priority will be preferred from system, provided that no certain type of memory is demanded.

More

Another window will be opened. This window includes more information about the memory segment.

Exit

The window will be closed.

## 1.23 scout-39.guide/Mounted Devs

Mounted Devices

=====

In this list you will find all your devices like disk drives, printer devices, etc.

Column items

-----

Name

Name of the device

Unit

Unit number

Heads

Number of heads

Cyl

Number of cylinders

State

The state shows you for example, if a disk is in drive.

DiskType

Type of a disk (e.g. OFS (OldFileSystem), FFS (FastFileSystem), ...)

---

#### Handler or Device

The handler or the device you find here has to manage the stream of data from and to the device.

#### Actions

-----

#### Update

The list will be updated.

#### Print

This function allows you to send the list of Mounted Devs to printer or a selected file.

#### Exit

The window will be closed.

## 1.24 scout-39.guide/Ports

#### Ports

=====

Programs are able to communicate together through ports.

#### Column items

-----

#### Address

Here you will find the port structure.

#### ln\_Name

Name of port

#### ln\_Pri

Priority of port

#### mp\_SigTask

The task is communicating through the port.

#### Actions

-----

#### Update

The ports list will be updated.

#### Print

This function allows you to send the list of Ports to printer or a selected file.

#### Remove

The port will be removed.

#### Priority

Herewith the port priority can be changed.

---

Exit

The Ports window will be closed.

## 1.25 scout-39.guide/Resident Cmds

Resident Commands

=====

This list includes all resident commands. That means all commands you find in ROM and the commands you made 'resident' through the resident command.

Positions and sizes of their hunks you will find here, too.

Column items

-----

Name

Name of the command

UseCount

Here you can see, how often a command was being executed at the time the list was build.

Lower

First address of hunk in memory

Upper

Last address of hunk in memory

Size

Size of hunk (upper - lower - 8 bytes overhead)

Actions

-----

Update

The list of Resident Commands will be updated.

Print

This function allows you to send the list of Resident Commands to printer or a selected file.

Remove

The selected command will be removed with this function provided that no program uses this command anymore and the UseCount is zero.

Exit

The window disappears.

---

## 1.26 scout-39.guide/Residents

Residents

=====

Resident modules are reset-protected segments (code and data). In the list of Residents you usually find libraries, devices and resources. A programmer has the possibility to make his own programs reset-protected. He has to initialize a resident structure for it and then he can link the program through the kick-vectors (see Vectors) to the list of the resident modules. The residents you linked to system are usually located in RAM and are of a different color.

If you find a resident module that points into RAM and you don't know which program has created it, you should start your favourite virus detector and let it check your memory. Many viruses prefer this way to travel around.

Column items

-----

Address

At this address the resident module is located.

ln\_Name

Name of the resident module

rt\_Pri

Priority

rt\_IdString

Identity string of the resident module.

Actions

-----

Update

The list of Residents will be updated.

Print

This function allows you to send the list of Residents to printer or a selected file.

More

Selecting this gadget opens a new window with more information about the selected resident module.

Exit

The Residents window will be closed.

## 1.27 scout-39.guide/Resources

Resources

---

=====

Usually a resource is -- like a library (see Libraries) -- a collection of functions/procedures, which have to do certain jobs.

E.g. the 'filesystem.resource' includes functions for the filesystem handling.

Column items

-----

Address

Address of the resource structure

ln\_Name

Name of a resource

ln\_Pri

Priority of a resource

OpenC

This element shows how often the resource was opened.

RPC

RPC means RAM Pointer Count and shows how many jump addresses of the resource point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

If the whole program code of the resource is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

ln\_Type

Type of this structure (usually resource)

Actions

-----

Update

The list of Resources will be updated.

Print

This function allows you to send the list of Resources to printer or a selected file.

Remove

The selected resource will be removed with this function, provided that no program uses it anymore and the OpenC is zero.

