

Yam_Blitz List

COLLABORATORS

	<i>TITLE :</i> Yam_Blitz List		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Yam_Blitz List

1.1 INFORMATION

Blitz List.guide 02 Dec 1999

contains Yam mail within the following dates

first: 01/Nov/1999 last: 30/Nov/1999

--- Here are the ezmlm command addresses.

I can handle administrative requests automatically.

Just send an empty note to any of these addresses:

<blitz-list-subscribe@netsoc.ucd.ie>:

Receive future messages sent to the mailing list.

<blitz-list-unsubscribe@netsoc.ucd.ie>:

Stop receiving messages.

<blitz-list-get.12345@netsoc.ucd.ie>:

Retrieve a copy of message 12345 from the archive.

DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!

If you do, I won't see them, and subscribers will yell at you.

To specify God@heaven.af.mil as your subscription address, send mail

to <blitz-list-subscribe-God=heaven.af.mil@netsoc.ucd.ie>.

I'll send a confirmation message to that address; when you receive that message, simply reply to it to complete your subscription.

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide which may make some individual mail items harder to read.

1.2 Yam_Blitz List.guide

Infomation What is this guide?

(Fwd) Re: Jpeg again... (fwd) Rob Hutchinson

3-button test...please :) James L Boyd
Re: 3-button test...please :) John Mason
32k games in BB2 ;) "Mr.Vain of Secretly! (Th.Will)"
:-) Paul
Re: :-) Paul Burkey
Re: :-) Paul
AllocBitMap_ and AllocRastPort_ (Usage of..) Nick Lamburn
Re: AllocBitMap_ and AllocRastPort_ (Usage of..) David McMinn
Re: AllocBitMap_ and AllocRastPort_ (Usage of..) Nick Lamburn
Re: AllocBitMap_ and AllocRastPort_ (Usage of..) Nick Lamburn
Re: AllocBitMap_ and AllocRastPort_ (Usage of..) Daniel Allsopp
AllocBitMap_, InitRastPort_... Nick Lamburn
Re: AllocBitMap_, InitRastPort_... David McMinn
Re: AllocBitMap_, InitRastPort_... Nick Lamburn
Re: AllocBitMap_, InitRastPort_... David McMinn
Amiga OS-3.5 and BlitzII Donovan Reeve
Re: Amiga OS-3.5 and BlitzII Bob Akerberg
Re: Amiga OS-3.5 and BlitzII Tony Rolfe
Aminet again Vic E Babes
Re: Aminet again Rob Hutchinson
Re: Aminet again james
Re: Aminet again Vic E Babes
Re: Aminet again Anton Reinauer
Amoralplayer amorel
Re: Amoralplayer amorel
Re: Amoralplayer Thomas Cobb
Re: Amoralplayer amorel
Anyone going to Cologne? Paul Burkey
Re: Anyone going to Cologne? David McMinn
Re: Anyone going to Cologne? Tony Rolfe
Re: Anyone going to Cologne? Nick Lamburn
AslRequest. Emanuele Cesaroni
Re: AslRequest. Nick Lamburn
Re: AslRequest. James L Boyd
Audio channels/Shapes George Davis
Re: Audio channels/Shapes amorel
Re: Audio channels/Shapes George Davis
Re: Audio channels/Shapes Curt Esser
Re: Audio channels/Shapes George Davis

Re: Audio channels/Shapes Curt Esser
Re: Audio channels/Shapes George Davis
Re: Audio channels/Shapes Sami Näätänen
Re: Audio channels/Shapes Curt Esser
Re: Audio channels/Shapes (Fixed!) George Davis
Re: Audio channels/Shapes (Fixed!) Curt Esser
AutoScroll Curt Esser
Re: AutoScroll David McMinn
Re: AutoScroll et@enterprise.net
Re: AutoScroll Daniel Allsopp
Re: AutoScroll Paul
AutoScroll Curt Esser
Re: AutoScroll (well,it originally was...) Curt Esser
Re: AutoScroll (well,it originally was...) Curt Esser
Re: AutoScroll (well,it originally was...) Sami Näätänen
Blitting on P96-screens Roman Schaub
Re: Blitting on P96-screens Anton Reinauer
Blitz Developer List Andre Beer
Boopsi Support Functions Roger Beausoleil
Re: Boopsi Support Functions Rob Hutchinson
bring me da news et@enterprise.net
Re: bring me da news Nick Lamburn
Re: bring me da news Sandy Brownlee
Re: bring me da news et@enterprise.net
Casting in Blitz (Was dumping a RPort) Nick Lamburn
Re: Casting in Blitz (Was dumping a RPort) David McMinn
classact David McMinn
Re: classact Nick Lamburn
Come join Phoenix!! Anton Reinauer
Re: Come join Phoenix!! Nick Lamburn
Re: Come join Phoenix!! amorel
Re: Come join Phoenix!! Anton Reinauer
Datatypes, BLITZ and Kickstart 2.0 eTeacher
Re: Datatypes, BLITZ and Kickstart 2.0 Julian Kinraid
Re: Datatypes, BLITZ and Kickstart 2.0 Curt Esser
DClip Curt Esser
Re: DClip David McMinn
Re: DClip Curt Esser
Re: DClip Paul

Re: DClip Sami Näätänen
Re: DClip Emil Oppeln Bronikowski
Re: DClip Paul
Re: DClip Emil Oppeln Bronikowski
Detecting the chipset Damir Arh
Re: Detecting the chipset Rob Hutchinson
Re: Detecting the chipset James L Boyd
Re: Detecting the chipset Rob Hutchinson
Re: Detecting the chipset James L Boyd
Re: Detecting the chipset Rob Hutchinson
Dumping RastPort using AmigaLibs Nick Lamburn
Re: Dumping RastPort using AmigaLibs David McMinn
Re: Dumping RastPort using AmigaLibs Nick Lamburn
Re: Dumping RastPort using AmigaLibs (read me!) Nick Lamburn
e-mail change Frederic Laboureur
EFMUILib Updated..... Slightly ;) Rob Hutchinson
EFMUILib... Rob Hutchinson
Re: EFMUILib... Daniel Allsopp
Re: EFMUILib... David McMinn
Re: EFMUILib... Curt Esser
Re: EFMUILib... jean zydorczyk
Re: EFMUILib... Rick Hodger
Re: EFMUILib... Mathias PARNAUDEAU
Re: EFMUILib... Rob Hutchinson
Re: Even Byte Width David McMinn
Even Byte Width Curt Esser
FindScreen replacement? James L Boyd
Re: FindScreen replacement? John Mason
Re: FindScreen replacement? John Mason
Re: FindScreen replacement? James L Boyd
Re: FindScreen replacement? David McMinn
[off topic] fpu Vic E Babes
Re: [off topic] fpu David McMinn
Re: [off topic] fpu Vic E Babes
Re: fpu Rick Hodger
Re: fpu Rick Hodger
Re: [off topic] fpu Thomas Cobb
[off topic] fpu further developments Vic E Babes
Re: fpu further developments Gareth Griffiths

Re: fpu further developments Vic E Babes
Re: fpu further developments Gareth Griffiths
Re: [off topic] fpu further developments David McMinn
RE: [off topic] fpu further developments Ashley Scott
Re: fpu further developments Anton Reinauer
Re: fpu further developments Rick Hodger
Re: fpu further developments Vic E Babes
Re: fpu further developments Vic E Babes
Re: fpu further developments Anton Reinauer
Re: fpu further developments Vic E Babes
Re: fpu further developments Vic E Babes
FPU or Not Roger Beausoleil
Re: FPU or Not David McMinn
Gfx. Cards and AGA Detection Nick Lamburn
Re: Gfx. Cards and AGA Detection Emanuele Cesaroni
Re: Gfx. Cards and AGA Detection Nick Lamburn
Re: Gfx. Cards and AGA Detection Nick Lamburn
Re: Gfx. Cards and AGA Detection SALLIN Nicolas
Re: Gfx. Cards and AGA Detection Nick Lamburn
Re: Gfx. Cards and AGA Detection Rick Hodger
Re: Gfx. Cards and AGA Detection eTeacher
Re: Gfx. Cards and AGA Detection Curt Esser
Re: Gfx. Cards and AGA Detection Nick Lamburn
Re: Gfx. Cards and AGA Detection Curt Esser
Re: Gfx. Cards and AGA Detection Emil Oppeln Bronikowski
Graphic printing et@enterprise.net
Re: Graphic printing David McMinn
Re: Graphic printing et@enterprise.net
Re: Graphic printing David McMinn
Re: Graphic printing et@enterprise.net
Re: Graphic printing David McMinn
Graphic printing et@enterprise.net
Re: Graphic printing Nick Lamburn
Re: Graphic printing David McMinn
Re: Graphic printing Nick Lamburn
Re: Graphic printing David McMinn
Re: Greetings blitz-users Rob Hutchinson
Greetings blitz-users Jeppe Nielsen
Re: Greetings blitz-users Nick Lamburn

Re: Greetings blitz-users James L Boyd
Re: Greetings blitz-users james
Re: Greetings blitz-users Rob Hutchinson
GTShape Q's Leigh Parry
Re: GTShape Q's James L Boyd
Re: GTShape Q's Leigh Parry
Re: GTShape Q's James L Boyd
Re: GTShape Q's Curt Esser
Re: GTShape Q's Thomas Cobb
Re: GTShape Q's David McMinn
Re: GTShape Q's amorel
Re: GTShape Q's Curt Esser
GTShape-Thanks Leigh Parry
Re: GTShape-Thanks Thomas Cobb
GTShape-whoops Leigh Parry
HAM Remapping Nick Lamburn
Re: HAM Remapping James L Boyd
Re: HAM Remapping Curt Esser
Re: HAM Remapping Nick Lamburn
Re: HAM Remapping :) Nick Lamburn
Re: HAM Remapping :) Anton Reinauer
Re: HAM Remapping :) Nick Lamburn
Re: HAM Remapping :) Curt Esser
Re: HAM Remapping :) Nick Lamburn
Re: HAM Remapping :) Sami Näätänen
Handy code...? James L Boyd
Hello Daniel Dundelski
Re: Hello Rob Hutchinson
Re: Hello James L Boyd
Sv: Hello Mikkel Løkke
Helping someone write some code. Andrew Bruno
Re: Helping someone write some code. Evan Tuer
Hi, I'm new here! Nick Lamburn
Re: Hi, I'm new here! SALLIN Nicolas
Re: Hi, I'm new here! amorel
Re: Hi, I'm new here! Nick Lamburn
Sv: Hi, I'm new here! Mikkel Løkke
Re: Hi, I'm new here! Toby Zuidveld
HomeLand - A new RTS game Jeppe Nielsen

Re: HomeLand - A new RTS game Anton Reinauer
I Have A Cunning Plan... (Was HAM Remapping) Nick Lamburn
Re: I Have A Cunning Plan... (Was HAM Remapping) Curt Esser
iFF error? Paul
Internet conection Dimas Caparrós
Sv: Internet conection Mikkel Løkke
It's HAM Again.... Nick Lamburn
Re: It's HAM Again.... Sami Näätänen
Re: It's HAM Again.... Nick Lamburn
Jpeg again... G_H
Re: Jpeg again... Rob Hutchinson
Re: Jpeg again... David McMinn
Jpeg... It works G_H
Layers Curt Esser
Layers Simon Archer
Leaving this list Andrew Guard
Lets leave HAM for the mo... Nick Lamburn
Re: Lets leave HAM for the mo... David McMinn
Re: Lets leave HAM for the mo... Curt Esser
Re: Lets leave HAM for the mo... Nick Lamburn
Looking for some FTP space for linux kernel images. amorel
Re: Looking for some FTP space for linux kernel images. Vic E Babes
Re: Looking for some FTP space for linux kernel images. Andrew Guard
Re: Sv: Looking for some FTP space for linux kernel images. amorel
Sv: Looking for some FTP space for linux kernel images. Mikkel Løkke
Re: Sv: Looking for some FTP space for linux kernel images. Thomas Cobb
Re: Looking for some FTP space for linux kernel images. amorel
Re: Looking for some FTP space for linux kernel images. Anton Reinauer
Re: Looking for some FTP space for linux kernel images. James L Boyd
Re: Looking for some FTP space for linux kernel images. James L Boyd
Re: Looking for some FTP space for linux kernel images. amorel
Re: Looking for some FTP space for linux kernel images. Roger Light
Re: Looking for some FTP space for linux kernel images. Vic E Babes
Sv: Looking for some FTP space for linux kernel images. Mikkel Løkke
Re: Looking for some FTP space for linux kernel images. Roger Light
Re: Looking for some FTP space for linux kernel images. James L Boyd
Re: Looking for some FTP space for linux kernel images. James L Boyd
Re: Looking for some FTP space for linux kernel images. Anton Reinauer
Re: Looking for some FTP space for linux kernel images. amorel

Re: Looking for some FTP space for linux kernel images. Rick Hodger
Re: Sv: Looking for some FTP space for linux kernel images. Donovan Reeve
Message Port Functions V1.00. Rob Hutchinson
Micro\$lop verdict Andrew Guard
Re: Micro\$lop verdict Andrew Guard
Re: Micro\$lop verdict Andrew Bruno
Re: Micro\$lop verdict Paul Richer
Re: Micro\$lop verdict amorel
Re: Micro\$lop verdict Donovan Reeve
SV: Micro\$lop verdict Andreas Håkansson
Re: MICROSOFT verdict Curt Esser
Middle mouse button problems James L Boyd
Re: Middle mouse button problems James L Boyd
Re: Middle mouse button problems Curt Esser
Re: Middle mouse button problems Thomas Cobb
Re: Middle mouse button problems David McMinn
Re: Middle mouse button problems Sami Näätänen
Re: Middle mouse button problems David McMinn
Re: Middle mouse button problems Thomas Cobb
Re: Middle mouse button problems Curt Esser
Re: Middle mouse button problems Thomas Cobb
Re: Middle mouse button problems Anton Reinauer
Re: Middle mouse button problems Paul
more poly stuff Christopher Jarvis
New E-mail Lib or other E-mail solution. Mikkel Løkke
NewStuff & OS 3.5 John Mason
NList notify jean zydorczyk
Re: NList notify Rob Hutchinson
Re: ObtainBestPenA_ (was AllocBitMap_....) David McMinn
Re: ObtainBestPenA_ (was AllocBitMap_....) Nick Lamburn
Re: ObtainBestPenA_ (was AllocBitMap_....) David McMinn
Re: ObtainBestPenA_ (was AllocBitMap_....) Curt Esser
Off Topic - But AmigaOS is best.... Nick Lamburn
Re: Off Topic - But AmigaOS is best.... Martin Konrad
Re: Off Topic - But AmigaOS is best.... Rick Hodger
Off Topic - Cologne Tony Rolfe
Re: Off Topic - Cologne SALLIN Nicolas
Re: Off Topic - Cologne Paul Burkey
Out of subject: EIDE'99 & OS3.5? Arto Ekman

Re: Out of subject: EIDE'99 & OS3.5? Rick Hodger
Re: Out of subject: EIDE'99 & OS3.5? Arto Ekman
Re: Out of subject: EIDE'99 & OS3.5? Rick Hodger
Re: Out of subject: EIDE'99 & OS3.5? Arto Ekman
Paralax-scrolling Martin Konrad
Re: Paralax-scrolling "Mr.Vain of Secretly! (Th.Will)"
Re: Paralax-scrolling Wiremu TeKani
Pointer without slices Martin Konrad
Re: Pointer without slices David McMinn
polygon stuff Christopher Jarvis
Re: polygon stuff David McMinn
Re: polygon stuff Sami Näätänen
Re: polygon stuff David McMinn
Re: polygon stuff Christopher Jarvis
Re: polygon stuff Christopher Jarvis
Re: polygon stuff Sami Näätänen
Re: polygon stuff James L Boyd
Re: polygon stuff Gareth Griffiths
Re: polygon stuff Christopher Jarvis
RE: Printing a RastPort (C code included!) Nick Lamburn
RE: Printing a RastPort (C code included!) David McMinn
Printing a RastPort (URGENT) Nick Lamburn
Re: Printing a RastPort (URGENT) David McMinn
Printing a RastPort is hell... Nick Lamburn
Re: Printing a RastPort is hell... Robert R Mason
Re: Printing a RastPort is hell... James L Boyd
Printing is sooo fun ;) Nick Lamburn
Products Section Opened. Rob Hutchinson
Re: Products Section Opened. Rob Hutchinson
Re: Products Section Opened. Rob Hutchinson
PureBasic V1.20 with integrated editor on the way ! Frederic Laboureur
Re: PureBasic V1.20 with integrated editor on the way ! Anton Reinauer
Re: PureBasic V1.20 with integrated editor on the way ! Gareth Griffiths
Re: PureBasic V1.20 with integrated editor on the way ! Sami Näätänen
Re: PureBasic V1.20 with integrated editor on the way ! et@enterprise.net
Re: PureBasic V1.20 with integrated editor on the way ! Sandy Brownlee
Re: PureBasic V1.20 with integrated editor on the way ! Frederic Laboureur
Re: PureBasic V1.20 with integrated editor on the way ! Thomas Cobb
Re: PureBasic V1.20 with integrated editor on the way ! David McMinn

Re: PureBasic V1.20 with integrated editor on the way ! Sami Näätänen
Re: PureBasic V1.20 with integrated editor on the way ! Anton Reinauer
Re: PureBasic V1.20 with integrated editor on the way ! Anton Reinauer
Re: PureBasic V1.20 with integrated editor on the way ! amorel
Re: PureBasic V1.20 with integrated editor on the way ! Thomas Cobb
Re: Puzzle Bobble Vic E Babes
Scalable Windows + Font Bippy M
Re: Scalable Windows + Font Curt Esser
Re: Scalable Windows + Font Tony Rolfe
Re: Scalable Windows + Font James L Boyd
Re: Scalable Windows + Font David McMinn
Re: Scalable Windows + Font Curt Esser
Re: Scalable Windows + Font David McMinn
Select case endselect options!! Bippy M
Re: Select case endselect options!! Tony Rolfe
Re: Select case endselect options!! James L Boyd
Re: Select case endselect options!! Sandy Brownlee
Re: Select case endselect options!! Curt Esser
Shape Clipping Jake Frederick
Shape ripper Martin Konrad
Sound channel volume Leigh Parry
Re: Sound channel volume James L Boyd
Re: Sound channel volume Leigh Parry
Re: Sound channel volume amorel
Re: Sound channel volume Curt Esser
Re: Sound channel volume amorel
Re: Sound channel volume James L Boyd
Sv: SPEED TEST 2 Mikkel Løkke
Re: SPEED TEST 2 philippe bovier
Re: Sv: SPEED TEST 2 amorel
String Compare Tony Rolfe
String Compare routine Tony Rolfe
stupid question Evan Tuer
Re: stupid question David McMinn
Re: stupid question Paul Richer
Super-Public Ted George Davis
Re: Super-Public Ted David McMinn
Re: Super-Public Ted George Davis
Tags for Gadgets?? Bippy M

Re: Tags for Gadgets?? David McMinn
Re: Tags for Gadgets?? David McMinn
Re: Tags for Gadgets?? Vic E Babes
Re: Tags for Gadgets?? Bippy M
Re: Tags for Gadgets?? Tony Rolfe
Task name James L Boyd
Re: Task name John Mason
Re: Task name John Mason
Re: Task name James L Boyd
Re: Task name David McMinn
Re: Task name David McMinn
Re: Task name Simon Hitchen
Re: Task name James L Boyd
TCP/IP Help.. Rob Hutchinson
Re: TCP/IP Help.. Roger Light
Re: TCP/IP Help.. Rob Hutchinson
Re: TCP/IP Help.. Anton Reinauer
Sv: TCP/IP Help.. Mikkel Løkke
Re: Sv: TCP/IP Help.. Roger Light
Re: TCP/IP Help.. Toby Zuidveld
Re: TCP/IP Help.. Roger Light
Re: TCP/IP Help.. Rick Hodger
Re: TCP/IP Help.. Rick Hodger
Re: That program I asked about WAY back. John Mason
The Blitz List Project James L Boyd
Tranzparency Martin Konrad
Re: Tranzparency David McMinn
Two more questions Tony Rolfe
Re: Two more questions David McMinn
Re: Two more questions Curt Esser
Re: Two more questions Tony Rolfe
Re: Two more questions David McMinn
Two questions Tony Rolfe
Re: Two questions Vic E Babes
Sv: Two questions Mikkel Løkke
Re: Two questions Paul Richer
Re: Two questions Curt Esser
Re: Two questions Tony Rolfe
Re: Two questions Curt Esser

Re: Two questions Tony Rolfe
UDP Funcs V2.64 Update UDP List
Virus found in gfx/misc/SvII-3b.lha amorel
Wandering Roger Light
Re: Wandering David McMinn
Re: Wandering et@enterprise.net
Re: Wandering Roger Light
Re: Wandering Roger Light
WinUAE gfx Martin Konrad
Re: WinUAE gfx James L Boyd
Re: WinUAE gfx SALLIN Nicolas
WritePixelFormat8 Curt Esser
Yo! Peter Thor

1.3 (Fwd) Re: Jpeg again... (fwd)

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Sat, 06 Nov 1999 19:54:53 +0100
X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
Organization: Satanic Dreams Software.
Subject: (Fwd) Re: Jpeg again... (fwd)
X-UIDL: 8e6b0ac403659c837da228b25ee910e6

Hello ,

*** FORWARDED MESSAGE ***

Original author: David McMinn

Written on: 06-Nov-99

*** Begin of forwarded message ***

Hi Rob,

>From David McMinn

----- Forwarded message follows -----

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>

Subject: Re: Jpeg again...

Date sent: Sat, 6 Nov 1999 16:21:25 -0000

Hi G_H

> I always try to use Jpeg.librarie with Blitz, and It'work well.

> But I can't use Hook function.

> I try to understand Hookfunk.bb2 found in aminet, and it seems to

> work only with asl requester. in the include (jpeg.h) I can read

No, it will work with any standard hook type thing. Unfortunatly,

whoever wrote the jpeglib seems to have decided to throw standard hooks out of the window when they created that tag.

You could try something like this (conversion of the function used in the load_file.c example). I'm not sure if it will work though:

```
RunErrsOff
prepercent.w = 0
progresslabel:
Function.l ProgressFunc{curr.l, lines.l, userdata.l}
MOVE.l a0,-12(a4)
shared prevpercent
percent.w = (curr * 100) / lines
if prevpercent<>precent
if (percent mod 10)=0 then nprint percent,"% "
end if
prevpercent = percent
function return 0
End Function
RunErrsOn
```

Now, it says in the docs to pass the address of the function as the data for the hook tag, so you would pass (?progresslabel+6).

----- End of forwarded message -----

--

David McMinn, Research Student
School of Electronic & Electrical Engineering
The Robert Gordon University
Schoolhill
Aberdeen, AB10 1FR

*** End of forwarded message ***

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[The Politician's Diet: Crow, Limburger and Hogwash]

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1.4 3-button test...please :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 21 Nov 1999 14:39:26 +0100

Subject: 3-button test...please :)

X-UIDL: 8ce060b67a00954cf5ec6f5e535d255f

--BOUNDARY.1747888360.3

Hi all,

Could someone with a 3-button mouse tell me if this works? It's supposed to flip between screens with the middle button...

Don't run it from Blitz though, make an executable (it's a little unreliable from Blitz)...it seems you have to hold for a half-second to get a reliable response too (at least when testing with the right mouse button, though maybe the menus are interfering there)...

PS To whoever offered to do this a couple of weeks back - sorry, I lost your email!

Thanks,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1747888360.3

Content-Disposition: attachment; filename="Flipside.asc"

Content-Description: Screen flipper

v\$="\$VER: Flipside 0.1 (21/11/1999) James L Boyd "

WBStartup

; #Left = \$BFE001 ; can't do left here, cos we have to peek a byte

; #Lbit = 6 ; and we need to peek a word for the other buttons

#Right = \$DFF016

#Rbit = 10

#Middle = \$DFF016

#Mbit = 8

; -----

```

; ----Change lines below for different buttons----
; -----
#TestButton = #Middle
#TestBit = #Mbit
; -----
Repeat
If Peek.w (#TestButton) BitTst #TestBit=0
FindScreen 0
*scr.Screen=Peek.l(Addr Screen (0))
ScreenToBack_ *scr
While Peek.w (#TestButton) BitTst #TestBit=0:WaitTOF_:Wend
EndIf
WaitTOF_
Until SetSignal_(0,#SIGBREAKF_CTRL_C) & #SIGBREAKF_CTRL_C
End
--BOUNDARY.1747888360.3
-----
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--BOUNDARY.1747888360.3--

```

1.5 Re: 3-button test...please :)

Date: Sun, 21 Nov 1999 14:10:03 -0400 (AST)
Sender: John Mason <ah210@chebucto.ns.ca>
From: John Mason <ah210@chebucto.ns.ca>
Subject: Re: 3-button test...please :)
X-UIDL: bf6591cdc5091a961b41dd94aeffea11
On Sun, 21 Nov 1999, James L Boyd wrote:
> Could someone with a 3-button mouse tell me if this works? It's
> supposed to flip between screens with the middle button...
Works like a charm here! :)
--
John Mason -- ICQ 17931257
<http://chebucto.ns.ca/~ah210/Profile.html>
Home of NewStuff and Reminder!

```

-----
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```


1.7 :-)

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 5 Nov 99 21:50:52 +0000

Subject: :-)

Encoding: 7bit

X-UIDL: 36365164442cf022c37eeffadc950adc

Hi folks, just popping by again.

pop

--

Paul.

IRC: irc.superlink.net #bridge, ircnet #amiga

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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1.8 Re: :-)

Date: Fri, 05 Nov 1999 23:58:10 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: :-)

Encoding: 7bit

X-UIDL: b41e4519791018dfa15d0c3c262eec04

Paul wrote:

>

> Hi folks, just popping by again.

>

> *pop*

hey! me too :)

pop

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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1.9 Re: :-)

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 6 Nov 99 04:25:02 +0000

Subject: Re: :-)

Encoding: 7bit

X-UIDL: 93aa2ad3f3e3948480a507a404e22380

> Paul wrote:

>>

>> Hi folks, just popping by again.

>>

>> *pop*

>

> hey! me too :)

>

> *pop*

>

> Paul

Do people call you pauly pops too? lol

--

Paul.

IRC: irc.superlink.net #bridge, ircnet #amiga

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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1.10 AllocBitMap_ and AllocRastPort_ (Usage of..)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: AllocBitMap_ and AllocRastPort_ (Usage of..)

Date: Thu, 11 Nov 1999 03:13:14 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: eac70f250f2c272d9745a70c5d8b8953

Hi All,

Ok, I'm having problems with using AllocBitMap and AllocRastPort in the Gfx. library. A snippet of my code is:

```
-  
WBToScreen 0  
ShowScreen 0  
DEFTYPE.RastPort rp  
DEFTYPE.BitMap bmp  
AllocBitMap_ &bmp,3,300,300 ; 3 plane 300 x 300 bitmap  
AllocRastPort_ &rp ; setup rastport structure  
rp\BitMap=&bmp ; link BitMap to RastPort  
SetDrMd_ rp,0  
SetAPen_ rp,1  
Move_ rp,0,0  
Draw_ rp,200,200  
Window 0,0,11,300,300,$1800,"",-1,-1  
BlitBitMapRastPort_ &bmp,0,0,RastPort(0),0,0,300,300,$c0  
-
```

I have setup a BitMap and a RastPort and linked them as the RKMs state, and then started drawing on them. I then try to see if I have drawn anything on them (just to make sure), and nothing is displayed on my window!

All I need to know is how to use the AllocBitMap_ and AllocRastPort_ functions properly within the Blitz 2 environment, draw on them, and check it has been drawn on.

I need this for the BitMap printing of Platinum Suite 2000, or could I use NBitMap lib and NDrawing lib, setup a BitMap get its' RastPort from NBitMapRastPort() and then use the OS functions like AreaEllipse_, RectFill_ to draw on them using the RPort pointer I got from NBitMap lib. This is the easy way out, but I'd prefer to use OS functions. The RPort will be specified in a RPort print dump.

Also, how do I connect a RPort to a specified ColorMap? :)

This should be enough to get your teeth into!

Thanks,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.11 Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
 Organization: The Robert Gordon University, E&EE
 Date: Thu, 11 Nov 1999 11:41:00 -0000
 Subject: Re: AllocBitMap_ and AllocRastPort_ (Usage of..)
 Encoding: 8bit
 X-UIDL: 75bd3335c09a62357f045729533c0978

Hi Nick

> Ok, I'm having problems with using AllocBitMap and AllocRastPort in
 > ther Gfx. library. A snippet of my code is:

You definately would have problems using AllocRastPort_, there is no
 such command! InitRastPort_?

And the parameters you'ce used for AllocBitMap_ don't match what the
 parameters are. InitBitMap_? or AllocBitMap_ used properly?

```
WBToScreen 0
ShowScreen 0
DEFTYPE.RastPort rp
DEFTYPE.BitMap *bmp
InitRastPort_ &rp ; setup rastport structure
*bmp = AllocBitMap_(300,300,3,#BMF_CLEAR,0)
If *bmp
rp\BitMap=*bmp ; link BitMap to RastPort
SetDrMd_ &rp,0
SetAPen_ &rp,1
Move_ &rp,0,0
Draw_ &rp,200,200
Window 0,0,11,300,300,$1800,"",-1,-1
BltBitMapRastPort_ *bmp,0,0,RastPort(0),0,0,300,300,$c0
End If
```

> I have setup a BitMap and a RastPort and linked them as the RKMs
 > state, and then started drawing on them. I then try to see if I have
 > drawn anything on them (just to make sure), and nothing is displayed
 > on my window!

Nope, you haven't allocated the bitmap first, or should I say, the
 memory for the bitplanes.

> All I need to know is how to use the AllocBitMap_ and AllocRastPort_
 > functions properly within the Blitz 2 environment, draw on them, and

> check it has been drawn on.

I've fixed up your code above.

> Also, how do I connect a RPort to a specified ColorMap? :)

The rastport has nothing to do with the colormap, that is the palette which is currently being displayed on the screen. If you mean for when printing, just send the colormap of the screen you are trying to print the image from. If you want to connect it otherwise, just display the rastport on the screen somewhere, i.e. a window.

--

l) ^ V] [l) M @ M] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Borg - 'assimilate and conquer'

Microsoft - 'embrace and enhance'

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1.12 Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

Date: Thu, 11 Nov 1999 03:47:47 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 6aaad8f11be8ed697ea4d13d1be961c1

Hi,

Whoops, yes, I did mean InitRastPort_ and InitBitMap_, I couldn't remember from memory!!

Thanks for the code David, much appreciated, we are getting there at last!!!

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.13 Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

Date: Thu, 11 Nov 1999 04:11:33 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 32f0972ade4a88f8d509899f5f974493

Hello, again :(

I bet you're all fed up with me! ;)

Oh well, bear with me!!

David kindly put me right on a problem where I was barking up the completely wrong tree (should've been the tree on the second left :)), now, about the ColorMap stuff. If I allocate the RastPort ok in HAM 8 or 24bit (AGA/Gfx. Card), then I need to remap pictures. I guess I use OS3's ObtainBestPen_ function (I think it's called that), and then I remap the image using Blitz's Remap command?

So how do I use ObtainBestPen_ properly, or could I use NDrawingLib's command, NObtainBestPen. (I think that's what it's called!)

Anyway, thanks.

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.14 Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Thu, 11 Nov 1999 14:46:21 +0100

Subject: Re: AllocBitMap_ and AllocRastPort_ (Usage of..)

X-UIDL: 67a6035f45d28b2f948040715e1912f1

Hi Nick,

On 11-Nov-99, you wrote:

> David kindly put me right on a problem where I was barking up the

> completely wrong tree (should've been the tree on the second left :)),
> now, about the ColorMap stuff. If I allocate the RastPort ok in HAM 8 or
> 24bit (AGA/Gfx. Card), then I need to remap pictures. I guess I use OS3's
> ObtainBestPen_ function (I think it's called that), and then I remap the
> image using Blitz's Remap command?

Why do you need to remap an image onto a 24Bit screen? 24Bit screens have no palette.....if you're going to use 24bit palettes then it might be worth storing all of your gfx in 24bit format....then the same graphics are available for all screens (you'll have to remap them to 16bit or 8bit screen still though)

If you want a simple example of using gfx card displays in blitz give me a shout and I'll knock a little example up for you.....

Using a Blitz bitmap will not work on a gfx card either, or are you using the screens bitmap??

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

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1.15 AllocBitMap_, InitRastPort_...

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: AllocBitMap_, InitRastPort_...

Date: Fri, 12 Nov 1999 02:35:05 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: 9fe96ec7f958d2b9803985c4b2282386

Hi,

Only me! :)

Thanks David for the src. code you gave me yesterday for creating a BitMap and RastPort and drawing on them. I wasn't aware of AllocBitMap since it's a Release 39 command! (That's the problem with working from Release V36/V37 docs!) Anyway, all is working now, apart from one vital thing, freeing the BitMap.

To put it simply, on calling FreeBitmap_ my Amiga starts behaving strangely, for example Recoverable Alerts when using the keyboard, and eventually (mainly) a System Failure (guru!). Why does it always happen to me! :(

My code is:

