

VirusZ_II

COLLABORATORS

	<i>TITLE :</i> VirusZ_II		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 15, 2024	

REVISION HISTORY

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Chapter 1

VirusZ_II

1.1 Contents

VirusZ II 1.12 User Guide

SHAREWARE

Copyright © 1991-94 by Georg Hörmann

Read Me First
English Documentation
Bitte Zuerst Lesen
Deutsche Anleitung
History

--> X-MAS '94 RELEASE <==

Merry X-mas and a happy new year to all the users and coders out there who supported me during the past few years. May 1995 be the year we finally terminate the inglorious history of viruskind.

G.H.

1.2 Important Note

As there have been spread some VirusZ fakes in the past, I have included the file length of the originally released program version in the "About" request. If you are not sure whether you received a fake or an original, extract your archive to a bootable disk first, switch off all your harddisks in the BootMenu and start VirusZ once from this disk (VirusZ requires the commodities.library and reqtools.library). Now compare the length in the "About" request with your file length. If they match, your version should be ok. Otherwise don't install this version on your harddisk.

1.3 English Documentation

for another source to get your software in the future. See this list of contents for verification:

```
VirusZ (dir)
  Libs (dir)
    xfd (dir)
      [...]
    xfdmaster.library
    reqtools.library
  Install Libs
  Install Libs.info
  Install.script
  VirusZ
  VirusZ.info
  VirusZ.Guide
  VirusZ.Guide.info
VirusZ.info
```

1.7 Shareware

VirusZ is shareware which means you are allowed to distribute it freely, but you have to pay a fee to the author if you use VirusZ regularly. Not paying your fee is both immoral and illegal. If you already have registered for any former releases, paying the fee again is optional. Suggested donation is US \$15 (DM 20) or an equivalent amount in any other currency. Please don't send coins as they can't be exchanged in Germany.

The fact that you paid your shareware fee doesn't mean that you are entitled to receive any updates or similar services from the author. If you want that kind of support, you additionally have to include a disk and enough money for postage. Otherwise you will NOT hear anything from me.

1.8 Submissions

Submissions with new material (viruses/crunchers) are welcome. If you want your disks back, either enclose enough money for postage or German stamps. By now I had more expense than profit by sending all you folks your disks back. If you want me to continue my anti-virus work, don't try to cheat me.

If you nevertheless want to contact me, write to the following address:

```
Georg Hörmann
Martinswinkelstraße 16c
82467 Garmisch-Partenkirchen
Germany
```

Warning: It may take several weeks until you get a response, so don't get nervous after three days of silence.

1.9 Special Thanks

There are several people I want to thank for supporting VirusZ:

- * Ralf Thanner for everything (what more should I say:-))
- * Axel Folley for moral and financial support :-)
- * Flake/TRSI for viruses and bug reports
- * Holger Wessling for his unbelievable fantasy
- * Martin Odaischi for dozens of viruses and financial support
- * Heinz Lindner for resident tools and new Kickstarts
- * Markus Stiebeling for bug reports and hints
- * Rüdiger Prang for patches and TEX-Docs
- * Steve/Silicon Designs 3003 for viruses and packers
- * Jim Maciorowski for support, letters and donations
- * all other folks that have contacted me in the past
- * of course all users who already paid their shareware fee

1.10 About SHI

It is hereby strictly forbidden to include VirusZ II on any Safe Hex International viruskiller compilation disks without my permission. I am NOT a member of SHI and therefore am not interested in any kind of direct or indirect contact to Erik Løvendahl Sørensen.

The following regional SHI virus centers have my permission to include VirusZ II on their disks:

SHI Team Denmark : Jan Bo Andersen & Lars Kristensen
SHI Norway : Kurt Hansen

1.11 Installation

The VirusZ II series requires OS2 and the reqtools.library in order to work correctly. As an addition, if you want to use the decrunch feature, you need the xfdmaster.library. Copy both files to the LIBS: drawer of your system disk. You can use the 'Install Libs' script for the copy work.

Now you can either drag the VirusZ icon to your WBStartup drawer or add the following line to your 'S:User-Startup' file:

```
VirusZ [Options]
```

See the Shell Template section for a description of all supported options.

1.12 Shell Template

VirusZ supports the following Shell template:

```
CX_PRIORITY/N/K,CX_POPKEY/K,CX_POPUP/K,PUBSCREEN/K,??=INFO/S
```

For more detailed information about Shell syntax, commodity usage and hotkey

definitions, please consult the manuals shipped with your Amiga.

CX_PRIORITY:

Specifies the commodity priority of VirusZ's broker. Values may range from -128 to 127, default is 0.

CX_POPKEY:

Defines the hotkey used to pop up the main window.

CX_POPUP:

Tells VirusZ whether to pop up on startup or not.

PUBSCREEN:

Tells VirusZ to open its windows on the defined public screen instead of the Workbench.

??|INFO:

Prints further information about the exact use of the above options.

1.13 Workbench Tooltypes

For detailed information about Workbench tooltypes, commodity usage and hotkey definitions, please consult the manuals shipped with your Amiga.

VirusZ supports the following tooltypes:

CX_PRIORITY:

Specifies the commodity priority of VirusZ's broker. Values may range from -128 to 127, default is 0.

CX_POPKEY:

Defines the hotkey used to pop up the main window.

CX_POPUP:

Tells VirusZ whether to pop up on startup or not.

PUBSCREEN:

Tells VirusZ to open its windows on the defined public screen instead of the Workbench.

1.14 File Check

Introduction

In the early days of the Amiga viruses, nobody thought about file or even link viruses. A good virus killer had to display the bootblock and check some vectors. But nowadays, the greatest danger doesn't come from the bootblock, but from files. Therefore this quite unique file check has been created to check files for virus infection. It offers you several features which others lack. First it can decrunch files for checking, second it can remove all virus links from an infected file in one step where others are only able to remove one link after the other. These features are possible

thanks to a great file buffering method and my own xfdmaster.library. If you have to chose a checker, use mine for perfect checking.

The latest new feature is a premiere in linkvirus killing: VirusZ is able to remove linkviruses from any hunk of a file, not only from the first one. This means that some silly idiots who link another hunk in front of a virus will have bad luck in the future because VirusZ detects them anyway.

File Request

After selecting 'File Check' from the 'Project' menu, the first thing to appear is a file request. Here you (multi-)select the files and/or drawers you wish to check. If you want to select several entries, keep <SHIFT> pressed while selecting them. To select all entries, click on the 'All' button. Now click on 'Ok' to start or 'Cancel' to abort checking.

Output Window / Control Panel

Now a window opens that is separated in two portions. The bigger part is the output window which contains information about the files that are checked. The small part at the bottom is the control panel. By clicking on 'Stop', checking is interrupted and a request appears asking you to continue or to abort. If you select 'Continue', the request disappears and checking continues. By selecting 'Abort', checking is aborted and you can exit from the file check or select the next drawer/file by clicking on 'Check Again'.

Important Notes

The link virus removal code is absolutely reliable as long as infected files aren't damaged in any way. If the hunk structure is corrupted or anything else disables removing, VirusZ will tell you and then skip the file. VirusZ handles the protection bits of files automatically, i.e. makes the file readable for checking and writeable for reparation. This is useful because you don't have to mess around with the Protect command in your Shell. Whenever there comes up a system request "Disk is write protected", VirusZ tried to change the protection bits. This access is not dangerous, so it would be best if you make your disks write enabled before checking.

Additional Hint

It may happen that a file is first infected and then crunched. If you want to save the cleaned file without having it decrunched, check it again with decrunching disabled.

1.15 File Check Preferences

Decrunch Files

If this option is enabled, the file check decrunches files in order to check them for viruses. You need the xfdmaster.library for this feature and free memory that is twice as large as the file itself.

Skip Subdirectories

Enable this option to make the file check ignore any drawers that may exist

in a selected drawer.

Auto-Handle Viruses

If the file check detects a file that contains a virus, a request pops up to inform you which virus it was and asks you to either kill the virus or let it stay alive. With this option you can skip this request and kill any viruses automatically.

Generate Report

This option makes it possible to create a text file that contains a copy of the text output you can see while checking. If enabled, a file request will appear after the file check is finished to ask you for the filename the report should be written to.

Check Without Repair

If enabled, the file check only detects viruses, but doesn't try to repair the files. This may be useful with new disks you don't know the contents. Simply select all files, perform a file check and look at the output without being disturbed by requests. In fact it is useful for me to check through my virus drawers without aborting hundreds of requests.

Auto-Save Report

If enabled, VirusZ doesn't ask for a path/filename to save the report to. It then simply uses the filename that is generated by default and the path entered in 'Default Report Path'.

Default Report Path

Enter the path where you want to save file reports to in this gadget. If auto-save is enabled, VirusZ uses this path for saving.

Amount Of Lines Displayed

This gadget contains the maximum amount of lines that will fit into the file check output window. Set to 99 on screens lower than 300 pixels and to smaller values on interlaced screens. Otherwise the scrolling will be too slow and decrease checking speed.

1.16 Sector Check

Select Drive

After selecting 'Sector Check' from the 'Project' menu, the first thing to appear is a drive request. Here you select the drive you wish to check. Only trackdisk units are supported, but checking should work with the new 1.76 MB disks too. Click on 'Ok' to start or 'Cancel' to abort checking.