Priority

Herewith the priority of the resource can be changed. A small window will be opened, that asks you for a new priority. Through the new priority it can happen that the resource gets a new

position in the list of resources.

#### More

Select this gadget and you get a new window with more information about the selected resource.

#### Functions

All resource function offsets and addresses are shown up in a subwindow. If an appropriate .fd file exists and an FD: assign points to its directory, then you will also see the function names. Note that some resources do not have functions.

#### Exit

The Resources window will be closed.

Please note: If you should find three dashes (minus signs) at OpenC and/or RPC, the resource has no typical library structure. This happens for example at the 'FileSystem.resource'.

## 1.28 scout-39.guide/ScreenMode

### ScreenMode

=====

Screen modes define all monitor resolutions that the system is able to show up.

You surely have already selected a screen mode before. In this list, you will find all available modes. Most of the programs filter out some of them when they do not meet their purpose.

### Column items

-----

#### ModeID

An identification number, unique to each mode.

#### Width

Nominal width of the resolution in pixeln.

#### Height

Nominal height of the resolution in pixeln.

#### Depth

Maximum number of planes. The amount of colors which can be simultaneously displayed depends on this.

### ScreenMode

Name of the screen mode. Some modes do not have a real name, so Scout will generate it. Then it might differ from the name generated by other programs or screen mode requesters.

### Actions

-----

---

**Update**

The list will be updated.

**Print**

This function allows you to send the list to printer or a selected file.

**More**

Further information about the screen mode are displayed in a subwindow. This includes the overscan resolutions and the frequencies. Due to an inaccuracy of the operating system, the real frequencies might be a little bit different to those displayed.

**Exit**

The window will be closed.

## 1.29 scout-39.guide/Semaphores

**Semaphores**

=====

The use of semaphores is a way of single-threading critical sections. For example only one program is allowed to use the printer at one time, otherwise the texts would be mixed.

**Column items**

-----

**In\_Name**

Name of a semaphore

**Nest**

This item counts how often the semaphore has been obtained by the owner task.

**Queue**

This counter shows you, how many programs want to obtain the semaphore.

**Owner**

Here you will find the name of the task that owns the semaphore.

**Actions**

-----

**Update**

The list of Semaphores will be updated.

**Print**

This function allows you to send the list of Semaphores to printer or a selected file.

---

#### Obtain

This function is used to gain access to a semaphore. The NestCnt will be increased at one by this call.

#### Release

Herewith you can make a signal semaphore available to others.

#### Exit

The Semaphores window will be closed.

## 1.30 scout-39.guide/System

### System

=====

### Actions

-----

#### Print

This function allows you to send the list to printer or a selected file.

#### Exit

The window will be closed.

### Entry items

-----

In this window you will find some (partially technical) information about your computer. Please excuse the ordinary look of the window, but it is very easy to add more lines this way.

## 1.31 scout-39.guide/Tasks

### Tasks

=====

In this window you find a list of all tasks and processes being in system. Each program you start will be executed as a task or process.

### Column items

-----

#### In\_Name

Name of the task/process

#### In\_Type

Type of the structure (task or process)

#### In\_Pri

Priority of the task/process

#### NUM

If a non detaching program was started from shell, you will find here the number of the process. Programs you started from Workbench have a dash here.

#### State

Here you see the state of the task or process. You will find Scout's own process on the top of the list with a run at this place, because this process is always running when it gets the task list.

ready means the task wants to work, but it's interrupted by the execution of another task.

A task that is waiting for a certain signal is in the state wait. In this case it doesn't need processing time.

#### SigWait

Signalmask the task is waiting for.

#### Actions

-----

#### Print

This function allows you to send the list of Tasks to printer or a selected file.

#### Freeze

With this function you freeze the selected task. It can still be found in the list of tasks, but it gets no processing time from system.

Warning: If you try to freeze tasks essential to the system like 'input.device', you should have saved all important data, cause a RESET is the only way out!