```
-  
WBToScreen 0  
ShowScreen 0  
DEFTYPE.RastPort rp  
DEFTYPE.BitMap *bmp  
InitRastPort_ &rp  
*bmp=AllocBitMap_(300,300,3,#BMF_CLEAR,0)  
If *bmp  
rp\BitMap=*bmp  
SetDrMd_ &rp,0  
SetAPen_ &rp,1  
Move_ &rp,0,0  
Draw_ &rp,200,200  
Window 0,0,11,300,300,$1800,"",-1,-1  
BltBitMapRastPort_ *bmp,0,0,RastPort(0),0,0,300,300,$c0  
Repeat:Until WaitEvent=$8 ; click mouse  
FreeBitMap_ *bmp  
Else  
EZRequest "Can't allocate BitMap!"  
Endif  
End  
---
```

Ok, that's my code, and where it says FreeBitmap_ that's where things go weird, maybe I should use FreeMem_ and do it that way? I don't know, but it's catch twenty-two, I free the BitMap and save memory but get freakish behaviour, I don't free the BitMap and Chip RAM is wasted but everything is normal!!! :(

Please can somebody send a Correct example!

Note: Have you had a look at that Email of mine about RastPort printing, if you're a C programmer, then you may wish to help me with that as well! ;-)

Yours,

Nick. (My head hurts!!!)

Omega Research UK - Nick Lamburn

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1.16 Re: AllocBitmap_, InitRastPort_...

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 13:36:40 -0000

Subject: Re: AllocBitmap_, InitRastPort_...

Encoding: 8bit

X-UIDL: 07cd35cdf2d92ca3a2bc2980b7f39978

Hi Nick

> To put it simply, on calling FreeBitmap_ my Amiga starts behaving
> strangely, for example Recoverable Alerts when using the keyboard, and
> eventually (mainly) a System Failure (guru!). Why does it always
> happen to me! :(

Is it that example or some other code you are having trouble with,
cos the example worked fine here.

> Ok, that's my code, and where it says FreeBitmap_ that's where things
> go weird, maybe I should use FreeMem_ and do it that way? I don't
No, the way bitmaps are allocated may change in the future, and you
can't second guess it by freeing it in a different way than it is
supposed to be.

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You sendin' in the Fett? Shit, Hutt, that's all you had to say!

- Samuel L. Jackson, Jedi

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1.17 Re: AllocBitMap_, InitRastPort_...

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: AllocBitMap_, InitRastPort_...

Date: Fri, 12 Nov 1999 06:27:54 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 3cb96e5c9c9030bd4d33fd40834ca8e1

Hi,

David Wrote,

> Is it that example or some other code you are having trouble with,

> cos the example worked fine here.

Well, that's just some code that's very similar to what doesn't work. I

shall try again tonight to see if my Amiga kicks up a stink still, and then

I'll run it in Amiga el-cheapo mode (no startup :)) and see what happens.

But basically that doesn't work for me.

An example of what happens is that after running the code and finishing is that going to Workbench's Execute Command menu item, and typing something in

such as List Df0: or dsudhjs (anything), I get a recoverable alert when

pressing enter. I don't get this before running this code, so I'll try

again tonight, and we'll see what happens... :-)

Yours (headache-ishly),

Nick.

Ps: I'm going have a rest now, mmmm Caffeine.... :)

Omega Research UK - Nick Lamburn

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1.18 Re: AllocBitMap_, InitRastPort_...

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 14:33:39 -0000

Subject: Re: AllocBitMap_, InitRastPort_...

Encoding: 8bit

X-UIDL: 29a3fa7622b0604b93bc1584e024829c

Hi Nick

> Well, that's just some code that's very similar to what doesn't work.
> I shall try again tonight to see if my Amiga kicks up a stink still,
> and then I'll run it in Amiga el-cheapo mode (no startup :)) and see
> what happens. But basically that doesn't work for me.

Well, there's obviously something different in the programs. Perhaps just a typo, cos Blitz's editor is world famous for telling you about things like that ;) Even just missing the * off the front of a pointer could make everything die horribly.

Another thing to check would be to make sure you are not BltBitMapRastPort'ing outside the bounds of the window, cos that screw up memory and make bad things happen all over the place.

--

!) ^ V] [] | M © | M] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Dormitory. Anagram: Dirty Room

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1.19 Amiga OS-3.5 and BlitzII

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 12 Nov 1999 07:40:12 +0500

Subject: Amiga OS-3.5 and BlitzII

X-UIDL: 287cb228446024d303bf636e178e8b11

Hi all,

Who else here has Amiga OS-3.5 and what do you think of it?

I have found it to be very stable and reliable so far, but

I am just getting back to doing some things in BlitzII and am wondering if anyone has noticed any problems with BlitzII under Amiga OS-3.5, or any htings that work better. Also, has anyone tried to use any of the new functionality of OS-3.5 from Blitz?

cach y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

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1.20 Re: Amiga OS-3.5 and BlitzII

From: bobal@avalon.net (Bob Akerberg) (ICQ#19583281)

Date: 13 Nov 99 07:37:26 -0600

<bubby.lnk@ispi.net>)

Subject: Re: Amiga OS-3.5 and BlitzII

Organization: SMAUG, UGN, Team *AMIGA*

(<http://www.lls.se/~volley>)

X-UIDL: 8f474c24ca8e7783dc9ace6f10c9c6d5

On 12 Nov 1999 7:40 +0500 (+1100), Donovan Reeve wrote to me:

> Hi all,
> Who else here has Amiga OS-3.5 and what do you think of it?
> I have found it to be very stable and reliable so far, but
> I am just getting back to doing some things in BlitzII and am
> wondering if anyone has noticed any problems with BlitzII under
> Amiga OS-3.5, or any htings that work better. Also, has anyone
> tried to use any of the new functionality of OS-3.5 from Blitz?
> cach y'all later,
> Donovan Reeve (bubby.lnk@ispi.net)

I have installed OS-3.5 on my A1200 and I love it! And all my
Blitz proggies seem to run just fine. I have not tryed to do
any new programming under 3.5 yet, but I don't forsee any
problems.

Bob

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1.21 Re: Amiga OS-3.5 and BlitzII

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Nov 99 14:44:21 +1000

Subject: Re: Amiga OS-3.5 and BlitzII

Encoding: 7bit

X-UIDL: 038ff056a1cf566c09d0f45818594972

On Fri, 12 Nov 1999 07:40:12 +0500 Donovan Reeve said:

> Hi all,

>

> Who else here has Amiga OS-3.5 and what do you think of it?

>

I won the pre-release at Amiga Downunder and am waiting for the full thing to arrive (shortly I hope)

Very impressed with the pre-release. Bet the full thing is great!

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.22 Aminet again

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Aminet again

Date: Mon, 8 Nov 1999 19:27:15 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 87b09c01b5e7eea0e90c44be6bbe5542

hello ppl,

Is anyone having problems with Aminet again - I can't get on it anywhere.

VIC

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1.23 Re: Aminet again

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 08 Nov 1999 20:54:17 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Aminet again

X-UIDL: 02c257ad64fe95d0f5490280903edf6b

Hello Vic

> hello ppl,

>

> Is anyone having problems with Aminet again - I can't get on it anywhere.

Dunno about that but the search link in the UK one is knackered

methinks? :(

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Beer's the answer! NOW!... What was the question?]

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1.24 Re: Aminet again

From: "james" <c96jr@dmu.ac.uk>

Organization: De Montfort University

Date: Tue, 9 Nov 1999 16:27:07 GMT

encoding: 7BIT

Subject: Re: Aminet again

X-UIDL: 628b06be5c86bb8a387e174a649ab28c

> > Is anyone having problems with Aminet again - I can't get on it anywhere.

>

> I think I got [_#http://it.aminet.net/aminet/](http://it.aminet.net/aminet/) to work at the weekend.Has

> that gone too? (goes and checks)

> The main site seems to be going ok now.

>

de.aminet.net works fine.

james

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1.25 Re: Aminet again

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: Aminet again

Date: Tue, 9 Nov 1999 18:41:31 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 2c175407d5fc535e4cd151d1f62f6255

> > I think I got [_#http://it.aminet.net/aminet/](http://it.aminet.net/aminet/)_ #to work at the weekend.Has

> > that gone too? (goes and checks)

> > The main site seems to be going ok now.

> >

> de.aminet.net works fine.

Thanks - I can get in now - but wasn't able to all last week.

VIC

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1.26 Re: Aminet again

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 09 Nov 1999 12:44:19 +1300

Subject: Re: Aminet again

X-UIDL: d99f6430c45361fe31b9c63c0798deae

On 09-Nov-99, Vic E Babes wrote:

> hello ppl,

>

> Is anyone having problems with Aminet again - I can't get on it
> anywhere.

I was on yesterday on Paderborn.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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1.27 Amoralplayer

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Nov 1999 04:37:59 +0500

Subject: Amoralplayer

X-UIDL: fe63b40c331bd31f0b4b9fceb7ffcde7

--BOUNDARY.7975.2980.1194404744.2

Encoding: quoted-printable

Excuse me for the blunt upload, but I still did it ;-)) This is the newest=
beta

and don`t spread it

beyond this list, thanks.

I`d really appreciate some testing of this program on other systems. It`s=
been

quite updated, with more and better error checking and the ptmod routines=
changed to xbciatracker, which appears to be more stable than eml. I`ve a=
bout

eliminated all enforcer hits, but sometimes there seems to be one with lo=
ading

a ptmodule. Hard to trace, doubt it`s anything bad. The window should dra=
w

correctly with visualprefsshit but the graphic pitch eq thing doesnt do

that.=A0It`s too much hassle for now to get that corrected, so stick with=
the

number gadgets if you have problems. By using NCS asl requesters I even
eliminated a weird enforcer hit which involved filling arrays when making=
a

list(guess the asl hits from Blitz` functions had sth to do with that).

Anyways, it needs=A0libraries most people really should have, so those ar=
en`t

part of the email, just the exe, imploded. Hope you enjoy it and please i=
f u

have some time, try to find some bugs =3D)

Regards

P.S. If someone knows a way of getting the sid functions to play a sid in=
the

xbsoundsystemlib tell me please! =

-- =

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shi=

t

<http://www.xs4all.nl/~amorel> \ \ Good old C=3D64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*- =

=

--BOUNDARY.7975.2980.1194404744.2

Encoding: base64

AAAD8wAAAAAAAAFAAAAAAAAAAQA AAAeAAB06QAAAI AAADUKAAASMQAAA+kAAAAeSof//0n6
AF48PAABYVZO kXwAYVAvSQA8PDwAA2FGUYkgESx4AAROrv8uU0YMRgAAZuphMEKhJG4BFCQq
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 --BOUNDARY.7975.2980.1194404744.2

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--BOUNDARY.7975.2980.1194404744.2--

1.28 Re: Amoralplayer

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Nov 1999 14:51:19 +0500

Subject: Re: Amoralplayer

X-UIDL: a0762afcbce73f58a4bd489df65b44d5

On 02-Nov-99, Curt Esser wrote:

I hope you don't mind I reply to the list, as that might be useful.

C=Bugs found:

C=1 } Program did not have "Executable" bit set - it took me a while to find

C=out why it would not run...

I reckon that's something on your system, happened when extracting or so?

C=2} GT BevelBoxes are drawn in the wrong places - see attached screen grab

C=Maybe you are not taking the height of the window's title bar into account?

C=This will be different on all systems, depending on what is selected in the

C=Font Preferences...

Yeah I know, those bevelboxes use different coordinates than gtagdgets.

But I've corrected that for the most bits. Larger fonts work ok, the

bevelboxes are drawn correctly. It's when u add thicker side borders in vprefs when things might go wrong. Well vprefs shouldn't be used anyways, as it seems to clash with OS3.5 Lucky me ;-)

C=3} File Requesters don't work. If I try to load songs, the filerequester C=- The filerequesters do work OK if I disable the ReqTools patch, and reboot C=my system. But, there is no reason why this should be necessary. All C=other programs work OK with ReqTools patch enabled, including those that C=use the standard Blitz "AslFileRequest\$" command...

Damn, I hate that. I used NCS asl requesters cause the Blitz` ones caused enforcer hits. Now it seems NCS is bugged, or I'm doing sth wrong. Had some problems before too. I hope the NCS author can help me out with this. Is there a fix or something? I really wouldn't like to go back to Blitz` asl.

C=Anyway, you will find that many people use this patch, and they are not C=going to remove it just for this one program...

Well, I wouldn't require them ofcourse => Never used this patch so I didn't know. This bug never occurred in earlier versions.

Thanks for the info

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.29 Re: Amoralplayer

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 02 Nov 1999 17:14:57 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: Amoralplayer

Encoding: 7bit

X-UIDL: ffb9e47bf33ff6a50ff946834b8a7716

> Damn, I hate that. I used NCS asl requesters cause the Blitz` ones caused

> enforcer hits. Now it seems NCS is bugged, or I'm doing sth wrong. Had
> some problems before too. I hope the NCS author can help me out with this.
> Is there a fix or something? I really wouldn't like to go back to Blitz`
> asl.

Why don't you just use the system functions:

AllocAslRequest_, AslRequest_ and Free AslRequest_. I don't think they give any
problems...

Look them up in the Autodocs or email me if you want an example.

Thom

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1.30 Re: Amoralplayer

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Nov 1999 19:03:18 +0500

Subject: Re: Amoralplayer

X-UIDL: e6a3c2e1a5322406eb6e25e5019ce589

On 02-Nov-99, Thomas Cobb wrote:

C=Why don't you just use the system functions:

I thought about that but I'm not fond of changing the code again and also
I don't just like to retreat, but find the cause and cure it. Or I won't
learn from it. Also it appears to be a NCS bug, which in itself shouldn't
be staying there.

Probably won't be an NCS bug, but I call it that way, so the author might
speak out sooner ;-)

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.31 Anyone going to Cologne?

Date: Tue, 09 Nov 1999 16:46:13 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Anyone going to Cologne?

Encoding: 7bit

X-UIDL: 74aab62b7890979e27e5f76927284ccf

Hi,

I'm still in the final stages of deciding if I will be going to the "whatever it's called amiga show" at Cologne this weekend. As long as I can find a flight and everything else goes to plan I should make it. Is anyone else going? Anyone from Pagan Games perhaps?

Even more interesting would be anyone else from the UK who is thinking of going but hasn't yet booked a flight etc. I know it's a bit late, I think only 3 days away!

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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1.32 Re: Anyone going to Cologne?

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 9 Nov 1999 17:15:45 -0000

Subject: Re: Anyone going to Cologne?

Encoding: 8bit

X-UIDL: 40527d33a3c5e7273983f81525bee781

Hi Paul

> Even more interesting would be anyone else from the UK who is
> thinking of going but hasn't yet booked a flight etc. I know
> it's a bit late, I think only 3 days away!

Ahh, after those last minute cheapies?

--

l) ^ V] [l) M © M] [N N l dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694

An organization is like a tree full of monkeys, all on different limbs
at different levels. Some monkeys are climbing up, some down.
The monkeys on top look down and see a tree full of smiling faces.
The monkeys on the bottom look up and see nothing but assholes.

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1.33 Re: Anyone going to Cologne?

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 10 Nov 99 22:35:09 +1000
Subject: Re: Anyone going to Cologne?

Encoding: 7bit

X-UIDL: 0a784a8030c3627f067d0caae3078e85

On Tue, 09 Nov 1999 16:46:13 +0000 Paul Burkey said:

> Hi,

>

> I'm still in the final stages of deciding if I will be going to
> the "whatever it's called amiga show" at Cologne this weekend. As
> long as I can find a flight and everything else goes to plan I
> should make it. Is anyone else going? Anyone from Pagan Games
> perhaps?

If anyone does go, please do me a favour and give Blittersoft a Hard
Time. They have finally announced that they will not be selling
BoXeR as a motherboard + processor option for the foreseeable future.
This, despite promising to do that for the past two years.

I am more than a bit Pi**ed off with them

I would love it if loads of people tried to persuade them to change
their mind.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.34 Re: Anyone going to Cologne?

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Anyone going to Cologne?

Date: Wed, 10 Nov 1999 04:28:26 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 0a94d594a7b3b866859ba8ed34ce6a5d

Hi,

I've snipped what Tony said, but it looks like everything for the Amigas gone pear shaped, to the extreme!

That's a bit bad of Blittersoft isn't it, promising us something and having the cheek to go back on that decision, I think I'll stick with my A1200T!!!

So anybody going, give them a mouthful about what you think about their decision, after all, we've had enough broken promises.

Sorry that this was a bit offd topic (me going off on a tangent again!)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.35 AslRequest.

From: Emanuele Cesaroni <emacesa@tin.it>

Date: Fri, 05 Nov 1999 05:48:55 +0000

Subject: AslRequest.

X-UIDL: b34e7bbdf23ea43ec7af9bf358acf670

Hello.

Can anybody help me with this problem ?

I have written a program which opens a screen, a custom screen, and a window, of the same size, to read inputs from mouse etc.

Then i call `asl.AlsRequest()` and it opens well the requester's window, but when i exit from the requester (a file requester) the image

of requester (the image of its window) remains on screen, altering the screen's data.

This on 060 machines with `cgx >= v4.0`, and also on AGA screens.

On a 4000 + PicassoIV + Picasso96 it never happens.

The systems with that problem have one of two new P5's graphics boards, as the BVision.

There is anybody who got the same problem ?

Thank you.

Emanuele.

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1.36 Re: AslRequest.

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: AslRequest.

Date: Fri, 05 Nov 1999 03:13:35 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 24bd0adf45ac5949249d841b3554a69e

On Fri, 05 Nov 1999 05:48:55 +0000, Emanuele Cesaroni wrote:

>

> Hello.

>

> Can anybody help me with this problem ?

>

> I have written a program which opens a screen, a custom screen, and a window, of the same size, to read inputs from mouse etc.

>

> Then i call `asl.AslRequest()` and it opens well the requester's window, but

> when i exit from the requester (a file requester) the image

> of requester (the image of its window) remains on screen, altering the

> screen's data.

>

> This on 060 machines with `cgx >= v4.0`, and also on AGA screens.

> On a 4000 + PicassoIV + Picasso96 it never happens.

> The systems with that problem have one of two new P5's graphics boards, as

> the BVision.

>

> There is anybody who got the same problem ?

>

> Thank you.

> Emanuele.

>

What is behind the window, a BitMap? If it is then you will need to refresh the BitMap, this happens on my AGA/Pixel 64 Gfx. Card A1200 as well, so it's nothing new.

If however you have a window behind then that is strange, is it a GimmeZeroZero one? If it isn't try adding \$400 to the Window tags or WA_GimmeZeroZero,True if you're using OpenWindowTagList_ or WindowTags.

Hope this of a little use, but probably not any!

Omega Research UK - Nick Lamburn

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1.37 Re: AslRequest.

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 17:56:30 +0100

Subject: Re: AslRequest.

X-UIDL: 40479323816753a7e04876356b8b3ab5

Emanuele Cesaroni churned out *this* drivel:

> Then i call asl.AlsRequest() and it opens well the requester's window, but

> when i exit from the requester (a file requester) the image

> of requester (the image of its window) remains on screen, altering the

> screen's data.

If all else fails, you could go the ugly hack way - copy the screen's bitmap to a spare, do your requester stuff, then poke the spare bitmap into the screen's bitmap again...and refresh it (RethinkDisplay_ or maybe RefreshDisplay_)... :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.38 Audio channels/Shapes

From: George Davis <geo@2-cool.co.uk>

Date: Wed, 17 Nov 1999 20:59:26 +0000

Subject: Audio channels/Shapes

X-UIDL: faf1448690988ec44025cf33a219384c

Status: U

Hello,peeps.

How do I make my game check if something is using the audio hardware (Paula)
when it starts up? I'm not familiar with OS programming,(my OS-killing game
is my first real project),so I need a clear (easy:) example please.

Also,can someone (Curt?) show me how a Blitz shape is stored in the memory.I
wanna try a custom shape-saver,cause SaveShapes is broken.

Thanks in advance.

Seeya.

--

<sb>Geo

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1.39 Re: Audio channels/Shapes

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Nov 1999 22:47:23 GMT+5DST

Subject: Re: Audio channels/Shapes

X-UIDL: bd14d08159acf817c9cdd1f6a57a72af

Status: U

On 17-Nov-99, George Davis wrote:

C=Hello,peeps.

C=How do I make my game check if something is using the audio

You could check if audio.device is in use and/or ahi.device if the program hardware bashed its way to Paula I doubt there`s a sure way to get to know that. Many sensible programs first lock the audio.device and then go bashing Paula, so at least others could check if it`s using Paula.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.40 Re: Audio channels/Shapes

From: George Davis <geo@2-cool.co.uk>

Date: Wed, 17 Nov 1999 22:16:58 +0000

Subject: Re: Audio channels/Shapes

X-UIDL: 6b00f18fb36f510f5e90ee9d35d92cdb

Amorel wrote this:

> Many sensible programs first lock the audio.device and then go

> bashing Paula, so at least others could check if it`s using Paula.

That`s exactly what I want to do.Please tell me how :)

BTW how do you know if my game is sensible or not? ;)

Bye.

--

<sb>Geo

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1.41 Re: Audio channels/Shapes

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 18 Nov 1999 04:54:26 -0500

Subject: Re: Audio channels/Shapes

X-UIDL: c857573cca259f635eb70f25d512c6f1

Hi George

On 17-Nov-99, George Davis wrote:

> Hello,peeps.

>

> Also,can someone (Curt?) show me how a Blitz shape is stored in the
> memory.I wanna try a custom shape-saver,cause SaveShapes is broken.

Well, here is the NewType that Blitz uses for a shape:

```

NEWTYPEDATA.shape ;size=32
  _pixwidth.w ;00: pixel width of shape null=noshape
  _pixheight.w ;02: pixel height of shape
  _depth.w ;04: depth, in bitplanes, of shape
  _ebwidth.w ;06: even byte width of shape
  _bltsize.w ;08: BLTSIZE of shape
  _xhandle.w ;10: horizontal handle of shape
  _yhandle.w ;12: vertical handle of shape
  _data.l ;14: pointer to graphic data - Plane1, Plane2...
  _cookie.l ;18: pointer to one bitplane cookiecut
  _onebpmem.w ;22: memory taken by one bitplane of shape
  _onebpmemx.w ;24: memory taken by one bitplane of shape,
; plus an extra word per bitplane per
; vertical pixel
  _allbpmem.w ;26: memory taken by entire shape.
  _allbpmemx.w ;28: memory taken by entire shape, plus an
; extra word per bitplane per vertical
; pixel
  _pad.b[2] ;30:
End NEWTYPE

```

If you mean the actual graphic data, it is just the same as a BitMap - plus the extra 1 bitplane "cookie cut" mask that is used for removing colour 0 when Blitting the shape.

The cookiecut can be ignored when saving, since it is automatically remade when loading shapes.

Later...

--

A Smith and Wesson beats four aces.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.42 Re: Audio channels/Shapes

From: George Davis <geo@2-cool.co.uk>

Date: Thu, 18 Nov 1999 17:39:24 +0000

Subject: Re: Audio channels/Shapes

X-UIDL: 20cf578cc415505dcb6f750cbdc660fa

On 18-Nov-99, Curt Esser wrote:

> Well, here is the NewType that Blitz uses for a shape:

Thanks a lot! :)

With a little trial and error I made a subroutine that saves out a shape, but I'm having difficulty loading it again. It seems LoadShapes and DecodeShapes have the same problem as SaveShapes...

The Blitz loading and saving commands all seem to use `#_allbpmem.w#` to check the size of the bitplane data, so if your shape is bigger than 65536 bytes, you're screwed.\:(

Ok, now I need a way of decoding a shape from memory.

Shapes are saved straight, exactly as they appear in memory, so if I load the shape into chipram, how can I point a Blitz Shape object at that data?

Thanks in advance, again. :)

--

<sb>Geo

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1.43 Re: Audio channels/Shapes

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 19 Nov 1999 06:38:03 -0500

Subject: Re: Audio channels/Shapes

X-UIDL: 7e59f0334d0a4cbab84dd5ec2a1ff8f8

Hi George

On 18-Nov-99, George Davis wrote:

> On 18-Nov-99, Curt Esser wrote:

>

>> Well, here is the NewType that Blitz uses for a shape:

>

> Thanks a lot! :)

> With a little trial and error I made a subroutine that saves out a

> shape, but I'm having difficulty loading it again. It seems LoadShapes and

> DecodeShapes have the same problem as SaveShapes... The Blitz loading and

> saving commands all seem to use #_allpbmem.w# to check the size of the

> bitplane data, so if your shape is bigger than 65536 bytes, you're

> screwed.\:(

>

> Ok, now I need a way of decoding a shape from memory. Shapes are saved

> straight, exactly as they appear in memory, so if I load the shape into

> chipram, how can I point a Blitz Shape object at that data?

First, include BB2ObjTypes.res in your compiler options, or put a copy of the .shape NewType at the start of your program.

Now, to put a shape into shape 0:

1} load the bitplane data into chip ram

2} get the address of the shape 0 structure:

```
shp0.shape = Addr Shape(0)
```

3} fill in all the information, except the cookie-cut pointer

4} make the cookie for blitting:

```
MakeCookie 0
```

Now, the shape should be ready to use.

Problem is, the "allpbmem" or whatever it was, is still going to have to be a Word, so the same thing is going to happen if your shape is too big.

Simply changing it to a Long in the NewType won't fix it, since the library that does the Blitting and other shape commands is expecting and reading a Word.

You would have to re-compile whatever Blitz library handles shapes to change

this.

A much easier solution would be to split up large shapes into 2 or more pieces, and then always Blit them side by side.

BTW, this size limitation may not be a bug - it could be a hardware limitation on the size of memory that the Blitter can move in one go or something like that...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.44 Re: Audio channels/Shapes

From: George Davis <geo@2-cool.co.uk>

Date: Sat, 20 Nov 1999 12:16:07 +0000

Subject: Re: Audio channels/Shapes

X-UIDL: 791045b6e59b3aae906a15a89692f31f

On 19-Nov-99, Curt Esser wrote:

>First, include BB2ObjTypes.res in your compiler options, or put a copy of
>the .shape NewType at the start of your program.

>

>Now, to put a shape into shape 0:

>

>1} load the bitplane data into chip ram

>2} get the address of the shape 0 structure:

>

> shp0.shape = Addr Shape(0)

Everything's OK up to here..

This line gives me the error 'can't assign expression'

Do I need to initialise Shape 0 first?

(I tried that at first, but I get problems freeing the shape later on, I think it's because the bitplane data the shape is initialised with is not being free'd along with it)

> Problem is, the "allpbmem" or whatever it was, is still going to have to

> be a Word, so the same thing is going to happen if your shape is too big.
Ah, but the only Blitz commands that waste the big shapes are the
load/save/decode ones, so I don't think allbpmem.w is used for anything
else.

> You would have to re-compile whatever Blitz library handles shapes to
> change this.

I thought about this, but I don't need to, and I don't have a clue how to..

> BTW, this size limitation may not be a bug - it could be a hardware
> limitation on the size of memory that the Blitter can move in one go or
> something like that...

No, I'm pretty sure it's not. If you use GetAShape to grab a shape from a
bitmap, there is no problem with big shapes.

(Like I said, the only problem seems to be loading and saving)

Bye.

--

<sb>Geo

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1.45 Re: Audio channels/Shapes

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 20 Nov 1999 17:31:37 +0300

Subject: Re: Audio channels/Shapes

Encoding: 8bit

X-UIDL: 9a3bdb3976e66093d22f9d1624e9c4b1

On 19-Nov-99, Curt Esser wrote.

> BTW, this size limitation may not be a bug - it could be a hardware
> limitation on the size of memory that the Blitter can move in one go or
> something like that...

OCS blitter limit is 1024*1024 bits in one bitplane.

Well for interleaved blitting it is the limit OCS have, but sadly this kind
of stuff haven't updated when they made the interleave support etc.

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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1.46 Re: Audio channels/Shapes

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 20 Nov 1999 10:03:24 -0500

Subject: Re: Audio channels/Shapes

X-UIDL: bfcbbc13b00a607a5350647f46e08c64a

Hi George

On 20-Nov-99, George Davis wrote:

>>

>> 1 } load the bitplane data into chip ram

>> 2 } get the address of the shape 0 structure:

>>

>> shp0.shape = Addr Shape(0)

>

> Everything's OK up to here.. This line gives me the error 'can't assign
> expression' Do I need to initialise Shape 0 first? (I tried that at
> first, but I get problems freeing the shape later on, I think it's because
> the bitplane data the shape is initialised with is not being free'd along
> with it)

Well, you could initial the shape to the correct sizes and depth first, then
find the address of it's bitplane data, and load yours into that. This
would probably be better anyway, since then the data would automatically be
freed when you free the shape or end the program.

>

>> Problem is, the "allpbmem" or whatever it was, is still going to have to
>> be a Word, so the same thing is going to happen if your shape is too big.

>

> Ah, but the only Blitz commands that waste the big shapes are the
> load/save/decode ones, so I don't think allpbmem.w is used for anything
> else.

OK, then you should be all set...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.47 Re: Audio channels/Shapes (Fixed!)

From: George Davis <geo@2-cool.co.uk>

Date: Sat, 20 Nov 1999 17:18:44 +0000

Subject: Re: Audio channels/Shapes (Fixed!)

X-UIDL: 909aa35672a0f505361ffb187771ec67

On 20-Nov-99, Curt Esser wrote:

> Well, you could initial the shape to the correct sizes and depth first,
> then find the address of it's bitplane data, and load yours into that.
> This would probably be better anyway, since then the data would
> automatically be freed when you free the shape or end the program.

I had tried this at first, but it kept crashing, so I assumed it was my own fault.

It turned out that #_CopyMem()# crashes in Blitz mode..so I put the subroutine with CopyMem in it after an AMIGA command. I can't really understand why that works.

(When the program runs, the CopyMem is done in Blitz mode, so why doesn't it crash?)

Anyway, it works now, so I'm happy :)

If anyone wants to see my code for saving and loading shapes bigger than a 65000 bytes

(whatever), let me know.

Thanks to everyone who responded.

--

<sb>Geo

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1.48 Re: Audio channels/Shapes (Fixed!)

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 20 Nov 1999 20:44:49 -0500

Subject: Re: Audio channels/Shapes (Fixed!)

X-UIDL: 87ff6a34165825fb4d7013ea090f091a

Hi George

On 20-Nov-99, George Davis wrote:

> On 20-Nov-99, Curt Esser wrote:

>

>> Well, you could initial the shape to the correct sizes and depth first,
>> then find the address of it's bitplane data, and load yours into that.
>> This would probably be better anyway, since then the data would
>> automatically be freed when you free the shape or end the program.
>
> I had tried this at first, but it kept crashing, so I assumed it was my own
> fault.
> It turned out that #_CopyMem()# crashes in Blitz mode..so I put the
> subroutine with CopyMem in it after an AMIGA command. I can't really
> understand why that works.
> (When the program runs, the CopyMem is done in Blitz mode, so why doesn't it
> crash?)

Well, it should - or at least, it shouldn't work while in Blitz mode.

None of the OS functions should be used while in Blitz mode, since the OS is disabled...

Maybe you are going into QAmiga mode or something?

I have found that sometimes, for whatever reason, things that shouldn't work did on my system. But it usually turned out later that it wouldn't work on other people's systems, so be careful...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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1.49 AutoScroll

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 12 Nov 1999 08:08:55 -0500

Subject: AutoScroll

X-UIDL: 936df15ea35a0d59e74b7a585397c0e5

Hi Everybody,

I am letting users select their own screenmode with a ScreenMode requester, then opening the selected screen using a taglist.

I am turning AutoScroll on in the taglist, so if the screen is bigger than

the user's display, they can move around over the whole screen.

Well, it works OK on my non-GFX card AGA system - but the question is this:

Since GFX cards don't support screen dragging, I am guessing they don't support AutoScroll either?

Anyway, is it going to be a problem opening a screen on a GFX card with the AutoScroll tag set to TRUE? Or does the RTG software simply ignore this tag?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.50 Re: AutoScroll

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 13:29:56 -0000

Subject: Re: AutoScroll

Encoding: 8bit

X-UIDL: 9f397a3034d48c69ff5fac1e80ef6a19

Hi Curt

> Since GFX cards don't support screen dragging, I am guessing they
> don't support AutoScroll either?

The reason they don't support screen dragging is because they can't show one screen partially obscured by another, or if they did, it would be a total bus time hog.

The AutoScroll tag just makes it show a different portion of the same screen, so I would think that it works.

--

l) ^ V][l) |M| © |M|][|N| | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

'I don't care how good you say they are. I ain't fightin' alongside no fuck-ass teddy bears.' - Samuel L. Jackson, Jedi

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1.51 Re: AutoScroll

From: et@enterprise.net

Date: Fri, 12 Nov 1999 15:28:45 +0200

encoding: 7BIT

Subject: Re: AutoScroll

X-UIDL: fee192910363476a59e50bc505fa50ae

On 12 Nov 99, at 8:08, Curt Esser wrote:

> Hi Everybody,

>

> I am letting users select their own screenmode with a ScreenMode

> requester, then opening the selected screen using a taglist.

>

> I am turning AutoScroll on in the taglist, so if the screen is bigger

> than the user's display, they can move around over the whole screen.

>

> Well, it works OK on my non-GFX card AGA system - but the question is

> this:

>

> Since GFX cards don't support screen dragging, I am guessing they

> don't support AutoScroll either?

Some do, some don't. It doesn't cause a problem anyway, and if you've got a gfx card, you're liable to have a "big enough" display to start with.

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1.52 Re: AutoScroll

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Fri, 12 Nov 1999 14:53:51 +0100

Subject: Re: AutoScroll

X-UIDL: 1ad394d5a38c3d978fcf3cacc816d0f2

Hi Curt,

On 12-Nov-99, you wrote:

> Hi Everybody,

>

> I am letting users select their own screenmode with a ScreenMode

> requester, then opening the selected screen using a taglist.
>
> I am turning AutoScroll on in the taglist, so if the screen is bigger than
> the user's display, they can move around over the whole screen.
>
> Well, it works OK on my non-GFX card AGA system - but the question is
> this:
>
> Since GFX cards don't support screen dragging, I am guessing they don't
> support AutoScroll either?
>
> Anyway, it is it going to be a problem opening a screen on a GFX card with
> the AutoScroll tag set to TRUE? Or does the RTG software simply ignore
> this tag?

CyberGraphics supports screen dragging with ym CV64 card, although I don't think this will work for ALL cards.

Autoscroll certainly works, and should do on all cards.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

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1.53 Re: AutoScroll

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 12 Nov 99 19:50:52 +0000

Subject: Re: AutoScroll

Encoding: 7bit

X-UIDL: 4909d30399946c8c9f7811317534bb4d

> Since GFX cards don't support screen dragging, I am guessing they don't
> support AutoScroll either?

In my case graphics-card autoscroll does work on my humble Pixel64.

For a while that I was developing Mildred, ever token had a .Label so that it showed up in the column on the right, and to handle the sheer bulk of it I retargetting the screen to open on graphics card something like 800x2400 with autoscroll, which did work. I don't know if autoscroll works on all systems tho.

--

Paul.

IRC: irc.superlink.net #bridge, ircnet #amiga

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.54 AutoScroll

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 13 Nov 1999 06:29:14 -0500

Subject: AutoScroll

X-UIDL: ba794a956be1950a3fc677572c67192a

Hi Everybody,

Thanks to the responses to the AutoScroll question.

Anyway, thanks to all of you, a new version of the image scaling program is now available for download on my web site - in the Freeware section.

If you aren't familiar with it, PicScale loads images using DataTypes and allows you to rescale them, grab "brushes" from them, and save the results.

Once loaded, the images are kept and manipulated in fast ram, for speed and minimum use of chip ram.

It now can be run on it's own selectable custom screen, as well as on the WB screen. Also includes some bug-fixes, and a custom ILBM load/remap routine.

If anyone is interested in the source code, write me direct.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.55 Re: AutoScroll (well,it originally was...)

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 13 Nov 1999 18:31:19 -0500

Subject: Re: AutoScroll (well,it originally was...)

Encoding: 8bit

X-UIDL: 6306063fb204afffb22338f1e5d3473a

Hi Sami

On 13-Nov-99, Sami Näätänen wrote:

> On 13-Nov-99, Curt Esser wrote.

>> If you aren't familiar with it, PicScale loads images using DataTypes and

>> allows you to rescale them, grab "brushes" from them, and save the

>> results.

>>

>> Once loaded, the images are kept and manipulated in fast ram, for speed

>> and minimum use of chip ram.

>>

>> It now can be run on it's own selectable custom screen, as well as on the

>> WB screen. Also includes some bug-fixes, and a custom ILBM load/remap

>> routine.

>>

>> If anyone is interested in the source code, write me direct.

>>

>> Later...

>

> Well I just have one suggestion for AGA version. How about loading the

> stuff to FAST and manipulating there

I suppose I was not too clear - it IS converted to 8bit chunky, and sent to

fast ram on all systems. All scaling, etc., is done using chunkies.

> and using minimildred for the c2p.

The c2p (if necessary) is done by the OS WritePixelFormat8_ function direct

to the window - much simpler, as there is no need to have different

routines for GFX cards, and on AGA systems (like mine) using FBlit, almost

no chip ram is needed for this.

The only planar bitmaps used are by the DataTypes when loading (this is

immediately converted to Chunky, and released) and for the ILBM saving -

this is also done by using WritePixelFormat8_

> Or

> are you doing it like that already? (Well I haven't looked the program,

> but it looks quite good base for shape cutter. Only thing needed is some
> chunky and palette saving thing.)

Saving as 8bit chunky is very easy to do - but what format?

I had first thought of PNG, but it is very complicated...

So, maybe PCX? It looks simple enough that I might manage it.

Or, possibly, a bastardized version of IFF, with the same info in the header
(sizes, palette, etc) and a memory-dump of the chunky data in the BODY...

This would be very easy and quick to load directly into Fast ram for those
writing games that use chunky graphics...

>

> If doing those saving things then simple RLE coding is very easy to do
> and for shapes it's quite effective too.

Sorry, I haven't a clue about RLE - I'm not really a programmer, I'm a
carpenter. I just do this as a hobby...

>

> And possibly some delta coding for animation sequences.

Animations are beyond the scope of this program, at least for now...

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.56 Re: AutoScroll (well,it originally was...)

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 15 Nov 1999 21:03:22 -0500

Subject: Re: AutoScroll (well,it originally was...)

Encoding: 8bit

X-UIDL: 3ed173e7413bee89ee3d679ad3c16b72

Hi Sami

On 14-Nov-99, Sami Näätänen wrote:

> On 14-Nov-99, Curt Esser wrote.

>> The c2p (if necessary) is done by the OS WritePixelFormat8_ function

>> direct to the window - much simpler, as there is no need to have
>> different routines for GFX cards, and on AGA systems (like mine) using
>> FBlit, almost no chip ram is needed for this.
>
> well should be sufficient because speed isn't the issue.
Yes, it runs fast enough even on my 030/50
>>> Only thing needed is some
>>> chunky and palette saving thing.)
>>
>> Saving as 8bit chunky is very easy to do - but what format?
>> I had first thought of PNG, but it is very complicated...
>> So, maybe PCX? It looks simple enough that I might manage it.
>
>> Or, possibly, a bastardized version of IFF, with the same info in the
>> header (sizes, palette, etc) and a memory-dump of the chunky data in the
>> BODY...
>
> don't use the normal BODY, but use say CHK8 or something then it
> differs and it would be alright, because IFF isn't developed anymore (if
> I'm not totally confused).
>
>> This would be very easy and quick to load directly into Fast ram for
>> those writing games that use chunky graphics...
>
> Yes it would be perfect!!
>
>>>
>>> If doing those saving things then simple RLE coding is very easy to do
>>> and for shapes it's quite effective too.
>>
>> Sorry, I haven't a clue about RLE - I'm not really a programmer, I'm a
>> carpenter. I just do this as a hobby...
>
> Well It's Run Length Encoding and means same than just byte run, but it's
> the original name. So here is an example.
OK, yes, I know how byte-run is done. I just didn't know the name ;)
>>>
>>> And possibly some delta coding for animation sequences.
>>

>> Animations are beyond the scope of this program, at least for now...
>
> Automated animation grapping would be quite easy too.
>
> So proggy would ask to grap the first shape, then the shape size would be
> fixed and the user just need to place the cutting "box" over the next
> shape in animation sequence. Or it could be automated more so that it
> would ask the spacing between the shapes and then relatively to the first
> cutted shape, it would cut as many shapes as the user want's to. It just
> would need to add the width + x spacing to the coordinates and if x coord
> would be out then reseting the x coordinate and adding y with height and y
> spacing.
>
> The Delta coding to the animated shapes isn't the important improvment,
> but the automated cutting of the shapes is, and the delta coding can be
> added later, but it should be taken in account when making the file format
> for those shapes, because there really isn't much point of saving all
> shapes for their own files, would there.

OK, so you mean it would be similar to a Blitz shapes file, or IFF animbrush
file, only saved in chunky format? And the header would be almost the same
like a single image, with width, height, depth, palette (the same for all
shapes) plus a table of the offsets to the start of each image?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

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1.57 Re: AutoScroll (well,it originally was...)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 17 Nov 1999 17:09:02 +0300

Subject: Re: AutoScroll (well,it originally was...)

Encoding: 8bit

X-UIDL: 009e5f2e854747611b837588205b79bf

Status: U

On 16-Nov-99, Curt Esser wrote.

>> The Delta coding to the animated shapes isn't the important improvement,
>> but the automated cutting of the shapes is, and the delta coding can be
>> added later, but it should be taken in account when making the file
>> format for those shapes, because there really isn't much point of saving
>> all shapes for their own files, would there.

>

> OK, so you mean it would be similar to a Blitz shapes file, or IFF
> animbrush file, only saved in chunky format? And the header would be
> almost the same like a single image, with width, height, depth, palette
> (the same for all shapes) plus a table of the offsets to the start of each
> image?

Almost, but the offsets are irrelevant in the file, because it's compressed.

And the shapes would need to be encoded first before any of them could be used.

So it could use IFF structuring and contain colormap, shape info and encoded data chunks. The shape info block(s) could be like this:

width, height, offset etc

the extra part which holds animation and some other things.

flags.b Would contain information from the type of shape etc.

pos.b Position of shape in anim sequence, or if f_key is set then indicates the length of this sequence.

ID.w Number of animation sequence, where this shape belongs to.

f_single is this shape single or is it part of animation sequence.

f_key key shape in shape sequence

and some other flags like: Does it have cookie etc.

flags could also include some bits, which could extend the value range of pos, if necessary.

The only thing is that the file format should be carefully build up, so that nothing isn't missing and everything included is needed.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.58 Blitting on P96-screens

From: Roman Schaub <roman@ancor.ch>
Date: Mon, 29 Nov 1999 15:53:32 +0100
Organization: ANCOR
Subject: Blitting on P96-screens
X-UIDL: 44030fba05b6309a342fd8ceeb803996

Hello

...once again, i need help.

i want to render a bitmap to a picasso96 screen using the blit/bblit/qblit...commands. The program does not crash but there`s nothing visible. if i try the same code for a pal screenmode, it works perfectly. There is also the problem when i use the command `loadscreen`. If the ILBM file is in 8 bitplanes, my machine crashes immediately. If the picture has less bitplanes, it is displayed but much smaller in the width. I think all this has got something to do with the Chunky and Planar things but i have absolutely no experience in programming a graphics card...

please help...

Regards

Roman Schaub

--

<tsb>

greetinX

<tsb>#####Roman Schaub#####

<tsb>roman@ancor.ch

<tsb>www.ancor.ch

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1.59 Re: Blitting on P96-screens

From: Anton Reinauer <ants@paradise.net.nz>
Date: Tue, 30 Nov 1999 12:57:00 +1300
Subject: Re: Blitting on P96-screens
X-UIDL: dd0bf896531141b289354697eede93de

On 30-Nov-99, Roman Schaub wrote:

> Hello

>

> ...once again, i need help. i want to render a bitmap to a picasso96
> screen using the blit/bblit/qblit...commands.

You can't, as those commands use the blitter in chip mem- if you want to use a GFX card, use the Mildred library and copy the fast mem buffer to your GFX card.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.60 Blitz Developer List

From: Andre Beer <j.beer@abo.freiepresse.de>

Date: Sat, 06 Nov 1999 22:27:38 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Blitz Developer List

Encoding: 8bit

X-UIDL: 035616472c7c3947a0e0a13c5930bc79

Hello Blitzers,

some days ago I've uploaded an updated issue of the Blitz Developer List. It contains the data of near 200 (!!!) Blitz developers all over the world.

You find it at:

http://www.freiepresse.de/home/jubee/BBLIST_E.HTM (english issue)

http://www.freiepresse.de/home/jubee/BBLIST_D.HTM (german issue)

If you want to be added or to update the data about you, simply send me some informations about you (name, email, homepage, blitz projects, Amiga config ect.)

--

Bye now!

Andre

__ B E E R P R O D U C T I O N S

/// André + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga
BlitzBasic-Developer-Site

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1.61 Boopsi Support Functions

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Mon, 08 Nov 1999 00:39:54 +0500
Subject: Boopsi Support Functions
X-UIDL: d076a921fcf6fdd079b75fe84fc6210d
--BOUNDARY.7981.2713.287384200.1

Hi all,

Since few weeks I worked on Boopsi gadgets to be use in Blitz and I wrote a new Library of 11 commands that will help any one who's looking for creating Boopsi Gadgets with Blitz.

Since a long time Macro command and functions as INST_DATA, DoSuperMethodA etc, were only for C not for High language as BLITZ!! Now, you'll be able to setup a hook/dispatcher for you methods etc... as in C.

Roger Beausoleil
Quebec Canada

--BOUNDARY.7981.2713.287384200.1

Encoding: base64

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EtOmElNUJXG9nUH/Kp+QSXUTEFryfjFvhIyEpe8vdJwjSYXvL3TA5KHnZDGIhBdnFfWpQSVJ
bf1+aAah4L1LWDVSxGKqXt4/mf178/sqKjP7ZKA7CVESnejFvDX9xSoxkw15qPTPR6UVHoH
i3DxbaVEYPKG16W3a1jz8o8/hjP5KmJgn8A8+YYTn8Q3w3PkGegjS9NPRDFn44SR2fRDdwdJ
vFrV+QSIMwff7/+H8jpv1N8RZLhiLCumK+UcfGGhWFbwrqj4Bpwr1RX1DZ8EV6wr1xXtCveF
fBD/4/mAJpUtbGg1LTIBAADGAQAALwNoJwAAEEFtaWdhX0xpYi5yZWfkbWVXHwFdYpayNtw/
H7wB+sd1wLiPCrbJKMIWttkCYMNSWpLS93ajt5RR3xx5OS4soCC1JN3LBZTAGwbvLy/fLgP
FK5FLqLlkNz0n/vuHdMXqVpy2D2RkWPrd7/ixJnE566ddtynRG0ROK3nQuZZMrzR7ufXEx2X
7T9u6smSx3E8XIYbbA5w/7u2WOOkKuyjZojGwKnH511YVmcRnJJ0cu0Y36hFZ0OaemCX4B5R
vyK89Cu7x4c/Srsufpc9XxRhkxyYZo99E8Fw8xNRAv6fxAkF5W3nNtQKNogsjogZpPAUrrGI
IzJG8WLCFALC6Swp+gZ2CXl60xzr0c+eCMKcIfnh4c/Pbx76h0ofSdTu0U5LAWfuUMXn8xG5
XvXMLEFBKZSDKsanaDfrKQH8yOs7B9hvKJWk4AA=
--BOUNDARY.7981.2713.287384200.1

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--BOUNDARY.7981.2713.287384200.1--

1.62 Re: Boopsi Support Functions

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 08 Nov 1999 10:37:54 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Boopsi Support Functions

X-UIDL: bf32fc492cb2dd9a9d02516195efde40

Hello Roger

> Hi all,

>

> Since a long time Macro command and functions as INST_DATA,

> DoSuperMethodA etc, were only for C not for High language as BLITZ!! Now,

> you'll be able to setup a hook/dispatcher for you methods etc... as in C.

Nice one! Any news on the 3D lib?

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[Beavis, don't ever take that tone with me! - Butthead]

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1.63 bring me da news

From: et@enterprise.net

Date: Fri, 12 Nov 1999 17:10:07 +0200

encoding: 7BIT

Subject: bring me da news

X-UIDL: 2138b0ee9b877937fc543d3b6f1f1d21

Couple of questions, since I've been off-list for 6 months...

1> What happened to PowerBasic?

2> What happened to that mini-office thing, which was supposed to be being developed in Blitz? I have made a neat little invoiceing program, but now I've got the huge task of making it print invoices in a pretty way, so I might just give up and use someone else's program. Microsoft Office, by the way, isn't up to it. I know, I've tried.

3> What's a good suggestion for a low-resource, easy to use, stable GUI system, with popup-cycle-gadgets and click-tabs?

(Triton? BGUI? ClassAct?) And what are they like to implement in Blitz, compared with GT, which I'm used to?

I guess Dave already asked about ClassAct (thanks) and I went off the idea when he mentioned boopsi.. but.. any recommendations?

Thanks,
Evan.

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1.64 Re: bring me da news

Date: Fri, 12 Nov 1999 07:42:19 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Re: bring me da news
Encoding: 7bit
X-Sender-IP: 141.163.95.14
X-UIDL: 8e6186034c72a946b7923e31defbfc35

Hi,

Ewan innocently wrote :)

>2> What happened to that mini-office thing, which was supposed to
>be being developed in Blitz? I have made a neat little invoiceing
>program, but now I've got the huge task of making it print invoices
>in a pretty way, so I might just give up and use someone else's
>program. Microsoft Office, by the way, isn't up to it. I know, I've
>tried.

Well, that mini office thing is still in development, since i'm the one who's programming it. Should be available from Epic in Jan/Feb 2000. Also, on the subject of printing - I have been bombarding :) the list with such related mails over the past week :). It is possible, I know that, but it will take time, as soon as I know how, I'll make a file full of functions related to the subject of printing so other poor individuals don't have to suffer like I had to! :)

Yours,

Nick.

Omega Research UK - Nick Lamburn
email: oruk-amigan@excite.com
www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.65 Re: bring me da news

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Sat, 13 Nov 1999 14:06:04 +0100

Subject: Re: bring me da news

X-UIDL: 4c0cf063991a4547e7acb52797cbd684

Hello,

On 12-Nov-99, it was written thus:

>> What happened to PowerBasic?

It's now called PureBasic, and has now been released.

Very good it is, too.

Regards,

Sandy Brownlee.

--

Sandy Brownlee

Email: sandy@brownlee99.freemove.co.uk

Website: <http://www.brownlee99.freemove.co.uk>

Sent using YAM 2.0

This email will self- destruct upon deletion.

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1.66 Re: bring me da news

From: et@enterprise.net

Date: Sun, 14 Nov 1999 15:15:52 +0200

encoding: 7BIT

Subject: Re: bring me da news

X-UIDL: 21068ad52468f46f7096b0bbdca02f44

On 13 Nov 99, at 14:06, Sandy Brownlee wrote:

> It's now called PureBasic, and has now been released.

>

> Very good it is, too.

That certainly is damn cool. I'm going to buy a copy, instantly :)

It looks as if porting from Blitz should be easy.

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1.67 Casting in Blitz (Was dumping a RPort)

Date: Fri, 12 Nov 1999 06:53:10 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Casting in Blitz (Was dumping a RPort)

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: ab1a5314a1453226c8559ed46907ce9f

Hi All (again), :-)

Only Me, again!

Can blitz support casting because DoIO expects an IORequest but to do a RPort dump you have to fill out a IODRPRRequest, and cast it to IORequest type, well that's what the RKRM's say, so I was thinking that could be one problem with my Blitz version of dumping a RastPort?! I dunno. ANyway, All I need is an example of casting in Blitz if such a thing is possible!

(I'm in a hurry again now....)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.68 Re: Casting in Blitz (Was dumping a RPort)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 14:58:53 -0000

Subject: Re: Casting in Blitz (Was dumping a RPort)

Encoding: 8bit

X-UIDL: 9643db5d82f0d2de3b9f0e3e1555057f

Hi Nick

don't need to do casting in Blitz, just give it the pointer

--

l) ^ V] [l) M | © M] [M M | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

This machine is a piece of GAGH! I need dual Pentium

processors if I am to do battle with this code!

Klingon C++

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1.69 classact

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 10:19:46 -0000

Subject: classact

Encoding: 8bit

X-UIDL: 50a59efc4a7f3f1254e333f5dddac6bc

anyone got any examples of using classact with blitz. specifically
drop down lists and tab-pages?

--

l) ^ V] [l] M @ M] [N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Everybody is somebody else's weirdo

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1.70 Re: classact

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: classact

Date: Fri, 12 Nov 1999 02:38:47 PST

X-Sender-IP: 141.163.95.14

X-UIDL: ecdf3c8009ce61e5540b6476bba642d6

Hi,

Oh I wish I could help you! You always help me, and when you need help, I
can help you! :(

Isn't ClassAct behind the V44 (3.5) GUI system (Reactor?), if so, then maybe
a look at the new V2.1 Dev' CD may help, I shall look at the C code tonight
(In the Class Act dev' archive), and I may be able to help you then.

Until, maybe somebody else can help...

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.71 Come join Phoenix!!

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 15 Nov 1999 13:21:33 +1300

Subject: Come join Phoenix!!

X-UIDL: ebff6eed1e43b5b93eaa336dd494ba7b

To all Blitzers! Come join the Phoenix Platform Consortium! It's coming along nicely (180 developers have joined), and we now have a solid direction and infrastructure (basically), - your experience with Games/Graphics/Sound/Mods etc would be a welcome addition to Phoenix!

And to be honest- where do you have to go to now- either PC, Mac or Linux - or do you want a fast system, which will be up to date with a PC System hardware-wise, but have a lean, efficient OS!

QNX are an excellent firm to deal with, and listen to our opinions, and are very happy to work with us, and make their OS and Photon GUI more Amiga like, as they realise it's a benefit to them as well! The Neutrino microkernel and Photon GUI, are very nice and fix a lot of problems that the Amiga OS has. Note: QNX has done all the hard work already, so no need to start from scratch- early Beta versions of Neutrino/Photon are going out to select Phoenix developers as we speak.

QNX has been around for 18 years- they are not just a small startup company, so there's no worries about them suddenly disappearing.

Check out Neutrino and Photon at <http://www.qnx.com/products/index.html>

If you think Gateway will release the AmigaOS sourcecode (in my opinion, from their previous behaviour), then you're living in La, La Land.

When all the companies owning Amiga screwed up badly once again- we've all said `Man I could have managed that better than those idiots-

if I had control...? Well now you can- if there's anything you want changed/improved about the AmigaOS, or new ways to do things, then this is the way to get them done! You can have your say, and it can happen.

For all those that have complained over the years, it's time to put your money where your mouth is, and do something about it!!!

To join Phoenix mail greenboy: #greenboy@bigsky.net# with Subject 'Joining Phoenix' and some details of your development interests and history.

Note: I'm not giving up programming on the Amiga, I'm still working on my UDP_Funcs :)

Seeya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.72 Re: Come join Phoenix!!

Date: Mon, 15 Nov 1999 02:32:41 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Re: Come join Phoenix!!

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: c3881ca1159e083fdf99b6e49d12677a

Hi,

Hurrah! I'm also personally more interested in the PPC (Phoenix Platform Consortium) than Amiga themselves, since I believe that the people involved are more in-line with the community's ideas than Amiga themselves are.

So, I'll be joining up as well, since PPC deserves to be a success, and at last, maybe the community (the ones who know what we're on about) can give the Amiga what it deserves.

Note: I'm not dropping the Amiga what so ever! If I was dropping the Amiga, I'd be following Amiga themselves.... :-)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.73 Re: Come join Phoenix!!

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Nov 1999 15:49:21 GMT+5DST

Subject: Re: Come join Phoenix!!

X-UIDL: 841f67f685d52da8488b7b8bb09c9f5f

Status: U

On 15-Nov-99, Anton Reinauer wrote:

C= To all Blitzers! Come join the Phoenix Platform Consortium! It's
The way you tell it it almost sounds great. But believe me, it's all a
bunch of well intended talk(too much talk actually) and no substantial
actions. By now only p5 delivered. How can you take someone calling
himself Greenboy seriously anyway? The fucked up ICOA springs to mind.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.74 Re: Come join Phoenix!!

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 25 Nov 1999 12:22:31 +1300

Subject: Re: Come join Phoenix!!

X-UIDL: 713dfb9c678ca2e6d8c7cb24d6c67bd2

On 18-Nov-99, amorel wrote:

Sorry I took a while getting back to you, had a busy week :/

> On 15-Nov-99, Anton Reinauer wrote:

> C= To all Blitzers! Come join the Phoenix Platform Consortium! It's

>

> The way you tell it it almost sounds great. But believe me, it's all a

> bunch of well intended talk(too much talk actually) and no substantial

> actions.

You mean like the current Early Beta testing of Neutrino/Photon, by a selected group of Phoenix developers, going on as we speak! There is an *OS* , and it's real! Once QNX are happy that Neutrino is solid, they will start releasing it to more and more Phoenix developers.

The main problem we all face, is that the Amiga Developer community is split over several projects- if we all pull together we can get a new kickass platform out without a problem. As far as I'm concerned, the Neutrino/Photon solution is the best, as it's an efficient, low resource using OS. It has all the benefits of the Amiga OS (it obviously does take more resources than AmigaOS, because it supports more stuff), while having new features lacking in the Amiga OS (like the ability to add/remove any device module to the system at any time- no rebooting needed). It's backed by an excellent company, that are quite willing to license any technology needed (like JAVA for example).

Projects like AROS, etc are well meaning, but it will take them a long time to get something working, and it will only be on the PPC- Neutrino runs on PPC, x86, and will be ported to any new processor, that QNX thinks is worth it, to keep Neutrino up to date!

And you should also remember that Neutrino is perfect for Distributed Devices as well, and the market for them is just opening up for them now. If you get in early now, you can be on the first wave, and make money- yes that's right /money/, something that's rather unheard of on the Amiga at the moment!! With the other projects, how long will it take to get a new platform, where you could actually make some money from your programs? - a long time methinks :/

> By now only p5 delivered.

And Met@box's AmiJoe.

> How can you take someone calling

> himself Greenboy seriously anyway?

How about someone called amoral? ;) It's his stage name- he's a musician- you'd have a lot in common with him actually :)

And anyway, I've talked with him lots on IRC- he's very cool, and

really knows his stuff- for example, he managed the early Amiga Midi program `M' project, in the late 80's.

Not to mention people like Dave Haynie, RC Mikel (who worked on the original Amiga as well), Holger Kruse and all the QNX people, who all have shitloads of respect for greenboy!

> The fucked up ICOA springs to mind.

Hee, the ICOA is dead now anyway :)

CYA- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.75 Datatypes, BLITZ and Kickstart 2.0

From: "eTeacher" <eteacher@amiga.org.pl>

Subject: Datatypes, BLITZ and Kickstart 2.0

Date: Tue, 16 Nov 1999 08:36:33 -0000

charset="iso-8859-2"

Encoding: 7bit

X-UIDL: 606ccf4910e1bfac932a3a097de3dd1e

I've a big problem: I want to create ONE executable file to run on Kick 2.0+

The problem is in Datatypes. I want to use structure like that:

If Kickstart=3.0+

LoadSample via datatypes

Else

LoadSample as a standard IFF 8SVX

End

I've created a part piece of code to do it but... When I run it on Kickstart 2.0 BLITZ is trying to open datatype.library in neverending loop.

How can I solve this problem? How can I manually open this library?

Now I've to create two executables for Kick 2.0+ and Kick 3.0+ :(

Chris, eteacher@amiga.org.pl

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.76 Re: Datatypes, BLITZ and Kickstart 2.0

Date: Wed, 17 Nov 1999 14:41:44 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Datatypes, BLITZ and Kickstart 2.0

Encoding: 7bit

X-UIDL: 10cf7be362fbce17d5395054a7ea69cb

eTeacher wrote:

>

> I've a big problem: I want to create ONE executable file to run on Kick 2.0+

> The problem is in Datatypes. I want to use structure like that:

>

> If Kickstart=3.0+

> LoadSample via datatypes

> Else

> LoadSample as a standard IFF 8SVX

> End

>

> I've created a part piece of code to do it but... When I run it on Kickstart

> 2.0 BLITZ is trying to open datatype.library in neverending loop.

> How can I solve this problem? How can I manually open this library?

> Now I've to create two executables for Kick 2.0+ and Kick 3.0+ :-(

I think you just need to run the datatypes library fd file through a newish fdconvert, which will stop the neverending business. There is also an easy way to check whether a library has opened or not, it just requires writing a very simple blitz library command. You can then find out library version numbers and other stuff.

--

Julian Kinraid jkinraid@clear.net.nz ICQ:17257217

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1.77 Re: Datatypes, BLITZ and Kickstart 2.0

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 17 Nov 1999 05:32:25 -0500

Subject: Re: Datatypes, BLITZ and Kickstart 2.0

X-UIDL: 14e1830cb364db0f891612bfed8f611e

--BOUNDARY.1748367368.1

Hi eTeacher

On 16-Nov-99, eTeacher wrote:

> I've a big problem: I want to create ONE executable file to run on Kick

> 2.0+ The problem is in Datatypes. I want to use structure like that:

>

> If Kickstart=3.0+

> LoadSample via datatypes

> Else

> LoadSample as a standard IFF 8SVX

> End

>

> I've created a part piece of code to do it but... When I run it on

> Kickstart 2.0 BLITZ is trying to open datatype.library in neverending

> loop. How can I solve this problem? How can I manually open this library?

> Now I've to create two executables for Kick 2.0+ and Kick 3.0+ :-(

Here is a little bit of code by James Boyd that I use in my program. It tries to open a library at the very beginning of the program and if it is not found, the program will end.

But it might work for what you are trying to do. Just have it set a variable to show if the datatypes.library is found, and if it is not, don't let any of the DataType commands be executed.

Later...

--

"The important thing is not to stop questioning.

Question EVERYTHING."

-- Albert Einstein

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748367368.1

Content-Disposition: attachment; filename="LibCheck.asc"

;------

; thanks to James Boyd for this one

lib\$="reqtools.library"

libv.w=38

*lib.Library=OpenLibrary_(&lib\$,libv)

```
If *lib
CloseLibrary_ *lib
Else
;the library is not found
EndIf
;-----
--BOUNDARY.1748367368.1
-----
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--BOUNDARY.1748367368.1--
```

1.78 DClip

```
From: Curt Esser <camge@ix.netcom.com>
Date: Fri, 05 Nov 1999 05:43:54 -0500
Subject: DClip
X-UIDL: d7f11d48756117fb1a8e22aa73692ff1
Hi Everyone,
Where can I find the current screen's DClip information?
(This is the size of the visible area on an overscan screen)
I have checked the Screen, ViewPort, and RastPort structures, but can't find
it.
Surely Intuition has this information - but where is it kept?
Later...
--
All true wisdom is found on T-shirts.
Yours electronically,
Curt Esser
camge@ix.netcom.com
http://members.xoom.com/Curt_Esser/
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
```

1.79 Re: DClip

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 5 Nov 1999 11:34:09 -0000

Subject: Re: DClip

Encoding: 8bit

X-UIDL: d03b8f37aa17b33869bcb4f97f9cd039

Hi Curt

> Where can I find the current screen's DClip information?

> (This is the size of the visible area on an overscan screen)

You could use `GetDisplayInfoData_` from `graphics.library` to get the `DimensionInfo` for the screenmode you are using, or `QueryOverscan_` from `intuition.library`.

I don't know if these return the standard settings for that particular screenmode or the specific ones which you can set with the `SA_DClip` tag.

> I have checked the `Screen`, `ViewPort`, and `RastPort` structures, but

> can't find it. Surely Intuition has this information - but where is it

> kept?

Hidden away. Obviously not meant to play with it ;)

--

l) ^ V][l) |M| © |M|][|N|N| dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

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1.80 Re: DClip

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 05 Nov 1999 18:34:02 -0500

Subject: Re: DClip

X-UIDL: 38436aefedd52001c712848d733fd5a8

Hi David

On 05-Nov-99, David McMinn wrote:

> Hi Curt

>

>> Where can I find the current screen's DClip information?

>> (This is the size of the visible area on an overscan screen)

>

> You could use `GetDisplayInfoData_` from `graphics.library` to get the

> `DimensionInfo` for the screenmode you are using, or `QueryOverscan_`

> from `intuition.library`.

>

> I don't know if these return the standard settings for that

> particular screenmode or the specific ones which you can set with the

> `SA_DClip` tag.

Well, the standard ones would be good enough for my purposes -

What I am doing is allowing the user to select their screenmode from a

`ScreenMode` requester, also allowing overscan of any size and autoscroll.

So, what I want to do is get the size of the DClip so I know where to locate

the windows, requesters, etc. so they can be seen in the visible portion

when the program starts...

>

>> I have checked the `Screen`, `ViewPort`, and `RastPort` structures, but

>> can't find it. Surely Intuition has this information - but where is it

>> kept?

>

> Hidden away. Obviously not meant to play with it ;)

I'm not going to play with it - I promise ;)

I just want to read it...

Thanks for the suggestions.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.81 Re: DClip

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 6 Nov 99 01:22:43 +0000

Subject: Re: DClip

Encoding: 7bit

X-UIDL: d21b65444df3b506605ff702f6161080

> What I am doing is allowing the user to select their screenmode from a

> ScreenMode requester, also allowing overscan of any size and autoscroll.

>

> So, what I want to do is get the size of the DClip so I know where to locate

> the windows, requesters, etc. so they can be seen in the visible portion

> when the program starts...

Hmm, i just thought to point out that not everyone uses overscan in the same way as it was used when Amiga's were mostly output to TV displays. On many monitors there are screen stretching controls and I for one know that I had set up my monitor presets to always display the fully overscanned size of a particular screenmode to fit entirely within the viewable area. I also know my sister does that for her Hires-Laced workbench, and I bet a lot of other people do it too, so it doesn't necessarily always apply that you're gonna need to indent your left justification to compensate.

--

Paul.

IRC: irc.superlink.net #bridge, ircnet #amiga

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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1.82 Re: DClip

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 06 Nov 1999 11:19:30 +0300

Subject: Re: DClip

Encoding: 8bit

X-UIDL: e6e5fd13c0e33694b6cdd11dccef4f89

On 06-Nov-99, Curt Esser wrote.

> Hi David

>

> On 05-Nov-99, David McMinn wrote:

>> Hi Curt

>>

>>> Where can I find the current screen's DClip information?

>>> (This is the size of the visible area on an overscan screen)

>>

>> You could use GetDisplayInfoData_ from graphics.library to get the

>> DimensionInfo for the screenmode you are using, or QueryOverscan_

>> from intuition.library.

>>

>> I don't know if these return the standard settings for that

>> particular screenmode or the specific ones which you can set with the

>> SA_DClip tag.

>

> Well, the standard ones would be good enough for my purposes -

>

> What I am doing is allowing the user to select their screenmode from a

> ScreenMode requester, also allowing overscan of any size and autoscroll.

>

> So, what I want to do is get the size of the DClip so I know where to

> locate the windows, requesters, etc. so they can be seen in the visible

> portion when the program starts...

>>

>>> I have checked the Screen, ViewPort, and RastPort structures, but

>>> can't find it. Surely Intuition has this information - but where is it

>>> kept?

>>

>> Hidden away. Obviously not meant to play with it ;)

>

> I'm not going to play with it - I promise ;)

>

> I just want to read it...

>

> Thanks for the suggestions.

>

> Later...

Well I think I found the way to do it.

So the DisplayClip is in the viewportextra structure

and you can get it by just using `*vpe.viewportextra=GfxLookUp_(*vp.viewport)`

if null then the clip info is not available and you have to use the

displaymodes default cliparea instead.

structure names are NOT correct ones!!!

look below for more info!

graphics.library/GfxLookUP

NAME

GfxLookUp -- find a graphics extended node associated with a given pointer (V36)

SYNOPSIS

```
result = GfxLookUp( pointer );
```

d0 a0

```
struct ExtendedNode *GfxLookUp( void *);
```

FUNCTION

Finds a special graphics extended data structure (if any) associated with the pointer to a data structure (eg: ViewExtra associated with a View structure).

INPUTS

pointer = a pointer to a data structure which may have an ExtendedNode associated with it (typically a View).

RESULT

result = a pointer to the ExtendedNode that has previously been associated with the pointer.

BUGS

SEE ALSO

graphics/gfxnodes.h GfxNew() GfxFree() GfxAssociate()

STRUCTURE XLN,0

APTR XLN_SUCC

APTR XLN_PRED

UBYTE XLN_TYPE

BYTE XLN_PRI

APTR XLN_NAME

UBYTE XLN_SUBSYSTEM

UBYTE XLN_SUBTYPE

LONG XLN_LIBRARY