Output Window / Control Panel

Now a window opens that is separated in two portions. The bigger part is the output window which contains information about the sectors that are

checked. The small part at the bottom is the control panel. By clicking on 'Stop', checking is interrupted and a request appears asking you to continue or to abort. If you select 'Continue', the request disappears and checking continues. By selecting 'Abort', checking is aborted and you can exit from the sector check or select the next drive by clicking on 'Check Again'.

1.17 Sector Check Preferences

Auto-Repair Sectors

If the sector check detects an infected sector that can be repaired, a request pops up to ask you to either repair the sector or ignore it. With this option you can skip this request and repair any sectors automatically.

Check Without Repair

If enabled, the sector check only detects infected sectors, but doesn't try to repair them. Useful to get a quick overview over the sectors of a disk.

Amount Of Lines Displayed

This gadget contains the maximum amount of lines that will fit into the sector check output window. Set to 99 on screens lower than 300 pixels and to smaller values on interlaced screens. Otherwise the scrolling will be too slow and decrease checking speed.

1.18 Vector Check

Introduction

Mostly all viruses work in the same manner. Either they make themselves resident and/or corrupt some libraries or devices with their code. Therefore the vector check was designed to help you finding new viruses that can't be recognized directly by VirusZ yet.

Most of the vectors and entrypoints that will be displayed are only interesting for programmers, so I will try to avoid any explanations that confuse the average user.

Output Window / Control Panel

After selecting 'Vector Check' from the 'Project' menu, a window opens that is separated into two portions. The bigger part is the output window which contains information about the vectors that are checked. With the scroll gadget at the right you can move the output up and down. The small part at the bottom is the control panel. By clicking on 'Refresh', the output will be refreshed. This is useful after clearing some vectors. If there is not enough memory to refresh, the vector check exits. With 'Exit', you normally leave the vector check.

What Can I See From The Displayed Information?

Well, every vector has a short comment right of it. As long as you can read

'Ok' there, everything is fine. Then it might happen that you read something like 'SetPatch', this tells you that the changes done to this vector are ok, because VirusZ recognized who did them. But if you read '*** NON-STANDARD VECTOR ***', be alarmed. In fact, most of these unknown changes are nothing more than an utility like the well known 'PP Patcher'. If you have such an utility and you know the changes are caused by it, please send it to me for inclusion.

Menu

There exists a menu called 'Clear' in the vector check which offers you the possibility to clear certain vectors one by one or all together. The item names correspond with the respective vectors.

1.19 Vector Check Preferences

Show ResModules

If enabled, the ResModules will be checked and non-ROM based modules will be displayed.

Show Exec Interrupts

If enabled, the exec interrupt table will be checked and non-ROM based entrypoints will be displayed.

Show CPU Interrupts

If enabled, the CPU interrupt table will be checked and non-ROM based entrypoints will be displayed.

Show Devices

If enabled, devices will be checked and non-ROM based function table entrypoints will be displayed.

Show Libraries

If enabled, libraries will be checked and non-ROM based function table entrypoints will be displayed.

Hide Known Patches

Normally the sector check displays known patches with their name after the patched entrypoints. If this option is enabled, known patches are skipped and will not be displayed. Useful to filter out modifications caused by SetPatch, LoadWB or other system commands.

Hide 'OK' Vectors

If enabled, the vector check will not display ANY vectors marked 'OK'. This decreases the amount of printed lines drastically as long as there aren't too much patches in the system.

Amount Of Lines Displayed

This gadget contains the maximum amount of lines that will fit into the vector check output window.

1.20 Bootblock Lab

Attention

Be careful with writing to / installing your harddisk. I'm not reliable for your faults.

Drive / Display

There are two cycle gadgets in the bootblock lab, one on each side of the status line. The left one selects the drive you want to work with, the right one selects the display mode. Keyboard activation of the drive gadget is <D> or <SHIFT-D> and or <SHIFT-B> for the display mode gadget.

Name

Whenever there happens to occur an error, this will be stated in the status line. Then the name of the current bootblock in the buffer will be overwritten. By clicking on this gadget, the name is printed again.

Exit

Click to exit from bootblock lab.

Read

Reads the bootblock from the currently selected drive to the buffer. Only DOS disks can be read.

Write

Writes the current buffer contents to the bootblock of the selected drive. The disk type and the checksum will be corrected automatically.

Load

Opens a file request to select a bootblock file that should be loaded to the buffer. Only DOS bootblocks can be loaded.

Save

Saves the current buffer contents to a file. This is useful to backup important bootblocks of games etc.

Prefs

Opens the bootblock lab preferences window. Useful to change something without having to leave the lab.

Install

Installs a standard OS2 bootblock to the currently selected drive. The disk type will be corrected automatically.

1.21 Bootblock Lab Preferences

Ask Before Write Access

If enabled, a security request pops up every time you select 'Write' or 'Install' in the bootblock lab.

Read Inserted Disks

This enables the bootblock lab to read the bootblocks of inserted disks automatically. Useful if you intend to check a whole box of disks for bootblock viruses.

Install Uninstalled Boot

If enabled, 'Install' doesn't install a standard bootblock, but makes the disk non-bootable.

1.22 Show Brains...

After selecting this function, a window will be opened with a list of all boot, file and link viruses detected by the current version of VirusZ. The second list shows all patches that will be recognized by the vector check.

1.23 Background Preferences

Check All Disks On Startup

If enabled, the bootblocks and disk-validators of all available disks will be checked on startup.

Check Memory For Viruses

If enabled, memory will be checked for viruses regularly. The state of this button does not influence the memory check on startup which is always performed.

Check Bootblocks

If enabled, the bootblock of every inserted disk is checked. The state of this button does not influence the behaviour of the bootblock check that is performed on startup.

Check Disk-Validators

If enabled, the disk-validator of every inserted disk is checked. The state of this button does not influence the behaviour of the startup

disk-validator check.

Memory Check Repeat Delay

Enter the amount of seconds that should pass between two memory checks here.

1.24 About...

Displays some information about VirusZ. You can see the file length your copy of VirusZ should have at the bottom line.

1.25 Miscellaneous Preferences

Check Hunks On Startup

If enabled, the hunk structure of VirusZ will be checked on startup. An alert appears if there is something wrong (might be a link virus). Disable this option if you intend to crunch VirusZ with a file packer because most of these modify the hunks.

Requesters Follow Mouse

If enabled, all ReqTools requesters appear with the negative response under the mouse. If disabled, they pop up in the top left corner as usual.

Quit Immediately

If enabled, VirusZ quits without verification.

Install SnoopDos Task

If enabled, a task called 'SnoopDos' will be created which doesn't use any processor time, but prevents several trojan horses from doing any harm.

Pop Up On Startup

If enabled, VirusZ opens the main window on startup, otherwise it can be controlled via the Exchange commodity only.

Close Main Window = Exit

If enabled, VirusZ quits when you click on the close-window button of the main window, otherwise it will act as if you selected the 'Hide' item from the 'Project' menu.

Center Main Window

If enabled, VirusZ's main window appears centered at the top border of the screen. Otherwise it will use the coordinates that have been last saved. You can save the coordinates by moving the window to the desired position and then selecting 'Save Prefs'.

Hotkey

The default commodity hotkey used to pop up the main window.

Devices

Enter all devices you want VirusZ to check here. They will appear in the BootLab in the same order as they are entered in the string gadget. If you enter a device name and VirusZ can't find this device, it will be skipped. Thus you can enter all your devices, even if they are not always mounted. All names must be divided by a "|" character. Names are not case sensitive.

1.26 Hide

Makes VirusZ close its window and work in the background. You can re-open the window again by using the defined hotkey or via the Exchange commodity.

1.27 Save Prefs

Saves the current settings to the file 'ENVARC:VirusZ_II.prefs'. From there, VirusZ will get its preferences on the following startups.

1.28 Quit

Terminates VirusZ. All allocated resources will be released. There will be no more virus checking.

1.29 Wichtiger Hinweis

Nachdem in letzter Zeit einige Fakes von VirusZ in Umlauf gekommen sind, enthalten ab jetzt alle Versionen ihre Original-Filelänge im "About" Fenster. Wenn Sie sich nicht sicher sind, ob Sie eine saubere Version von VirusZ erhalten haben, entpacken sie das Archiv zunächst auf eine bootbare Diskette, deaktivieren Sie alle Harddisks im BootMenu und fahren Sie das System von der vorbereiteten Diskette hoch (es werden die reqtools.library und die commodities.library im Verzeichnis Libs: benötigt). Vergleichen Sie nun die angegebene Länge im "About" Fenster mit der tatsächlichen Filelänge ihrer Version. Stimmen die Werte überein, ist eine Infektion auszuschließen und Sie können das Programm getrost verwenden. Ansonsten ist das Löschen des veränderten Programmes angeraten.

1.30 Deutsche Anleitung

sich ihre Programme in Zukunft woanders besorgen. Zur Kontrolle folgt eine Auflistung aller Dateien, die zu diesem Paket gehören:

```
VirusZ (dir)
  Libs (dir)
    xfd (dir)
      [...]
    xfdmaster.library
    reqtools.library
  Install Libs
  Install Libs.info
  Install.script
  VirusZ
  VirusZ.info
  VirusZ.Guide
  VirusZ.Guide.info
VirusZ.info
```

1.34 Shareware

VirusZ wird als Shareware vertrieben. Das bedeutet für Sie, daß Sie das Programm sowohl testen als auch weitergeben dürfen, aber bei regelmäßiger Benutzung eine Gebühr an den Autor zu entrichten haben. Dies nicht zu tun ist sowohl moralisch verwerflich als auch illegal. Wenn Sie die Gebühr bereits für eine ältere Programmversion entrichtet haben, bleibt es Ihnen überlassen, ob Sie dies wiederholen möchten. Ansonsten wird eine finanzielle Zuwendung in Höhe von DM 20 oder mehr empfohlen.