#### Activate

A frozen task can be activated here.

#### CPU

Here you will find a text field and a cycle gadget. This text field displays -- dependent on the state of the cycle gadget -- the CPU load in percent.

For the cycle gadget you can choose between three states:

#### off

In this case the CPU load won't be displayed. If you select another state, Scout will patch some system functions to calculate the CPU load of all tasks.

#### full

If you select this state, Scout sets the real cpu load to 100%. That means the total of the CPU loads of all tasks and processes will be 100%. Therefore nothing will be displayed in the text field.

---

in %

Scout starts a task named « Scout's cheat task » to calculate the real CPU load and it will be displayed in the text field.

Secs

This string gadget allows you to set the intervall time for updating of the CPU load display.

Update

The list will be updated.

Remove

A task will be removed from the list. You should prefer the freeze function, if you perhaps need this task again.

See also Break!

Signal

If you select a signal mask, it will be send to the task.

Break

A signal mask that includes the signals CTRL-C and CTRL-D will be send to the task you selected. Many tasks and processes end, if they receive these signals.

Priority

The priority of a task can be changed with this function.

More

Selecting this gadget will open another window that displays more informations about the task or the process.

Exit

The window will be closed.

## 1.32 scout-39.guide/Timer

Timer

=====

This window lists all current requests of the timer.device.

Column items

-----

Address

Address of the IO request structure.

ReplyPort

Address of the port the request will be replied to.

Time

---

Time that this request will stay in this list.

Unit

There are two different measures: VBlank (which has less overhead) and MicroHz (which is more accurate).

Task

Name of the requesting task.

Actions

-----

Print

This function allows you to send the list to printer or a selected file.

Update

The list will be updated.

Exit

The window will be closed.

### 1.33 scout-39.guide/Vectors

Vectors

=====

Actions

-----

Update

The displayed vectors will be updated.

Print

This function allows you to send the list of Vectors to printer or a selected file.

Exit

The window will be closed.

Reset Vectors

-----

A program can make itself reset-protected by using the reset vectors. If the vectors are unused, they have a value of zero. The programs which use the Kick-Vectors (KickTagPtr, KickMemPtr and KickChecksum) can also be found in the list of resident structures. See also Residents.

Auto Vector Interrupts

-----

In a computer system with a MC68000 processor you will find the seven Auto Vector Interrupts from address \$64 to address \$7c. Higher

processors (MC68010, etc.) have the VBR (Vector Base Register) that allows you to move the interrupt table to FAST-MEM. The system will be a little bit faster then. Scout uses the VBR if it exists.

#### Interrupt Vectors

-----

Here you see 16 interrupt vectors (IntVecs). These vectors are located in the 'ExecBase' (base structure of the exec.library).

## 1.34 scout-39.guide/Windows

### Windows

=====

All screens with the windows opened on them are listed here. Screens are of a different color as windows.

#### Column items

-----

#### Pos(x,y)

x and y position of the screen/window

#### Size(x,y)

x and y size of the screen/window

#### Title

Title of the screen/window

#### Actions

-----

#### Update

The list will be updated.

#### Print

This function allows you to send the list of Windows to printer or a selected file.

#### Close

With this function it is possible to close screens and/or windows. If you close a screen, all windows on it will be closed too.

#### To Front

The selected screen/window will be popped to front.

#### More

If you select this gadget another window will be opened that displays more informations about the window or the screen.

#### Exit

The window will be closed.

---

## 1.35 scout-39.guide/Scout and AmiTCP

Scout and AmiTCP  
=====

This section will show you what you have to do for using Scout as a TCP/IP service through AmiTCP. Nearly all functions of Scout can also be used via AmiTCP.

Now some knowledge will be assumed. If you don't know, what kind of program AmiTCP represents, you should read AmiTCP's user's manual before. (See also AmiTCP.)