```
LONG XLN_INIT
LABEL XLN_SIZE
VIEW_EXTRA_TYPE EQU 1
VIEWPORT_EXTRA_TYPE EQU 2
SPECIAL_MONITOR_TYPE EQU 3
MONITOR_SPEC_TYPE EQU 4
STRUCTURE ViewPortExtra,XLN_SIZE
APTR vpe_ViewPort
STRUCT vpe_DisplayClip,ra_SIZEOF
APTR vpe_VecTable
STRUCT vpe_DriverData,8
UWORD vpe_Flags
STRUCT vpe_Origin,(tpt_SIZEOF<<1)
ULONG vpe_cop1ptr
ULONG vpe_cop2ptr
LABEL vpe_SIZEOF
```

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.83 Re: DClip

From: Emil OpeIn Bronikowski <emilopi@kki.net.pl>

Date: Sun, 07 Nov 1999 22:45:04 +0100

Organization: calkowicie nie-zorganizowany

Subject: Re: DClip

X-UIDL: 380972cff65a4fb161419700747ea003

Yello Paul

w3333 06-Nov-99, Paul naklepal-h:

)-> I also know my sister does that for her

)-> Hires-Laced workbench,

Your sister have a Amiga? :)

uhuhu!

yer old

opi.plastic

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke
magic, scene, ascii, ganja, anarchy, freedom, animal liberation

GETIN Internet Service Provider <http://www.getin.pl/> <http://www.gnet.pl/>
Dostep K56Flex/V.90/ISDN, Darmowe konta BOX43.gnet.pl, Serwer gier SHOT.gnet.pl
Internetowy paszport - dostep w kazdym miejscu Ziemi: www.getin.pl/ipass.html

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1.84 Re: DClip

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 12 Nov 99 06:05:54 +0000

Subject: Re: DClip

Encoding: 7bit

X-UIDL: 3605231404985a0de476baf80c30dae6

> Yello Paul

>

> w3333 06-Nov-99, Paul naklepal-h:

>)-> I also know my sister does that for her

>)-> Hires-Laced workbench,

>

> Your sister have a Amiga? :)

> uhuhu!

>

> yer old

> opi.plastic

She has an A1200 040/28 with 16megs ram, 1gig HD, 56k modem, flatbed scanner, colour digitiser, 15" monitor and scandoubler/flickerfixer.

The old A500 is too nackered to use any more, she used to use that.

--

Paul.

IRC: [#bridge](irc://irc.superlink.net), [#amiga](irc://ircnet.net)

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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1.85 Re: DClip

From: Emil Oppeln Bronikowski <opi@supersonic.pdi.net>

Date: Thu, 18 Nov 1999 12:04:57 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: DClip

X-UIDL: f589ad751ca71f459f36ecde0f87d8be

Yello Paul

w3333 12-Nov-99, Paul naklepal-h:

)-> She has an A1200 040/28 with 16megs ram, 1gig HD, 56k modem, flatbed

)-> scanner, colour digitiser, 15" monitor and scandoubler/flickerfixer.

)-> :-P

well uhhhhh :) uhhmmihhhihuh :) i have no words :D

yer old

opi.plastic

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.86 Detecting the chipset

From: "Damir Arh" <damir.arh@guest.arnes.si>

Subject: Detecting the chipset

Date: Sun, 14 Nov 1999 13:44:59 +0100

charset="iso-8859-2"

Encoding: 7bit

X-UIDL: 867efb9cf9dab160e12b17345e7a05122

Hello

How can I from within the program detect the graphic chipset that is available in the computer (OCS, ECS, AGA). I need it to be able to conform some parts of the program according to this information.

Thank you for all your help in advance.

Kind regards

Damir Arh <damir.arh@guest.arnes.si>

<http://damir.gajba.net/>

--

Student | Programmer | Translator | Webmaster

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1.87 Re: Detecting the chipset

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 14 Nov 1999 14:05:46 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Detecting the chipset

X-UIDL: c2588d5c8763543108a830c2decc6a5a

Hello Damir

> Hello

>

> How can I from within the program detect the graphic chipset that is

> available in the computer (OCS, ECS, AGA). I need it to be able to conform

> some parts of the program according to this information.

Try using "CheckAGA" I think you can use "Lisa" as well (maybe)..

> Thank you for all your help in advance.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Grammarians DO IT with punctuation.]

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1.88 Re: Detecting the chipset

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 14 Nov 1999 15:13:21 +0100

Subject: Re: Detecting the chipset

X-UIDL: 27b30bea3baa8b71e0f6a8271388fd1a

--BOUNDARY.1748402072.1

Damir Arh churned out *this* drivel:

>

> How can I from within the program detect the graphic chipset that is

> available in the computer (OCS, ECS, AGA). I need it to be able to conform

> some parts of the program according to this information.

See attached - detects all different chipsets and it results in a smaller filesize than Lisa or CheckAGA :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1748402072.1

Content-Disposition: attachment; filename="Chipset.asc"

Content-Description: Lisa command replacement

Function.b Chip { }

MOVE.w \$dff07c,d0

PutReg d0,chip.w

AsmExit

End Function

Select Chip { }

Case \$00

chip\$="OCS"

Case \$F7

chip\$="ECS"

Case \$F8

chip\$="AGA"

Case \$F9

chip\$="AAA (Prototype)"

Default

chip\$="Not found"

End Select

NPrint chip\$

End

--BOUNDARY.1748402072.1

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--BOUNDARY.1748402072.1--

1.89 Re: Detecting the chipset

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 14 Nov 1999 18:17:29 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Detecting the chipset

X-UIDL: b0fcb957a76ea5e31e4985ebee767ab3

Hello James

> Damir Arh churned out *this* drivel:

>>

>> How can I from within the program detect the graphic chipset that is

>> available in the computer (OCS, ECS, AGA). I need it to be able to

>> conform some parts of the program according to this information.

>

> See attached - detects all different chipsets and it results in

> a smaller filesize than Lisa or CheckAGA :)

Yeah, they are part of other libs :(..

And CheckAGA simply calls ExecVersion

That source you wrote was a bit cack though. ;)

What was the deal with that Function?

> See ya,

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Your Mama's so ugly, she'd make a train take a dirt road!]

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1.90 Re: Detecting the chipset

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 15 Nov 1999 00:18:09 +0100

Subject: Re: Detecting the chipset

X-UIDL: e5f6895322bdb5b5d95054906fca1a37

Rob Hutchinson churned out *this* drivel:
>> See attached - detects all different chipsets and it results in
>> a smaller filesize than Lisa or CheckAGA :)
>
> Yeah, they are part of other libs :(.
> And CheckAGA simply calls ExecVersion
>
> That source you wrote was a bit cack though. ;)
> What was the deal with that Function?
Huh? Worked fine here...should've returned a number telling
you the chipset...
See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk
<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
<sb>Connected from Dundee, Scotland.
<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?
-- James Thurber

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1.91 Re: Detecting the chipset

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Mon, 15 Nov 1999 00:45:09 +0100
X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
Organization: Satanic Dreams Software.
Subject: Re: Detecting the chipset
X-UIDL: 5783a59024a6c9594feaa2e8b7463c31

Hello James

> Rob Hutchinson churned out *this* drivel:
>
>>> See attached - detects all different chipsets and it results in
>>> a smaller filesize than Lisa or CheckAGA :)

>>
>> Yeah, they are part of other libs :(..
>> And CheckAGA simply calls ExecVersion
>>
>> That source you wrote was a bit cack though. ;)
>> What was the deal with that Function?
>
> Huh? Worked fine here...should've returned a number telling
> you the chipset...
Oh yeah, it did, but why didn't you just peek the register?
What was with the ASM function? And the unessisary PutReg?
Just wondering ;)
Could have just done: Chip.w=Peek.w(\$dff07c)
couldn't you? Or even just cut the PutReg out of the Chip{ }
function.
> See ya,
--
Rob,
--
MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[If people listened to themselves, they would shut up.]

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1.92 Dumping RastPort using AmigaLibs

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Dumping RastPort using AmigaLibs

Date: Mon, 08 Nov 1999 03:47:28 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: cb7c5e6005bc1aac03e666a69a3e0f20

Hi,

For Platinum Suite 2000 I'll need to print Raster Ports. I have tried programming this with Blitz but it always crashes when I execute DoIO_c I haven't got time to include code, but I've done it in C and it works. What I need is an example that will allow me to change the shade of the output

and the density of the output, using Amiga Libs please.

I'm in a rush so, hope this is enough info...

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.93 Re: Dumping RastPort using AmigaLibs

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 8 Nov 1999 12:28:58 -0000

Subject: Re: Dumping RastPort using AmigaLibs

Encoding: 8bit

X-UIDL: f131b702f577c95f4becb3e3467cfb93

Hi Nick

> For Platinum Suite 2000 I'll need to print Raster Ports. I have tried
> programming this with Blitz but it always crashes when I execute
> DoIO_c I haven't got time to include code, but I've done it in C and
> it works. What I need is an example that will allow me to change the
> shade of the output and the density of the output, using Amiga Libs
> please.

Perhaps if you included the C code someone could convert it. Or the
Blitz code so someone could tell you where you are going wrong.

> I'm in a rush so, hope this is enough info...

No.

Assuming you have window 0 open:

You'll need to check the size of the IORequest for the printer data,
cos I'm sure that these fields are not part of the IORequest, but
will be in something from maybe printer.h. Also, check if the
ViewPort field is a pointer, in the Screen newtype and if it is,
remove the & from the GetVPMODEID line.

This should print window 0 as 5" x 5".

DEFTYPE.IORequest ior

```

*win.Window = Peek.l(Addr Window(0))
; dunno what the flags should be
If OpenDevice_("printer.device",0,&ior,0)
ior\io_Command = #PRD_DUMPRPORT
ior\io_RastPort = RastPort(0)
ior\io_ColorMap = *win\Screen\ViewPort\ColorMap
ior\io_Modes = GetVPMODEID(&*win\Screen\ViewPort)
ior\io_SrcX = 0
ior\io_SrcY = 0
ior\io_SrcWidth = *win\Width
ior\io_SrcHeight = *win\Height
ior\io_DestCols = 5000
ior\io_DestRows = 5000
ior\io_Special = #SPECIAL_MILROWS|#SPECIAL_MILCOLS
DoIO_ &ior
CloseDevice_ &ior
End If

```

You can set density by or'ing any of the density flags with the special field (#SPECIAL_DENSITYx where x=1 to 7). SPECIAL_MILROWS and COLS may just be one flag called #SPECIAL_MIL.

Don't know about shade (is that for greyscale1&2, B&W, colour etc?).

--

) ^ V] [] | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Borg - 'assimilate and conquer'

Microsoft - 'embrace and enhance'

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1.94 Re: Dumping RastPort using AmigaLibs

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Dumping RastPort using AmigaLibs

Date: Mon, 08 Nov 1999 04:55:09 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: 00c64f71d1110f6f4aa1e625567db0f6

Hi,

Thanks David, I shall send the C code tomorrow sometime, however, although

it's true that the SPECIAL_DENSITYx tags do go on the flags field, they seem to do nothing when my printer prints, as I always get my Epson Stylus 400 Colour printing in 720x720 dpi, even if I set it to Density 1 which should be 180x180dpi.

I got it to work (in my C code), by obtaining the printer's copy of preferences, and then changing them, this works fine. I have posted a new email with more info (thought without code it's probably difficult to understand :-). I'll send the C code tomorrow, and we'll see what happens, I'll also try what you just suggested. Thanks!

BTW: I use Turbo Print 6, if that's any help? :-)

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.95 Re: Dumping RastPort using AmigaLlbs (read me!)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Dumping RastPort using AmigaLlbs (read me!)

Date: Mon, 08 Nov 1999 04:47:12 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 62f0977e18c57277e7dbe3db5b9671ce

Hi,

Let's try that one again...

Ok, I have got some more time now, so I will detail what I need more clearly.

Basically I need to print a rasterport to specified size, density and shade (black and white, grey and colour). The size is specified in MILROWS and MILCOLS as a inch setting. I have tried programming this in Blitz BASIC but it crashes whenever DoIO_ is executed. I have programmed the equivalent in C, and it works perfectly.

I have integrated this into my Blitz Code by using DOS's Execute_() command.

The C program takes the RPort address, CMAP address, Width (in inches), Height (as width), density and shade type. I would like this to all be done

as Blitz code, but to date it hasn't worked. Also, I need the Rport to be drawn at a higher resolution before printing, do I do this with calls to `InitBitmap_()` and then `InitRastPort_()` (is that what it's called?), then link the `BitMap` into the `Rport` structure. Then, I need to strip print, since chip RAM will be drained very quickly, how can I redraw a `RPort` at three times the resolution, but in strips, without (breathe in!) drawing say a filled ellipse outside the `RPort` risking a crash when the ellipse is of a user defined size.

E.g:

(The line in the middle of the page is the first strips maximum height, i.e.: the first strip and the thing is the filled ellipse which will be partially outside the Printing `RastPort`)

+-----+ A4 page, which is a window 320x455 (just

|| an example, since this size varies on the

|| resolution of the screen), to strip

| ____ | print, the `BitMap` is two times as big

| ____/________| so 320 become 640 (Width), and the `BitMap`

|||| is printed in strips of 50 pixels high

|____/| (25 before doubling), if an ellipse is

|| positioned at 200,40 on the original

|| preview size (320 x 455), and has a radius

|| of 30, the ellipse will be drawn outside the

+-----+ `RPort` on the one that's printed. What I'm asking is

how can I ensure that the ellipse is still drawn (I know where the ellipse

is positioned since I've done all the scaling code already, that's not the

problem) at the right place, but doesn't crash because ellipse (filled) is

drawn partially outside. Do I just need to make `AllocRast_` large enough to

hold the ellipse, or is it as I suspect more an issue whether the ellipse is

drawn outside the `RPort`'s boundaries.

This probably makes little sense, but in summary:

* I need to print a `RPort` (on a HAM 8 (AGA) `BitMap` or 16bit/24bit (Gfx. Card)) at a higher resolution than displayed (unless the preview is already enough)

* I need to strip print to conserve memory (since a 1024 x 768 `BitMap` in HAM 8 uses 1728K!!!)

* How can I ensure that a user define filled shape or object which is variable in size will not crash to computer when it's partially drawn outside a `BitMap`?

Or is the quick fix just to print the display as it is and not bother with

this? Does anybody know how WordWorth prints in nice crisp resolutions without consuming too much memory.

Sorry for the length, but this has been bugging me for over a year now!

(printing has always been a problem from Blitz!)

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: http://www.geocities.com/siliconvalley/byte/8104

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1.96 e-mail change

From: Frederic Laboureur <alphasnd@free.fr>

Date: Sat, 20 Nov 1999 12:45:16 +0100

Organization: Fantaisie Software

Subject: e-mail change

Encoding: 8bit

X-UIDL: 9e4a561ff1a483b2680f2890437604e5

Hello,

I'm changing e-mail: alphasnd@free.fr

Good bye,

--

Fred.

/\V\ Frederic 'AlphaSND' Laboureur

__/_ e-Mail : alphasnd@free.fr

/ ^ u ^ n ^ \

(o o_/(o o)_o o) Quality software for the Amiga

/ /// || \ \ _\

(o_o)// (o o) \ (o_o) © 1999 - Fantaisie Software

`_.' `_' `_' `_'

F-Base TheBoss F-Bench <http://www.citeweb.net/fantaisi>

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.97 EFMUILib Updated..... Slightly ;)

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 06 Nov 1999 03:05:25 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: EFMUILib Updated..... Slightly ;)

X-UIDL: 977999f298353b9a176f23f3c6b69704

--BOUNDARY.273250920.2

Hello all,

Shouldn't really be my place to update the EFMUILib, as it isn't mine (as has been said before)... But seems all development on it has stopped completely, so I've decided to make a few little ammendments..

Hope the authors dont mind ;)

These are mainly just quick custom class calling routines, and a bug fix or two because I'm lazy and I needed some of them doing.

So far:

- MUIOpenWindow() has been fixed and is now a function! I've set it to a function because it should always be checked for failure. If it fails, the chances are your program will hang/go into an endless loop because it cant get info from the GUI. The lib really needed this checking adding. I was sick of my applications hanging because there wasn't enough chipmem. Originally it was a command and always returned 1, even when the window hadn't opened.

- MUIBetterString() added. Calls "betterstring.mcc"

This is similar to MUIString(), but uses betterstring.mcc which supports cut/paste amongst other things. To get/set the contents of a better string, just use MUISetString() and MUIGetString\$()

- MUIKeyBetterString() added. Calls "betterstring.mcc"

Almost the same as MUIKeyString() except, you can use a control character

- MUICreateVVirtGroup() added.

Same function as MUICreateVGroup() except that the group becomes virtual and can be scrolled around. This will create a virtual VGroup. So far you will have to add scrollbars to it yourself though

- MUICreateHVirtGroup() added.

Same function as MUICreateHGroup() except that the group becomes virtual and can be scrolled around. This will create a horizontal

VGroup So far you will have to add scrollbars to it yourself though

Were already sort of in there (from that hacked up version):

- MUIListHook(). Sets hook on/off for Nlist version of list.
- MUIList(). Calls "nlist.mcc"
- MUIListView(). Calls "nlistview.mcc"

(Note: The old hacked up nlist library was very dodgy, I re-did the nlist calls)

All the commands that I have added/fixed/etc,
have been tested (sort of), and seem to work fine.

I would like to add Jean`s NList hook functions, but I`m not sure if
I`ll bother or be able to yet.

I would also like to add:

MUIAddChain()

MUIAddChains()

MUIWeight() - Maybe, now that is lazy ;)

MUIShortHelp()

MUIToolBar()

MUILamp()

more custom classes... etc etc..

If and when I can be arsed..

Oh well,

Have fun. :)

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[Ura Redneck if you prominently display gifts you bought at Graceland.]

--BOUNDARY.273250920.2

Content-Disposition: attachment; filename="=?iso-8859-1?Q?EFMUILib2=DF.lzx?="

Encoding: base64

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.273250920.2--

1.98 EFMUILib...

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 20 Nov 1999 14:10:43 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: EFMUILib...

X-UIDL: 5ed0053e5586fc92650e7a003a6f32f8

Hello All,

How many people here still use the EFMUILib?

Been adding commands to it.. Is anyone interested in the updates?

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[Freefall Sex: Wanna make a Real Impression? Do it without a Parachute!]

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1.99 Re: EFMUILib...

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sat, 20 Nov 1999 18:32:51 +0100

Subject: Re: EFMUILib..

X-UIDL: a2086212e2561bc0ca14797257fa383b

Hi Rob,

On 20-Nov-99, you wrote:

> Hello All,

>

> How many people here still use the EFMUILib?

>

> Been adding commands to it.. Is anyone interested in the updates?

Me ;))

One thing I'm worried about with my Blitz MUI stuff is that the maximum objects of my MUIObjects is never saved with the project. It keeps resetting back to 50 when I reload my project. All of the other options set in the compiler options save correctly though.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

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1.100 Re: EFMUILib...

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sat, 20 Nov 1999 18:39:46 -0000

Subject: Re: EFMUILib...

Encoding: 8bit

X-UIDL: 01981052d7e8912e48c007aba28dd2e5

On 20 Nov 99, at 18:32, Daniel Allsopp wrote:

> One thing I'm worried about with my Blitz MUI stuff is that the maximum
> objects of my MUIObjects is never saved with the project. It keeps resetting
> back to 50 when I reload my project. All of the other options set in the
> compiler options save correctly though.

That happens to me too, but with the Sounds objects, they reset back
to 2 whenever I load the main source to a program I'm working on. And
of course, I happen to load more than 2 sounds in the program, and if
I forget to change it, I get seemingly random crashes (obviously
without the debugger).

Anyone know why? Perhaps the .xtra file can only store a certain
number of object prefs?

--

l) ^ V] [l) | M | © | M |] [| | | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Everybody is somebody else's weirdo

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1.101 Re: EFMUILib...

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 20 Nov 1999 20:52:45 -0500

Subject: Re: EFMUILib...

X-UIDL: 3a440f07379389b7b2cd095533c06bdd

Hi David

On 20-Nov-99, David McMinn wrote:

> On 20 Nov 99, at 18:32, Daniel Allsopp wrote:

>

>> One thing I'm worried about with my Blitz MUI stuff is that the maximum

>> objects of my MUIObjects is never saved with the project. It keeps
>> resetting back to 50 when I reload my project. All of the other options
>> set in the compiler options save correctly though.

>

> That happens to me too, but with the Sounds objects, they reset back
> to 2 whenever I load the main source to a program I'm working on. And
> of course, I happen to load more than 2 sounds in the program, and if
> I forget to change it, I get seemingly random crashes (obviously
> without the debugger).

>

> Anyone know why? Perhaps the .xtra file can only store a certain
> number of object prefs?

I had this happen to me once - I think the cause was that somehow the
protection bits on the .xtra file had become set to "write protect" or
"delete protect" so the .xtra file was never really being changed.

I would suspect this is what happened, since the default for "sounds" is 10
This might not be the problem, but have a look anyway...

The other possibility is that some library is saving the object maximums
incorrectly, overwriting your "sounds" settings.

>

>

Later...

--

Moderation is a fatal thing.

Nothing succeeds like excess.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.102 Re: EFMUILib...

From: jean zydorczyk <jean.zydorczyk@libertysurf.fr>

Date: Sun, 21 Nov 1999 11:15:37 +0100

Subject: Re: EFMUILib...

X-UIDL: e0989b3eebae3f68aaa0683b1645926a

Hello Rob

On 20-Nov-99, you wrote:

> Hello All,

>

> How many people here still use the EFMUILib?

>

> Been adding commands to it.. Is anyone interested in the updates?

>

Me !!!!!

ps: on 08 nov 99, you wrote for re:NList Notify

> Have you tried:

>

> - #MUIA_NList_Active

> - #MUIA_Pressed, or

> - #MUIA_Selected,

>

Nothink work, i don't know how to notify two Nlistview !! :(

--

Jean ZYDORCZYK

Mail to: Jean.zydorczyk@libertysurf.fr

Current Projects:

Filefrog. :In Progress

Bubble Bobble AGA :In Progress

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1.103 Re: EFMUILib...

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 21 Nov 1999 11:39:39 +0000

Organization: Pagan Software

Subject: Re: EFMUILib...

X-UIDL: 73c66d04c945d47a84c7339966882f2a

I watched as David McMinn hammered "Re: EFMUILib..." out on their keyboard...

> On 20 Nov 99, at 18:32, Daniel Allsopp wrote:

>> One thing I'm worried about with my Blitz MUI stuff is that the maximum

>> objects of my MUIObjects is never saved with the project. It keeps

>> resetting back to 50 when I reload my project. All of the other options
>> set in the compiler options save correctly though.
> That happens to me too, but with the Sounds objects, they reset back
> to 2 whenever I load the main source to a program I'm working on. And
> of course, I happen to load more than 2 sounds in the program, and if
> I forget to change it, I get seemingly random crashes (obviously
> without the debugger).
> Anyone know why? Perhaps the .xtra file can only store a certain
> number of object prefs?
They all seem to get saved fine here, but then the only one I regularly
change is the MUIObjects one.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Today is the first day of the rest of the mess.

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1.104 Re: EFMUILib...

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Date: Sat, 20 Nov 1999 22:12:21 +0100

Subject: Re: EFMUILib...

Encoding: 8bit

X-UIDL: e7e4c7ffe025a649914dca7d8bd0f12f

Le 20-Nov-99, Rob Hutchinson a écrit:

>Hello All,

Hi,

> How many people here still use the EFMUILib?

>Been adding commands to it.. Is anyone interested in the updates?

Err, what I'm interested in is to know exactly what I have to use to program a

MUI application. EFMUILib is not the only way ?

Cheers,

--

Mathias PARNAUDEAU - Corto/AFLE

Email : mathias.p@wanadoo.fr

Site Web : <http://perso.wanadoo.fr/supersport/>

Visitez aussi www.netlinker.com/amigapower & www.amigaimpact.com

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1.105 Re: EFMUILib...

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 21 Nov 1999 19:13:35 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: EFMUILib..

X-UIDL: d4a9ba41ae132cdbaeade80d97227775

Hello Mathias

>> Been adding commands to it.. Is anyone interested in the updates?

>

> Err, what I'm interested in is to know exactly what I have to use to

> program a MUI application. EFMUILib is not the only way ?

No it's not the only way, you could use the MUI Library directly
by converting the FD.

There are a few tag setting commands in Intuition library that

MUI uses a lot as well. (IE, MUISet() calls SetAttrsA_)

It's not actually that much different not using the EFMUILib,

Just a lot easier with EFMUILib, why WOULDN'T you want to use it?

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["42? 7 and a half million years and all you can come up with is 42?!"]

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1.106 Re: Even Byte Width

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 9 Nov 1999 12:54:04 -0000

Subject: Re: Even Byte Width

Encoding: 8bit

X-UIDL: 8bef63c2a2b84c066a1cf8e2901e08c6

Hi Curt

> I need to determine the EvenByteWidth required for a given image pixel
> width.

>

> I am using the method shown in the small example that is attached.

>

> It seems to work OK - but is there a better way?

Try doing:

(width + 15) & \$FFF0

That should round it up to the nearest 16.

--

l) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

If Obi-wan ain't home then I don't know what the fuck we're gonna do. I
ain't got no other connections on Tattooine.

- Samuel L. Jackson, Jedi

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1.107 Even Byte Width

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 09 Nov 1999 07:30:26 -0500

Subject: Even Byte Width

X-UIDL: 9921e2064a07e35a9d894d6acd11e2b0

--BOUNDARY.1748332912.1

Hi Everyone,

I need to determine the EvenByteWidth required for a given image pixel
width.

I am using the method shown in the small example that is attached.

It seems to work OK - but is there a better way?

Thanks...

Later...

--

He who hesitates loses the parking spot.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748332912.1

Content-Disposition: attachment; filename="EvenByteWidth.asc"

Repeat

Print "Enter pixel Width "

width.w= Edit(5)

ebw.w=(width/16)

temp.q=Frac(width/16)

If temp

ebw+1

EndIf

ebw*16

NPrint "Even byte width = ",ebw

NPrint " "

Until width=0

End

--BOUNDARY.1748332912.1

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--BOUNDARY.1748332912.1--

1.108 FindScreen replacement?

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 23 Nov 1999 21:29:13 +0100

Subject: FindScreen replacement?

X-UIDL: 1e24ca2ac607236c77df778219d19ec7

Hi all,

I'm trying to write a little replacement for FindScreen,
to try and reduce executable size, and though I've got

Fred's NLibs to help there, I'm still curious as to how it's done, cos there doesn't seem to be any way to tell which is the frontmost screen (as opposed to active screen) in the autodocs or includes.

Anyone know how to find which screen's at the front?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.109 Re: FindScreen replacement?

Date: Tue, 23 Nov 1999 17:42:20 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: FindScreen replacement?

X-UIDL: 3ccc3d1d0b5fdbabd778b343ebf6e861

Hi James,

> I'm trying to write a little replacement for FindScreen,
> to try and reduce executable size, and though I've got
> Fred's NLibs to help there, I'm still curious as to how
> it's done, cos there doesn't seem to be any way to tell
> which is the frontmost screen (as opposed to active screen)
> in the autodocs or includes.
> Anyone know how to find which screen's at the front?

Yep, you use IntuitionBase\Firstscreen. But you have to lock IntuitionBase first, like this:

```
lock.l = LockIBase_(0)
```

```
FirstScreen.Screen = IntuitionBase\*FirstScreen
```

UnlockIBase_lock

I'm too lazy to actually check this in Blitz, but it should work. :)

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

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1.110 Re: FindScreen replacement?

Date: Wed, 24 Nov 1999 08:16:28 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: FindScreen replacement?

X-UIDL: ae5a75445170d24737adf73b953a0b0d

On Tue, 23 Nov 1999, John Mason wrote:

> Yep, you use IntuitionBase\Firstscreen. But you have to lock

> IntuitionBase first, like this:

> lock.l = LockIBase_(0)

> FirstScreen.Screen = IntuitionBase*FirstScreen

> UnlockIBase_lock

Actually I had to do this for something else today, and it's more like this:

```
lock.l = LockIBase_(0)
```

```
*ibase.IntuitionBase = IntuitionBase --
```

```
*firstscreen.Screen = (*ibase\FirstScreen)
```

```
UnlockIBase_(lock)
```

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

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1.111 Re: FindScreen replacement?

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 24 Nov 1999 23:32:20 +0100

Subject: Re: FindScreen replacement?

X-UIDL: 63313b6926d6cf99bff930cfa104af8d

--BOUNDARY.1748412240.1

John Mason churned out *this* drivel:

> Actually I had to do this for something else today, and it's more like

> this:

>

> lock.l = LockIBase_(0)

> *ibase.IntuitionBase = IntuitionBase --

> *firstscreen.Screen = (*ibase\FirstScreen)

> UnlockIBase_(lock)

Thanks John, but no luck here (and I don't want to use the 3rd party lib command IntuitionBase either - I use the intuition.library pointer, which I believe is the same).

It seems to be performing the Intuition lock (LockIBase), but strangely, not returning any value. So I get a 0 returned, which means UnLockIBase doesn't unlock it - the system freezes!

Anyone know WTF's going on?!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1748412240.1

Content-Disposition: attachment; filename="NewFindScreen.asc"

Content-Description: Trying to do FindScreen...without the FindScreen ;)

*ibase.IntuitionBase=OpenLibrary_("intuition.library",0)

If *ibase ; get IntuitionBase (I think!)

Print "Frontmost screen's title is "

```

;-----
ib.l=LockIBase_(0) ; it seems to be locking, but returning 0!
;-----
If ib ; have we got a lock? have we f***!
*firstscreen.Screen=*ibase\FirstScreen ; pointer to frontmost screen
UnlockIBase_ib
; NPrint "Intuitionbase lock was ",ib
NPrint Peek$(*firstscreen\Title) ; should print screen title
Else NPrint "not found" ; no lock
EndIf
CloseLibrary_ *ibase ; don't need anymore
EndIf
End
--BOUNDARY.1748412240.1

```

```

-----
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--BOUNDARY.1748412240.1--

```

1.112 Re: FindScreen replacement?

From: "David McMinn" <dave@satanicdreams.com>
Organization: Satanic Dreams Software
Date: Thu, 25 Nov 1999 10:04:12 -0000
Subject: Re: FindScreen replacement?
Encoding: 8bit
X-UIDL: 4c8de4258e21f621cb8be23f9f32206b

Hi James

> It seems to be performing the Intuition lock (LockIBase), but
> strangely, not returning any value. So I get a 0 returned, which means
> UnLockIBase doesn't unlock it - the system freezes!

I think you need to do the UnlockIBase_ regardless of whether you get
the lock or not. Although I couldn't figure out why it wasn't getting
the lock.

--

l) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
'Feel the Force, motherfucker' - Samuel L. Jackson, Jedi

```

-----
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```

1.113 [off topic] fpu

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: [off topic] fpu

Date: Fri, 26 Nov 1999 18:25:32 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 13fc43719e54ae03595c73ffd6c2a3d8

Hello, ppl,

As some of you may remember, I've been having probs with my FPU, so when I came across the GetFPU function in StatsFuncs, I gave it a whirl, and it correctly identified my FPU as an 882.

Can someone tell me whether this means that my FPU is actually working properly - or will it still report its presence, even if it's broke?

The reason that I ask, is that Imagine 4.0 FPU keeps crashing - the primitives are a complete mess - however, I think I may have an idea about why this happens, and I have a request if this is the case.

I got Imagine 4.0 on CU Amiga coverdisk 148 and 149. The integer version is on 148, along with the generic archive that serves both versions. The FPU version is on 149 - the disk is labeled

"Underwater Capers."

Sadly - I formatted disk 149, thinking that it only contained "Underwater Capers". Fortunately, I knew someone who had this coverdisk, and asked him if he could give me a copy of the archive. He formatted a 1.4mb PC disk, as an Amiga disk - and put the archive on it. The archive UNLZXed ok. But I'm wondering if something in it was corrupted because it was on this type of disk - but I would have expected it to fail to unarchive if this was the case.

Does anyone have CU Amiga coverdisk 149? And if so, can they please send me a copy of the FPU archive? zalda@home4968.freemove.co.uk I'll be your slave for ever. I'm buying Imagine in the new year - but have to get these GFX done now.

I've been creating meshes from blobs in Imagine - one took 1 hour and 15 minutes - someone else with a similar set-up to me (but with a working FPU) managed it in 1 minute 45 seconds!!! It's a real pain having to wait that long to get a mesh - only to discover that the blobs need adjusting slightly. I also want to use 3D textures.

If it turns out that this doesn't solve the problem - is there anyone that has the FPUlib for Blitz, and who understands Cosines and Tangerines

and stuff - coz I'd like to see if my FPU is supplying the correct answers. I'd do it myself - but I don't have a clue what answers I should be getting for stuff like that - I just copied off the person sitting next to me in maths at school. It doesn't need to be much - just find out what answer you get on your system, use it as a constant, and then have a little routine that gets it on my system, and compares it.

Thanks for any help.

BTW - I'm selling my N64 + 4mb + 10 games to get OS3.5, 3.1 roms, CD-ROM, and

hopefully a bigger HD. I'll play Zelda 2 on my brother's or sister's 64s when it comes out. I've also talked my brother into getting a 1200 for his daughter for Xmas - instead of one of them stupid children's computers by TOMY et al. He should be able to get a 1200 with a HD and monitor for the same price!

I'll wish you all a Merry Christmas now - as I'm too busy doing GFX to do any programming - and so won't be posting messages for a while (unless it's to answer a query).

And apologize to anyone on the list who doesn't celebrate Xmas in their country for whatever reason.

VIC

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1.114 Re: [off topic] fpu

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 19:08:32 -0000

Subject: Re: [off topic] fpu

Encoding: 8bit

X-UIDL: 9949f7e47baa212f3122fc320e221423

Hi Vic

> be your slave for ever.

I wouldn't go around making too many offers like that ;)

> I've been creating meshes from blobs in Imagine - one took 1 hour and

> 15 minutes - someone else with a similar set-up to me (but with a

> working FPU) managed it in 1 minute 45 seconds!!! It's a real pain

Ouch

> If it turns out that this doesn't solve the problem - is there anyone
 > that has the FPUlib for Blitz, and who understands Cosines and
 > Tangerines and stuff - coz I'd like to see if my FPU is supplying the
 Use a calculator (or use the standard Blitz commands) and then
 compare them. They probably won't be exactly the same though, so
 don't do `If cos(2)<>FCos(2) Then NPrint "aaaaaaaaaaaaaargh!!!"`.

Or try this:

```
WBToScreen 0
BitMap 0,200,200,1
Move 160,100
For i.f=0 to 360 step 0.1
x.f = 100 + 60 * FCos(FRad(i))
y.f = 100 - 60 * FSin(FRad(i))
Line x,y,1
Next
Window 0,0,0,400,400,$100f,"Display",-1,-1
BltBitMapRastPort_ Addr BitMap(0),0,0,RastPort(0),20,20,200,200,$CO
While WaitEvent<>$200:Wend
End
```

It should draw a circle on the bitmap and then copy the bitmap to the
 window. Might not be perfectly circular cos of your screenmode.

--

l) ^ V] [l) M l @ M l] [N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Things you'll never hear a woman say: 'My, what an attractive scrotum'

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1.115 Re: [off topic] fpu

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: [off topic] fpu

Date: Fri, 26 Nov 1999 19:32:18 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 3e1695aa3fc4ae98e2093524d0b2ae85

Hello, David,

>Or try this:

```
>WBToScreen 0
>BitMap 0,200,200,1
>Move 160,100
>For i.f=0 to 360 step 0.1
> x.f = 100 + 60 * FCos(FRad(i))
> y.f = 100 - 60 * FSin(FRad(i))
> Line x,y,1
>Next
>Window 0,0,0,400,400,$100f,"Display",-1,-1
>BltBitMapRastPort_ Addr BitMap(0),0,0,RastPort(0),20,20,200,200,$C0
>While WaitEvent<>$200:Wend
>End
```

>It should draw a circle on the bitmap and then copy the bitmap to the
>window. Might not be perfectly circular cos of your screenmode.

Thanks - I'll give it a whirl.

VIC

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1.116 Re: fpu

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Fri, 26 Nov 1999 19:19:14 +0000

Organization: Pagan Software

Subject: Re: fpu

X-UIDL: 370a2ce8a4db9258bf393ab79b443f6f

I watched as Vic E Babes hammered "[off topic] fpu" out on their keyboard...

> Hello, ppl,

> As some of you may remember, I've been having probs with my FPU, so

> when I came across the GetFPU function in StatsFuncs, I gave it a whirl,

> and it correctly identified my FPU as an 882.

> Can someone tell me whether this means that my FPU is actually working

> properly - or will it still report its presence, even if it's broke?

It all depends on how it's broken. The maths functions of the FPU could be totally bugged, but it'll still report itself as being there to the system.

> The reason that I ask, is that Imagine 4.0 FPU keeps crashing - the

> primitives are a complete mess - however, I think I may have an idea

> about why this happens, and I have a request if this is the case.

[SNIP]

It's possible that the program has a bug in it, I know there was the odd couple of FPU programs that crash on mine.

> If it turns out that this doesn't solve the problem - is there anyone that
> has the FPULib for Blitz, and who understands Cosines and Tangerines and
> stuff - coz I'd like to see if my FPU is supplying the correct answers.
> I'd do it myself - but I don't have a clue what answers I should be
> getting for stuff like that - I just copied off the person sitting next to
> me in maths at school. It doesn't need to be much - just find out what
> answer you get on your system, use it as a constant, and then have a
> little routine that gets it on my system, and compares it.

There's bound to be a program on aminet somewhere for testing FPU functions, or maybe some of the mandlebrot type programs can use them?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Be good; if you can't be good, forget it!

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1.117 Re: fpu

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Fri, 26 Nov 1999 19:19:14 +0000

Organization: Pagan Software

Subject: Re: fpu

X-UIDL: 370a2ce8a4db9258bf393ab79b443f6f

Status: RO

I watched as Vic E Babes hammered "[off topic] fpu" out on their keyboard...

> Hello, ppl,

> As some of you may remember, I've been having probs with my FPU, so
> when I came across the GetFPU function in StatsFuncs, I gave it a whirl,
> and it correctly identified my FPU as an 882.
> Can someone tell me whether this means that my FPU is actually working
> properly - or will it still report its presence, even if it's broke?