Die Entrichtung der Gebühr beinhaltet keinerlei Ansprüche auf Zusendung von Updates. Wenn Sie unbedingt auf einem derartigen Service bestehen, müssen Sie zusätzlich eine Diskette sowie genügend Rückporto (mindestens DM 3) beilegen.

1.35 Zusendungen

Neue Viren oder Cruncher dürfen Sie mir gerne zusenden. Wenn Sie Ihre Diskette(n) zurückbekommen möchten, müssen Sie ausreichend Rückporto (DM 3) beilegen. Bei Unterlassung behalte ich mir vor, den/die Datenträger nicht zurückzusenden.

Wenn Sie mir jetzt immer noch schreiben wollen, hier die Adresse:

```
Georg Hörmann
Martinswinkelstraße 16c
82467 Garmisch-Partenkirchen
Germany
```

Achtung: Bei der Bearbeitung Ihrer Sendungen kann es zu Verzögerungen von einigen Wochen kommen. Werden Sie deshalb nicht nervös, wenn Sie nach drei Tagen immer noch nichts von mir gehört haben.

1.36 Danksagungen

Folgenden Personen möchte ich meinen besonderen Dank aussprechen:

- * Ralf Thanner für alles (ein Name sagt mehr als 1000 Worte:-)
- * Axel Folley für moralische und finanzielle Unterstützung
- * Flake/TRSI für neue Viren und Fehlerberichte
- * Holger Wessling für seinen unglaublichen Ideenreichtum
- * Martin Odaischi für dutzende von Viren und großzügige Finanzspritzen
- * Heinz Lindner für residente Programme und neue Kickstartversionen
- * Markus Stiebeling für Fehlerberichte und Tips
- * Rüdiger Prang für Patches und TEX-Docs
- * Steve/Silicon Designs 3003 für Viren und Cruncher
- * Jim Maciorowski für seine Unterstützung, Briefe und Spenden
- * allen restlichen Personen, die mich im Laufe der Zeit unterstützt haben
- * und selbstverständlich allen registrierten Benutzern von VirusZ

1.37 Über SHI

Es ist verboten, VirusZ II ohne meine Genehmigung auf irgendwelchen SHI Disketten zu verbreiten. Ich bin KEIN Mitglied von SHI und habe deshalb auch keinerlei Interesse, mit dieser Organisation oder ihrem Leiter Erik Løvendahl Sørensen in irgendeiner Art und Weise in Verbindung gebracht zu werden.

Folgende SHI Virus-Zentren haben meine Genehmigung, VirusZ zu vertreiben:

SHI Team Denmark : Jan Bo Andersen & Lars Kristensen
SHI Norway : Kurt Hansen

1.38 Installation

VirusZ II benötigt zum ordnungsgemäßen Betrieb mindestens OS 2.04 und die Reqtools.Library. Wenn Sie auch die Entpack-Option nutzen möchten, wird zusätzlich noch die Xfdmaster.Library angefordert. Kopieren Sie die beiden Dateien bitte in das LIBS: Verzeichnis Ihrer System-Diskette oder Harddisk. Sie können zu diesen Zweck auch die 'Install Libs' Batchdatei aufrufen.

Nun können Sie entweder das VirusZ Piktogramm in Ihr WBStartup Verzeichnis ziehen oder folgende Zeile in Ihrer 'S:User-Startup' Datei einfügen:

VirusZ [Optionen]

Ein Verzeichnis aller verfügbaren Optionen ist im Kapitel Shell-Optionen enthalten.

1.39 Shell-Optionen

VirusZ unterstützt die folgende Schablone:

```
CX_PRIORITY/N/K,CX_POPKEY/K,CX_POPUP/K,PUBSCREEN/K,??=INFO/S
```

Für eine detailliertere Beschreibung der Shell-Syntax, der Benutzung von Commodity-Programmen und der Definition von Hotkeys lesen Sie bitte das Ihrem Amiga beiliegende Handbuch.

CX_PRIORITY:

Dieses Schlüsselwort definiert die Priorität des VirusZ-Brokers. Es werden Werte zwischen -128 und 127 unterstützt, der Standardwert ist 0.

CX_POPKEY:

Bei Angabe dieses Schlüsselwortes wird die darauffolgende Hotkey-Kombination als neue Grundeinstellung übernommen.

CX_POPUP:

Nach diesem Schlüsselwort muß entweder 'YES' (Ja) oder 'NO' (Nein) folgen. Je nach Angabe öffnet VirusZ dann beim Start sein Fenster.

PUBSCREEN:

Mit Angabe dieser Option gefolgt von einen gültigen Screen-Namen kann erreicht werden, daß VirusZ sein Fenster auf eben jenem Screen öffnet und nicht wie standardmäßig auf der Workbench.

??|INFO:

Mittels dieses Schalters erhält man weitere Informationen zur Benutzung der verschiedenen Optionen.

1.40 Workbench Tooltypes

Für eine ausführliche Erklärung zur Benutzung von Workbench Tooltypes und Commodity-Programmen und der Definition von Hotkeys lesen Sie bitte das Ihrem Amiga beiliegende Handbuch.

VirusZ unterstützt folgende Tooltypes:

CX_PRIORITY:

Dieses Schlüsselwort definiert die Priorität des VirusZ-Brokers. Es werden Werte zwischen -128 und 127 unterstützt, der Standardwert ist 0.

CX_POPKEY:

Bei Angabe dieses Schlüsselwortes wird die darauffolgende Hotkey-Kombination als neue Grundeinstellung übernommen.

CX_POPUP:

Nach diesem Schlüsselwort muß entweder 'YES' (Ja) oder 'NO' (Nein) folgen. Je nach Angabe öffnet VirusZ dann beim Start sein Fenster.

PUBSCREEN:

Mit Angabe dieser Option gefolgt von einen gültigen Screen-Namen kann erreicht werden, daß VirusZ sein Fenster auf eben jenem Screen öffnet und nicht wie standardmäßig auf der Workbench.

1.41 File Check

Einleitung

In den frühen Tagen der Amiga-Viren dachte wohl niemand an File- oder gar Linkviren. Ein guter Virenkiller mußte den Bootblock anzeigen und einige Vektoren überprüfen können. Aber heutzutage geht die größte Gefahr nicht mehr vom Bootblock, sondern von infizierten Dateien aus. Deshalb wurde dieser einzigartige Datei-Prüfer entwickelt. Er bietet Ihnen einige Möglichkeiten, die Sie woanders vergebens suchen werden. Als erstes wäre zu erwähnen, daß es möglich ist, nahezu alle gepackten Dateien vor der Überprüfung zu entpacken. Zweitens können bei Mehrfachinfektionen von Dateien alle Viren in einem Durchgang entfernt werden. Alles dies wurde erst möglich durch die Verwendung meiner Xfdmaster.library in Verbindung mit einer speziellen Pufferverwaltung. Wenn Sie sich für einen Datei-Prüfer entscheiden müssen, bleibt Ihnen also nur eine Wahl.

Eine absolute Weltneuheit in Sachen Linkviren-Kontrolle wurde zuletzt exklusiv für VirusZ verwirklicht: Es ist jetzt möglich, Linkviren auch dann zu erkennen, wenn sie nicht im ersten Hunk einer Datei enthalten sind, sondern in einem völlig beliebigen. Dadurch ist es möglich, auch solche Linkviren aufzuspüren, die von einigen vorwitzigen Zeitgenossen mittels angehängter Hunks o.ä. unkenntlich gemacht wurden.

Datei Requester

Nachdem Sie den Menüpunkt 'File Check' aus dem 'Project' Menü gewählt haben, erscheint als erstes ein Datei-Requester. Hier können sie unter optionaler Verwendung von Mehrfachauswahl die Dateien und/oder Verzeichnisse markieren, die Sie überprüfen möchten.

Wenn Sie mehrere Einträge selektieren möchten, müssen Sie während der Auswahl mit der Maus eine der beiden <SHIFT> Tasten gedrückt halten. Mit dem 'All' Gadget können Sie alle Einträge auf einmal anwählen.

Drücken Sie nun auf das 'OK' Gadget, um die Überprüfung zu starten oder 'Cancel', um den Vorgang abzubrechen.

Ausgabefenster / Kontroll-Leiste

Jetzt öffnet sich ein zweigeteiltes Fenster. Den größeren Teil nimmt der Ausgabebereich ein, in dem Informationen zum Prüf-Vorgang ausgegeben werden. Der kleinere Teil ist der Kontrollbereich. Durch betätigen von 'Stop' wird der Ablauf unterbrochen und ein Requester dargestellt, mit dem man entweder mittels 'Continue' mit der Überprüfung fortfahren oder durch Auswahl von 'Abort' den Vorgang ganz abbrechen kann. Nach Beendigung eines Durchgangs kann man mit 'Exit' die gesamte Prüfschleife verlassen oder mit 'Check Again' wieder ganz am Anfang beginnen.