If you have installed AmiTCP, you can use Scout as client and server. Except the installed programs of AmiTCP you don't need another program for using Scout on networks.

If you want to make your computer available for other systems on the network, you have to do following two steps:

1. Add the line `scout 6543/tcp` to file `AmiTCP:db/services`.
2. Now please add the line `scout stream tcp nowait root dh0:scout` to file `AmiTCP:db/inetd.conf`. Make sure that the path at the end of this line is the right path for scout.

That's it! If you start AmiTCP now, your computer is available for other systems through using the options `HOST`, `USER` and `PASSWORD`.

Example: If I want perform some actions on some system structures of my own system for example, I have to start Scout through something like:

```
1> scout HOST crash.north.de USER atte PASSWORD secret
```

If you leave out option `PASSWORD`, you will be asked for the correct password through the `password:` prompt. In this case nobody can see your password, because it won't be displayed in shell.

If you don't use option `USER`, AmiTCP takes the username that is actually available in system.

The usage of AmiTCP doesn't provide the installation of MUI. All of Scout's shell commands (see also `Commands`) can be used via network through AmiTCP.

Example: If I want to get the task list of my system, I have to use something like:

```
1> scout HOST crash.north.de USER atte PASSWORD secret Tasks
```

You and all other users must always identify themselves through their usernames (option `USER`) and their passwords (option `PASSWORD`).

---

It's also possible to allow or deny certain systems the usage of some services through the file `AmitTCP:db/inet.access`. See also the user's manual of `AmitTCP`.

If you want to get more informations about the implemented options and commands, you should also see `Options` and `Commands`.

NOTE: Please take care that the remote system runs the latest Scout version as well, to avoid incompatibilities.

## 1.36 scout-39.guide/Scout without MUI

Scout without MUI  
=====

Nearly all through the graphical user interface available functions of Scout are also available via shell. Therefore you don't really need MUI for using Scout. But if you want to use Scout's graphical user interface, you must have MUI in your system.

## 1.37 scout-39.guide/Options

Options  
\*\*\*\*\*

There are some options for Scout which you can use, when you start the program. The following options are available from shell and as tool types from `Workbench`.

ICONIFIED

Usage: `ICONIFIED`

If this option is activ, Scout starts iconified.

PORTNAME

Usage: `PORTNAME=portname`

The name of Scout's `ARexx` port can be changed into `portname`. Without this option the `ARexx` port is called `'SCOUT.X'`. The `X` stands for a decimal number that will be incremented, if a so called port already exists.

TOOLPRI

Usage: `TOOLPRI=value`

This option allows you to change the priority of Scout's process into `value`.

STARTUP

Usage: `STARTUP=command`

---

The variable command should be an ARexx script or a single ARexx command. Both (script or command) will be executed, when Scout will be started. In this way you can open more than only the main window by starting. Try for example the command OpenWindow Tasks and you will get two windows by starting (the main window and the task list window).

(See also ARexx port.)

#### INTERVALTIME

Usage: INTERVALTIME=seconds

This options allows you to save your preferred update time for the list of tasks. (See also Secs.)

#### CPUDISPLAY

Format: CPUDISPLAY=value

Through the variable value you can select the state of the CPU cycle gadget you find in the Tasks window. (See also CPU.)

\* 1 means CPU: full

\* 2 means CPU: in %

#### HOST

Format: HOST=hostname

This options allows you to specify the system (hostname) you want to manipulate via network through AmiTCP.

#### USER

Format: USER=username

You have to use this option to identify yourself by using Scout as a TCP/IP service.

#### PASSWORD

Format: PASSWORD=password

Without a password Scout can't connect to another system via network. This option allows you to set the correct password.

#### COMMAND

Format: COMMAND=commandline

Nearly all of Scout's implemented functions are available from shell through this option. You don't need the COMMAND key to use this option. (See also Commands.)