It all depends on how it's broken. The maths functions of the FPU could be totally bugged, but it'll still report itself as being there to the system.

> The reason that I ask, is that Imagine 4.0 FPU keeps crashing - the
> primitives are a complete mess - however, I think I may have an idea
> about why this happens, and I have a request if this is the case.

[SNIP]

It's possible that the program has a bug in it, I know there was the odd couple of FPU programs that crash on mine.

> If it turns out that this doesn't solve the problem - is there anyone that
> has the FPUlib for Blitz, and who understands Cosines and Tangerines and
> stuff - coz I'd like to see if my FPU is supplying the correct answers.
> I'd do it myself - but I don't have a clue what answers I should be
> getting for stuff like that - I just copied off the person sitting next to
> me in maths at school. It doesn't need to be much - just find out what
> answer you get on your system, use it as a constant, and then have a
> little routine that gets it on my system, and compares it.

There's bound to be a program on aminet somewhere for testing FPU functions, or maybe some of the mandelbrot type programs can use them?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Be good; if you can't be good, forget it!

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1.118 Re: [off topic] fpu

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 29 Nov 1999 15:35:24 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: [off topic] fpu

Encoding: 7bit

X-UIDL: 3edb4bb3841a9327d6e804265146d50c

Vic E Babes wrote:

> Hello, ppl,

>

> As some of you may remember, I've been having probs with my FPU, so

> when I came across the GetFPU function in StatsFuncs, I gave it a whirl,

> and it correctly identified my FPU as an 882.

>

> Can someone tell me whether this means that my FPU is actually working

> properly - or will it still report its presence, even if it's broke?

Yes, just because it finds it, you can't be sure it works until you actually try out an instruction or two.

Thom

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1.119 [off topic] fpu further developments

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: [off topic] fpu further developments

Date: Sat, 27 Nov 1999 12:25:48 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 330d4d4014636962a322de6009875767

Hello, ppl,

Aaaaaaaaaarrrrrrrrrrrrggggggggghhhhhhhhhhh!!!!!!!!!!!!!!!!!!!!!!

Thanks for the circle-drawing routine David - it works perfectly. I downloaded FlashMandel from Aminet - which also worked perfectly. So I installed Imagine 3.0 FPU - which didn't work properly - in fact it produced mostly garbage.

So I thought there must be something wrong with Imagine. However, at 4:30am, I couldn't get to sleep, so I decided to get up, and put Flashmandel on again, in the dark, and watch it cycling some fractals.

I couldn't believe it - it messed up!

Does anyone know enough about hardware to tell me what could possibly be going wrong? Why does my fpu work sometimes, and not others?

I have a Typhoon 030/40, 882, MMU, 8mb FAST. Could it be a memory problem? I don't think so, because I've been down to 0 bytes of fast mem when rendering with the integer version of Imagine - which works fine. When I was sent the 40mhz fpu, I was also sent a 50mhz crystal - with no explanation. I rang Power Computing, who said I should leave it in the box. I have a 40mhz crystal on the Typhoon.

I tried the circle-drawing routine several times, and it worked perfectly each time.

It's really getting me down. Why aren't these errors consistent?

I'm going to email Power Computing Support - amazing what you discover when you read manuals. But at this rate, it looks like I'll have to forego buying OS3.5, a CD-Rom, and 4xEIDE - in favour of an 040. I'm sick of being inches away from being able to improve my GFX tenfold.

VIC

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1.120 Re: fpu further developments

From: Gareth Griffiths <g.griffiths@jokerd.co.uk>

Date: Sat, 27 Nov 1999 13:40:55 +0100

Subject: Re: fpu further developments

Encoding: 8bit

X-UIDL: d56eee91be4f58cf98435a224e375302

Hello Vic

On 27-Nov-99, you mailed me about [off topic] fpu further developments, so here's my reply..

> I'm going to email Power Computing Support - amazing what you discover

> when you read manuals. But at this rate, it looks like I'll have to

> forego buying OS3.5, a CD-Rom, and 4xEIDE - in favour of an 040. I'm

> sick of being inches away from being able to improve my GFX tenfold.

I have an 030/40 with 8mb here if you want it. £40, almost brand new. FPU and MMU included. lemme know if you're interested. all manuals included etc.

its an Apollo.

bYe nOw!

GazChap.

--

#NAME#: *_Gareth Griffiths*_ #POS#: *Founder, _Joker Developments_*

#E.MAIL#: *g.griffiths@jokerd.co.uk* #URL#: *http://www.jokerd.co.uk*

#ICQ#: *52909563* #IRC#: *Undernet, GazChap*

Simon says stand. Simon says sit. Format C: (gotcha!)

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1.121 Re: fpu further developments

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: fpu further developments

Date: Sat, 27 Nov 1999 14:49:30 -0000

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: fede7a03026d98808e15b40bd7ac3506

Hello, Gareth,

Long time no hear,

> I have an 030/40 with 8mb here if you want it. £40, almost brand new. FPU

> and MMU included. lemme know if you're interested. all manuals included

etc.

> its an Apollo.

I'm interested - but why are you selling? Got sommat better?

VIC

zalda@home4968.freemove.co.uk

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1.122 Re: fpu further developments

From: Gareth Griffiths <g.griffiths@jokerd.co.uk>

Date: Sat, 27 Nov 1999 16:39:40 +0100

Subject: Re: fpu further developments

Encoding: 8bit

X-UIDL: 13e875be9d599f1bc8e7cfbea309daca

Hello Vic

On 27-Nov-99, you mailed me about Re: fpu further developments, so here's my reply..

>> I have an 030/40 with 8mb here if you want it. £40, almost brand new. FPU

>> and MMU included. lemme know if you're interested. all manuals included

> etc.

>> its an Apollo.

>

> I'm interested - but why are you selling? Got sommat better?

sure have - 68060/50/16Mb :o)

bYe nOw!

GazChap.

--

#NAME#: *_Gareth Griffiths*_ #POS#: *Founder, _Joker Developments_*

#E.MAIL#: *g.griffiths@jokerd.co.uk* #URL#: *http://www.jokerd.co.uk*

#ICQ#: *52909563* #IRC#: *Undernet, GazChap*

A committee is twelve people doing the work of one.

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1.123 Re: [off topic] fpu further developments

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sat, 27 Nov 1999 17:44:53 -0000

Subject: Re: [off topic] fpu further developments

Encoding: 8bit

X-UIDL: 33f1a15ff6248137b4822d54b45675ab

Hi Vic

> Thanks for the circle-drawing routine David - it works perfectly. I

Yeah, but it only tests a couple of the functions of the FPU (sin &

cos). Like Rick said, it could be something else. In fact, it

probably is, judging by the rest of this mail.

> Does anyone know enough about hardware to tell me what could possibly

> be going wrong? Why does my fpu work sometimes, and not others?

Overheating? Lack of power? FPU has an Intel disorder (i.e. one

hardly ever used instruction is screwed, just that Imagine uses it

all the time).

> fine. When I was sent the 40mhz fpu, I was also sent a 50mhz crystal
> - with no explanation. I rang Power Computing, who said I should
> leave it in the box. I have a 40mhz crystal on the Typhoon.
People love overclocking 030's, perhaps they just wanted to tempt
you. Or perhaps there's a more sinister reason, like someone sent a
typhoon in to get repaired cos the FPU was busted, and they sent it
to you when you bought it. ;)

--

l) ^ V] [l) M I © M I] [M M I dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
I used to have a handle on life, but it broke.

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1.124 RE: [off topic] fpu further developments

From: "Ashley Scott" <ash@satanicdreams.com>
Subject: RE: [off topic] fpu further developments
Date: Sat, 27 Nov 1999 20:07:17 -0000
charset="iso-8859-1"
Encoding: 7bit
Importance: Normal
X-UIDL: 586e3ff82c86e605200b792ce94188e7

<Snip>

> I couldn't believe it - it messed up!

>

> Does anyone know enough about hardware to tell me what could possibly
> be going wrong? Why does my fpu work sometimes, and not others?
This sounds like a dirty contacts type problem with the FPU. Try removing
it again and cleaning the connections on the socket with meth's and a old
toothbrush! the same with the pins on the chip. A quick question for
you... Does the FPU work when the machine boots from cold and then fuck up
when the computer heats up? Or is it totally random? If it is the
former... you may have a Duff FPU! Get on Powers case :).

<another Snip>

> should leave it in the box. I have a 40mhz crystal on the Typhoon.
I would leave it in the box! Well you could take the chance of over
clocking the FPU & CPU... but it will reduce the life of both components!
Regards.

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1.125 Re: fpu further developments

From: Anton Reinauer <ants@paradise.net.nz>

Date: Sun, 28 Nov 1999 21:37:20 +1300

Subject: Re: fpu further developments

X-UIDL: 59044e7bde120ace6e012ef805f56444

On 28-Nov-99, Vic E Babes wrote:

> Does anyone know enough about hardware to tell me what could possibly

> be going wrong? Why does my fpu work sometimes, and not others?

Try feeding in more power (+5 & +12) through the floppy connector from say a PC power supply, as the 1200 power connector doesn't allow much power through even if you have a good PSU. The FPU could be draining enough extra power to crash the machine.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.126 Re: fpu further developments

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 27 Nov 1999 16:39:25 +0000

Organization: Pagan Software

Subject: Re: fpu further developments

X-UIDL: 526aa16b351140ba27d50d296ee34b0e

I watched as Vic E Babes hammered "[off topic] fpu further developments" out on their keyboard...

> Hello, ppl,

> Aaaaaaaaaaaaaarrrrrrrrrrrrggggggggghhhhhhhhhhh!!!!!!!!!!!!!!!!!!!!!!

> Thanks for the circle-drawing routine David - it works perfectly. I

> downloaded FlashMandel from Aminet - which also worked perfectly.

> So I installed Imagine 3.0 FPU - which didn't work properly - in fact

> it produced mostly garbage.

> So I thought there must be something wrong with Imagine. However,

> at 4:30am, I couldn't get to sleep, so I decided to get up, and put

> Flashmandel on again, in the dark, and watch it cycling some fractals.
> I couldn't believe it - it messed up!
> Does anyone know enough about hardware to tell me what could possibly
> be going wrong? Why does my fpu work sometimes, and not others?
It could possibly be a dry joint (bad connection between the socket and the
circuit board), or just a dodgy FPU.
> I have a Typhoon 030/40, 882, MMU, 8mb FAST. Could it be a memory
> problem? I don't think so, because I've been down to 0 bytes of
> fast mem when rendering with the integer version of Imagine - which
> works fine. When I was sent the 40mhz fpu, I was also sent a 50mhz
> crystal - with no explanation. I rang Power Computing, who said I
> should leave it in the box. I have a 40mhz crystal on the Typhoon.
Your memory shouldn't effect the FPU. It should use a 40Mhz crystal, but
I'm not entirely sure how it's regulated on an 030 board (does it take it
from the CPU crystal, the CPU itself or it's own independent crystal?).
Power Computing are usually pretty good in my experience tho, if it comes
to it you should be able to send the entire board to them for testing.
> I tried the circle-drawing routine several times, and it worked
> perfectly each time.
> It's really getting me down. Why aren't these errors consistent?
There's only a few things that could really cause inconsistent errors, and
the main one is the power supply. Any chance you could try the machine out
with a different power brick?
> I'm going to email Power Computing Support - amazing what you discover
> when you read manuals. But at this rate, it looks like I'll have to
> forego buying OS3.5, a CD-Rom, and 4xEIDE - in favour of an 040. I'm
> sick of being inches away from being able to improve my GFX tenfold.
If you're going to upgrade again, you may as well save your money and get an
060. The 040 has a few probs, in the fact it's the biggest, nastiest
power-consuming CPU in the motorolla range....it's impossible to
overclock...some of the 040 cards can be quite picky about SIMMs etc.
Anyway, I would say speak to Power Computing...they're usually pretty good
at sorting things out.
--
<sb>Rick Hodger - Programmer for #Pagan Software#
<sb>Visit us at <http://www.pagan-games.com>
<sb>
<sb>SimpleFTP v1.7 - Now available!
<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Around here, to be nuts is normal, to be sane is stupid.

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1.127 Re: fpu further developments

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: fpu further developments

Date: Sun, 28 Nov 1999 13:24:16 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: f81a0f6197fb768e59e1536e80db2469

Hello, Anton,

> Try feeding in more power (+5 & +12) through the floppy connector from
> say a PC power supply, as the 1200 power connector doesn't allow much
> power through even if you have a good PSU. The FPU could be draining
> enough extra power to crash the machine.

>

My Amiga's in a tower - so I've got no problems with the power supply, and I used to use an A500 power supply before that. Gaz is selling me his Appollo, which should keep me going for the time being - and if my brother gets an Amiga for his daughter for Christmas, I can give him my Typhoon - as he won't need an fpu.

Thanks anyway.

VIC

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1.128 Re: fpu further developments

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: fpu further developments

Date: Sun, 28 Nov 1999 13:24:21 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 3a6c151e450c4e14f67d806772166bbc

Hello, Rick,

> Your memory shouldn't effect the FPU. It should use a 40Mhz crystal, but
> I'm not entirely sure how it's regulated on an 030 board (does it take it
> from the CPU crystal, the CPU itself or it's own independent crystal?).
> Power Computing are usually pretty good in my experience tho, if it comes
> to it you should be able to send the entire board to them for testing.
>

Yeah, trouble is I've got tonnes of work to do right now, and haven't the
time to wait - see my reply to Anton - this should solve my problems in the
short-term - and thanks for the advice on the 040 - you might be right about
the 060.

Vic

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.129 Re: fpu further developments

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 29 Nov 1999 11:51:30 +1300

Subject: Re: fpu further developments

X-UIDL: 689e3296e2ec23b75c7d9b77d61dad31

On 29-Nov-99, Vic E Babes wrote:

> My Amiga`s in a tower - so I've got no problems with the power supply,
> and I used to use an A500 power supply before that. Gaz is selling me
> his Appollo, which should keep me going for the time being - and if my
> brother gets an Amiga for his daughter for Christmas, I can give him
> my Typhoon - as he won't need an fpu.

Do you have the extra power in, as it doesn't matter what power supply
you have, the connector to the 1200 is weak, and doesn't let much power
in :/

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.130 Re: fpu further developments

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: fpu further developments

Date: Mon, 29 Nov 1999 16:30:23 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 0d6b622f47eb07b6959dae4c5e0ca6bd

Hello, Anton,

> Do you have the extra power in, as it doesn't matter what power supply
> you have, the connector to the 1200 is weak, and doesn't let much power
> in :/

>

Yeah, got plenty of power :)

VIC

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1.131 Re: fpu further developments

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: fpu further developments

Date: Mon, 29 Nov 1999 16:39:01 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 3af54480a191ec06473835e31fcc635

I mentioned that I'm selling my N64 to get OS3.5, CD-rom etc - but it
certainly won't be from Power Computing, they never answer my e-mails.

Eyetech are far better in my experience.

VIC

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1.132 FPU or Not

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Thu, 11 Nov 1999 10:48:23 +0500

Subject: FPU or Not

X-UIDL: 68787ad35927f08ea5ccc348f22715bd

Hi all,

I would like to know witch OS math libraries can be use with or without fpu.

Thx

Roger

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.133 Re: FPU or Not

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 11 Nov 1999 15:38:36 -0000

Subject: Re: FPU or Not

Encoding: 8bit

X-UIDL: 27d88affddf33379500b6fbee66e1446

Hi Roger

> I would like to know witch OS math libraries can be use with or

> without fpu.

You can use all of them with and without an FPU, I think their main use is for processors without FPU because you could just use the FPU instructions instead.

--

) ^ V] [] | M | © | M] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Specifications are for the weak and timid!

Klingon C++

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.134 Gfx. Cards and AGA Detection

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Gfx. Cards and AGA Detection

Date: Wed, 10 Nov 1999 02:47:37 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 7d39a64acb5df885bb47b920c14a1273

Hi,

My query for once is quite simple, for once! ;) My office suite Platinum Suite 2000 can run on AGA or Gfx. Card equipped Amigas. Now, I can test for the hardware presence of AGA, but how can I detect if a Gfx. Card is in use.

I could see if CyberGraphX.library is in libs: or Picasso96API.library is in LIBS:, but that's not foolproof, since an AGA user could simply drop these in LIBS: to fool PS2k.

What I need is a chunk of code (which probably uses these Gfx. Libraries) that checks for the hardware presence of a Gfx. card, if it's possible. I suppose I need to use one of the respective library functions?! :-)

Also, how can I create a 24Bit BitMap and RastPort on Gfx. Cards? Is it possible? I have no developer docs on Picasso 96 or CyberGraphX.

Note: I use an A1200T with AGA and Pixel 64 (therefore Picasso 96 RTG)

Thank-you for your time.

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.135 Re: Gfx. Cards and AGA Detection

From: Emanuele Cesaroni <emacesa@tin.it>

Date: Wed, 10 Nov 1999 12:48:20 +0000

Subject: Re: Gfx. Cards and AGA Detection

X-UIDL: d36767d22ea7a3799767191f5b2f5c61

Hello Nick

On 10-Nov-99, you wrote:

> Hi,

>

> My query for once is quite simple, for once! ;) My office suite Platinum

> Suite 2000 can run on AGA or Gfx. Card equipped Amigas. Now, I can test
for

> the hardware presence of AGA, but how can I detect if a Gfx. Card is in
> use.

>

> I could see if CyberGraphX.library is in libs: or Picasso96API.library is
in

> LIBS:, but that's not foolproof, since an AGA user could simply drop these
> in LIBS: to fool PS2k.

The best way is choose the screenmode of the screen you want before opening
its, then if Cgx or P96 libs are presents you can call `cgx.IsCyberModeID()`
or `p96GetModeIDAttr()`.

They will give you a lot of information about the mode-id, otherwise return
0

(if it isn't a compatible mode id).

>

> What I need is a cunk of code (which probably uses these Gfx. Libraries)

> that checks for the hardware presence of a Gfx. card, if it's possible. I

> suppose I need to use one of the respective library functions?! :-)

You can examine the zorro3 bus, but because new P5's boards are not
connected by zorro busses is better to use the rtg libraries layers.

> Also, how can I create a 24Bit BitMap and RastPort on Gfx. Cards? Is it

> possible? I have no developer docs on Picasso 96 or CyberGraphX.

Yes you can, the best is open a screen with `intuition.OpenScreenTagList()`

(is compatible with AGA, and GfxCards) then when you need a BitMap you can
call `graphicslibrary.AllocBitMap()` giving as bitmap friend your screen's
bitmap.

Otherwise you can get problems because Cgx or P96 could give you a bad
alignment or non compatible bitmaps (you can call their `AllocBitMap` clones
also).

However is better to get from aminet their developer archivies.

Bye.

Emanuele.

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1.136 Re: Gfx. Cards and AGA Detection

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Gfx. Cards and AGA Detection

Date: Wed, 10 Nov 1999 04:24:50 PST

X-Sender-IP: 141.163.95.14

X-UIDL: b5821dac7772b8b1041a137470475ebe

Hi,

Ok, I shall try that one tonight, I suppose I just need to get the library's file descriptor (FD) from the dev archive, convert it to a Blitzlib, make a new deflibs, run Blitz2 and call it.

Thanks for the help on that one! I shall try that tonight if I have some spare time!

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.137 Re: Gfx. Cards and AGA Detection

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Gfx. Cards and AGA Detection

Date: Wed, 10 Nov 1999 05:04:43 PST

X-Sender-IP: 141.163.95.14

X-UIDL: db62b063b40c7ae08ebed4e518d8719d

Hi,

I've just tried a search of Aminet briefly and I can't find any Picasso 96 or CyberGraphX developer material (docs and fd file), so does anybody know where I can get it from, or where it's in Aminet?

If you have it, maybe you could attach it (if it's small enough) to a reply (if anybody DOES reply ;)),

Thanks all the same,

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.138 Re: Gfx. Cards and AGA Detection

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Wed, 10 Nov 1999 21:26:38 +0200

Organization: Taskers

Subject: Re: Gfx. Cards and AGA Detection

X-UIDL: 0d228e40226b69805ad1e1cbfc5ddea4

Hi,

> I've just tried a search of Aminet briefly and I can't find any Picasso 96
> or CyberGraphX developer material (docs and fd file), so does anybody know
> where I can get it from, or where it's in Aminet?

The Picasso96 devkit can only be obtained from the authors, I think.

But, you can surely download the cgx devkit from <http://www.vgr.com>

And, as P96 is compatible with the CGX API...

Regards

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.139 Re: Gfx. Cards and AGA Detection

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Gfx. Cards and AGA Detection

Date: Thu, 11 Nov 1999 00:53:39 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 0f9f5d71c41e817354b0c9a921bdf7fe

Hi,

Thanks for the help, it's much appreciated! Thanks! (You shall all get a mention in Platinum Suite 2000's credits!)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.140 Re: Gfx. Cards and AGA Detection

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 10 Nov 1999 20:03:05 +0000

Organization: Pagan Software

Subject: Re: Gfx. Cards and AGA Detection

X-UIDL: c52da3d0f3b055254bb51ebac385b76c

I watched as Nick Lamburn hammered "Gfx. Cards and AGA Detection" out on their keyboard...

> Hi,

> My query for once is quite simple, for once! ;) My office suite Platinum

> Suite 2000 can run on AGA or Gfx. Card equipped Amigas. Now, I can test for

> the hardware presence of AGA, but how can I detect if a Gfx. Card is in

> use.

> I could see if CyberGraphX.library is in libs: or Picasso96API.library is

> in LIBS:, but that's not foolproof, since an AGA user could simply drop

> these in LIBS: to fool PS2k.

But then he's an idiot seeing as it isn't going to work then.

> What I need is a cunk of code (which probably uses these Gfx. Libraries)

> that checks for the hardware presence of a Gfx. card, if it's possible. I

> suppose I need to use one of the respective library functions?! :-)

Try taking a look at the Mildred system, most of the examples include a check for the cgfx library, but that's pretty much all it does (AFAIK).

> Also, how can I create a 24Bit BitMap and RastPort on Gfx. Cards? Is it

> possible? I have no developer docs on Picasso 96 or CyberGraphX.

Go and download them?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>I used to think I was indecisive, but now I'm not too sure.

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1.141 Re: Gfx. Cards and AGA Detection

From: "eTeacher" <eteacher@amiga.org.pl>

Subject: Re: Gfx. Cards and AGA Detection

Date: Fri, 12 Nov 1999 15:57:45 -0000

charset="iso-8859-2"

Encoding: 7bit

X-UIDL: f1e3e85dd1272565dc4fc6f183a34aba

>Now, I can test for the hardware presence of AGA,

>but how can I detect if a Gfx. Card is in use.

You can also use Identify.library. It works on all Amigas and works VERY good. Ready to use Blitz library you can find in Aminet of course.

This library "tell" you ALL details about your computer - procesor type, memory, devices, custom chips etc. Graphics card is recognized too ;-)

Chris, eteacher@amiga.org.pl

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1.142 Re: Gfx. Cards and AGA Detection

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 13 Nov 1999 08:00:50 -0500

Subject: Re: Gfx. Cards and AGA Detection

X-UIDL: 6d32abe4cdbdf9b64cd98890447456db

--BOUNDARY.1753744344.3

Hi,

Just wanted to add my two cents...

On 12-Nov-99, eTeacher wrote:

>> Now, I can test for the hardware presence of AGA,

>> but how can I detect if a Gfx. Card is in use.

> You can also use Identify.library. It works on all Amigas and works VERY

> good. Ready to use Blitz library you can find in Aminet of course.

> This library "tell" you ALL details about your computer - procesor type,

> memory, devices, custom chips etc. Graphics card is recognized too ;-)

Not to throw a monkey wrench into the discussion, but I think it is a mistake to assume that since a GFX card is available, it is being used with your program?

But why wouldn't a user want to use their GFX card with your program? Who knows, I can't imagine - but the very first thing I learned about programming was

"Never underestimate the crazy things a user will do"

So, my Programming Rule #1:

* If it is possible, no matter how silly or useless it may be, someone will try it and complain loudly when it doesn't work.

<sb>

Anyway, I would suggest using something like the attached little function instead.

It will let you know whether the screenmode selected by the user is a GFX card mode or not. As you will see from the demo, it is also possible to check for other things as well with it.

Yes, it should work on ALL systems, and doesn't require any non-standard libraries.

Please note that I have no GFX card, so I can't test that part, although it should work...

I would appreciate it if someone who does have a GFX card would let me know if it works or not...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1753744344.3

Content-Disposition: attachment; filename="DisplayCheck.asc"

Encoding: quoted-printable

;needs the NCS version of Amigalibs.res for the demo

;the standard Amigalibs.res should work for the function alone

;modified from David McMinn's hook function

;To test, try temporarily changing the screenmode of your

;SuperTed screen and compile/run this demo

Function.b DisplayCheck {modeID.l,Dtag.l}

DEFTYPE.DisplayInfo DisInfoBuf ; Buffer to receive information about

t mode display

; Gets a handle to a record of display information for the screenmode=

in question

IDhandle.l=3DFindDisplayInfo_(modeID)

; Fill in the buffer using the newly gotten handle

GetDisplayInfoData_ IDhandle,&DisInfoBuf,SizeOf.DisplayInfo,#DTAG_DISPLAY=

P,0

properties.l=3DDisInfoBuf\PropertyFlags

If properties AND Dtag ;is this flag included?

Function Return -1 ;true

Else

Function Return 0 ;false

End If

End Function

;demo

;first, we get the ModeID of the workbench screen,

;so we have something to send to the function

NoCli

FindScreen 0

*scr.Screen =3D Peek.l(Addr Screen(0))

;this next line needs the NCS amigalibs.res

modeid.l=3DGetVPMODEID_ (*scr\ViewPort)

Repeat

checkfor.b=3DRequest ("Property Flags Demo","Check for...","GFX CardLa=

```
cedPAL|QUIT")
Select checkfor
Case 0
End
Case 1
Pflag.l=3D#DIPF_IS_FOREIGN
Case 2
Pflag.l=3D#DIPF_IS_LACE
Case 3
Pflag.l=3D#DIPF_IS_PAL
End Select
result.b=3DDisplayCheck{modeid,Pflag}
Request "ModeID","Function returned: "+Str$(result),"OK"
Forever
--BOUNDARY.1753744344.3
```

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--BOUNDARY.1753744344.3--

1.143 Re: Gfx. Cards and AGA Detection

Date: Mon, 15 Nov 1999 02:25:39 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Re: Gfx. Cards and AGA Detection
Encoding: 7bit
X-Sender-Ip: 141.163.95.14
X-UIDL: 9cb0b57cb8a8f9d17c56e390cc838075

Hi,

Thanks Curt for the code, much appreciated! I have been using the Picasso 96 functions for the time being, but I think I'll use this code since it will work on CGFX systems as well..

Thanks!

Yours,

Nick.

Omega Research UK - Nick Lamburn

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1.144 Re: Gfx. Cards and AGA Detection

From: Curt Esser <camge@ix.netcom.com>
Date: Mon, 15 Nov 1999 19:30:01 -0500
Subject: Re: Gfx. Cards and AGA Detection
X-UIDL: 59f7758179ebc7350a2ba9d9f2d49d38

Hi Nick

On 15-Nov-99, Nick Lamburn wrote:

> Hi,

>

> Thanks Curt for the code, much appreciated! I have been using the Picasso
> 96 functions for the time being, but I think I'll use this code since it
> will work on CGFX systems as well..

So, I can assume that it DOES return correct results for GFX card modes,
then?

Anyway, always glad to help when I am able...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.145 Re: Gfx. Cards and AGA Detection

From: Emil Oppeln Bronikowski <opi@supersonic.pdi.net>
Date: Thu, 18 Nov 1999 11:56:34 +0100
Organization: calkowiecie nie-zorganizowany
Subject: Re: Gfx. Cards and AGA Detection
X-UIDL: 3b44c42bea70d984ab17b32878dd227f

Yello Nick

w3333 10-Nov-99, Nick Lamburn naklepal-h:

)-> I could see if CyberGraphX.library is in libs: or Picasso96API.library is

)-> in LIBS:, but that's not foolproof, since an AGA user could simply drop

)-> these in LIBS: to fool PS2k.

yes but !

```
if you try to open cgfx library with out gfx cart its fail so
if openlibrary_("cybergfx.library",0)
blahh
else
fail_to_blahh
endif
)-> Note: I use an A1200T with AGA and Pixel 64 (therefore Picasso 96 RTG)
could you send me some info about p64?
yer old
opi.plastic
--
```

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke
magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.146 Graphic printing

From: et@enterprise.net
Date: Mon, 22 Nov 1999 19:15:04 +0200
encoding: 7BIT
Subject: Graphic printing
X-UIDL: 3290c1d0a417c8372bd0011ff7919304

Here's a tricky one for y'all..

I've made a program for printing invoices, and stock control and so on. BUT, so far it only prints ascii invoices, and ascii-bold envelopes :)

I've been trying to think how to make it "pretty print", with a graphical header, nice font and so on, but it's quite difficult. I already tried to use FinalWriter, and then Wordworth to make the document using the rexx port. But it's extremely slow, and not very reliable, and anyway I want it to be a stand-alone program. I then thought about using Postscript - save out a nice headed document with one of the wordprocessors, and then use that as a template, let my program tack on the invoice lines to the end, and then start some existing util to print it. But so far, I'm not having much luck with postscript. Seems to be a bit unsupported on the amiga, the utils interpreters I've tried so far are ancient and crashy.

I also thought about doing it properly, loading in a bitmap header, formatting bitmap text onto another bitmap, and then printing the bitmap. Seems a bit extreme, and insanely difficult and re-invent-the-wheel ish as well. But maybe it's the only option.. Maybe it's easy in Blitz anyway?

So.. what to do? Anyone got any ideas?

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1.147 Re: Graphic printing

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 22 Nov 1999 17:39:29 -0000

Subject: Re: Graphic printing

Encoding: 8bit

X-UIDL: adb4f9852e022ed9a537c95cd771a6e3

Hi Evan

Ask Nick Lamburn, he should be an expert by now ;)

> much luck with postscript. Seems to be a bit unsupported on the
> amiga, the utils interpreters I've tried so far are ancient and
> crashy.

apdf is quite new, but I don't know how stable.

> I also thought about doing it properly, loading in a bitmap header,
> formatting bitmap text onto another bitmap, and then printing the
> bitmap. Seems a bit extreme, and insanely difficult and re-invent-
> the-wheel ish as well. But maybe it's the only option.. Maybe it's
> easy in Blitz anyway?

Well, if you don't need HAM6 print quality, you could use the same method as Nick, although your problem is a lot simpler because you can do stuff with normal bitmaps.

Create a bitmap to whatever depth, attach it to a rastport, draw text on it with graphics.library calls, create a colormap (easiest way is to open a screen and attach a palette to it) and use the printer.device to dump a rastport.

--

l) ^ V][l) |M| © |M|][|N|N| dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

'I don't care how good you say they are. I ain't fightin' alongside no fuck-ass teddy bears.' - Samuel L. Jackson, Jedi

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1.148 Re: Graphic printing

From: et@enterprise.net

Date: Tue, 23 Nov 1999 09:58:49 +0200

encoding: 7BIT

Subject: Re: Graphic printing

X-UIDL: 7f29e322edf9b177a3c26a898a419d81

On 22 Nov 99, at 17:39, David McMinn wrote:

>

> Well, if you don't need HAM6 print quality, you could use the same
> method as Nick, although your problem is a lot simpler because you can
> do stuff with normal bitmaps.

>

> Create a bitmap to whatever depth, attach it to a rastport, draw text
> on it with graphics.library calls, create a colormap (easiest way is
> to open a screen and attach a palette to it) and use the
> printer.device to dump a rastport.

You make it sound almost easy :) I'll give it a try. Hmm.. Would it then be possible to use type-1 or compugraphic fonts, or is that asking for trouble? And does using normal bitmaps mean I'm limited to chip-ram sized bitmaps?

Cheers,

Ev.

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1.149 Re: Graphic printing

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 23 Nov 1999 10:05:15 -0000

Subject: Re: Graphic printing

Encoding: 8bit

X-UIDL: 56488195308b8c7959342bd23cea89e9

Hi Evan

> You make it sound almost easy :) I'll give it a try. Hmm.. Would it

> then be possible to use type-1 or compugraphic fonts, or is that

Yep, as long as you've got one of the libraries installed (i.e.

ttf.library or type1.library), cos you can then open them like a

normal font (assuming you've created the .font file for them, using

the font managers that come with the respective libraries).

> asking for trouble? And does using normal bitmaps mean I'm limited to

> chip-ram sized bitmaps?

Yes. However, again you could try doing strip printing like Nick.

Render a part of the bitmap at a time and then print it. Its

explained in the RCRM apparently, but I've never read it.

Going to the extreme, you could use the bullet.library (and

replacement) functions that I created, hack them up so that the

characters don't get drawn back to a chipmem bitmap, but go to a

fastmem one instead.

--

) ^ V] [() M © M] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

There are very few personal problems that cannot be solved

through a suitable application of high explosives.

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1.150 Re: Graphic printing

From: et@enterprise.net

Date: Tue, 23 Nov 1999 12:39:46 +0200

encoding: 7BIT

Subject: Re: Graphic printing

X-UIDL: bc99564fa934005ead7133fef70e917a

'Ello Dave..

> Yep, as long as you've got one of the libraries installed (i.e.

> ttf.library or type1.library), cos you can then open them like a

> normal font (assuming you've created the .font file for them, using

> the font managers that come with the respective libraries).

>
> > asking for trouble? And does using normal bitmaps mean I'm limited
> > to chip-ram sized bitmaps?

>
> Yes. However, again you could try doing strip printing like Nick.
> Render a part of the bitmap at a time and then print it. Its explained
> in the RKRM apparently, but I've never read it.

I think I have, about 5 years ago :) It's a really narrow strip as I recall, about half an inch.. I had problems getting them to join up properly!

> Going to the extreme, you could use the bullet.library (and
> replacement) functions that I created, hack them up so that the
> characters don't get drawn back to a chipmem bitmap, but go to a
> fastmem one instead.

Fair enough. Start simple though, right.. Not like I'll be using all that much chip-mem anyway.

Where would I look for a rastport example then?

Cheers,

Ev.

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1.151 Re: Graphic printing

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 23 Nov 1999 10:48:28 -0000

Subject: Re: Graphic printing

Encoding: 8bit

X-UIDL: b5c8c7ff72bca8afc35f113b9da9c6be

Hi Evan

> Fair enough. Start simple though, right.. Not like I'll be using all
> that much chip-mem anyway.

Definately. I recommend using the fonts as you would normally first.

> Where would I look for a rastport example then?

What for printing it? RKRM is suppose. Or you could request the message from ezmlm that had Nick's C source (compile it and use it as the standalone program, and call it from your Blitz program) or my

conversion (which I don't think worked because of the amigalibs.res not having the correct structure for the PrinterData newtype).