Wichtige Hinweise

Die Programmroutine zur Entfernung von Linkviren ist absolut zuverlässig, solange die infizierten Dateien nicht bereits vom Virus teilweise zerstört wurden. Wenn die Programmstruktur verändert ist oder ein anderes Problem auftritt, wird dies gemeldet und der Vorgang abgebrochen.

Die Schutzbits von zu überprüfenden Dateien werden wenn nötig automatisch auf den jeweiligen Vorgang angepaßt, d.h. zum Lesen wird das Lesebit gesetzt, zum Reparieren das Schreibbit etc. Falls das Betriebssystem einen

Requester mit dem Hinweis darstellt, die gerade geprüfte Diskette sei schreibgeschützt, so deutet dies darauf hin, daß VirusZ soeben versucht hat, die Schutzbits zu verändern. Da dieser Vorgang völlig ungefährlich ist, ist es empfehlenswert, beim Überprüfen von Disketten den Schreibschutz von vornherein zu entfernen.

Noch ein Tip

Es kann manchmal vorkommen, daß eine Datei zuerst infiziert und darunter auch noch gepackt ist. Wenn Sie eine derartige Datei zwar desinfizieren, aber nicht entpacken möchten, sollten Sie sie mit ausgeschalteter Entpack-Option nochmals überprüfen.

1.42 File Check Preferences

Decrunch Files

Wenn Sie diese Option einschalten, versucht VirusZ, gepackte Dateien vor dem Überprüfen zu entpacken. Es wird die Xfdmaster.Library benötigt.

Skip Subdirectories

Sie können diese Option einschalten, wenn Sie zwar selektierte Verzeichnisse prüfen möchten, nicht jedoch weitere darin enthaltene Schubläden.

Auto-Handle Viruses

Falls während des Prüfvorgangs eine verseuchte Datei entdeckt werden sollte, erscheint normalerweise ein Requester, der Ihnen die Möglichkeit bietet, den Virus zu entfernen oder aber nichts zu tun. Mit dieser Option können Sie diesen Requester umgehen und Viren automatisch entfernen lassen.

Generate Report

Dieser Schalter bietet Ihnen die Möglichkeit, den Text, der während des Prüfvorgangs erzeugt wird, als Textdatei zu speichern. Dazu erscheint nach Beenden der Überprüfung ein Datei-Requester, in dem Sie den Pfad und Namen des zu speichernden Textes wählen können.

Check Without Repair

Diese Option verhindert, daß verseuchte Dateien repariert werden. Statt dessen wird einfach nur der Name des Virus ausgegeben und der Prüfvorgang fortgesetzt. Diese Möglichkeit eignet sich gut für einen ersten Überblick über eine neu erworbene Diskette.

Auto-Save Report

Ist diese Option angewählt, erscheint kein Datei-Requester, um einen Pfad/Namen für einen zu speichernden Report auszuwählen. Es wird einfach der voreingestellte Pfad (Default Report Path) und ein von VirusZ erzeugter Name verwendet.

Default Report Path

Hier können Sie den standardmäßigen Pfad für das Abspeichern von Reports eingeben. Dieser wird dann benutzt, wenn Sie das automatische Speichern von Reports gewählt haben.

Amount Of Lines Displayed

Dieses Gadget enthält die maximale Anzahl von Zeilen, die im Ausgabefenster dargestellt werden sollen. Es ist ratsam, diesen Wert bei hochauflösenden Bildschirmmodi nicht zu groß zu wählen, da sich die Darstellung sonst extrem verlangsamen kann.

1.43 Sector Check

Laufwerk wählen

Nachdem man den Menüpunkt 'Sector Check' aus dem 'Project' Menü gewählt hat, erscheint als erstes ein Laufwerks-Requester, mit dessen Hilfe man das zu überprüfende Laufwerk auswählt. Es werden nur Diskettenlaufwerke unterstützt, die über das Trackdisk.Device angesprochen werden können. Mit 'OK' wird der Prüfvorgang gestartet.

Ausgabefenster / Kontroll-Leiste

Jetzt öffnet sich ein zweigeteiltes Fenster. Den größeren Teil nimmt der Ausgabebereich ein, in dem Informationen zum Prüf-Vorgang ausgegeben werden. Der kleinere Teil ist der Kontrollbereich. Durch betätigen von 'Stop' wird der Ablauf unterbrochen und ein Requester dargestellt, mit dem man entweder mittels 'Continue' mit der Überprüfung fortfahren oder durch Auswahl von 'Abort' den Vorgang ganz abbrechen kann. Nach Beendigung eines Durchgangs kann man mit 'Exit' die gesamte Prüfschleife verlassen oder mit 'Check Again' wieder ganz am Anfang beginnen.

1.44 Sector Check Preferences

Auto-Repair Sectors

Wann immer ein infizierter Sektor entdeckt wird, erscheint ein Requester, der Ihnen die Möglichkeit bietet, den Sektor entweder zu reparieren oder nichts dergleichen zu tun. Wenn Sie diese Option einschalten, wird dieser Requester unterdrückt und der Sektor automatisch repariert.

Check Without Repair

Diese Option sollten Sie einschalten, wenn Sie sich nur einen Überblick über den Zustand einer Diskette verschaffen wollen, ohne irgendwelche Reparaturen vornehmen zu wollen.

Amount Of Lines Displayed

Dieses Gadget enthält die maximale Anzahl von Zeilen, die im Ausgabefenster dargestellt werden sollen. Es ist ratsam, diesen Wert bei hochauflösenden Bildschirmmodi nicht zu groß zu wählen, da sich die Darstellung sonst extrem

verlangsamen kann.

1.45 Vector Check

Einleitung

Die meisten Viren arbeiten nach ein und demselben Prinzip. Entweder sind sie resident oder sie verbiegen Vektoren von Libraries oder Devices. Deshalb wurde der Vektoren-Prüfer entwickelt, der Ihnen helfen soll, neue Viren, die VirusZ noch nicht automatisch erkennt, zu finden.

Der Großteil der Informationen, die Ihnen im Ausgabefenster bereitgestellt werden, sind nur für Programmierer oder erfahrene Anwender aussagekräftig, deshalb werde ich versuchen, die Erklärungen auf das Nötigste zu beschränken, um den Durchschnittsanwender nicht unnötig zu verwirren.

Ausgabefenster / Kontroll-Leiste

Nachdem man den Menüpunkt 'Vector Check' aus dem 'Project' Menü gewählt hat, erscheint ein zweigeteiltes Fenster. Der obere Teil beinhaltet den Ausgabebereich, in dem Informationen zu den einzelnen Vektoren ausgegeben werden. Mit dem Scrollbalken kann man sich im dargestellten Text frei bewegen. Der kleinere Teil ist der Kontrollbereich. Durch Drücken des 'Refresh' Gadgets werden die Vektoren erneut ausgelesen und der Text auf den neuesten Stand gebracht. Dies ist nützlich, nachdem z.B. einige Vektoren gelöscht wurden. Mittels 'Exit' verläßt man das Fenster.

Haben die angezeigten Zeichenkolonnen auch eine tiefere Bedeutung?

Hinter jedem dargestellten Vektor erscheint ein Kommentar. Solange Sie dort 'Ok' lesen können, ist der Vektor in Ordnung. Es können auch verschiedene Namen von Programmen erscheinen, die bestimmte Vektoren verbiegen und von VirusZ erkannt werden, so z.B. 'SetPatch'.

Falls aber die Meldung '*** NON-STANDARD VECTOR ***' erscheint, sollten Sie sich zumindest einmal Gedanken darüber machen, ob Sie eventuell Programme im Hintergrund gestartet haben, die diese Änderungen hervorrufen könnten. Falls dies nicht der Fall ist, könnte es sich um einen neuen Virus handeln.

Das 'Clear' Menü

Das Vektor-Fenster besitzt ein Menü namens 'Clear'. Es ermöglicht Ihnen, einzelne Reset-Vektoren zu löschen oder auch alle auf einmal.

1.46 Vector Check Preferences

Show ResModules

Es werden residente Module angezeigt, die nicht im ROM liegen.

Show Exec Interrupts

Die Interrupt-Tabelle von Exec wird dargestellt und kommentiert.

Show CPU Interrupts

Die Interrupt-Tabelle der CPU wird dargestellt und kommentiert.

Show Devices

Die Liste aller geladenen Devices wird auf Einsprünge überprüft, die nicht ins ROM zeigen.

Show Libraries

Die Liste aller geladenen Libraries wird auf Einsprünge überprüft, die nicht ins ROM zeigen.

Hide Known Patches

Normalerweise werden bekannte Veränderungen mit dem Namen des Verursachers angezeigt. Mit dieser Option kann diese Ausgabe unterdrückt werden. Dies kann nützlich sein, um sich überflüssige Informationen zu ersparen.

Hide 'OK' Vectors

Mit dieser Option können sie die Ausgabe aller Vektoren unterdrücken, die mit 'Ok' kommentiert würden. Dadurch kann man die Anzahl der auszugebenden Zeilen drastisch reduzieren und so eine übersichtlichere Anzeige erhalten.

Amount Of Lines Displayed

Dieses Gadget enthält die maximale Anzahl von Zeilen, die im Ausgabefenster dargestellt werden sollen.