#### SINGLEWINDOWS

Format: SINGLEWINDOWS

Some users don't like to handle the many windows of Scout. This option solves the problem of too many windows. If this option is selected, only one list window and only one detail window is

---

opened at a time.

`SORT#?TYPE`

Format: `SORT#?TYPE=number`

Many of Scout's lists have a cycle gadget below themselves. With these gadgets you can select, how a certain list will be sorted.

`SORT#?TYPE` stands for each of the following options:

`SORTLIBRARIESTYPE`, `SORTDEVICESTYPE`,  
`SORTRESOURCESTYPE`, `SORTTASKSTYPE`, `SORTPORTSTYPE`,  
`SORTCOMMANDSTYPE`, `SORTASSIGNSTYPE`, `SORTLOCKSTYPE`,  
`SORTCOMMODITIESTYPE`, `SORTSCREENMODETYPE` and `SORTCLASSESTYPE`.

`SORT#?TYPE` should follow a decimal number, which selects the kind of sorting.

Here are some examples for the list of tasks:

`SORTTASKSTYPE=1` the tasks will be sorted by their names.  
`SORTTASKSTYPE=2` the tasks will be sorted by their priorities.

## 1.38 scout-39.guide/Commands

Scout's commands via ARexx and shell

\*\*\*\*\*

Scout supports two kinds of commands:

1. commands only available from shell
2. commands available from ARexx and shell

ARexx port

-----

It's a feature of MUI to give each application its own ARexx port. Therefore Scout also has an ARexx port that usually has the name `SCOUT.X`. The X stands for a decimal number that will be incremented, if a so called port already exists.

You will find the name of Scout's ARexx port in the window you get, if you select the Project/About menu.

Using tasknames:

-----

If a task or a process was started from shell and hasn't detached itself, you will find the name of the command being executed, where usually the taskname is displayed. The real name of those tasks usually is something like Background CLI, but such a taskname isn't useful.

Example: If you start a non detaching task like `DH0:Debug/Sushi`

from shell, you will see DH0:Debug/Sushi as taskname.

Some ARexx commands need a taskname as parameter. You have to select those from CLI started self detaching tasks by using their command names like Scout displays them in the lists of tasks.

Commands only available from shell

=====

#### Help

Format: Help

This command is the most important one and it doesn't need parameters. If you try Help, Scout prints a list of all available commands to shell. =:^)

Now 18 commands follow. These commands allow the user to get all lists of system structures from shell. Therefore you only need to install MUI for using Scout's graphical user interface.

Each of the following commands has a shortened form that stands behind the command in parentheses.

Allocations (a), BoopsiClasses (b), Commands (c), Devices (d), Timer (e), Fonts (f), Assigns (g), InputHandlers (h), Interrupts (i), LowMemory (j), Commodities (k), Libraries (l), Memory (m), Mounts (n), Locks (o), Ports (p), Residents (r), Semaphores (s), Tasks (t), Resources (u), Vectors (v), Windows (w), Expansions (x), System (y) and ScreenMode (z).

Example: To get the list of ports, you only have to use scout ports or scout p from shell.

Commands available from ARexx and shell

=====

#### FindTask

Usage: FindTask task

This command allows you to check, if task task exists in system or not. The result is the address of the task task, if it has been found. task can be the name or the address of a task.

#### FreezeTask

Usage: FreezeTask task

The task taskname will be frozen. After that it will still be found in system's task list, but then it doesn't need processing time. You can choose the name or the address of a task for task.

#### ActivateTask

Usage: ActivateTask task

If task task was frozen, it will be activated, otherwise an error occurred. task is again a task's name or an address.

#### RemoveTask

Usage: RemoveTask task

This command removes the task task. It's lost forever.

#### BreakTask

Usage: BreakTask task

Scout sends the task task a certain signal mask that includes the signals CTRL-C and CTRL-D. Many programs support these signals and finish themselves, if they receive one of them.