But for drawing the fonts you could do something like this:

```
BitMap 0,320,200,2 ; or whatever
DEFTYPE.RastPort rp ; set up a rastport variable
InitRastPort_ &rp ; initialise fields in rastport
rp\BitMap = Addr BitMap(0) ; point to our bitmap
LoadFont 0,"fonts:myttffont.font" ; load an intuifont
*tf.TextFont = Peek.l(Addr IntuiFont(0)+8) ; pointer to loaded data
SetFont_ &rp,*tf ; set rastport font to be loaded data
a$="Mr Blah Blah" ; some stuff to print
Move_ &rp,30,30 ; move to correct position on bitmap
Text_ &rp,&a$,len(a$) ; write text
--
```

) ^ V] [] M © M] [M M | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 Practice safe sex - don't do it with a Mafia boss's wife.

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1.152 Graphic printing

From: et@enterprise.net
 Date: Tue, 23 Nov 1999 15:21:29 +0200
 encoding: 7BIT
 Subject: Graphic printing
 X-UIDL: 3d92d7c09ff7581479878ce4e88e1d20

Hi Nick.

Cheers for the help, and the bits of code. I'll try it. Unfortunately I'm developing this in WinUAE at the moment, so I can't actually try it out on a printer! So, I'm going to get my invoice "printed" to a bitmap first of all, and then worry about actually getting it to paper. So, anything you or Dave send will be stored for a little while, but I will get to try it out soon, I hope!

By the way, your email address bounced..

Thanks,

Evan.

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1.153 Re: Graphic printing

Date: Tue, 23 Nov 1999 04:30:27 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Re: Graphic printing
Encoding: 7bit
X-Sender-IP: 141.163.95.14
X-UIDL: 58829487a8cbd8f6c153d45931ed9cc9

Hi,

David has been handling this stuff well so far, but as requested, I shall *try* to help! :) (Is this a bad idea!)

Oh BTW: David, that Blitz conversion DID work! :) Just that over the euphoria of it working w/o crashing on DoIO_, I got all excited and forgot to reply stating it worked. Just one thing, it doesn't seem to change the printer's copy of prefs, since it seems the pd_Preferences offset in the Printer Data structure (I think!) seems to be in the wrong place! Oh Well! Now, my help:

Ok, I hope I can be of help, since David seems to be telling you that I should be good at this stuff by now. Well, not one to blow his own trumpet, I'm doing, reasonably well, but I'm not the God of printing, not now, not ever, since that would be a bit sad! :) There are a few issues for me to resolve with my printing probs but they shouldn't be a problem for you (I hope!).

The Theory:

I gather that you know how to do a RastPort dump, in theory, but don't have a clue how this is done in Blitz? Ja, Nein? :) Well, I have some source code at home which could be of use to you. The only requirement is that you know the size of the output, in inches! (No not printer pixels) It's a function that simply takes the Width and Height dimensions in inches and goes off and prints a specified RastPort to the Specified ColorMap (a palette). Being a function it's independent of whatever code is used. One snag is that my program draws things to scales, i.e: everything is represented as accurate as the screen resolution will allow. E.g.: on 1024x768 will give a better display than 640x480 for example. The same goes for the printing. A BitMap is allocated in Chip RAM (it's 6 planes deep because I need to use HAM-6, but since you are only doing an invoice print, you should be able to get away with only 8 planes (256 colours) making your life easier! I allocate a BitMap which is (I think) always 100 pixels high, but varies between 1000-2000 pixels wide. 1500 is good size for A4 BTW.

Therefore 6planes this uses:

$1500 \times 100 \times 6 = 900000 = 109\text{Kb}$ of Chip RAM

$1500 \times 100 \times 8 / 8192 = 146\text{Kb}$ Chip RAM

I suppose all your invoices would be printed on A4? Well there is simple way to do this. What you need to do (for a decent printout) is to render all the objects on the page (such as lines, text, etc.) to this scale which is:

$1500 \text{ (Biggest BitMap dimension) / Page Largest Dimension}$

So if you are using A4, the height in inches is 11.7" and width 8.3",

therefore the biggest dimension is 11.7, giving:

$1500 / 11.7 = 128.2051$ (Keep the fractional part!)

That means that 1 inch is equal to 128 (integer) pixels on this particular BitMap. Now I forget exactly what I have done now in my code, but what I am leading up to is the correct way to strip print. It does involve some maths to get right. However, I think it's best to leave it there for now.

Big However:

* I forgot this, *but*, if your printout doesn't have to be of great quality one thing you can do is to do this:

; say your BitMap is in Blitz BMap ID #0

```
DEFTYPE.BitMap *bmp
```

```
DEFTYPE.RastPort rp
```

```
*bmp=Addr BitMap(0)
```

```
InitRastPort_ &rp
```

```
rp\BitMap=*bmp
```

```
; end
```

Now, get the screen's colormap:

; get the colormap

```
DEFTYPE.Screen *scr
```

```
DEFTYPE.ColorMap *cmap
```

```
*scr=Peek.l(Addr Screen (0)) ; if screen is in id 0
```

```
*cmap=*scr\ViewPort\ColorMap
```

```
; end
```

Now you have the information really needed for a RastPort dump, I shall send some code tomorrow which prints a RastPort from a Blitz BitMap to the printer to a specified size in inches, if it's of use.

I realise that this topic is very confusing :(, but you will get there, I almost have, luckily, I don't think you have to worry about HAM-6 dumps (I hope not!) which are a real pain! :) I shall try and keep you posted with details of my progress, and as I promised everyone, I will create a set of

Printer Lib functions for generic use.

At the moment, I'm focussing on HAM-6. And this is *not* fun! :) (Since when did you find banging 1s and 0s in memory fun!) Once again, I am creating a HAM Library of functions which should be highly useful.

Oh well, please let me know what your next problems are, you're bound to have another one! :(

Yours Confusingly,

Nick. (The one who bam-boozles the lot of ya!)

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.154 Re: Graphic printing

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 23 Nov 1999 12:46:41 -0000

Subject: Re: Graphic printing

Encoding: 8bit

X-UIDL: 945af8bd827184a89383118c46cbc9bc

Hi Nick

<snip did/didn't work>

I think you did tell me that (the bit about the printer prefs not working) and thats what the problem with amigalibs.res is - the C language unions are not converted properly, so things end up out of place. Its possible to write your own newtypes and use them without problem though.

--

) ^ V] [] | M | © | V |] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Snooze Alarms. Anagram: Alas! No More Z's

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1.155 Re: Graphic printing

Date: Wed, 24 Nov 1999 02:41:41 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Re: Graphic printing
Encoding: 7bit
X-Sender-IP: 141.163.95.14
X-UIDL: 8afffd58a5c9300cecbbc13c685b0864

Hi,

<snipped David's stuff>

So, basically if I were to write completely new NewTypes for the Printer related structures, (like IODRPreq etc., and PrinterData, PrinterExtendedData), and get the unions correct, it may work. Could you verify this, if it's correct or not...

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.156 Re: Graphic printing

From: "David McMinn" <dave@satanicdreams.com>
Organization: Satanic Dreams Software
Date: Wed, 24 Nov 1999 11:23:40 -0000
Subject: Re: Graphic printing
Encoding: 8bit
X-UIDL: 16e3ac8a16a66cd1bd9d621a685700c6

Hi Nick

> So, basically if I were to write completely new NewTypes for the
> Printer related structures, (like IODRPreq etc., and PrinterData,
> PrinterExtendedData), and get the unions correct, it may work. Could
> you verify this, if it's correct or not...

Thats correct.

--

) ^ V] [] M © M] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

A TRUE Klingon Warrior does not comment his code!

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1.157 Re: Greetings blitz-users

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Thu, 04 Nov 1999 21:22:27 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Greetings blitz-users

X-UIDL: 0a9fdad35b0f307f611af52d0f455a3d

Hello Jeppe

> Greetings,

>

> I've just joined the Blitz Mailing list, in order to help/get help with

> this excellent language.

> Please take a look at my web site at www.spalt.dk/jeppe , to see some of

> my blitz projects. There are a game like dune 2 and a memory game, and two

> useful programs.

Ooo, 2 blitz list newbies in two days :)

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[Hey, castration is reversible, Tom remembered.]

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1.158 Greetings blitz-users

X-Originating-IP: [212.10.0.252]

From: "Jeppe Nielsen" <nielsen_jeppe@hotmail.com>

Subject: Greetings blitz-users

Date: Thu, 04 Nov 1999 10:06:09 PST

X-UIDL: 3515630f1f19fd9a517c9e19cb1dcf61

Greetings,

I've just joined the Blitz Mailing list, in order to help/get help with this excellent language.

Please take a look at my web site at www.spalt.dk/jeppe , to see some of my blitz projects. There are a game like dune 2 and a memory game, and two useful programs.

- Happy programming!!

Jeppe Nielsen

Website: www.spalt.dk/jeppe

Email: nielsen_jeppe@hotmail.com

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1.159 Re: Greetings blitz-users

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Greetings blitz-users

Date: Fri, 05 Nov 1999 05:02:49 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 9f61805f48b5e2d5a110befe70e17a11

On Thu, 04 Nov 1999 10:06:09 PST, Jeppe Nielsen wrote:

> Greetings,

>

> I've just joined the Blitz Mailing list, in order to help/get help with this

> excellent language.

> Please take a look at my web site at www.spalt.dk/jeppe , to see some of my

> blitz projects. There are a game like dune 2 and a memory game, and two

> useful programs.

>

>

> - Happy programming!!

>

>

> Jeppe Nielsen

<snip>

Hi,

I've only just joined as well, so I may as well welcome you, as you should etc.

And the same to you, Happy Programming

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.160 Re: Greetings blitz-users

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 17:46:29 +0100

Subject: Re: Greetings blitz-users

X-UIDL: cf9f281e58a6bc04ce1fd807aca926db

Rob Hutchinson churned out *this* drivel:

> Hello Jeppe

>> Greetings,

>>

>> I've just joined the Blitz Mailing list, in order to help/get help with

>> this excellent language. Please take a look at my web site at

>> www.spalt.dk/jeppe, to see some of my blitz projects. There are a game

>> like dune 2 and a memory game, and two useful programs.

>

> Ooo, 2 blitz list newbies in two days :)

I thought our computer was supposed to be dead!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.161 Re: Greetings blitz-users

From: "james" <c96jr@dmu.ac.uk>

Organization: De Montfort University

Date: Mon, 8 Nov 1999 16:39:15 GMT

encoding: 7BIT

Subject: Re: Greetings blitz-users

X-UIDL: 3a003a2c642fb6fab343ebc32f879df3

> Ooo, 2 blitz list newbies in two days :)

>

Make that three...

james

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.162 Re: Greetings blitz-users

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 08 Nov 1999 17:33:31 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Greetings blitz-users

X-UIDL: 8251cec7f669e2ca73e19d333acb96df

Hello james

>> Ooo, 2 blitz list newbies in two days :)

>>

>

> Make that three...

I think someone else just appeared too, thats four...

Hello all. ;)

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[Never judge a man by the Taglines he has stolen..]

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1.163 GTShape Q's

From: Leigh Parry <lparry@ukonline.co.uk>

Date: Tue, 02 Nov 1999 20:00:28 +0000

Subject: GTShape Q's

X-UIDL: 681e2ff51bff2285eaa93460f9e55271

Hello,

I've just now been trying to use GTShape command and am having probs.

Can someone answer thes questions

Can a loaded GTShape display more than the 4 colours.

(I'm loading in a 256 colour shape but it is only getting displayed in the first 4 cols) (YES, I've opened a 256 col screen)

Also can they have the flag of \$80 (GadgetDown) specified.

(I've tried it but my loop which is checking never gets a message from the gadget down, YES, Ive added IDCMP of GADGET_DOWN)

I've not used the GTShape command before, and wondering wether there's prob with it. (There was in one version)

Any help would be welcome.

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

E-Mail: <mailto:lparry@ukonline.co.uk>

URL: <http://web.ukonline.co.uk/lparry/>

Lucky for you I typed this, nobody can read my handwriting.

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1.164 Re: GTShape Q's

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 02 Nov 1999 23:29:55 +0100

Subject: Re: GTShape Q's

X-UIDL: a366da3b30d6b9e231ed2f177610f39e

--BOUNDARY.1750712912.10

Leigh Parry churned out *this* drivel:

> I've just now been trying to use GTShape command and am having probs.

> Can someone answer these questions

>

> Can a loaded GTShape display more than the 4 colours.

> (I'm loading in a 256 colour shape but it is only getting displayed in the

> first 4 cols) (YES, I've opened a 256 col screen)

See attached archive - I believe it's David's work...?

> Also can they have the flag of \$80 (GadgetDown) specified.

Yes, they can...you have to check for a \$20 event though...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1750712912.10

Content-Disposition: attachment; filename="gtshape.lha"

Encoding: base64

Content-Description: GTShape fix for >4 colours

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 gAA=

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1.165 Re: GTShape Q's

From: Leigh Parry <lparry@ukonline.co.uk>

Date: Wed, 03 Nov 1999 02:37:32 +0000

Subject: Re: GTShape Q's

X-UIDL: 4e70916a4a4f48cf42c81d808792e5b7

--BOUNDARY.20012448.2

Encoding: binary

Hello James

On 02-Nov-99, James L Boyd wrote:

> Yes, they can...you have to check for a \$20 event though...

I've tried the 'fix' bit and that works. Thanks.

But I've still got prob of getting 'select' event

See Attached archive.

(Sorry about it's size, but it contains the two iff's I'm loading into the shapes)

Regards

Leigh

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: <mailto:lparry@ukonline.co.uk>

URL: <http://web.ukonline.co.uk/lparry/>

If you can't learn to do it well, learn to enjoy doing it badly.

--BOUNDARY.20012448.2

Content-Disposition: attachment; filename="GTShape-Prob.lha"

Encoding: base64

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1.166 Re: GTShape Q's

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>
 Date: Wed, 03 Nov 1999 20:03:20 +0100
 Subject: Re: GTShape Q's
 X-UIDL: 2f9f05696f15c7a7c2888b45640d21dc

Leigh Parry churned out *this* drivel:

>> Yes, they can...you have to check for a \$20 event though...
 > But I've still got prob of getting 'select' event See Attached archive.
 > (Sorry about it's size, but it contains the two iff's I'm loading into the
 > shapes)

Well, I've been messing about with it for 15-20 minutes, and it seems
 you were right in your conclusion...GTShapes don't wanna know about the
 \$20 event...

I'm sure it must be possible...a bug in the Blitz library?

Where are those Blitz experts when you need 'em...?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
 is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.167 Re: GTShape Q's

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 03 Nov 1999 19:03:38 -0500

Subject: Re: GTShape Q's

X-UIDL: b05c4ae4d8c356cf199ae3b0f2e15a2d

Hi Leigh & James,

On 03-Nov-99, James L Boyd wrote:

> Leigh Parry churned out *this* drivel:

>

>>> Yes, they can...you have to check for a \$20 event though...

>

>> But I've still got prob of getting 'select' event See Attached archive.

>> (Sorry about it's size, but it contains the two iff's I'm loading into

>> the shapes)

>

> Well, I've been messing about with it for 15-20 minutes, and it seems

> you were right in your conclusion...GTShapes don't wanna know about the

> \$20 event...

Yeah, I messed around with it too - no luck...

>

> I'm sure it must be possible...a bug in the Blitz library?

Heh, heh, IMPOSSIBLE ;)

Anyway, a few things to try (from most difficult to least difficult):

Make up the GT list using the OS functions...

Try using the NCS library commands for creating the GTlist (I think you'll need to use NCS windows, Screens, etc too)

Or, easiest, use standard shape gadgets for the shape gadgets, GTgadgets for the rest. The standard ShapeGadgets DO report "GadgetDown", are indistinguishable from GTshapeGadgets (cuz it's just a shape, right?), do correctly display any number of colours, and can even do some "tricks" not available with GTShapeGadgets (like a set of MX ShapeGadgets). There is no problem with having both a GTGadgetList and a StandardGadgetList attached to the same window (as long as you don't duplicate the gadget id numbers) and both sets of gadgets can be read with the same eventloop.

They can be enabled, disabled, toggled, etc., just like the GTGads.

The only drawback is that you can not alter the standard GadgetList while the window is open. Depending on your program, this may not matter...

Later...

--

Carrier bags come in one size: Slightly Too Small.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.168 Re: GTShape Q's

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 04 Nov 1999 12:15:53 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: GTShape Q's

Encoding: 7bit

X-UIDL: 58a437b350bf974332882df5486aa94b

James L Boyd wrote:

> > But I've still got prob of getting 'select' event See Attached archive.

> > (Sorry about it's size, but it contains the two iff's I'm loading into the

> > shapes)

>

> Well, I've been messing about with it for 15-20 minutes, and it seems

> you were right in your conclusion...GTShapes don't wanna know about the

> \$20 event...

Not sure if this'll help but other gadtools gadgets need a tag to tell hem to report the \$20 event - otherwise they don't bother. I think you want to put in something like:

```
gtags #GA_Immediate,True
```

```
gtshape ...
```

But I can't remember the tag off the top (or bottom) of my head

Thom

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1.169 Re: GTShape Q's

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 4 Nov 1999 12:29:45 -0000

Subject: Re: GTShape Q's

Encoding: 8bit

X-UIDL: 9fdfa2d7a76af5780ca9014bf2caa2b2

Sorry if this gets sent to the list twice, and sorry to James Boyd whom I may have sent my reply to by mistake.

You can get a gtshape to do gadgetdown events by doing

```
*g.Gadget=GTGadPtr(gtlist,id)
```

```
*g\Activation = *g\Activation | #GACT_IMMEDIATE
```

Thomas's suggestion will also work (yep, that is the right tag), and is probably the better way of doing it, but requires OS3+.

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

We are born naked, wet, and hungry....Then things get worsen

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1.170 Re: GTShape Q's

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Nov 1999 22:37:29 +0500

Subject: Re: GTShape Q's

X-UIDL: 6353c0bb3c0b299cee38f9af76c9426c

On 04-Nov-99, Curt Esser wrote:

C=Or, easiest, use standard shape gadgets for the shape gadgets, GTgadgets for

C=the rest. The standard ShapeGadgets DO report "GadgetDown", are

Problem is normal gadgets have a different coordinate system than

gtgadgets. It was impossible to me to get the normal gadgets redrawn at

the same positions all the time as the gtgadgets would, when for example the

window`s dragbar is bigger than the standard 8 here.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!
Will program/compose for food \ \ / Half a decent studio
Ever tried: \ V / Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \ V / productions, demos, programs...
-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.171 Re: GTShape Q's

From: Curt Esser <camge@ix.netcom.com>
Date: Fri, 05 Nov 1999 05:56:35 -0500
Subject: Re: GTShape Q's
X-UIDL: 2d1ffbab51560a472345a252f0a23017

Hi amorel

On 04-Nov-99, amorel wrote:

> On 04-Nov-99, Curt Esser wrote:

>

> C=Or, easiest, use standard shape gadgets for the shape gadgets, GTgadgets

> for C=the rest. The standard ShapeGadgets DO report "GadgetDown", are

>

> Problem is normal gadgets have a different coordinate system than

> gtgadgets. It was impossible to me to get the normal gadgets redrawn at

> the same positions all the time as the gtgadgets would, when for example

> the window`s dragbar is bigger than the standard 8 here.

Yes, you would need to examine the Screen structure to find the height of the titlebar as standard gadgets co-ordinates start at the very top of the window.

But this is easy to do - I have a nice function by David McMinn which will give you this information, as well as the sizes of all the window borders, before the window is opened.

It also works with VisualPrefs, MCP, SysiHack, and other patches which alter these sizes.

This would also correct the problem of the wrongly-located GT BevelBoxes.

Let me know if you want it.

Another way is to use the "GimmeZeroZero" flag on your window, which makes everything - GtGads, GtBevelBoxes, Standard Gads, and Text, relative to the inside top corner of the window - but uses more memory than a standard

window...

Or, it is also possible to set the co-ordinates of the standard shape gadgets so they are relative to the BOTTOM of the window, rather than the top. Also relative to the right-hand side, if you want...

>

> Regards

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.172 GTShape-Thanks

From: Leigh Parry <lparry@ukonline.co.uk>

Date: Sat, 06 Nov 1999 02:50:26 +0000

Subject: GTShape-Thanks

X-UIDL: c3a838cc18357e2a4730557b5dfb889d

Hello,

Thanks to all who answered, mainly Curt and James.

I've gone for using a GTShape, but instead of testing the \$20 flag,

I'm testing whether the mouse button is being pressed while over the gadget.

(Which I'm doing for some other 'zones' anyway).

Thanks for help.

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: <mailto:lparry@ukonline.co.uk>

URL: <http://web.ukonline.co.uk/lparry/>

It's big, black and hairy and I be afraid of it.

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1.173 Re: GTShape-Thanks

Sender: tdc98@doc.ic.ac.uk

Date: Sun, 07 Nov 1999 15:58:53 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: GTShape-Thanks

Encoding: 7bit

X-UIDL: 8d388ccbf2ee45c08801eadf87332f4c

Leigh Parry wrote:

> Hello,

>

> Thanks to all who answered, mainly Curt and James.

>

> I've gone for using a GTShape, but instead of testing the \$20 flag,

> I'm testing whether the mouse button is being pressed while over the gadget.

> (Which I'm doing for some other 'zones' anyway).

Thomas Cobb mumbles something about that not being very system friendly - not that that's ever stopped him before.

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1.174 GTShape-whoops

From: Leigh Parry <lparry@ukonline.co.uk>

Date: Wed, 03 Nov 1999 03:37:26 +0000

Subject: GTShape-whoops

X-UIDL: f502d99a1e150be0f3e336b605aaa925

--BOUNDARY.19297328.1

Hello,

Apologies, but the GTShape-test file in the archive was the wrong one

(was in the middle of writing workaround)

attached is proper version (pics are in that archive).

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: <mailto:lparry@ukonline.co.uk>

```
URL: http://web.ukonline.co.uk/lparry/
Smile - People will wonder what you're thinking.
--BOUNDARY.19297328.1
Content-Disposition: attachment; filename="GTShape_Test.asc"
DEFTYPE.1
WBStartup
WbToScreen 0
NoCli
; both these pics are 256 colours with first colours normal palette
; the actual pic colours start at 32 ( So I could alter the first 31)
LoadShape 0,"ram:_kes",1
LoadShape 1,"ram:_janeway",2
For n=16 To 20 ; just get the pointers colours and put them in palettes
cr=AGARed(n) : cg=AGAGreen(n) : cb=AGABlue(n)
AGAPalRGB 1,n,cr,cg,cb
AGAPalRGB 2,n,cr,cg,cb
Next n
AddIDCMP #IDCMP_GADGETDOWN
Screen 1,0,0,640,256,8,$8000,"TEST",-1,-1 ; open hires 256 cols screen
Window 0,0,0,600,200,$100E,"TEST",-1,-1 ; and now a window
CatchDosErrs
; the code from a David McMinn archive
; Thanks to James Boyd for (Re)Posting
GTShape 0,51,20,20,$80,0,1
*g.Gadget=GTGadPtr(0,51) ; Get pointer to gadget
*gi.Image=*g\GadgetRender ; Get pointer to image of unselected gadget
*si.Image=*g>SelectRender ; Get pointer to image of unselected gadget
*s.shape=Addr Shape(1) ; Pointer to shape we have used as image
new_planepick.b=0
For i=0 To *s\_depth-1
new_planepick = new_planepick | (1 LSL i)
Next
*gi\PlanePick = new_planepick
*si\PlanePick = new_planepick ; set the selected gad as well
GTButton 0,52,60,150,80,20,"Test", $80
ShowPalette 1 ; the palette of un-selected gadget
AttachGTLList 0,0
Repeat
ev.l=WaitEvent
```

If ev=\$20 ; Never happens for GTShape - Why?

ShowPalette 2

WBlit 1,200,31

End If

If ev=\$40

ShowPalette 1

WBlit 0,200,31

End If

Until ev=\$200

End

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--BOUNDARY.19297328.1--

1.175 HAM Remapping

Date: Mon, 15 Nov 1999 05:26:52 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: HAM Remapping

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: d37487c867e9456b6de9c99aa376e608

Hi,

I want to know how to create a HAM-(6) (4,096 colours) BitMap using AmigaLibs. I believe I use:

```
*bm.BitMap=AllocBitMap_(width,height,12,#BMF_CLEAR|#BMF_DISPLAYABLE,0)
```

Then, I need install a clipping region around it using Layers library

and Gfx. Library. I've tried, but i'm not sure I've done it right, besides, it mainly crashes. So how do I set up a clipping region on the HAM-6 BitMap.

Lastly, I'm going to need to load IFF-ILBM pictures, possibly using NLoadBitMap (?), and I'm going to need to remap its' colours to the HAM-6's colourmap. I can obtain the RastPort of the BitMap with NBitMapRastPort(), so that's not a problem. I believe I need to get the HAM-6's BitMaps ColorMap (?), and remap from their, but how do I remap to a HAM palette!

Generally, can somebody provide me with a (well documented :-)) example of how to do this lot. I do need however to have a RastPort address/pointer (for the loaded BitMap), the ColorMap address/pointer used and the BitMap address/pointer.

Whew! :-)

Thanks,

Yours,

Nick.

Omega Research UK - Nick Lamburn

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1.176 Re: HAM Remapping

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 15 Nov 1999 18:51:33 +0100

Subject: Re: HAM Remapping

X-UIDL: 3a5952b4de9e0159321addab01622256

Nick Lamburn churned out *this* drivel:

[HAM remap]

> Generally, can somebody provide me with a (well documented :-)) example of
 > how to do this lot. I do need however to have a RastPort address/pointer
 > (for the loaded BitMap), the ColorMap address/pointer used and the BitMap
 > address/pointer.

Nick, I have a HAM remap example (6/8), but it uses a library called
 image.library...mail me private if you want the source (and libs)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What
 is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.177 Re: HAM Remapping

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 15 Nov 1999 20:53:22 -0500

Subject: Re: HAM Remapping

X-UIDL: 7c88679680a85b5c3e1c2f1ec9ad1c75

Hi Nick

On 15-Nov-99, Nick Lamburn wrote:

> Hi,

>

> I want to know how to create a HAM-(6) (4,096 colours) BitMap using

> AmigaLibs.

Well, I can help a bit - but not completely... Best bet is probably the library and examples that James offered.

> I believe I use:

>

> *bm.BitMap=AllocBitMap_(width,height,12,#BMF_CLEAR|#BMF_DISPLAYABLE,0)

No, first a brief explanation of how HAM works - the BitMap is really just 6

planes (or 8 for Ham8) - it is the SCREEN that is different. That is why

MultiView will always open a separate screen for viewing HAM images, while it will happily show you all other image formats on your WB screen...

So, how can it show 4096 colours on a 64 colour screen? It's a trick - the actual colour palette (for HAM6) is really only 16 colours! The first 4 bitplanes store the colours in the usual way, the last two bitplanes contain colour modification information.

There is a very good explanation in the DPaint manual, if you have one around.

In any case, the actual BitMap itself is only 6 planes deep...

>

> Then, I need install a clipping region around it using Layers library and

> Gfx. Library. I've tried, but i'm not sure I've done it right, besides, it

> mainly crashes. So how do I set up a clipping region on the HAM-6 BitMap.

>

> Lastly, I'm going to need to load IFF-ILBM pictures, possibly using

> NLoadBitMap (?), and I'm going to need to remap its' colours to the

> HAM-6's colourmap. I can obtain the RastPort of the BitMap with

> NBitMapRastPort(), so that's not a problem. I believe I need to get the

> HAM-6's BitMaps ColorMap (?), and remap from their, but how do I remap to

> a HAM palette!

Well, the image's palette is included with the IFF/ILBM file, and can be loaded into a Blitz palette along with the BitMap by using the palette number option:

```
Load BitMap (number, filename$, palette number)
```

Or see below for how to get the pointer to the Screen's ColorMap (palette) if that's what you wanted.

>

> Generally, can somebody provide me with a (well documented :-)) example of
> how to do this lot.

Again, I would suggest Jame's code. I've done a lot of image remapping stuff, but all using standard screen modes, and fast-ram chunkies.

> I do need however to have a RastPort address/pointer

> (for the loaded BitMap), the ColorMap address/pointer used and the BitMap
> address/pointer.

Ah, finally I can help a bit...

```
;first, initialize and get the Bitmap's pointer:
```

```
;----- OS Bitmap -----
```

```
*ourBmap.BitMap=AllocBitMap_(Width,Height,dept,#BMF_CLEAR,0)
```

```
If *ourBitmap
```

```
; (yes, we got a BitMap!
```

```
Else
```

```
; (no, allocation failed! Probably not enough chip Ram...)
```

```
EndIf
```

```
;----- Blitz Bitmap -----
```

```
; first, I check for enough free chip Ram for the bitmap
```

```
; if you're feeling brave, skip this part, at the risk of a GURU...
```

```
NeedBytes.l = Width * Height * dept / 8
```

```
If AvailMem_ (#MEMF_CHIP|#MEMF_LARGEST) > NeedBytes + 20000
```

```
BitMap (number,Width,Height,dept)
```

```
; or use LoadBitMap here instead...
```

```
*ourBitmap = Addr BitMap (number)
```

```
Else
```

```
; Oh, NO! Not enough chip ram....
```

```
EndIf
```

```
;---- if we got a BitMap, here's how to get it's RastPort ----
```

```
DEFTYPE.RastPort rp
```

```
InitRastPort_ &rp
```

```
rp\BitMap = *ourBmap
```

```
;---- and here is how to get a pointer to the Screen's ColorMap ---
```

;(assuming your screen is #0)

```
*scr.Screen = Peek.l (Addr Screen(0))
```

```
*cMap.ColorMap = *scr\ViewPort\ColorMap
```

I hope this is some help, anyway.

If you want some re-mapping stuff, I can send you some - but it's all done using ObtainBestPenA_ and standard screen modes, so probably no help for this...

>

Later...

--

Seen it all, done it all, can't remember most of it.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.178 Re: HAM Remapping

Date: Tue, 16 Nov 1999 05:01:10 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Re: HAM Remapping

Encoding: 7bit

X-Sender-Ip: 141.163.95.14

X-UIDL: dfda964d44cbf2f6f8d6ef4c2cc2f282

Hi,

Just to clarify myself a bit better, about this HAM remapping stuff. Firstly, I don't have a Screen open in HAM, and neither do I want a screen open in HAM mode :-).

The problem is as such:

* I need a BitMap (a nice new one) which is at least 12bits deep (HAM-6), though as Curt pointed out that HAM-6 is 6 planes deep, I need to set up a nice deep :) bitmap with at least 4,096 colours or 262,000 (HAM-8) since Platinum Suite 2000 needs to print graphics (RastPort dumps).

* The program is for AGA or Gfx. Card ONLY.

* I strip print which means sections are rendered at a time, that way a higher resolution output can be done for less memory.

* At some point the user is bound to place a nice picture on their page

* That picture can ONLY be IFF-ILBM and so far a maximum of 8 planes deep (256 colours, maybe more but that is not the point currently!). Because the image is of CLUT (Colour-Look-Up-Table) RGB format, remapping the pictures colours HAS to be done. :)

* That BitMap is loaded in with LoadBitMap 0,"bla.ilbm",0. The depth is checked by looking at the file's header.

* The palette in in ID #0, and the BitMap in #0, therefore the colormap is in ID 0. QUESTION: Does *p.ColorMap=Addr Palette(0) give me the ColorMap, or is *p.ColorMap=Peek.l(Addr Palette (0)) the correct way, or is this a load of sh*t as well. :-) [mostly everything I try is!]

* The RastPort is in (&)rp, and the BitMap's address in

*bmp.BitMap=Addr BitMap(0)

* This is tough work... ;-) (for you guys at least...)

* QUESTION: How do I allocate a HAM-6/HAM-8 BitMap???? Surely the depth is 12 or 18 since 6 or 8 would give a normal BitMap, what flags are required to create this BitMap??? Assume I'm using AllocBitMap_()

* I should now have:

- A BitMap #0 with the picture to remap contained within
- A HAM-6/8 BitMap which is empty for rendering the objects and the picture(s)
- A ColorMap for BitMap #0
- A RastPort for BitMap #0
- A RastPort for the HAM BitMap

* Next.... :-)

* I need the HAM BitMap's colorMap pointer, how do I get this, or how do I create a HAM-6 ColorMap?

* To remap the image, I read the colours of BitMap #0 into an array. I then use ObtainBestPenA_ with the HAM's ColorMap, to get a free pen, and allocate a colour. I use Blitz's ReMap command to change the old (wrong) colour to the newly allocated HAM color. I think this bit is all wrong and where James's code could help.... a lot..

That's all I need, well almost in the way of printing, how this is a PAIN! I seem to be doing everything blindly!

I've probably made you all a lot more confused now than you were before! :-) Oh well, have, ummm, fun?

Yours,

Nick.

Omega Research UK - Nick Lamburn

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1.179 Re: HAM Remapping :)

Date: Wed, 17 Nov 1999 05:22:28 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Re: HAM Remapping :)

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: 52aacd10e6619e001fe7f8123bb7e06f

Status: U

Hi Again, :-)

I know you're loving this one, every bit as much as I am... :-)

There are just a couple of things to say, firstly, I haven't tried James's and Curt's code, so I'm probably being to pre-emptive BUT, what the hell... :)

I think there is a little misunderstanding here about what I'm doing, and it's my fault (as ever!), the problem is related to the RastPort printing! Now there's a problem combination that is sure as hell (sorry!) being a real pain...

The thing is: I'm writing the DTP module for Platinum Suite 2000, everything is going well, and I'm really pleased with it :), but the printing and image remapping are not... :(

Well, they are beginning to, thanks to your nice help, and shall we say support, so without further waffling, here's my clarification:

* The printer.device can print (on V30-40) 12bit images, which are in HAM format (since an OCS/AGA machine cannot REALLY display more than 32/256 colours at once really, as you have all ably pointed out) which allows for much nicer and realistic. To throw a spanner in the works, we have TurboPrint and now OS v44 (3.5) which does 24bit, but we don't want to know about that do we... (We will be in even more of a mess, I think!)

AGA or a Graphics Card is required for PS2k, though in theory OCS or ECS WILL do, so long as you can bear Lo-Res HAM displays in the Publisher and flickering HiRes displays elsewhere... The publisher needs a lot of colours, ideally from a Graphics Card display, but understandably, many do not have Gfx. Cards for various reasons. Therefore HAM-6 will be used to 'IMITATE' Hi-Colour displays for those who just have OCS or AGA.

Firstly, image remapping: When a user loads in a picture of their pet Dog, they would like it remapped so they can get a good preview. So we are on a HAM screen, (we'll talk about Gfx. Card user's in a mo....) I gather from what you have said 12BIT HAM has 4,096 colours available BUT a pixel may be only of 64, and you need to RAMP the colours up over pixels, which gives HAMs nasty distortion because of the Ramping process. So say this picture of a Dog is 8 BIT (256 colours). In an array I store three numbers, which are 32 bit values. In the array say index 71 (whatever), the colour required is R: 255 G: 200 B: 0. (I guess that's an orange), therefore:

```
array(71)\R=255
```

```
array(71)\G=200
```

```
array(71)\B=0
```

I need to remap colour 71 in this picture to a 'new' colour on the HAM screen. I gather I'd use ReMap command here (unless James's Image lib stuff helps otherwise...) from Blitz's BitMap lib. I need a new colour, so I guess we can't use FindColor_() or ObtainBestPenA_(), since we'd get a value between 0-15. So how do I allocate this colour. Oh, on HAM, are palette values 8BITS or 4BITS, i.e: 0-255 or 0-15??? :-\ (My head is spinning like never before, arrrgggghhhhh!)