1.47 Bootblock Lab

Achtung

Seien Sie vorsichtig mit dem Beschreiben oder Installieren Ihrer Harddisk. Ich hafte in keinster Weise für Ihre Fehler.

Laufwerk / Anzeige

Es existieren zwei Cycle-Gadgets im Bootblock Lab, eines auf jeder Seite der Statuszeile. Mit dem linken wählen Sie das Laufwerk, mit dem Sie arbeiten möchten, mit dem rechten die Art der Darstellung des Bootblockinhaltes. Sie können die beiden Gadgets mittels <D> oder <SHIFT-D> (Laufwerke) und oder <SHIFT-B> (Darstellung) auch über die Tastatur bedienen.

Name

Immer wenn ein Fehler auftritt, wird eine entsprechende Meldung in der Statuszeile ausgegeben. Dabei wird aber der Name des aktuellen Bootblocks überschrieben, der normalerweise als Status angezeigt wird. Dieses Gadget ermöglicht die wiederholte Ausgabe des Bootblocknamens.

Exit

Beendet diesen Programmteil.

Read

Liest den Bootblock der Diskette im aktuellen Laufwerk in den Puffer. Es kann nur von DOS-Disketten gelesen werden.

Write

Schreibt den Pufferinhalt in den Bootblock der Diskette im aktuellen Laufwerk. Die Dateisystem-Kennung und die Checksumme des Bootblocks werden automatisch angepaßt.

Load

Öffnet einen Datei-Requester, mit dem man eine Bootblock-Datei laden kann. Es werden nur DOS-Bootblöcke unterstützt.

Save

Speichert den Pufferinhalt in die per Requester gewählte Datei. Somit ist es möglich, von wichtigen Bootblöcken (z.B. von Spielen) Sicherheitskopien zu erstellen.

Prefs

Es erscheint das Fenster mit den Voreinstellungen. Dies ist nützlich, um Änderungen vorzunehmen, ohne daß das Bootblock Lab verlassen werden muß.

Install

Installiert einen Original-OS 2.04-Bootblock auf die Diskette im aktuellen Laufwerk. Die Dateisystem-Kennung wird automatisch angepaßt.

1.48 Bootblock Lab Preferences

Ask Before Write Access

Es erscheint bei jedem Aufruf von 'Write' oder 'Install' eine Sicherheitsabfrage.

Read Inserted Disks

Diese Option ermöglicht es, den Bootblock einer neu eingelegten Diskette automatisch einzulesen. Dies ist nützlich, wenn Sie viele Disketten überprüfen möchten, da Sie diese dann nur nacheinander in ein Laufwerk einlegen müssen.

Install Uninstalled Boot

Wenn Sie diese Option anwählen, wird beim Installieren einer Diskette kein Standard-OS 2.04-Bootblock geschrieben, sondern die Diskette nicht-bootbar gemacht.

1.49 Show Brains...

Alle derzeit von VirusZ erkannten Bootblock-, File- und Linkviren werden in einer Liste aufgeführt. Die zweite Liste enthält alle Patches, die beim Vektorenprüfen erkannt werden.

1.50 Background Preferences

Check All Disks On Startup

Bei Auswahl dieser Option werden bei jedem Neustart von VirusZ die Bootblöcke und Disk-Validatoren aller vorhandenen Datenträger überprüft.

Check Memory For Viruses

Ist diese Option aktiviert, überprüft VirusZ regelmäßig den Speicher auf Virenbefall. Ein einmaliger Speicher-Test bei jedem Neustart kann mit diesem Schalter nicht unterdrückt werden.

Check Bootblocks

Dieser Schalter ermöglicht, daß der Bootblock jeder eingelegten Diskette überprüft wird. Diese Option beeinflusst nicht die Überprüfung bei einem Neustart.

Check Disk-Validators

Dieser Schalter ermöglicht, daß der Disk-Validator jeder eingelegten Diskette überprüft wird. Diese Option beeinflusst nicht die Überprüfung bei einem Neustart.

Memory Check Repeat Delay

Dieses Gadget enthält die Anzahl Sekunden, die zwischen zwei Speicher-Tests verstreichen sollen.

1.51 About...

Zeigt Informationen über VirusZ an. In der untersten Zeile finden Sie die Filelänge des von mir veröffentlichten Originalprogrammes.

1.52 Miscellaneous Preferences

Check Hunks On Startup

Dieser Schalter aktiviert die Überprüfung der Programm-Struktur von VirusZ bei einem Neustart. Ein Alert wird dargestellt, falls irgendetwas nicht in Ordnung sein sollte (deutet auf einen Linkvirus hin). Sie sollten auf diese Option verzichten, wenn Sie vorhaben, VirusZ mit einem Datei-Packer zu

packen, weil diese meist die Struktur eines Programmes verändern.

Requesters Follow Mouse

Option an:

Alle Requester erscheinen mit dem negativen Gadget unter dem Mauszeiger.

Option aus:

Die Requester werden in der linken oberen Ecke dargestellt.

Quit Immediately

Option an:

VirusZ kann ohne zusätzliche Bestätigungen verlassen werden.

Install SnoopDos Task

Option an:

Ein Task namens 'SnoopDos', der keinerlei Prozessorzeit in Anspruch nimmt, wird erzeugt. Dieser verhindert, daß sich bestimmte trojanische Pferde ins System einbinden.

Pop Up On Startup

Option an:

VirusZ verhält sich beim Neustart ganz normal und öffnet sein Fenster.

Option aus:

VirusZ arbeitet im Hintergrund und kann nur über den definierten Hotkey und das Programm Exchange kontrolliert werden.

Close Main Window = Exit

Option an:

Bei Betätigung des Schließsymbols wird VirusZ beendet.

Option aus:

Das Schließsymbol bewirkt das gleiche wie der Menüpunkt Hide.

Center Main Window

Option an:

Das Fenster von VirusZ erscheint mittenzentriert am oberen Rand des Screens.

Option aus:

Das Fenster wird mit den zuletzt gespeicherten Koordinaten geöffnet. Man kann diese abspeichern, indem man das Fenster an die gewünschte Position zieht und dann den Menüpunkt 'Save Prefs' anwählt.

Hotkey

Der voreingestellte Hotkey für das Öffnen des Hauptfensters.

Devices

Hier können Sie alle Devices eintragen, die von VirusZ bei der Laufwerksüberprüfung herangezogen werden sollen. Sie werden im BootLab in der selben Reihenfolge erscheinen wie sie im Gadget eingegeben wurden. Sie können auch Devices eintragen, die sie nicht ständig gemountet haben. Diese werden dann nur berücksichtigt, wenn sie auch wirklich vorhanden sind. Alle Namen

müssen durch ein "|" -Zeichen getrennt sein.

1.53 Hide

Veranlaßt VirusZ, sein Fenster zu schließen und nur noch im Hintergrund weiterzuarbeiten. Sie können das Fenster wieder öffnen, indem sie den definierten Hotkey drücken oder mittels des Programmes Exchange den Befehl dazu geben.

1.54 Save Prefs

Speichert alle Voreinstellungen in die Datei 'ENVARC:VirusZ_II.prefs'. Diese Datei wird bei jedem Neustart zuerst gesucht und die darin enthaltenen Informationen gegebenenfalls übernommen.

1.55 Quit

Beendet VirusZ. Es werden alle belegten System-Ressourcen zurückgegeben.

1.56 History

```
=====
                                VIRUSZ II REVISION HISTORY
=====
```

1.12 Changes/Additions since 1.11:

- Added Commander, Eleni! and Fileghost 2 viruses! Thanks to Markus Schmall for sending them.
 - Added new versions of ReqChange and CopyMemQuicker to the vector check. Thanks to Adam Szymczak for sending them.
 - Renamed "? No Name ?" virus to Vtek 2.2.
 - Improved recognition code for Decompiler virus. Some AMOS files had been recognized as the virus. Thanks to Markus Schmall for the hint.
 - Redesigned whole file- and linkvirus checking routines. You won't notice a big difference as the GUI looks as always, but internally everything has changed. VirusZ is now able to check EVERY hunk of executable files for linkviruses. NO hidden linkviruses anymore by just adding some new hunks!
 - Fixed several small bugs in some old linkvirus stuff while rewriting the checker.
 - Linkvirus removal code now supports all official hunktypes from hunk_unit to hunk_index.
 - Added some new file types.
 - Renamed some more viruses, amount of viruses changed slightly because some routines now recognize several types of the same virus while others have been split.
-

- Redesigned "Show Brains" requester.
- Added Big Ben, Max Of Starlight '93, BootX Killer and Amiga Fanatic 1.1 bootviruses. Thanks to Markus Schmall as always for sending them ;-)
- Added recognition for new versions of RTPatch and FasterBlit. Thanks to David Oakes for sending them.
- Redesigned "Show Brains" again, displays patches now.

TO DO:

Due to lack of time, I just redesigned the linkvirus part of the file check, the filevirus part still only checks the first hunk. This will be changed in later releases. I have some ideas concerning the so-called 4EB9-Linker and similar utilities, too. This is a secret, wait for the key...

1.11 Changes/Additions since 1.10:

- Added Elien 0.1 virus and VMK 3.00 fake. Thanks to Markus Schmall for sending them.
- Added Enforcer, SegTracker and MungWall to vector check. Thanks to Ulrich Klauer for sending this stuff.
- Added latest version of xfdmaster.library.