#### SignalTask

Usage: SignalTask task hexsignal

This command allows you to send a signal hexsignal to the task task. The signal must be specified as a hexadecimal number.

Example:

```
SendSignal 'scout' 0x001000
sends task scout a CTRL-C and after that Scout ends.
```

#### SetTaskPri

Usage: SetTaskPri task priority

The task task gets a new priority (priority).

#### RemovePort

Usage: RemovePort port

The port port will be removed from Scout. port can be the name of a port or its address.

#### GetLockNumber

Usage: GetLockNumber lockpattern

This command returns the number of locks which have paths matching to the pattern lockpattern.

Example: Use the command

```
GetLockNumber 'WORK:Utilities/#?'
and you will know, how many locks are currently used for files in
the directory WORK:Utilities/.
```

#### RemoveLocks

Usage: RemoveLocks lockpattern

Use this command and all locks which have paths matching to the pattern lockpattern will be removed. (See also GetLockNumber.)

#### RemoveLock

Format: RemoveLock lockaddress

The lock at address lockaddress will be removed.

#### FindNode

Usage: FindNode nodetype nodename

---

This command allows you to find a certain node. You only have to know its name (nodename) and its type (nodetype).

Nodetype can have following values: LIBRARY, DEVICE, RESOURCE, MEMORY, SEMAPHORE, PORT or INPUTHANDLER.

Example: If you want to get the address of the disk.resource you must use:

```
FindNode RESOURCE 'disk.resource'
```

#### GetPriority

Usage: GetPriority nodeaddress

This command allows you to check the priority of a certain node structure. This includes all following structure types: tasks, libraries, devices, resources, ports, residents, input handlers, interrupts, semaphores and the elements of the memory list.

You only have to know the address (nodeaddress) of that structure.

Example: The following ARexx commands store the priority of your chip memory in the variable pri:

```
FindName MEMORY 'chip memory'  
addr = result  
GetPriority addr  
pri = result
```

#### SetPriority

Usage: SetPriority nodetype nodename

If you want to change the priority of the node nodename, you can use this command. Again nodetype can have following values: LIBRARY, DEVICE, RESOURCE, MEMORY, SEMAPHORE, PORT or INPUTHANDLER.

#### CloseLibrary

Format: CloseLibrary library

The library library will be closed once. library can be the name of the library or its address.

#### RemoveLibrary

Format: RemoveLibrary library

The library library will be removed, if no program uses it.

#### RemoveDevice

Format: RemoveDevice device

The selected device device will be removed. For device use the name or the address of the device.

#### RemoveResource

Format: RemoveResource resource

The resource resource will be removed.

#### ObtainSemaphore

---

Format: ObtainSemaphore semaphore

This command allows you to obtain the given semaphore. semaphore can be the semaphore's name or address.

ReleaseSemaphore

Format: ReleaseSemaphore semaphore

The semaphore semaphore will be once released.

RemoveSemaphore

Format: RemoveSemaphore semaphore

You are able to remove the semaphore semaphore by using this command.

RemoveInpuhandler

Format: RemoveInpuhandler inputhandler

The input handler inputhandler selected through name or address will be removed.

FindResident

Usage: FindResident resident

This command returns the address of the resident structure resident.

FindInterrupt

Usage: FindInterrupt interruptname

The address of the interrupt interruptname will be returned.

RemoveInterrupt

Format: RemoveInterrupt interruptname

The interrupt you have selected through interruptname will be removed.

FlushDevs

Usage: FlushDevs

All not used devices will be removed. The used memory will be freed.

FlushFonts

Usage: FlushFonts

If a diskfont is in memory, but no program uses it, it will be removed.

FlushLibs

Usage: FlushLibs

All not used libraries will be removed. The used memory will be freed.

---

### FlushAll

Usage: FlushAll

This function includes FlushDevs, FlushFonts and FlushLibs. All not used devices, libraries and fonts will be removed and the used memory will be freed.