To cut a long story short, remapping has to occur on the preview of the page and the actual BitMap's RastPort which is sent to the Printer.device. The BitMap needs to be in HAM format, because according to the RKMs, a HAM RastPort can be specified. The question is this: can you have HAM BitMaps??? I've been lead to think this is impossible! :(Therefore I come to the conclusion, that as I said before, my solution would be:

* Allocate 12 BIT deep BitMap (AllocBitMap_(blax,blay,12,#BMF_XXXX,0)

* Use the ColorMap from the HAM screen

* Using ColorMap pointer from HAM screen, remap images and colours to the values required

* Send this BitMap's RastPort to PrinterDevice along with 'HAM' ColorMap...

I'm hoping James's stuff will help. Hold And Modify, no Horrendous and Mmmmmjsjwjsji, I can't think of M, but, yes it was great in 1987, but in 1999, it's giving me real agro... :) (No disrespect to Jay Miner and all other past Amiga gurus...)

But, in *theory*, Gfx. Card remapping should be easier... (for some reason I have a terrible cough after saying that....) :)

Happy Headaches and a Merry New Year (It's early, I know.....)

Yours,

Nick.

Ps.: I'm not going mentally mad here, just mental....

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.180 Re: HAM Remapping :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 18 Nov 1999 10:31:23 +1300

Subject: Re: HAM Remapping :)

X-UIDL: c138dacfff593bec1ca0278224ddb40a

Status: U

On 18-Nov-99, Nick Lamburn wrote:

> I know you're loving this one, every bit as much as I am... ;-))

No problems dude, we don't mind, especially when it's for a major project like yours! :)

> according to the RKMs, a HAM RastPort can be specified. The question > is this: can you have HAM BitMaps???

Yep, HAM6 bitmaps are just 6 bitplanes deep, and HAM8 are 8 bitplanes deep. The first 2 bits in a HAM6 bitmap, indicate whether the pixel is part of the 16 base colours palette, or a Hold-And-Modify colour. HAM8 is the same, but has a 64 colour base palette.

Cya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.181 Re: HAM Remapping :)

Date: Thu, 18 Nov 1999 00:59:55 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Re: HAM Remapping :)
Encoding: 7bit
X-Sender-IP: 141.163.95.14
X-UIDL: 0503f21ae121424bdb547ff16b2d3c52

Hi,

Ok, I'm now a little clearer from everybody's help, so now I am at this stage

* A HAM-6 screen is selected by the user if they don't have a gfx. card via an ASL request (which I can do...)

* I setup a bitmap with *bmp.BitMap=AllocBitMap_(width,height,6,#BMF_XXX,0)

that is adequate for HAM

* I setup a Rastport as such:

```
DEFTYPE._RastPort rp
```

```
InitRastPort_ &rp
```

```
* If *bmp Then rp\BitMap=*bmp
```

Ok now we have a BitMap that is ok for HAM stuff. I have made a base 16 colours for HAM to 'RAMP' from. I can only modify one colour component at a time, such as Red, Green OR Blue. Say Colour Register 2 is 15,15,15 (RGB), and I want to have a pale yellow next to it, but the pale yellow is not in the first 16 colours, I need to RAMP it up/down into a HAM colour register which is actually pseudo.

If I store the colour components of the pixel to the left of the new pixel I wish to draw, how do I change the colour:

O*

O = Pixel in Colour 2 (White)

* = New Pixel to be drawn in Pale yellow

How do I adjust the B value in this pixel to make the colour components 15,15,12, for example???

I am clearer and I am really grateful for your support!

Yours,

Nick.

Omega Research UK - Nick Lamburn

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1.182 Re: HAM Remapping :)

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 18 Nov 1999 05:41:23 -0500

Subject: Re: HAM Remapping :)

X-UIDL: 71b5e0ce8b113b418678e9f451154842

Hi Nick

On 18-Nov-99, Nick Lamburn wrote:

> Hi,

>

> Ok, I'm now a little clearer from everbodies help, so now I am at this

> stage

>

> * A HAM-6 screen is selected by the user if they don't have a gfx. card

> via an ASL request (which I can do...)

>

> * I setup a bitmap with

> *bmp.BitMap=AllocBitMap_(width,height,6,#BMF_xxx,0)

> that is adequate for HAM

Yes. You could also use a standard Blitz 6 plane bitmap - a HAM BitMap itself is no different than a standard 6 (or 8)plane one. It is all in the way the hardware reads it (ie, the ScreenMode)

>

> * I setup a Rastport as such:

>

> DEFTYPE._RastPort rp

> InitRastPort_ &rp

>

> * If *bmp Then rp\BitMap=*bmp

>

> Ok now we have a BitMap that is ok for HAM stuff. I have made a base 16

> colours for HAM to 'RAMP' from. I can only modify one colour component at

> a time, such as Red, Green OR Blue. Say Colour Register 2 is 15,15,15

> (RGB), and I want to have a pale yellow next to it, but the pale yellow is

> not in the first 16 colours, I need to RAMP it up/down into a HAM colour

> register which is actually pseudo.

Exactly.

Not to confuse things, but you seem to be using ECS style palette values, and the ECS HAM6 mode. I thought the program would only support AGA/GFX

cards?

Why not use a HAM8 screen instead - it won't be any more difficult, and you'll get better results. Just a thought...

>

> If I store the colour components of the pixel to the left of the new pixel

> I wish to draw, how do I change the colour:

>

> O*

>

> O = Pixel in Colour 2 (White)

> * = New Pixel to be drawn in Pale yellow

>

> How do I adjust the B value in this pixel to make the colour components

> 15,15,12, for example???

As Anton pointed out, the first 2 bits (which are stored in the last two bitplanes) indicate the way the pixel colouring is to be handled.

They are read like this by the system in HAM mode:

%00 = use the normal colour indicated by the first 4 Bitplanes

%01 = use the previous pixel and substitute the value of the first 4

Bitplanes

for it's Blue value

%10 = use previous pixel, but substitute Red

%11 = use previous pixel, but substitute Green

So, for your example, it is fairly simple. Assuming you know how to change individual bits in the bitplanes, that is (I don't)

You would put %0 in Bitplane 5, %1 in Bitplane 4, and the value 12 in BitPlanes 0 ~ 3

The real complication comes in when you want to change the colour white, as in your example, to a grey or something that requires altering all 3 colour registers :)

This HAM stuff makes my head hurt - thank God for chunky graphics :)

Later...

--

Yours electronically,

Curt Esser

cange@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.183 Re: HAM Remapping :)

Date: Thu, 18 Nov 1999 03:40:10 -0800 (PST)
 From: Nick Lamburn <oruk-amigan@excite.com>
 Subject: Re: HAM Remapping :)
 Encoding: 7bit
 X-Sender-IP: 141.163.95.14
 X-UIDL: 3e5d60e6881548b75804522269040915

Hi,

Curt wrote reassuringly, :)

> So, for your example, it is fairly simple. Assuming you know how to change
 > individual bits in the bitplanes, that is (I don't)

Uhhh, that's the problem, I don't have a CLUE! Since it's now obvious that you don't use SetRGB4_ or such like, but rather poke values straight into the raw memory! Thankfully, I'm not afraid of this, so I may get some results, this means:

If Pixel at position 10,10 in the BitMap which is say 320x240, is in color 2 which has RGB values 15,15,15 respectively. It is the base set so BitPlanes 5 and 6 are NULL (or %00). Say the corresponding pixel next to it (11,10) is to be a pseudo colour, we need the next pixel to be almost-cyan (0,15,15), that means that BitPlane 5 = %0, BitPlane 6 = %1, giving %01 (1). Is 01 for red, I can't remember but 00 = not new pseudo colour and 01/10/11 are for adjusting a single R G or B component.

Bitplanes 0-3 will contain 3, therefore:

Bitplane 0 = %1

BitPlane 1 = %1

--"---"- 2 = %0

--"---"- 3 = %0

Giving %0011 in Base 2. Add BitPlanes 5 and 6 gives %010011. We place our binary at the plane's address+pixel offset. This is my little question:

We want a pixel at 11,10 in the BitMap, we first want to adjust plane 0 at the position, where is 10,11 on that plane, since there is no X and Y co-ords! Do you get what I mean? :(

If plane one was at mem address 100 (funnily enough, & that's base-10 not 16 BTW), and was 15,15 pixels I guess:

X = Mem address 100

Y = I think this is 11,10 on this plane, giving mem address 100+(11*10)=210

where 100 is the plane's first pixel (X), and 11 is the X 'co-ord' and 10 is the Y 'co-ord'. Meaning I 'poke' a 1 or 0 at:

first_pixel(plane address)+(X co-ord*Y co-ord)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1X

2

3

4

5

6

7

9

10 Y

11

12

13

14

15

(Thank-God I'm a computer science student.....)

> The real complication comes in when you want to change the colour white, as

> in your example, to a grey or something that requires altering all 3 colour

> registers :)

If you use a Hi-Resoluitiion then this isn't to bad, but unfortunately, to get 4,096 colours 'at-once' on ANY Amiga w/o Gfx. Card, this is ALL we have.

> This HAM stuff makes my head hurt - thank God for chunky graphics ;)

Here Here! Yeah, buy a Gfx. Card :) No, I'm quite happy to solve this with your help, after all, we're 'stubborn Amigans!'. We ARE getting there!!! I'll have to make some functions for this I think, so that's a printing and HAM one to do. Maybe Frederic could convert them to proper libs for Pure BASIC??? Just an idea...

Oh, Curt asked why I'm using OCS/ECS 4bit RGB (0-15), simple, HAM-8 is of course better, BUT until Amiga OS v44 (3.5) or those w/o TurboPrint, the printer.device could only handle 12bit depths, i.e: HAM6 (4,096). So in order to make my life easier, I use ONLY HAM-6 for AGA displays. There is another reason, it makes for faster displays for all ye AGA owners!

Then, we have to worry about those who DO have GFx. Cards, fortunately I do and therefore I won't be working blindly...

Thanks for reading, I hope you're enjoying this little challenge. (BTW little means Massive from now on :)

Yours Extremely Thankfully,

Nick. (The one who can't program....) :)

Omega Research UK - Nick Lamburn

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1.184 Re: HAM Remapping :)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 19 Nov 1999 00:59:53 +0300

Subject: Re: HAM Remapping :)

Encoding: 8bit

X-UIDL: 849eb09383290ecba2ab6d433ab3d804

On 18-Nov-99, Nick Lamburn wrote.

Cuttet something about bitplane setting.

Why you want to do it so hard way? just use plot and add the following constants for the value you want to use (0-15)!!!

```
#use_palette=0
#modify_blue=%010000
#modify_green=%100000
#modify_red=%110000
```

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.185 Handy code...?

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 28 Nov 1999 13:24:14 +0100

Subject: Handy code...?

X-UIDL: c94baee006a3484afa1f0c665cca1ce0

--BOUNDARY.1747934768.2

Hi all,

Two little pieces of code I knocked up today :

One has two pattern matching functions, dead easy to use, the other is a little cut-n-paste routine for scanning through a directory, performing an operation on each file (the demo uses one of the pattern-match functions to list all JPEG files in a directory).

Hope someone finds 'em useful :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?
-- James Thurber
--BOUNDARY.1747934768.2
Content-Disposition: attachment; filename="PatternMatching.asc"
Content-Description: Pattern matching
; 2 pattern matching functions for Blitz
; by James L Boyd - jamesboyd@all-hail.freemove.co.uk
;-----
; Don'tCareWare - do whatcha like!
.Blah
; From the autodocs :
;-----
;-----
; ? Matches a single character.
; # Matches the following expression 0 or more times.
; (abcd) Matches any one of the items separated by '|'.
; ~ Negates the following expression. It matches all strings
; that do not match the expression (aka ~(foo) matches all
; strings that are not exactly "foo").
; [abc] Character class: matches any of the characters in the class.
; [~bc] Character class: matches any of the characters not in the
; class.
; a-z Character range (only within character classes).
; % Matches 0 characters always (useful in "(foobarl%)").
; * Synonym for "#?", not available by default in 2.0. Available
; as an option that can be turned on.
; "Expression" in the above table means either a single character
; (ex: "#?"), or an alternation (ex: "#(abcd|ef)"), or a character
; class (ex: "#[a-zA-Z]").
;-----
; examples :
;-----
; Pattern to look for - "Stuff:Graphics/Pics/Image???.iff"
;-----
; ??? means we need three characters in this place
; "Stuff:Graphics/Pics/Image001.iff" - OK
; "Stuff:Graphics/Pics/Image01.iff" - FAIL; different number of '?'s
; "stuff:graphics/pics/image123.iff" - OK on case-insensitive match,
; FAIL on case-sensitive match

```

;-----
; Pattern to look for - "Stuff:Graphics/Pics/Image#?.iff"
;-----
; #? means we need any number of characters in this place
; (NOTE #? can be replaced with * if you have the system patch for this)
; "Stuff:Graphics/Pics/Image001.iff" - OK
; "Stuff:Graphics/Pics/Image01.iff" - OK
; "stuff:graphics/pics/image001.iff" - OK on case-insensitive match,
; FAIL on case-sensitive match
;-----
; Pattern to look for - "Stuff:Graphics/Pics/Image[a-c]???.iff"
;-----
; #? means we need any number of characters in this place
; (NOTE #? can be replaced with * if you have the system patch for this)
; "Stuff:Graphics/Pics/Image001.iff" - OK
; "Stuff:Graphics/Pics/Image01.iff" - OK
; "stuff:graphics/pics/image001.iff" - OK on case-insensitive match,
; FAIL on case-sensitive match
;-----
.Functions
Function.b MatchCase { wildcard$, matchme$ }
bufferlen.l=(2*(Len(wildcard$))+2)
MaxLen output$=bufferlen
result.l=ParsePattern_(&wildcard$,&output$,bufferlen)
If result=-1 Then Function Return 0 ; change to suit for buffer overflows!
Function Return MatchPattern_ (&output$,&matchme$)
End Function
Function.b MatchNoCase { wildcard$, matchme$ }
bufferlen.l=(2*(Len(wildcard$))+2)
MaxLen output$=bufferlen
result.l=ParsePatternNoCase_(&wildcard$,&output$,bufferlen)
If result=-1 Then Function Return 0 ; change to suit for buffer overflows!
Function Return MatchPatternNoCase_ (&output$,&matchme$)
End Function
;-----
.Demo
NPrint ""
NPrint "Pattern matching demo - hit [ENTER] to quit..."
NPrint "-----"

```

```

NPrint ""
loop
Print "Enter a wildcard pattern, eg. Commod#? : "
a$=Edit$(30)
If a$="" Then End
Print "Enter a word to check, eg. Commodore, commode : "
b$=Edit$(30)
If b$="" Then End
NPrint ""
If MatchCase {a$,b$}
NPrint "We have a case-sensitive match!"
Else NPrint "No case-sensitive match!"
EndIf
If MatchNoCase {a$,b$}
NPrint "We have a case-insensitive match!"
Else NPrint "No case-insensitive match!"
EndIf
NPrint ""
Goto loop
--BOUNDARY.1747934768.2
Content-Disposition: attachment; filename="ScanDirs.asc"
Content-Description: Scan directory
; WARNING! Change the strings at .CHANGE before running!
;-----
; Parsing directories, performing action on each file :
;-----
; This demo just lists all files in a given directory...
;-----
; James L Boyd - jamesboyd@all-hail.freemove.co.uk
;-----
; DoWhatYouLikeWare
;-----
; For the example, taken from PatternMatching.asc :
Function.b MatchNoCase {wildcard$, matchme$}
bufferlen.l=(2*(Len(wildcard$))+2)
MaxLen output$=bufferlen
result.l=ParsePatternNoCase_(&wildcard$,&output$,bufferlen)
If result=-1 Then Function Return 0 ; change to suit for buffer overflows!
Function Return MatchPatternNoCase_ (&output$,&matchme$)

```

```
End Function
.CHANGE
dir$="Art:"
pattern$="#?.jp#?g" ; Only list .jpg and .jpeg files
; Cut from this SNIP to the end SNIP
; for the plug-in parsing code! Then
; just replace the example with whatever
; you want to do.
;--SNIP-----
DEFTYPE.FileInfoBlock fib
lock.l=Lock_(&dir$,#ACCESS_READ)
If lock
If Examine_ (lock,fib)
scan ; loop point for next file
res.b=ExNext_ (lock,fib)
If res
f$=Peek$(&fib\fib_FileName)
;-----
.Example
; Do whatever you like with each file here!
; eg. Print out all pattern-matching files in a directory :
If MatchNoCase {pattern$,f$} Then PutStr_ f$+Chr$(10)
;-----
EndIf
If res Then Goto scan
Else PutStr_ "***Error! Failed to examine directory!"+Chr$(10)
EndIf
UnLock_ lock
Else PutStr_ "***Error! Directory not found!"+Chr$(10)
EndIf
;--SNIP-----
MouseWait
End
--BOUNDARY.1747934768.2
-----
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--BOUNDARY.1747934768.2--
```

1.186 Hello

Date: Sat, 6 Nov 1999 10:46:53 +0000 (/etc/localtime)

From: Daniel Dundelski <ditud@neo.iz.wsp.zgora.pl>

Subject: Hello

X-UIDL: 9b4d693b11f7de797f52ff24a0500547

At first I would like to say sorry for my english, it's very, very poor.

I have started to write a disk magazine but I can't find answer for few troubles that I have noticed. One: to read a text file I'm using FileInput command. I can scroll text forward without any problems, but when I back ie. to start of the file I just don't know what to do. I thought about FileSeek comand, but it seems to failed when I was using it. So how to read the text file backwards???

ITU

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1.187 Re: Hello

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 06 Nov 1999 15:27:44 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Hello

X-UIDL: e4afdedbafc83998ea1816cf5ea23d9b

Hello Daniel

> At first I would like to say sorry for my english, it's very, very poor.
> I have started to write a disk magazine but I can't find answer for few
> troubles that I have noticed. One: to read a text file I'm using FileInput
> command. I can scroll text forward without any problems, but when I back
> ie. to start of the file I just don't know what to do. I thought about
> FileSeek comand, but it seems to failed when I was using it. So how to
> read the text file backwards???

> ITU

I think your probably looking for the command, FileSeek()

If your doing a text reader that works by line, your probably better loading it in and getting a lookup table of the start byte of each line... IE:

```
#MAX_PossibleLines = 1000
```

```
#MAX_LineLength = 100
Dim LineLookup.l(#MAX_PossibleLines)
ByteCount.l=0
Count.l=0
If ReadFile(0,<file here>)
FileInput 0
While NOT EOF(0)
LineLookup(Count)=ByteCount
TestLine$=Edit$(#MAX_LineLength)
ByteCount+(Len(TestLine$)+1) ; Add 1 onto length for the CR.
Count+1
WEnd
FileLines.l=Count
Else
; Failed to load file routine.
EndIf
```

Or something like that... Then LineLookup(<Line>) will hold the starting byte in the file of each and every line, FileLines will hold the amount of lines in the file, so there is no need to empty the file of values when loading another file.

Example:

```
If ReadFile(0,<file here>)
FileInput 0
FileSeek 0,LineLookup(5)
GetLineFive$=Edit$(100)
Endif
```

Hope this is what your after and/or helps ;).. Of not gimme a bell.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

["Not only is it illegal, it's sacreligious!" -- Quark]

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1.188 Re: Hello

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 17:32:39 +0100

Subject: Re: Hello

X-UIDL: 8698a89233d0706cfe92415343162330

Daniel Dundelski churned out *this* drivel:

> At first I would like to say sorry for my english, it's very, very poor.

Your english is fine...better than some english speakers here ;)

> FileSeek comand, but it seems to failed when I was using it. So how to

> read the text file backwards???

I think the attached source is what you want - unpack it to RAM: and

load it into Blitz...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.189 Sv: Hello

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: Hello

Date: Sun, 7 Nov 1999 15:56:05 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 54a8800d7e5f09a0fdec53988da4d892

> At first I would like to say sorry for my english, it's very, very poor.

> I have started to write a disk magazine but I can't find answer for few

> troubles that I have noticed. One: to read a text file I'm using FileInput

> command. I can scroll text forward without any problems, but when I back
> ie. to start of the file I just don't know what to do. I thought about
> FileSeek comand, but it seems to failed when I was using it. So how to
> read the text file backwards???

Unless the files are really, really big, you should probably load them into RAM first, and then using either peek\$ or Npeek\$ to get the strings. Offcousre since you might want to use special formatting charecters, you'llprobably want to put whatever you have in memory through a parser before or while you're printing, and pictures should also be loaded when nessecary, and freed if nessecary. Anyways, it all depends on whether you mean a "real" disc mag, like say "Dansktoppen" which is actually spread on a disc, or if you intend tro spread it over the net as archives, and then people are supposed to run them from their harddrives.....

Even if the files where really big, you'd probably still be better of loading some of it in memory at one time.

Anyway, that's how I did it for SniperGuide, and it worked pretty well.

Greets,

/FlameDuck/

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1.190 Helping someone write some code.

From: Andrew Bruno <abruno@zeta.org.au>

Date: Mon, 29 Nov 1999 10:06:22 +1000

Subject: Helping someone write some code.

X-UIDL: 1d334b729ecc1e6fd3bd478d0e9fb8a5

Hi,

Folks, I appologies for not being as good a programmer as I would like to think I am. Languages just took off too quick for me.

I am playing with Blitz, as I am kind of familiar with it from WAY back with TRS-80 and its Level 2 basic.

I am wanting to write a program, but would really like to do it myself.

Where I need "your" help is just sorting out a few routines.

I have had help from people and found a few problelms with how I was talking to certain devices and those problems are fixed.

Now what I want to do is make "bigger" programs. :(

Putting number buttons on a window seemed like a good idea but I think it is more trouble that it is worth.

So I am following the idea/s of:

- 1: An input requestor
- 2: The numbers being entered from the CLI as paramaters.

But I think I still need a button anyway. :(

I have dug out most of the "hardware" I am going to need to check this

program works, so I *AM* determined to do it.

Could someone out there please help me with parsing arguments from the CLI, how to put up an input requestor (with text in the title) and how to make a button.

I hope I have enough smarts to work out how to stick them together in a way that does what I want, though it has been a while.

Much appreciated to anyone who helps me.

Cya!

--

"Moms and reason are like oil and water." - Calvin

Andrew Bruno

abruno@zeta.org.au

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1.191 Re: Helping someone write some code.

From: "Evan Tuer" <et@enterprise.net>

Date: Mon, 29 Nov 1999 12:50:33 +0200

encoding: 7BIT

Subject: Re: Helping someone write some code.

X-UIDL: 288dc3af2ede55e805ec72565cbd1f0a

On 29 Nov 99, at 10:06, Andrew Bruno wrote:

> Could someone out there please help me with parsing arguments from
> the CLI,

Quite easy. Just do a\$=Par\$(0) to get the first argument. Press
Amiga-Help on the Par\$ to get more information.

> how to put up an input requestor (with text in the title) and how to
> make

Try this:

```
a=Request("Who Am I","I...","Am Weasle|R Baboon")
```

```
nprint a
```

```
mousewait
```

> a button.

>

A button. You've got to make a GTlist containing the information for the button, and then open with window with that list. It does sound tricky, but it's easy really:

GTButton 0,1,10,10,100,30,"Press Me",\$10
Window 0,93,166,340,244,\$20100A,"Test",0,1,0
AttachGTLList 0,0
MouseWait
End

Remember, just press "help" on any of the highlighted words to see what the numbers mean.

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1.192 Hi, I'm new here!

From: "Nick Lamburn" <oruk-amigan@excite.com>
Subject: Hi, I'm new here!
Date: Thu, 04 Nov 1999 04:34:36 PST
X-Sender-Ip: 141.163.95.14
X-UIDL: 90a89280e7fd51bf6e6f7d486a50feb7

Hi,

I've only just joined the Blitz Mailing list and I think this shall become a invaluable resource for me. Although I have been using Blitz since 1994, I wonder how I ever survived without this list. (well, I used to bang my head on hard surfaces!)

I thought I'd let you know, since we're all Blitz users, but, I suppose a few saw AF128 (I think that was th issue) with the new office suite in the news pages, 'Platinum Suite 2000', well I'd just like to say two things:

- * I'm the (poor) author of it :-)
- * It's ALL programmed in Blitz BASIC 2.

Now, if anybody says Blitz is not powerful, believe me you, Platinum Suite 2000 is a testament to Blitz's power.

Anyway, I look forward to helping others if possible, and look forward to giving my head a rest...

Yours,

Nick Lamburn.

Omega Research UK - Nick Lamburn
email: oruk-amigan@excite.com [preferred]
orukamiga@xoom.com

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1.193 Re: Hi, I'm new here!

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Thu, 04 Nov 1999 15:19:37 +0200

Organization: Taskers

Subject: Re: Hi, I'm new here!

X-UIDL: b5c962c0e3e9c5a6057c43519156bdce

Hi, Nick Lamburn,

> I thought I'd let you know, since we're all Blitz users, but, I suppose a
> few saw AF128 (I think that was th issue) with the new office suite in the
> news pages, 'Platinum Suite 2000', well I'd just like to say two things:

Where can I find this incredible piece of software ?

Amigablement

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.194 Re: Hi, I'm new here!

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Nov 1999 22:01:01 +0500

Subject: Re: Hi, I'm new here!

X-UIDL: b4225e07910ea441a78d653fe4048eda

On 04-Nov-99, Nick Lamburn wrote:

C= * I'm the (poor) author of it :-)

I read the news, sounded interesting. Though I dislike office type of
suite software or something ;-) But it's good something like this appears
on Amiga.

C= * It's ALL programmed in Blitz BASIC 2.

Even better. =)

C=Now, if anybody says Blitz is not powerful, believe me you, Platinum Suite

C=2000 is a testament to Blitz's power.

For a while I've been thinking about making a database program/server. Sql
compatible. I gotta do it from scratch and I figure it's gonna be a hard

task, but well any advice? =)

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.195 Re: Hi, I'm new here!

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Re: Hi, I'm new here!

Date: Fri, 05 Nov 1999 03:09:45 PST

X-Sender-IP: 141.163.95.14

X-UIDL: 55be25f4d2b5457e3e69c6bf919b4031

On Thu, 04 Nov 1999 15:19:37 +0200, SALLIN Nicolas wrote:

<SNIP>

> > few saw AF128 (I think that was th issue) with the new office suite in
the

> > news pages, 'Platinum Suite 2000', well I'd just like to say two
things:

>

> Where can I find this incredible piece of software ?

>

> Amigalement

> --

> Nicolas SALLIN, aka Henes/Taskers

> Roketz developer

> ICQ: 48048980

> Henes.TSK@iName.com

>

>

<snip>

Well, you won't find it yet, as the DTP module is still being programmed and

a few things need to be done in the organiser, database and spreadsheet.
Currently, I'm looking at a January release (depending on Beta testing)
(2000) from Epic Marketing. So I suppose you'll have to wait longer, but it
will be worth it! (Epic is based in the UK phone 0500 131 386, i think
that's the number!)

Otherwise, in Decemeber I shall be sending a demo version to Epic so if you
are interested, try contacting them then, and you shall hopefully be able to
obtain a decent demo.

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.196 Sv: Hi, I'm new here!

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: Hi, I'm new here!

Date: Tue, 9 Nov 1999 14:30:33 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 7d6dff73f8a8872656cb8fa569a329a

> While we're talking about other ppl's products, who here would use a Cubase

> clone? Who would pay for it? Any takers?

Cubase is a MIDI sequencer thingy, right ? Well, I only know one person who does MIDI stuff, and he uses Bars & Pipes Professional. But since Microsoft bought Blue Ribbon, and promptly stopped any AMiGA development there might be a market (although a very small one, then again, aren't they all ?) for it.

Greets,

/FlameDuck/

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1.197 Re: Hi, I'm new here!

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Thu, 18 Nov 1999 18:00:39 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Hi, I'm new here!

Encoding: 8bit

X-UIDL: 25ffd8b45f1478f6572332a6b5f03a2a

Hello Mikkel

On 09-Nov-99, you wrote:

ML>> While we're talking about other ppl's products, who here would use a

ML>> Cubase clone? Who would pay for it? Any takers?

ML> Cubase is a MIDI sequencer thingy, right ? Well, I only know one person

Not only. It also handles sequencing audio inputs as well. At uni they

have Cubase hooked up to a 12 track mixer. Although it's not very useful -

the crappy macs can't handle reading/writing so much data all the time and

everything goes silent for a few seconds seemingly randomly... eh, gives me

an excuse to bag em out...

Regards

--

Toby Zuijdveld --- "EF2" "Bless you!"

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Typing all of your message in capitals is SHOUTING!

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent

and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.198 HomeLand - A new RTS game

X-Originating-IP: [212.10.0.252]

From: "Jeppe Nielsen" <nielsen_jeppe@hotmail.com>

Subject: HomeLand - A new RTS game

Date: Tue, 16 Nov 1999 07:41:49 PST

X-UIDL: 39f4896fcac397e30dc1db30e23f3582

Hi all,

Have you seen the new demo on my homepage, called HomeLand it's a new real-time strategy game, with some original features. You can create you own customizable units(with some limitations ofcourse). These units are created from tecnologies that you research. There are currently only 14 different technologies, but it's due to expand. Any suggestions and ideas are welcome, so please email me if you think of something cool to be added. Screenshots and download are available from my homepage.

Jeppe Nielsen

Amiga Software Site: www.spalt.dk/jeppe

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1.199 Re: HomeLand - A new RTS game

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 18 Nov 1999 10:31:45 +1300

Subject: Re: HomeLand - A new RTS game

Encoding: 8bit

X-UIDL: 220627f5ad0645df8921d204dc5a0aa1

Status: U

On 17-Nov-99, Jeppe Nielsen wrote:

> Hi all,

>

> Have you seen the new demo on my homepage, called HomeLand it's a new
> real-time strategy game, with some original features.

Looks nice man! I didn't get all the demo the other day, I'll have to try again.

Cya - Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.200 I Have A Cunning Plan... (Was HAM Remapping)

Date: Tue, 16 Nov 1999 05:15:01 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: I Have A Cunning Plan... (Was HAM Remapping)

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: 1866017f2130168a7bef4eea4ffcfaf

Hi,

I've just sent a big email, clicked send, and as soon as I did that I've had a bloody (sorry!) big brain wave!

I know this sounds totally dumb but this is it:

I give the ScreenMode request that Tag which shows Non-Standard modes like HAM and EHB. How do I do that, with a Hook I suppose? I want it to display all modes, which are either HAM-6 or HAM-8 OR (AGA) greater than 8 BITS deep. (Gfx. Card modes) Can somebody do this, I have not got a CLUE! (I can get a screenmode requester from the OS functions but not this...)

If the screen is in HAM-x or > than 8 BITS deep, we are half way there...

We get the screens ColorMap with:

```
*scr.Screen=Peek.l(addr Screen (0))
```

```
*cmap.ColorMap=*scr\_ViewPort\ColorMap
```

This gives us ALL the colours, I hope! Now to allocate a Pen, I use ObtainBestPenA_, like this (for bright Yellow):

```
ObtainBestPen(*cmap,255 LSL 24, 255 LSL 24, 255 LSL 24,0)
```

The thing I want to know is this, do I logically shift the depth of the screen, so for example on a Picasso 96 : 16Bit (65536 colours) I use 255 LSL 16, or do I use xxx LSL 24 always because the maximum colours is 2 to the 24 (or 16 Million and something...) on a Gfx. Card and AGA HAM-x.

Hurrah, we're getting there....

(Just a shame that you'll have to work in HAM if all you have is AGA, sorry! But then, all the more the reason to get a lovely Graphics Card like I did... Mind you though, I did do 2 months hard labour in butchery for it.... :))

So can you please verify my points here...

Oh, BTW, will ObtainBestPenA_() return from 0..Depth of screen so on HAM-6, if it allocates a pen, will it be between 0..4,096, 0..15, 0..63 or will it be between \$FC5236-\$FFFFFF90A ? (I don't have a clue again!) :-) Really, James's HAM remapping example will help a lot...

Sorry to bother you again, this total loser is now signing off... :-)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.201 Re: I Have A Cunning Plan... (Was HAM Remapping)

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 16 Nov 1999 21:10:34 -0500

Subject: Re: I Have A Cunning Plan... (Was HAM Remapping)

X-UIDL: ee5d5db047a0632ebb9bc739b81b56f3

--BOUNDARY.1747683192.3

Hi Nick

On 16-Nov-99, Nick Lamburn wrote:

> Hi,

>

> I've just sent a big email, clicked send, and as soon as I did that I've

> had a bloody (sorry!) big brain wave!

>

> I know this sounds totally dumb but this is it:

>

> I give the ScreenMode request that Tag which shows Non-Standard modes like

> HAM and EHB. How do I do that, with a Hook I suppose? I want it to display

> all modes, which are either HAM-6 or HAM-8 OR (AGA) greater than 8 BITS

> deep. (Gfx. Card modes) Can somebody do this, I have not got a CLUE! (I

> can get a screenmode requester from the OS functions but not this...)

Here is David McMinn's hook function example, modified to only show GFX card modes >8 bits, or standard HAM modes.

>

> If the screen is in HAM-x or > than 8 BITS deep, we are half way there...

Well, you're halfway there, then ;)

>

> We get the screens ColorMap with:

>

> *scr.Screen=Peek.l(addr Screen (0))

> *cmap.ColorMap=*scr_ViewPort\ColorMap

>

> This gives us ALL the colours, I hope! Now to allocate a Pen, I use

> ObtainBestPenA_, like this (for bright Yellow):

>

> ObtainBestPen(*cmap,255 LSL 24, 255 LSL 24, 255 LSL 24,0)

That would get you bright white, I think....

>

> The thing I want to know is this, do I logically shift the depth of the

> screen, so for example on a Picasso 96 : 16Bit (65536 colours) I use 255

> LSL 16, or do I use xxx LSL 24 always because the maximum colours is 2 to

> the 24 (or 16 Million and something...) on a Gfx. Card and AGA HAM-x.

No, it is always LSL 24 - because ObtainBestPenA_, and OS ColourMaps, use 32bit left justified fractions.

But, I don't think a 24bit screen HAS a colourmap, does it? Each pixel on a 24bit screen carries it's own palette info, 8bits each for Red, Green, and Blue.

And I believe, 16 bit modes are the same, only using 4bits each for the Red, Green, Blue of each pixel.

I may be mistaken about 16bit modes, though...

>

> Hurrah, we're getting there....

>

> (Just a shame that you'll have to work in HAM if all you have is AGA,

> sorry! But then, all the more the reason to get a lovely Graphics Card

> like I did... Mind you though, I did do 2 months hard labour in butchery

> for it.... :))

>

> So can you please verify my points here...

>

> Oh, BTW, will ObtainBestPenA_() return from 0..Depth of screen so on

> HAM-6, if it allocates a pen, will it be between 0..4,096, 0..15, 0..63 or

> will it be between \$FC5236-\$FFFFFF90A ? (I don't have a clue again!) :-)

It would be one of the basic palette's 16 colours - that's all there is to the ColorMap on a HAM6 screen... The other colours are obtained by the way the bitmap itself is read by the system hardware.