1.10 Changes/Additions since 1.09:

- Added viruses: Decompiler, Doom + Installer, Intel (LoadWB), Lamerfry 1.3b, Lamerkiller, Laureline, DMS 2.13 Fake, JiZANSi, RootFormatter, EastStar + Installer, Look BBS, Sumpf Gag, Polyzygotronifikator. Thanks to Markus Schmall for these.
- Added latest version of xfdmaster.library.
- Added another linkvirus that doesn't contain any ID string, so I simply called it "? No Name?". May be renamed later. Thanks again to Markus Schmall for sending it.

1.09 Changes/Additions since 1.08:

- Added viruses: Eleni, Loop-Combo and Labtec. Thanks to Markus Schmall and Mark Ives for sending these.
- Added latest version of xfdmaster.library.

1.08 Changes/Additions since 1.07:

- Added viruses: Mount, Debugger, G-Zus and some CCCP Clones. Thanks to Marco van den Mont, Jan Andersen, Jim Maciorowski and Krzysztof Klos for sending them.
- Added more viruses: Installer of Mount, Easy-E and Installer of Conman. Thanks to Markus Schmall for sending them.

1.07 Changes/Additions since 1.06:

- Added viruses: Installer of Datalock, LhA-Check 1.1 and a new version of Menem's Revenge. Thanks to Markus Schmall and Jan Bo Andersen for sending them.
- Again new viruses: MST-Inte, Rel 01.28 and Conman-Trojan. Thanks to Markus Schmall for these beasts.
- Added new version of xfdmaster.library including external decruncher and changed installation script.
- Designed new icons for VirusZ, Guide and Installation.

1.06 Changes/Additions since 1.05:

- Added some additional self checks. You can now verify if your copy of VirusZ is an original or a fake by comparing the length

- stated in the "About" request with the actual file length.
- Added new patches: HD Floppy Driver, SetPatchMrgCop, PowerData, BorderBlank and a new version of MagicMenu.
Thanks to David Oakes and Naim Hosein for sending them.
 - Added boot viruses: Datalock 1.1, Datalock 1.2, Polish P-1B.
Thanks to Markus Schmall and Krzysztof Klos.
 - Added file viruses: Installer of Digital Dream, Xlink 3.0, Saddam 7, Aibon 3, Burn 2, T.A.I. 11, ToolsDaemon 2.2 Fake, GeneralHunter 3.2. Thanks to Markus Schmall, Martin Odaischi and Jan Bo Andersen.
 - Added string gadget "Devices" to the Misc Prefs. Now you can enter all your devices (mounted or unmounted) to this list and they will be both checked from the background task and used from the BootLab. I hear some people say: "Oh, I have to type them all myself. How irritating!". BUT: You'll have to do it only once, and then there will never be any problems with CD drives, some HD controllers etc. If a drive doesn't work, simply don't add it to the list. Thanks to this simple but nevertheless great idea to Axel Folley.
 - Added again viruses: Zonder Kommando 1 + 2, AAA-Enhancer, JINX.
Thanks to Markus Schmall for these and for the 'Burn' code.
 - Included latest version of xfdmaster.library.

!WARNING! VirusZ II 1.05 (68544 bytes) is a fake! !WARNING!
The original is 66116 bytes long.

1.05 Changes/Additions since 1.03:

- Totally redesigned documentation. It is now written for AmigaGuide and contains a German section to satisfy all the guys who kept on nagging for the last months.
- Added some nice code for encrypting VirusZ. Bad luck, hackers.
I hate nothing more than little lamers thinking they are cool when they destroy the hard work of other people.
- Added patches: AlertPatch, FaccII, GOMF 3.0, RTDD 1.7, SFAPatch, Setpatch 40.14. Thanks go to Steve Bowman and Ralf Thanner.
- Added bootblock viruses: Baltasar, Datacrime 2.0, PAL, PDS, PKK, Shake!, TAI 4, TAI 5, TAI 6, TAI 8, TAI 9, Tomates Gentechnic 2.0.
Thanks to Martin Odaischi and [can't remember who it was].
- Added file viruses: Boot-Virus Installer, VirusZ 1.03 Fake.
Thanks fly over to Martin Odaischi and Markus Schmall.
If I only could get my hands on the little idiot who did that fake, he'd wish he never had done it.

!WARNING! VirusZ II 1.04 is a fake! !WARNING!

!WARNING! VirusZ II 1.03 (67076 bytes) is a fake! !WARNING!
The original is 64664 bytes long.

1.03 Changes/Additions since 1.01:

- Added the following viruses: Sepultura 2.26, BossNuke, ModuleMaster 1.7 Fake, Virus-Hunter 10.20, VKill 1.00 File,
-

- Merry, MegaLink, Digital Dream, Zenker.
Thanks to Markus Schmall and Jan Nielsen for sending them.
- Replaced decrunch.library by xfdmaster.library support.
That's one of the reasons why the last few updates were quite simple, I worked on that library since October.
It works much more efficient than decrunch.library,
is much safer and supports some more crunchers. Several bugs have been fixed.
 - Improved the hunk tester in the file check.
 - Added some more viruses: PHA Intro Fake, Anim Intro Fake, Dialer 2.8g/6.2, M-WHO Backdoor, Stockmarket Backdoor.
Thanks to Markus Schmall and Jan Bo Andersen.
 - Replaced old reqtools.library with a new update.
 - Added new patches to vector check: Xoper 2.4, NOG2 2.1, PowerCache 37.64, FasterBlit 5.0, IPrefs 40.29.
Thanks to Ralf Thanner for sending them.

!WARNING! VirusZ II 1.02 is a fake, delete it now. !WARNING!

1.01 Changes/Additions since 1.00:

- Added new viruses: VIRI, SHI, VCS 1, VCS 2, Leviathan, Fred Cohen.
Thanks to Markus Schmall and Jan Bo Andersen for these.
- Added new patches to vector check:
KCommodity 2.5, MagicMenu 1.27, PrintManager 1.1 + 2.0, FastWaitBlit, FrontPubScreen, Alert Patch.

1.00 Changes/Additions since 0.94B:

- Added new bootviruses: Karl Marx, CBM, SCA 666, M_Chat and TFC Evergreen 47.11.
Thanks to Martin Odaischi for sending them.
- Added new bootviruses: AIFS, NASA, TAI, PVL.
Added new linkviruses: Dark Avenger 1 + 2.
Thanks to Markus Schmall for sending them.

0.94B Changes/Additions since 0.93B:

- Added several new bootblock viruses (mostly clones):
ABC Viruskiller 1.01, Electro Vision, Exorcist, Grim Reaper, Irak 3, JT Protector 1.0, Lame Game, MAD 3b, Prima Vera 8.0, Starcom 1, 2 and 3.

0.93B Changes/Additions since 0.92B:

- Added code for safer device calls. Several people told me that previous VirusZ versions crashed immediately when started on their A3000(T). They all had PC0: mounted. This was not a problem of VirusZ at all, but a bug in the mfm.device of Commodore. This device trashes register D3 in the Open() call and therefore caused VirusZ to crash because it uses D3.
Time for a little bug fix, Commodore??
Thanks a lot to Axel Folley for his extensive testing. I don't know if I would have found that bug as fast as he did.

0.92B Changes/Additions since 0.91B:

- Added 'Check Again' gadget to file and sector checker.
- Added 'Auto-Save Report' and 'Default Report Path' to the

file check preferences.

- Added 'Hide OK Vectors' to the vector check preferences.
- Rewrote main loop to act as a commodity. VirusZ can now be controlled via Exchange.
- Added Shell options and tooltypes CX_PRIORITY, CX_POPKEY and CX_POPUP for standard commodity support.
- Added 'Hide' item to project menu.
- Added commodity default settings to the misc prefs.
- Removed 'Snapshot Window' item from prefs menu. The window now remembers all movements automatically.
- Added 'Center Main Window' to the misc prefs to override the remembered window position.
- Added 'Close Main Window = Exit' to support both the old CLOSEWINDOW and the standard commodity behaviour.
- Added Shell option and tooltype PUBSCREEN. VirusZ can open its windows on any public screen now.
- Added Shell option ??=INFO. Use it to get more information about the usage of the other options.
- Added new viruses: SnoopDos 1.9 Fake, SnoopDos 2.1 Fake, DWEdit 1.62a Fake, DI Ansi Ed 2.8 Fake, AEReg 3.9, A.I.S.F.

0.91B Changes/Additions since 0.90B:

- Added bootblock lab (no brain support yet).
- Added bootlab preferences.
- Removed Unicorn 1.1 from the bootvirus brain. This is not a virus, but a quite unique loader for menus etc. Thanks to the guy from Unicorn for calling me.

0.90B Changes/Additions since 3.07:

- VirusZ requires OS2 now.
- Redesigned main menu and split it in two parts.
- Totally rewritten file check. Uses a multiselect filereq now, has a new window and new preferences. Detects more file types and handles viruses even better than the old one.
- Totally rewritten sector check. Only works with trackdisk units now and supports HD drives. Improved Saddam checking in order to prevent wrong diagnostics (same with Little Sven). New window and own preferences have been added.
- Totally rewritten vector check. Output may be scrolled now, preferences configure the vectors that should be checked.
- Totally rewritten background checker. Works parallel to the main process and therefore can check memory/disks even during a file check. Own preferences.
- New preferences format with checksum. This will be compatible with future ones because of standard definition.
- Rewritten startup code.
- Added internal brain display to VirusZ.
- No brain support and all related functions in this release.
- No bootblock lab + prefs.
- No Shell usage.
- 1000 other minor changes I can't remember.