### ClearResetVectors

Usage: ClearResetVectors

The six reset vectors will be cleared, if you select this function (see Vectors).

### PopToFront

Usage: PopToFront title

This command allows you to pop a screen or window to front. You only have to know its (title).

### CloseWindow

Usage: CloseWindow windowtitle

This command closes the window that is specified through its title (windowtitle).

### CloseScreen

Usage: CloseScreen screentitle

If you select this command, the screen (screentitle) will be closed with all its windows.

### CloseFont

Format: CloseFont address

The font at address address will be closed once.

### RemoveFont

Format: RemoveFont address

This command removes the font at address address, if it's not used by any program.

### RemoveCommand

Format: RemoveCommand address

Scout makes the resident command at address address not resident.

### RemoveAssign

Format: RemoveAssign name

With this command you're able to remove the assign name.

### RemoveAssignList

Format: RemoveAssignList name address

This command removes the directory at address address from assign name. You will find the address of that directory in the list of

---

assigns.

#### PrintList

Format: PrintList listcharacter filename

This command allows you to print a list (specified by the listcharacter) into the file filename.

Example:

```
PrintList t 'ram:tasklist'
```

will print the list of tasks into the file 'ram:tasklist'.

#### OpenWindow

Usage: OpenWindow windowid

All windows you get if you select a gadget of Scout's main window, can be opened with this command. The windowid is the same text you find on the main window gadgets.

Example:

```
OpenWindow 'Mounted Devs'
```

will open the window with the list of mounted devices.

#### CxAppear

#### CxDisappear

#### CxEnable

#### CxDisable

#### CxKill

#### CxListChg

#### CxUnique

Format: Cx... name

Sends the command to the commodity named name.

#### RemoveCx

Format: RemoveCx commodity

Removes the appropriate commodity from the list. Please consider this as 'emergency break'. Use it only if CxKill failed.

#### SetCxPri

Format: SetCxPri commodity priority

Sets the priority of a commodity.

#### RemoveClass

Format: RemoveClass class

The appropriate BOOPSI class is removed, if no objects and no subclasses are existing.

## 1.39 scout-39.guide/Updates

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How to get updates

=====

The newest version of Scout should always be available on AmiNet or Public Domain collections, which are up-to-date.

You can also find the latest version on my home page:

<http://www.is-koeln.de/einwohner/shred/>

## 1.40 scout-39.guide/Credits

Credits

=====

Now we have to thank some people for supporting the development of Scout on many different kinds:

- \* Klaus 'gizmo' Weber, he was always available to Atte and his many questions (not a few) during the programming of Scout.
- \* Christian 'cosinus' Stelter, he gave the permission to use his many manuals.
- \* Stefan Stuntz for his great MagicUserInterface
- \* all (hopefully still) bug reporting and feature requesting people: Kai 'wusel' Siering, Martin Hauner, Peter Meyer, Karl 'Charly' Skibinski, Michael 'Mick' Hohmann, Thore Böckelmann, Bernardo Innocenti, Daniel Lundberg, ...

and last but not least

- \* all the others we've forgotten for reporting bugs, sending expansion boards data and so on.

## 1.41 scout-39.guide/Author Info

How to reach the author

=====

If you have questions, suggestions, bug reports or anything else, you can contact me at:

Richard Körber  
Hornstraße 20  
51465 Bergisch Gladbach  
- Germany -

E-Mail: shred@chessy.aworld.de  
 richard.koerber@koeln.netsurf.de

Send E-Mails whenever possible..

If you want to contact Andreas Gelhausen, you can reach him at:

Andreas Gelhausen  
 Graf Spee Str. 23b  
 26123 Oldenburg  
 - Germany -

E-Mail: atte@crash.north.de

Please do not contact him for bug reports, suggestions and similar.  
 But if you feel the urge to send a gift, then he is the right address!

That's it! =:^)

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