VirusZ 3.07 --> last official release working with Kick 1.3 ;-(

3.07 Changes/Additions since 3.06:

- Added new bootviruses: Detlef, Ingo's Return, Angel, Creeping Eel, Fuck Device, XCopy2, Guardians Boot Aids, Killed, Mutilator, Wahnfried, Cascade, Infector, Overkill, PayDay, Sentinel. Thanks to Martin Odaischi, Matthias Gutt and Holger Hesselbarth for sending them.
- Added new file- and linkviruses: Sepultura, Bestial Devastation, Virus Konstruktion Set, CompuPhagozyte 7, Disktroyer 2.0, Saddam 4, Nano 1, Nano 2, ModemCheck 1.1 & ModemCheck LoadWB, UA-Dialer 2.8g, DiskRepair BBS-Link, WhiteBox BBS-Link. Thanks to Martin Odaischi, Markus Schmall, Rüdiger Prang and Stefan Wagner for sending them.
- Added all viruses mentioned above to the memory checker.
- Splitted the old SCA memory checker into several different routines for better performance.

Bug fixes since 3.06:

- The timer interrupt had a small bug that prevented the memory checker from being started regularly.

3.06 Changes/Additions since 3.05:

- Added two new bootblock viruses: Access Forbidden and Unknown. Thanks to Terminator/Destiny for sending them.
- Added new version of CopyMemQuicker to the vector checker.

3.05 Changes/Additions since 3.04:

- Added new patches to the vector checker: PointerX, CPUBlit 1.00, MemMan2, CopyMemQuicker, CPUClr 2.0. Thanks to Rüdiger Prang and others for sending them.
- Added new viruses: Excrement Installer, Laurin (Saddam Clone), Satan, Suicide Machine, TeleCom, SMBX-DOS-Shell. Thanks to Martin Odaischi for sending them.
- Added a new version of decrunch.library that supports all CrunchMania modes now (including Huffman compression).
- Added again new viruses: SwiftWare 0.98, D/ULog 1.8. Renamed 'DM-Trash' to 'ZAPA Adder'. Thanks to Markus Schmall.

Bug fixes since 3.04:

- Fixed bugs in linkvirus recognition/removal code. Some versions of LZ virus couldn't be removed correctly and Crime'92 recognition didn't work on all versions. Thanks to Markus Schmall for this hint.

3.04 Changes/Additions since 3.03:

- Added RTPatch 0.9B to the vector checker. Thanks to Mathieu Briol for sending this patch.
- Added SwitchNTSC 3.2 and Turboprint Prof. 2.0 to the vector checker. VirusZ won't complain any longer about the resident Turboprint. Thanks to Rüdiger Prang.
- Added a new version of DLD to the Tools directory.
- Added a new version of decrunch.library to the Libs drawer. This version has bug fixes in the CrunchMania code and recognizes TurtleSmasher 2.0 now.

3.03 Changes/Additions since 3.02:

- Added Arq 1.78 to the vector checker. Thanks to Heinz Lindner for sending it.
 - Added new viruses: Disk Terminator and a Crime'92 clone.
-

Thanks to Erik Loevendahl Soerensen for them.

- Added new option to the preferences: Check Disk-Validator. The D-V check was already implemented until VirusZ 2.26, but has been removed. Now you can optionally use it again. Suggested by Barry R. Maslen, thanks a lot.
- Added CLI file check. This is really useful if you intend to use VirusZ in your own scripts. In this mode VirusZ checks only single files and returns a shell errorcode that can be used in scripts. Idea by Holger Wessling, very nice indeed.
- Rewritten vector checker. The regularly called checker will no longer complain about the recoverable ram-disk RAD and the Kick 1.3 SetPatch command. Send your own resident tools if you want them to be recognized too.

3.02 Changes/Additions since 3.01:

- Added new explode.library to vector checker.
- Added recognition for new Saddam clone (1.29). Thanks to Markus Schmall for sending lib and virus.
- Added Replex 1.0 to vector checker. Thanks to Ekke Verheul for sending this tool.

Bug fixes since 3.01:

- VirusZ recognized Replex 1.0 as Menems virus. Thanks to Ekke Verheul for the report.

3.01 Changes/Additions since 3.00:

- Added 2 new viruses: Installer of Butonic 3.00, Excrement. Thanks to Martin Odaischi for sending them.

3.00 Changes/Additions since 2.29:

- Changed 'About' request. Removed gadget, simply click in the window to close it now. Idea by Holger Wessling.
- Added bootblock brainfile support. VirusZ can only load/clear a brainfile, it has to be edited with the new Brain Editor.
- Added VZBE 1.00 to the package.
- Built up a new brainfile including most of the formerly recognized utility and demo bootblocks. Thanks to Control/Alcatraz, Holger Wessling and Terminator/Destiny for sending new bootblocks. Please add them yourself in the future.
- Removed internal utility and demo bootblock brain. ==> Shortened VirusZ about 7kB!
- Improved preferences. It's possible to tell VirusZ what size it should use for the output windows in the File, Vector and Sector Checker. Idea by Holger Wessling.
- Place your brainfile wherever you want, VirusZ finds it if you enter the correct path and name in the preferences.
- Preferences use ReqTools requesters for text input now. Looks better and works perfect.
- Added switch in the prefs to enable/disable the 'Are you sure?' request when quitting VirusZ. Idea by Axel Folley.
- Added 23(!) viruses: Adam Brierley, BB-Prot, Cobra, Indiana Jones, Influenza, Ingo, Plastique, Unicorn 1.1, Beethoven, D-Structure 1-3, Disk-Killer 1.0, Disk Speed Check 1.01, Liberator 3.0/5.01, PStats, QRDL 1.1, SnoopDos 1.6, Trojan Killer 3.0, VirusMaker 1.0, Disgust, Executors. Thanks to Erik Loevendahl Soerensen, Martin Odaischi and Terminator/Destiny.
- Added new patches: Virus Interceptor 1.05, Arq 1.66, WTFPatch,

QuickMenus, QMouse, SwitchNTSC. Tested several other new patches, but they all have been recognized correctly.

Thanks to Rüdiger Prang, Ulf Jarnefjord and Ralf Thanner.

- Added icons for VZBE and the new docs.

2.29 Changes/Additions since 2.28:

- Added TopDog 1.0 BBS virus. Thanks to Markus Schmall for sending this virus.
- Added Arq 1.77 and RTPatch 1.1 to vector checker. Thanks to Ralf Thanner for these patches.
- Added latest decrunch.library with 3 new crunchers.
- Added new DLD with a nasty bug fixed.
- Added again some patches sent by Rüdiger Prang. Thanks!

2.28 Changes/Additions since 2.27:

- Added recognition code for new viruses: Sonja bootvirus, Butonic 3.2 filevirus and Aibon trojans (Express 2.20, acp.ctrl) Thanks to Martin Odaischi for sending them (again:-))
- Added new patches to vector checker. Thanks to Terminator/Destiny for all this stuff. See also the new list of recognized patches in the 'brain.doc'.

Bug fixes since 2.27:

- GetChangeNum code bugged with dummy devices in the mountlist as used by XFH. Thanks to Markus Stiebeling for this hint. If you use XFH, it would be best to remove all mountlist entries starting with `Device = "dummy.device" !!!`
- Hardware recognition code in the Vector Checker didn't work with MC68040. Hope it does now, thanks to Markus Schmall for the hint.

2.27 Changes/Additions since 2.26:

- Totally rewritten bootblock checker. Every drive can be checked now whenever a DISKCHANGED message arrives, even HDs and RADs... Thanks to Markus Stiebeling for reporting the problems with FSE HD-Floppies. I hope it works properly now...
- BootLab supports all kind of drives too. If your HD has problems with that, quit and forget it, ok??
- Redesigned BootLab and resized the window for better NTSC font support (fonts up to a size of 20 are supported without problems).
- Preferences have a new switch now to forbid checking of all bootblocks on startup. Useful if you have hundreds of partitions.
- Changed internal code for keyboard events. This has been made much faster and shorter. Thanks to Addison-Wesley for their books.
- Added lots of new patches to the vector checker. Thanks to all the guys who sent them (Ralf, Heinz, Markus etc.)
- Added new viruses: REP, Germany, Asylant, Commodore, TimeDate, XPRSpeed 3.2 etc. Thanks to Flake/D-Tect and Martin Odaischi.
- Changed protection bit handling in the file checker. Write and Delete bit will only be changed if necessary, thus preventing lots of "Volume xyz is write-protected..." requesters. Thanks to Holger Wessling for this idea.
- New decrunch.library should be 100% reliable now. The old one sometimes had problems with Imploder and Titanics...

Bug fixes since 2.26:

- With saving preferences, you save the window position too. This didn't work with the lower right edge of the screen.

Thanks to Axel Folley for finding this tiny little bug.

2.26 Changes/Additions since 2.25:

- Added about 30 new custom bootblocks. Thanks to Joker/Rookies, Alexandre Reis and Ralf Thanner for sending them.
- VirusZ now requires reqtools.library v38+. This was necessary for the new requester design. You can terminate requesters with Y and N and with the underscored characters in the gadgets now. Requesters will always use topaz 8 for the texts.
- All windows work with any font now. No more destroyed window titles and ugly looking menus. Everything is calculated now. Thanks to Holger for nagging until I finally worked on it.
- All windows will be locked during a request now, i.e. you cannot enter or select anything until you have terminated the requester. Wait pointer is still set.
- Boot Lab action gadgets will now be disabled if the function is currently not available, i.e. Print, Save and Write will be disabled if the buffer is empty.
- Added two new preferences settings for the file checker:
 - * Handle Viruses Automatically *
 - * Create File Report *

These two should always be used together, but you certainly can use each alone. Read docs for more info. This was suggested by several users during the last weeks, so now you got it!

- Allocating several different file requesters now. This is useful because each can hold a different path/filename. E.g. it was really hard to load and save bootblocks from/to different disks cause you always had to change the paths...
- Sector checker will no longer recognize/correct wrong block checksums. It only searches for virus stuff now, because it seems that VirusZ didn't handle some harddisk stuff correctly. If you want to repair your disks, use DiskSalv or something similar in future (works better anyway)...
- Added new patches to the vector checker: New audio.device, PPLoadSeg 1.0, RTPatch 1.0b, PopUpMenu 3.4, RTDD, LibReq. Thanks to Ralf for sending them.
- Added DLD and a new decrunch.library to the package. DLD uses the decrunch.library to load, decrunch and save any files, so this might be useful for the rippers out there:-))
- Cut again some entries at the end of this history to gain some more space for writing lots of useless stuff up here;^)
- File Checker uses decrunch.library v34 now, thus being able to print detailed error reports when decrunching failed.

Bug fixes since 2.25:

- I found out that the console initialization string in the vector checker didn't work correctly with certain window sizes (scrolled always one line to much). Bug fixed!! This is actually a big bug in the console.device. Starting with OS 2.04, the console has several bugs which were not present in Kick 1.3. Time for some fixes, Commodore??

2.25 Changes/Additions since 2.24:

- Added 12 new custom bootblocks. Thanks to Control/Alcatraz for sending them.

Bug fixes since 2.24:

- Fixed a bug that caused VirusZ to refuse working when the 8 Color WB utility by Nic Wilson is installed.
Thanks to Teddy Peterson for reporting this 'unknown feature'.

2.24 Changes/Additions since 2.23:

- Added PP Library and ToolsDaemon to the vector checker.
- Added new viruses: Hulkster bootblock virus, DM-Trash and Show SysOps fileviruses.
- Added recognition and reparation code for 5 different Saddam clones to the sector checker.
- Replaced decrunch.library with an updated and finally bugfree version.
- Removed data file recognitions from the main program because crunched datafiles are recognized by the new library now.

Bug Fixes since 2.23:

- Fixed a very tiny bug in the vector checker. If the serial.device is flushed out of memory, its vectors in the Exec Internals are set to -1. This was reported as 'Please Check'. Fixed.

2.23 Changes/Additions since 2.22:

- Added several new patches for recognition in the vector checker: FastMemCopy, CPUCLR, DosPatch, TagScreens etc.
Thanks to Ralf Thanner for sending all this stuff.
- Added bootblock recognition for A1000 Kickstart disks.
Again thanks to Ralf for this hint.
- Replaced decrunch.library with an updated version that is able to decrunch much more files now.

Bug fixes since 2.22:

- Minor bug fixed in the vector checker.
If you have a replacement of a normally ROM-based library/device that is in RAM, the vector checker reported all vectors as 'Please check' (e.g. mathffp.library by M. Berndt).
Thanks to Ralf for this hint again.

2.22 Changes/Additions since 2.21:

- Added several new patches to the vector checker: NickPrefs, ReqChange 1.11, RTPatch 1.0, DiskCache 2.00, Xoper 1.2, Xoper 2.3 etc.
Thanks to Heinz Lindner for sending some of them.
- Added additional printing of the KickMemPtr/KickTagPtr entries from exebase to the vector checker.
- Totally rewrote the entire memory check section of VirusZ.
If you have a virus in memory, only the virus will be removed, other resident tools will no longer be deleted.
The KickTag chain will now be completely scanned, every RomTag is checked for its own.
All code has been speeded up and shortened a bit, interrupts used by viruses will be corrected both at their hardwired positions and relative to VBR.
ALL (!!) killing routines have been tested (I just spent some hours of installing, checking for and removing viruses:-) and 7 of them (about 150!) didn't work correctly. Now they do!!
- Improved the file checker window. This works like the vector checker now, always trying to open a window as large as possible.
Did some internal changes in the file checker for better

- performance (eg. improved path display).
File checker now displays how many directories it has checked.
- Did some minor updating in the bootblock lab. Changed the standard bootblock recognition routine, it will no longer be cheated by the Rene virus.
 - Added 'Requesters Follow Mouse' to the preferences. You can select the type of requester to use from ReqTools now. Enabled the return key feature for requesters, too.
 - Added some code for color swapping when running on Kick 1.3. My windows will look exactly like the ReqTools requesters now, thus giving you the chance to select some nice colors which fit with both types of windows.
 - Rewritten the sector checker for compatibility with the file checker window. Great, both windows are exactly the same, but the file checker has a path display and the sector checker a progress indicator. Window opens to full size, etc.
 - Removed the disabled 'Learn' gadget from the bootlab and added an 'Quit' gadget as a substitute for the close gadget. I decided NOT to add a brainfile feature because of the risk of being misused! Send me your bootblocks, I'm the expert, you are the user.
 - Added some code to heal files infected by "Menem's Revenge" and "Red October". What a shame I didn't notice that when I got them some time ago...
 - Sector checker now recognizes corruptions done by Sachsen 3, Glasnost and Nuked007 (Shit). I also changed the recognition code for Warsaw Avenger, Lamer Exterminator and Fast Eddie for 100% security. Changed the display mode of viruses and error messages to be more meaningful.
The sector checker window will no longer flash up and then close again if you selected a drive where no disk is present.
 - Rewritten the device selector used by the sector checker. Looks like a little ReqTools requester now (except filling). Supports shortcuts now, the switch gadget supports backward scrolling while pressing <SHIFT>. This window will always appear exactly in the middle of the screen.
 - Added new custom bootblocks:
 - a) Human Target Loader by Melon DeZign
 - b) Paradise Megademo Loader
- Bug fixes since 2.21 (this time only minor ones:-)
- Some little fixes in the vector checker:
 - a) If VirusZ found a RomTag that had a pointer to NULL in the name/id fields, it didn't print 'Unknown Module', but you only got the address with an empty name.
 - b) If you had ResModules in RAM, the scrolling stopped on both mousebuttons, you couldn't continue.
 - c) If the ResModules list didn't end with a NULL, but with a pointer to the next list, VirusZ didn't check this next list.
 - d) If a library or a device had an entry in the ResMod list, but nevertheless was placed in the RAM area of your machine, all its vectors would have been reported as 'Please Check'.
 - e) Forgot to allocate dynamic buffer for the display.
If you used the vector checker on interlaced Workbench, it was likely to crash because of destroying some important memory areas.
 - f) Changed memory type for buffer from Chip to Public.
-

- While testing all the memory check routines, I found some little bugs. Some would have appeared only on OS 2.0, others only with Kick 1.3, but they are all fixed now.

2.21 BUG!! Argghh, why again???

I tested 2.20 for 3 days, all functions 100 times on all Kicks. Yesterday I sent off all the updates to my registered users, and today: crash on Kick 1.3!! I hate losing ExecBase on startup!! There's only one solution for this problem: I will no longer offer the update service for registered users. Everybody who wants to have the latest version will have to look around on the boards or on PD disks!!

Changes/Additions since 2.20:

- Added one new item to the preferences window. 'Test Hunks On Startup' let you select if you want the hunk structure of VirusZ to be tested or not. Useful in connection with most crunchers.
- Added support code for overscan WB screens. The vector checker will open a window as high as possible now, always in the visible part of the screen. The prefs and bootlab windows have still a hardwired size, but they also appear in the visible part now.

2.20 Changes/Additions since 2.19c:

- Added the bootblock lab and removed the 'Bootblocks' menu. Now you have a really nice intuitionized screen with all important bootblock functions on it.
- Redesigned the main menu. As I removed the 'Bootblocks' items, I thought it would be best to integrate the 'Misc' menu in the 'VirusZ' menu.
- Added two new viruses: The Infiltrator and D&A (SCA) filevirus. Both will be removed on disk and in memory.
- Totally rewrote the vector checker. This is quite handy now and I don't see any more reasons why to change it again. There's nothing more to do than adding new patches to it.
- Totally rewrote the preferences. These are really pro-looking and can be easily expanded. Some items have changed a bit. You disable the memory check by disabling an item now, you can no longer set the repeat delay to 0.
- Added some custom bootblocks.
- Tested this version excessively to prevent any more bugs as they appeared in 2.19 ;^)
- New functions need a new documentation, so I changed most parts to fit with the new features. I also cut this history a little bit because it really wasn't too interesting what happened to VirusZ 10 month ago.
- Added several OS 2.0 features like keyboard gadget activation or the waitpointer. Everything is simulated with Kick 1.3 means and is therefore available also on Kick 1.2/1.3!!

Older versions killed ---> disk space ;-)

1.00 First release in September '91.