If you are remapping images to a HAM screen using ObtainBestPenA_ , you

might as well use a plain 16 colour screen.

And, I don't think it is possible (or necessary) to use ObtainBestPenA_ on a 16 or 24 bit screen.

But then, I don't have a GFX card - maybe someone who does can answer this better.

I think you are confusing the HAM6 and HAM8 modes with the 16bit and 24bit modes available on your GFX card.

They really have nothing in common other than the number of colours they can display (in theory)

Well, anyway here is the mode requester - I hope it helps a bit.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1747683192.3

Content-Disposition: attachment; filename="Example.lha"

Encoding: base64

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--BOUNDARY.1747683192.3

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1747683192.3--

1.202 iFF error?

From: "Paul" <paulwest@stationone.demon.co.uk>
Organization: private
Date: 11 Nov 99 18:04:07 +0000
Subject: iFF error?
Encoding: 7bit
X-UIDL: 3930afbf60b5d04e6a62627a870b2a64

Hi,

Could anybody please tell me any and ALL tokens in blitz that you know of which, for any reason, would throw up a blitz error requester saying "can't open IFF"? It may not necessarily be when attempting to load an image either.

Thanks.

--

Paul.

IRC: [#bridge](irc://irc.superlink.net), [#amiga](irc://ircnet.net)
WWW: <http://www.stationone.demon.co.uk>
E-M: paul@stationone.demon.co.uk

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.203 Internet conection

From: Dimas =?iso-8859-1?Q?Caparr=F3s?= <dcaparrros@readyssoft.es>
Date: Wed, 03 Nov 1999 23:40:28 +0200
Subject: Internet conection

X-UIDL: a90c59433ca8323784d1953dedd954d8

Hello,

How can I do a prog that communicate with another AMiga on the InterNet?

A example of 2 progs saying each other "Hello A", "Hello B" will be very nice :-)

Kind regards

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.204 Sv: Internet conection

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: Internet conection

Date: Thu, 4 Nov 1999 03:09:12 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: c2688d5965dab80d67c06da76e10f8b8

> Hello,

> How can I do a prog that communicate with another AMiga on the InterNet?

> A example of 2 progs saying each other "Hello A", "Hello B" will be very

> nice :-)

You should check out Anton's UDPChat functions on aminet...

Greets,

/FlameDuck/

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.205 It's HAM Again....

Date: Fri, 19 Nov 1999 03:25:57 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: It's HAM Again....

X-Sender-Ip: 141.163.95.14

X-UIDL: 70f8ddf7731e6ab2da8d987c24ffdd31

--27108368.943010757306.JavaMail.imail@patti.excite.com

Encoding: 7bit

Hi,

Ok, this is GOOD news, I have done some nifty work in HAM!! Ok, so it took me, about 5 hours to write a function that plots pixels in HAM-pseudo colours or proper colour-register colours.

I've probably taken a very long route to get here, BUT it's fast (it pokes lovely little binary values directly into memory!), easy to use, and it's the start of the HAM library which I intend to make!

Attached you find an archive which has three files:

- * HAM.Palette - A palette with 16 base colours
- * HAM.bb2 - Blitz2 code that shows how to use PlotHAM{ } and how to shove values directly into memory allocated for a BitMap!
- * HAM_Statements.bb2 - The PlotHAM{ } function include.

The prototype for PlotHAM is:

PlotHAM{X.w,Y.w,Use_HAM.b,Colour.b,Ramp_Component.b,Ramp_Value.b}

X = Where to place the pixel on the X 'axis'

Y = As above but for Y 'axis'

Use_HAM = True means that the colour will be pseudo and will be a HAM colour, meaning Colour is ignored and the previous pixel's values will be used and one colour component will be adjusted

False means that Colour will be used and the colour is NOT pseudo

Color = The Colour to be plotted, a value between 0-15, refers to a colour in the base 16 colour palette. Ignored if Use_HAM is True

Ramp_Component = Which colour component to change:

#RED_ = Change Red component

#GREEN_ = As above but for Green

#BLUE_ = As above but for Blue

Ignored if Use_HAM=False

Ram_Value = Between 0-15, sets the intensity of the component specified above

Ignored if Use_HAM=False

Please note that the function is for OCS/ECS Agnus HAM-6, therefore RGB4 (0-15 not 0-255). It's a nice bit of code, even if I do say so myself! :)

The LHA archive *should* be attached :) (it'll go wrong like it always does!)

We're getting there, slowly, but surely.... :)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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--27108368.943010757306.JavaMail.imail@patti.excite.com

Encoding: base64

Content-Disposition: attachment; filename=ham.lha

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Z9JD7iX70VEmtovGo/hK6ct+tMbWsYwCnfML3/foDqVc1MN//Sh1O8+IJ/npM6oa/pSX56SOqRr6
Uj9VINr531VmJ5Zie1mJ78ze98TE/YYn1mJ/WYn/zMT7IUmg1KQHLsf9Sus72JLYPv/8H1Rs/66w
9P9/2C16NsLV1e2Qu2g4key/4i7TXL1g5fraaAA=

--27108368.943010757306.JavaMail.imail@patti.excite.com

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--27108368.943010757306.JavaMail.imail@patti.excite.com--

1.206 Re: It's HAM Again....

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 20 Nov 1999 18:07:24 +0300

Subject: Re: It's HAM Again....

Encoding: 8bit

X-UIDL: 2e83930216f5dfb9890f78e5f4259b95

On 19-Nov-99, Nick Lamburn wrote.

> The prototype for PlotHAM is:

>

> PlotHAM{X.w,Y.w,Use_HAM.b,Colour.b,Ramp_Component.b,Ramp_Value.b}

>

> X = Where to place the pixel on the X 'axis'

> Y = As above but for Y 'axis'

> Use_HAM = True means that the colour will be pseudo and will be a HAM

> colour,

> meaning Colour is ignored and the previous pixel's values will

> be

> used and one colour component will be adjusted

> False means that Colour will be used and the colour is NOT

> pseudo

> Color = The Colour to be plotted, a value between 0-15, refers to a

> colour in

> the base 16 colour palette. Ignored if Use_HAM is True

> Ramp_Component = Which colour component to change:

> #RED_ = Change Red component

> #GREEN_ = As above but for Green

> #BLUE_ = As above but for Blue

> Ignored if Use_HAM=False

> Ram_Value = Between 0-15, sets the intensity of the component specified

> above

> Ignored if Use_HAM=False

well simpler if you would do it like this.

```
statement PlotHAM{X.w,Y.w,Use_HAM.b,Value.b}
plot X,Y,(Use_HAM lsl 4)+Value
end statement
```

If you don't use blitz bitmaps, then you have to write the bit writing by yourself, but the colour handling can be dealt at the same way.

Some explanations.

Use_HAM=0 -> colour from palette is used

Use_HAM=1 -> Blue is modified (not sure about the order of these three)

Use_HAM=2 -> Green is modified

Use_HAM=3 -> Red is modified

So you can then use constants like

```
#HAM_PURE=0
```

```
#HAM_BLUE=1
```

```
#HAM_GREEN=2
```

```
#HAM_RED=3
```

to make things easier to use.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.207 Re: It's HAM Again....

Date: Mon, 22 Nov 1999 02:34:47 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Re: It's HAM Again....

X-Sender-IP: 141.163.95.14

Encoding: 8bit

X-UIDL: 89d606086211abedda8fa6e52901dbd2

Hi,

Sami Näätänen wrote about how to make the PlotHAM function easier to use.

I've snipped the lot, since you've probably read it already! But it's an excellent idea and I shall implement it tonight.

Please note the attachment of V1.0pBL of Ham Lib is bugged, there are two lines of code which shouldn't be there! It's the two lines at the bottom of the UseHAM clause. I shall send I fixed version tommorrow, with new functions and some docs, if I have time!

Omega Research UK - Nick Lamburn
 email: oruk-amigan@excite.com
 www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.208 Jpeg again...

From: G_H <gothic.fr@free.fr>
 Date: Sat, 06 Nov 1999 16:21:19 -0500
 Subject: Jpeg again...
 X-UIDL: e34d2d997ad5d70a5fa8540875b2b281

Hi,

I always try to use Jpeg.librarie with Blitz, and It'work well.

But I can't use Hook function.

I try to understand Hookfunk.bb2 found in aminet, and it seems to work only with asl requester.

in the include (jpeg.h) I can read

```
typedef ULONG (JPGC_HOOK)( UBYTE **, ULONG, ULONG, void * );*
typedef __asm ULONG (JPGC_HOOK_PROTO)( register __a0 UBYTE **, register __d0
ULONG, register __d1 ULONG, register __a1 void * );*
```

*/ The progress hook is called once for each scanline in the image (during compression and decompression).

d0 contains a ULONG with the current scanline number (1-n).

d1 contains a ULONG with the total number of scanlines.

a0 contains the userdata

If the hook returns a non NULL value, the encoding will be aborted -

You should NOT call any functions other than FreeJPEGCompress() on that jpeg object.

/*

how can I implement this in blitz.

Thanks.

 Amiga - Psion S3a - Laserdisc

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1.209 Re: Jpeg again...

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 06 Nov 1999 15:52:49 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Jpeg again...

X-UIDL: 51968986303b972220d351e286e65f00

Hello G_H

> how can I implement this in blitz.

Looks like you`ll be needing Daves Hook functions ;) I think it`s on aminet.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.com/

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

[I am Beavis of Borg. Resistance sucks! Heh heheh heh he.]

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1.210 Re: Jpeg again...

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sat, 6 Nov 1999 16:03:35 -0000

Subject: Re: Jpeg again...

Encoding: 8bit

X-UIDL: 93b0572dd6f87ee8748b50033490e77c

Hi Rob

> > how can I implement this in blitz.

>

> Looks like you`ll be needing Daves Hook functions ;) I think it`s on

> aminet.

He said he looked at it, but thought it was only for ASL.

--

l) ^ V][l) |M| © |M|][|N| |N| | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

There are very few personal problems that cannot be solved through a suitable application of high explosives.

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1.211 Jpeg... It works

From: G_H <gothic.fr@free.fr>
Date: Sun, 07 Nov 1999 12:27:01 -0500
Subject: Jpeg... It works
X-UIDL: 30a96546a65b782b661810c29ea4914c

Hi,

So, I used Daves Hook functions, but
With Daves Hook Function, you set hook like this:
DEFTYPE.Hook myhook
myhook\h_Entry=?hook
myhook\h_SubEntry = ?hook_jump

....

Jpegtags(1)\ti_Tag=#JPG_ProgressHook,&myhook

....

hook parameters:

MOVE.l a0,d0

MOVE.l a1,d1

MOVE.l a2,d2

but with Jpeg.lib you had to use:

DEFTYPE.Hook *myhook

*myhook\h_Entry=?hook

*myhook\h_SubEntry = ?hook_jump

...

Jpegtags(1)\ti_Tag=#JPG_ProgressHook,*myhook\h_Entry

....

hook parameters:(just need this)

MOVE.l a2,d2

and now it's work.

Thanks.

Amiga - Psion S3a - Laserdisc

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1.212 Layers

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 21 Nov 1999 17:57:25 -0500

Subject: Layers

X-UIDL: 27217104da2cbb57e002ecdf552a3776

Hi All,

I have a program with several windows open. All have depth gadgets.

The question is, is there a way I can tell how they are arranged (depth-wise), or at least which one is currently at the front?

I know it's something in the Layer structure, but I'm not sure how to read it...

Or, rather, what to read and how to interpret it...

Thanks.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.213 Layers

From: bml@ukonline.co.uk (Simon Archer)

X-FTN-To: Curt Esser

Subject: Layers

Date: 21 Nov 1999 23:50:58

X-newsreader: Spot 1.3b #1534

Encoding: 8bit

X-UIDL: acd6df4fb8ebc88d1a2ef6331d9b51b8

On 21 Nov 99 Curt Esser wrote about 'Layers'.

CE> I know it's something in the Layer structure, but I'm not sure how to

CE> read it...

What you are looking for is WhichLayer()

You need to feed it the layer of the window in question, and a relative screen position within that window.

So basically you'd need to do:

Loop through all windows

Get X and Y co-ords

Feed X+2 and Y+2 and Layer to WhichLayer()

If it returns <> NULL then this window is frontmost

If it returns zero the window is not frontmost, so WindowToFront() it

Simple really :)

Simon Archer

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1.214 Leaving this list

From: Andrew Guard <aMIGA_dUDE@SatanicDreams.com>

Date: Thu, 25 Nov 1999 19:42:47 +0000

Organization: ProPassWord

Subject: Leaving this list

Encoding: 8bit

X-UIDL: 6ba0d4c7734f787e3a8735369a4e6ce2

I have left this list so I can have more time to do stuff for Scalos. Which Satanic Dreams has taken over.

You will not believe what we have planned for Scalos, it's going to be big.

The great features which are there already also some cool new ideas as well. You should be a watch on the Satanic Dreams web site!

--

Think about it, ProPassWord. #mailto:ppw-subscribe@egroups.com#

-

#<http://www.satanicdreams.com/> Fax +44 (0)870 0888470

V//AmigaV// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg, BVision,

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ISP #<http://www.wire.net.uk/>#

ICQ 21765436

-

Everything should be made as simple as possible, but not simpler.

-- Albert Einstein

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1.215 Lets leave HAM for the mo...

Date: Thu, 18 Nov 1999 03:18:15 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Lets leave HAM for the mo...

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: bd1a9d30784ecf78ac436ac738de19d9

Hi,

Until I get further help about HAM, I'm letting it rest for now, and I'm going to have to ask help for some other nicer :), less challenging (?), and less infuriating... :) (Hey, but I thought using HAM was piss easy, no wonder why so few Amiga programs support it)\

Oh well, feast your eyes over four nice questions:

1.) If I load a palette in with

```
LoadPalette 0,"xx.cmap"
```

Will `*Peek.l(Addr Palette(0))*` return a pointer to the OS's ColorMap structure?

If not, what do I use instead...

2.) I need to write a dithering algorithm! :-\ Is it possible to do this in Blitz? I need ordered dithering since I suspect it's much easier than FS. It must dither and remap an image

, or more correctly a BitMap to a specified ColorMap. The BitMap will be loaded with `LoadBitMap` or `NLoadBitMap` BTW. The colormap will be in `*cmap` or a Blitz Palette object.

3.) David McMinn correctly suggested that the RastPort and BitMap for printing do NOT have to be in Chip RAM but can be in Fast RAM. If I have allocated the BitMap using `AllocBitMap`, how do I move the BitMap and RastPort (?) to Fast RAM, and then free it when done, or can I allocate a non-displayable BitMap in FastRAM straight off?

This ISN'T ESSENTIAL :), just would be nice to know...

and lastly...

4.) Can somebody give me an example of how `TextExtent_()` works, as I'm a little confused from what the RKRMs say. I DO have a font loaded into the RastPort, I can do all of that easily enough (I kid you not, but I can program believe it or not!), so How do I use `TextExtent_` it's the bounding box stuff that's thrown me..

Have lots of fun, I'd like to see what you come up with.

Yours

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.216 Re: Lets leave HAM for the mo...

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 18 Nov 1999 12:51:36 -0000

Subject: Re: Lets leave HAM for the mo...

Encoding: 8bit

X-UIDL: 22297643eb52b14ee6ab6374cfeb6e00

Hi Nick

> Will `*Peek.l(Addr Palette(0))*` return a pointer to th OSs ColorMap
> structure?

>

> If not, what do I use instead...

Don't think that will work. The ColorMap info is not stored in palettes. However, I think this will work (assumes you have pointer to ViewPort):

```
LoadRGB32_ *vp,Peek.l(Addr Palette(0))
```

```
*cmap.ColorMap = *vp\ColorMap
```

> 2.) I need to write a dithering algorithm! :-\ Is it possible to do

> this in Blitz? I need ordered

Of course its possible. But I don't know how.

> 3.) David McMinn correctly suggested that the RastPort and BitMap for

> printing do NOT have

> to be in Chip RAM but can be in Fast RAM. If I have allocated the

> BitMap using AllocBitMap, how do I move the BitMap and RastPort

> (?) to Fast RAM, and then free it when done, or can I allocate a

> non-displayable BitMap in FastRAM straight off?

>

> This ISN'T ESSENTIAL :), just would be nice to know...

You can't use AllocBitMap to create FastRam bitmaps, unless the user has installed some kind of hack like FBlit. What you need to do is allocate the memory for each plane yourself, using AllocMem_ or any of the variants.

Then you would need to copy the data using CopyMem_ from each plane in chip to each plane in fast.

```
; (assumes you have bitmap in chip, *bmp)
```

```
; watch oput for this crappy editor doing line wraps
```

```
DEFTYPE.BitMap fbmp
```

```
fbmp\BytesPerRow = *bmp\BytesPerRow
```

```
fbmp\Rows = *bmp\Rows
fbmp\Depth = *bmp\Depth
For i.w=0 to fbmp\Depth-1
fbmp\Planes[i] = AllocMem_(fbmp\BytesPerRow * fbmp\Rows,
#MEMF_FAST|#MEMF_CLEAR)
if fbmp\Planes[i] Then CopyMem_ *bmp\Planes[i], fbmp\Planes[i],
fbmp\BytesPerRow * fbmp\Rows
Next
```

> 4.) Can somebody give me an example of how TextExtent_() works, as

> I'm a little confused

> from what the RKRMs say. I DO have a font loaded into the

> RastPort, I can do all of that easily enough (I kid you not, but

> I can program believe it or not!), so How do I use TextExtent_

> it's the bounding box stuff that's thrown me..

```
DEFTYPE.TextExtent te
```

```
a$="feck! drink! girls!"
```

```
TextExtent_ RastPort(0),&a$,Len(a$),&te
```

You can normally get away with using te\te_Width and te\te_Height

after this, as these are the sizes of the box that the text would be

drawn in.

--

l) ^ V][[l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Everybody is somebody else's weirdo

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1.217 Re: Lets leave HAM for the mo...

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 19 Nov 1999 06:56:17 -0500

Subject: Re: Lets leave HAM for the mo...

X-UIDL: dd93bff49ee7a0560c0841457d95fa97

Hi Nick

On 18-Nov-99, Nick Lamburn wrote:

> Hi,

>

> Until I get further help about HAM, I'm letting it rest for now, and I'm

> going to have to ask help for some other nicer :), less challenging (?),
> and less infuriating... :) (Hey, but I though using HAM was piss easy, no
> wonder why so few Amiga programs support it)\
Heh, heh :) It's easy enough if you just want to load pics and look at
them...
> 4.) Can somebody give me an example of how TextExtent_() works, as I'm a
> little confused
> from what the RKRMs say. I DO have a font loaded into the RastPort,
> I can do all of that
> easily enough (I kid you not, but I can program believe it or not!),
> so How do I use
> TextExtent_ it's the bounding box stuff that's thrown me..

There is a file on my webpage, in the Blitz section, that uses TextExtent to
do simple word-wrapping.

It is called GT Text Reader.

It may clear it up a bit...

Later...

--

The shortage will be divided among the poor.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.218 Re: Lets leave HAM for the mo...

Date: Fri, 19 Nov 1999 04:38:59 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Re: Lets leave HAM for the mo...

Encoding: 7bit

X-Sender-Ip: 141.163.95.14

X-UIDL: cd43bf87a0e13ca2c5c54a9b1bc7f118

Hi,

Curt *innocently* wrote, :)

[me]

>> Until I get further help about HAM, I'm letting it rest for now, and I'm

>> going to have to ask help for some other nicer :), less challenging (?),
>> and less infuriating... :) (Hey, but I though using HAM was piss easy, no
>> wonder why so few Amiga programs support it)\

[Curt]

> Heh, heh :) It's easy enough if you just want to load pics and look at
> them...

Indeed, create a HAM screen, load piccy, and set the palette! Not so for when you have to do, well, more complex stuff.

None the less, yesterday, I had to solve the ramping problem, and to make it as fast a possible (because HAM can be a bit slow!), I have written a routine that does lots of lovely peeks and pokes (oh, those were the days poking values into a C64!) to make the wonder function PlotHAM{ }, I've attached the stuff to the mail, 'It's HAM Again...' :)

Oh, while I'm here, thanks for the code which I'll take a look at on your website, that's very good of you to point me to it. I'm just a bit bamboozled (I just love that word!) by the bounding box stuff. TextLength_() is nicht (deutsch) enough, (all those boldened and italicised stuff is not measured!) :)

und :), (sorry, I've just had a caffine dosage!) TextExtent_ is just right!

Anyway, Guten Arben :) (Why am I typing German????!! Hmmm, besides, my German and French est tres mal!) I'm going completely mad me thinks!

This idiot is signing off before he makes everyone loony! :)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.219 Looking for some FTP space for linux kernel images.

From: amorel <amorel@xs4all.nl>

Date: Wed, 03 Nov 1999 15:19:55 +0500

Subject: Looking for some FTP space for linux kernel images.

X-UIDL: e35b710bced97cc08721d436035065d2

Many people appear to have problems compiling a kernel. I have too. I got the idea that it'd be handy to have a place where precompiled kernels would be available for download, along with their configs. Ofcourse it'd be best to have as many config combinations as possible. Looking at the fact many Amigans have different setups(ser/par cards, ide interfaces etc.), it is hard to have

one kernel image to suite everyone. This means the few images available aren't really usable in the long term. Thus sooner or later one has got to compile their own. This would be where my idea would come in handy, to spare one the trouble and hassle of compiling.

Anyways, I'd like to know if their`s actually any need for this and if someone`s got space to house such a site.(I got about 8-10 mb on my site, so it`d be filled up all too soon). I`d maintain it ofcourse.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.220 Re: Looking for some FTP space for linux kernel images.

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Looking for some FTP space for linux kernel images.

Date: Wed, 3 Nov 1999 18:23:38 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: a23e60f57b9b44ea0d93b52194979476

Hi Amoral,

> Anyways, I'd like to know if their`s actually any need for this and if
> someone`s got space to house such a site.(I got about 8-10 mb on my site,
so

> it`d be filled up all too soon). I`d maintain it ofcourse.

>

BTW - tested your mod player - my tune still sounds exactly the same - no improvement :)

As far as I know, I've got 15mb of space on Freeserve, that I haven't got around to thinking of using for anything. I'm happy to make it available to you. Contact me direct if you`re interested.

VIC

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1.221 Re: Looking for some FTP space for linux kernel images.

From: Andrew Guard <aMIGA_dUDE@SatanicDreams.com>

Date: Wed, 03 Nov 1999 21:04:10 +0000

Organization: ProPassWord

Subject: Re: Looking for some FTP space for linux kernel images.

Encoding: 8bit

X-UIDL: 4380ba530c7a61e557fee1ec8e0c0a2a

How do we do, Vic

On 03-Nov-99, you wrote:

> As far as I know, I've got 15mb of space on Freeserve, that I haven't got
> around to thinking of using for anything. I'm happy to make it available
> to you. Contact me direct if you're interested.

>

err problem, he isn't in UK so he would be able to log on to FreeServe.

FreeServe is only available in the UK. To upload data to FreeServe you have to be log on in to them ie dialed up to them. Using any other ISP will not work!

Regards

--

Think about it, ProPassWord. #mailto:ppw-subscribe@egroups.com#

-

#http://www.satanicdreams.com/# Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg, BVision,

Zip, Ricoh CD-R/RW, AmigaOS 3.1, Pace56 External voice,

ISP #http://www.wire.net.uk/#

ICQ 21765436

-

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1.222 Re: Sv: Looking for some FTP space for linux kernel images.

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Nov 1999 04:09:25 +0500

Subject: Re: Sv: Looking for some FTP space for linux kernel images.

Encoding: 8bit

X-UIDL: 12fba3b4993f9cf53ab65b172fe90450

On 04-Nov-99, Mikkel Løkke wrote:

C=First of all, If you can't figure out how to compile Linux, you probably I find that a pretty stupid remark.

It's not that black and white. It's easy to figure it, it's written in many faqs. But many things can and will go wrong often. Besides the fact that for people the already compiled images just won't work at all or not properly. Also compiling is very time consuming and downloading another kernel image is NOT.

C=shouldn't be using Linux at all. My second point is that given the massively C=different configuration possibilities of current AMiGA's it would be rather C=pointless to have such a site since it would be next to impossible to find one

C=that works anyhow...

I doubt that, many options you'll always use anyways. It's the more Amiga specific options which are of main concern. It's not mean to give the final solution, but at least it'd provide a proper kernel more suited to one's wishes. And many would be happy with just that. Instead of fucking around trying to compile it.

Fyi, I've compiled kernels more than once and still it's a pain in the ass. The reason for compiling was just because I wished to have whippet support and (for m68k) a 68040 compile. And I'm sure most only need few things different for it to be useful.

But uhm, would it hurt if such a site would exist?

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

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1.223 Sv: Looking for some FTP space for linux kernel images.

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: Looking for some FTP space for linux kernel images.

Date: Thu, 4 Nov 1999 03:05:09 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: acf24027aacd8ee4d0ebb6b94267fa77

> Many people appear to have problems compiling a kernel. I have too. I got the
> idea that it'd be handy to have a place where precompiled kernels would be
> available for download, along with their configs. Ofcourse it'd be best to
> have as many config combinations as possible. Looking at the fact many Amigans
> have different setups(ser/par cards, ide interfaces etc.), it is hard to have
> one kernel image to suite everyone. This means the few images available aren't
> really usable in the long term. Thus sooner or later one has got to compile
> their own. This would be where my idea would come in handy, to spare one the
> trouble and hassle of compiling.

First of all, If you can't figure out how to compile Linux, you probably shouldn't be using Linux at all. My second point is that given the massively different configuration possibilites of current AMiGA's it would be rather pointless to have such a site since it would be next to impossible to find one that works anyhow...

Greets,

/FlameDuck/

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1.224 Re: Sv: Looking for some FTP space for linux kernel images.

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 04 Nov 1999 08:54:30 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: Sv: Looking for some FTP space for linux kernel images.

Encoding: 8bit

X-UIDL: 10faa4b3e3ae95e70c36e87674154249

"Mikkel Løkke" wrote:

> First of all, If you can't figure out how to compile Linux, you probably shouldn't be using Linux at all.

Sorry?

Thom

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1.225 Re: Looking for some FTP space for linux kernel images.

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Nov 1999 22:40:06 +0500

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: 46d114e10b2020665c89b4bd978c2b3c

On 04-Nov-99, Andrew Guard wrote:

C=How do we do, Vic

C=On 03-Nov-99, you wrote:

C=> As far as I know, I've got 15mb of space on Freeserve, that I haven't got

C=> around to thinking of using for anything. I'm happy to make it available

C=> to you. Contact me direct if you're interested.

C=>

C=err problem, he isn't in UK so he would be able to log on to FreeServe.

Hm, besides that it should be a bit of a stable place and I suspect

freeserve to be a bit flaky. But thanks for the offer =)

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.226 Re: Looking for some FTP space for linux kernel images.

From: Anton Reinauer <ants@paradise.net.nz>

Date: Fri, 05 Nov 1999 12:49:15 +1300

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: d201cd71bf19c5ece93ef8ef3200250a

On 04-Nov-99, amorel wrote:

> It's easy to figure it, it's written in many faqs. But many things can

> and will go wrong often. Besides the fact that for people the already

> compiled images just won't work at all or not properly. Also compiling

> is very time consuming and downloading another kernel image is NOT.

Hence the creation of micro-kernels (like QNX) instead!

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.227 Re: Looking for some FTP space for linux kernel images.

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 17:45:31 +0100

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: 5aa6dfb10dc43dad8956edf65b081a85

amorel churned out *this* drivel:

> C=err problem, he isn't in UK so he would be able to log on to FreeServe.

>

> Hm, besides that it should be a bit of a stable place and I suspect

> freemove to be a bit flaky. But thanks for the offer =)

Freemove isn't flaky at all - they're a very good service. The login
problem would only occur if Freemove checks the modem's caller ID...not
sure if freemove do this (most don't AFAIK)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.228 Re: Looking for some FTP space for linux kernel images.

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 17:47:53 +0100

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: 00e236acdbc29f64c5476cbe3bb573d2

Anton Reinauer churned out *this* drivel:

> On 04-Nov-99, amorel wrote:

>

>> It's easy to figure it, it's written in many faqs. But many things can
>> and will go wrong often. Besides the fact that for people the already
>> compiled images just won't work at all or not properly. Also compiling
>> is very time consuming and downloading another kernel image is NOT.

>

> Hence the creation of micro-kernels (like QNX) instead!

Anton, stay away from that Phoenix list! ;)

Am I right in thinking that you have to recompile Linux whenever
you add new hardware? Cos the drivers are part of the kernel?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

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-- James Thurber

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1.229 Re: Looking for some FTP space for linux kernel images.

From: amorel <amorel@xs4all.nl>

Date: Sun, 07 Nov 1999 00:21:05 +0500

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: df96aa47385eab15764cfa5575c5c62e

On 06-Nov-99, James L Boyd wrote:

C=Am I right in thinking that you have to recompile Linux whenever

C=you add new hardware? Cos the drivers are part of the kernel?

You could when configuring the kernel b4 compiling say that this and this ought to be a module, so you add it at a later state when u need it, without compiling. Ofcourse for new (hardware) support which wasn't there b4 or which u didnt say to include either as a module or compiled into the kernel you have to do a new compile. Dunno if thats wlays the case. But nah, its not flexible like Amiga OS.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.230 Re: Looking for some FTP space for linux kernel images.

Date: Sun, 07 Nov 1999 12:25:17 +0100

From: Roger Light <r.light@tu-bs.de>

X-Accept-Language: de

Subject: Re: Looking for some FTP space for linux kernel images.

Encoding: 7bit

X-UIDL: f0b9695840879f0d4185b2027b92ab7e

> Freeserve isn't flaky at all - they're a very good service. The login

> problem would only occur if Freeserve checks the modem's caller ID... > not sure if freeserve do this (most don't AFAIK)...

Surely they can just check your IP address to determine whether you're

logged onto freeserve or not? I'm sure they know which IP addresses

they've got so that shouldn't be too difficult.

Regards,

Roger

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1.231 Re: Looking for some FTP space for linux kernel images.

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Looking for some FTP space for linux kernel images.

Date: Sun, 7 Nov 1999 15:25:57 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 8dec0e15b1c1a64b389d47024fdc14bb

> > Freemove isn't flaky at all - they're a very good service. The login
> > problem would only occur if Freemove checks the modem's caller ID... >
not sure if freemove do this (most don't AFAIK)...

>

> Surely they can just check your IP address to determine whether you're
> logged onto freemove or not? I'm sure they know which IP addresses
> they've got so that shouldn't be too difficult.

>

I might be missing something here - but Freemove do require me to provide
my Caller ID.

VIC

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1.232 Sv: Looking for some FTP space for linux kernel images.

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: Looking for some FTP space for linux kernel images.

Date: Sun, 7 Nov 1999 16:07:18 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 7d4ac75df42c9d63c431d2ad27fee904

> > Freemove isn't flaky at all - they're a very good service. The login
> > problem would only occur if Freemove checks the modem's caller ID... > not sure if freemove do this (most don't AFAIK)...

>

> Surely they can just check your IP address to determine whether you're
> logged onto freemove or not? I'm sure they know which IP addresses
> they've got so that shouldn't be too difficult.

Surely you can spoof your IP to make it look like you're connected via. freemove, I'm so sure that an ISP like Freemove are aware of this, and have anti-spoofing security measures.

Greetings,

/FlameDuck/

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1.233 Re: Looking for some FTP space for linux kernel images.

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Sun, 07 Nov 1999 16:44:22 +0100

From: Roger Light <oojah@mailexcite.com>

Subject: Re: Looking for some FTP space for linux kernel images.

Encoding: 7bit

X-UIDL: 2eb7bb824bd9eeb12e41419ed70be41d

Someone wrote:

>>> Freeserve isn't flaky at all - they're a very good service. The login
>>> problem would only occur if Freeserve checks the modem's caller ID...
>>> not sure if freeserve do this (most don't AFAIK)...

Roger wrote:

>> Surely they can just check your IP address to determine whether you're
>> logged onto freeserve or not? I'm sure they know which IP addresses
>> they've got so that shouldn't be too difficult.
>>

VIC wrote:

> I might be missing something here - but Freeserve do require me to provide
> my Caller ID.

Fair enough, I stand corrected. It was only a guess at another possible
way of checking whether you're on FS or not.

Regards,

Roger

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1.234 Re: Looking for some FTP space for linux kernel images.

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Sun, 07 Nov 1999 15:51:44 +0100

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: 93a18d30206860ca3c0d6a6378068dd2

Vic E Babes churned out *this* drivel:

>> > Freeserve isn't flaky at all - they're a very good service. The login
>> > problem would only occur if Freeserve checks the modem's caller ID... >
> not sure if freeserve do this (most don't AFAIK)...

>>

>> Surely they can just check your IP address to determine whether you're
>> logged onto freeserve or not? I'm sure they know which IP addresses
>> they've got so that shouldn't be too difficult.

>>

> I might be missing something here - but Freeserve do require me to provide
> my Caller ID.

Yeah, wasn't sure if they did or not...so anyone not on freeserve needs a
very long phone cable into their friend's house as well as the password ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.235 Re: Looking for some FTP space for linux kernel images.

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Sun, 07 Nov 1999 21:10:37 +0100

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: 5ee2808ad4d62ec3b2a3dee9c6167024

Rick Hodger churned out *this* drivel:

> I watched as James L Boyd hammered "Re: Looking for some FTP space for
> linux kernel images." out on their keyboard...

>

>> amorel churned out *this* drivel:
>
>>> C=err problem, he isn't in UK so he would be able to log on to
>>> FreeServe.
>
>>> Hm, besides that it should be a bit of a stable place and I suspect
>>> freeserve to be a bit flaky. But thanks for the offer =)
>
>> Freeserve isn't flaky at all - they're a very good service. The login
>> problem would only occur if Freeserve checks the modem's caller ID...not
>> sure if freeserve do this (most don't AFAIK)...
>
> I can tell that practically no ISP checks the caller ID...there are simply
Well, the one I work for does!
See ya,
--
<tsb>
<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk
<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
<sb>Connected from Dundee, Scotland.
<sb>(http://surf.to/all-hail/)
<tsb>
But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?
-- James Thurber

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1.236 Re: Looking for some FTP space for linux kernel images.

From: Anton Reinauer <ants@paradise.net.nz>
Date: Mon, 08 Nov 1999 12:36:51 +1300
Subject: Re: Looking for some FTP space for linux kernel images.
X-UIDL: 3b307e20ecec274c8e6a711a386a1e76
On 08-Nov-99, James L Boyd wrote:
> Well, the one I work for does!
Yep, they use them here, to be able to give priority to subscribers
who pay more- to allow them access to lines set aside in peak times.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.237 Re: Looking for some FTP space for linux kernel images.

From: amorel <amorel@xs4all.nl>

Date: Mon, 08 Nov 1999 00:56:07 +0500

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: bf74d31747acbd6342539c9257793256

On 08-Nov-99, Anton Reinauer wrote:

C= Yep, they use them here, to be able to give priority to subscribers

C=who pay more- to allow them access to lines set aside in peak times.

I got caller id switched off. Noone needs my nr if I dont want that. You know
companies u call use them in whatever they like and sell the nrs. too.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

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1.238 Re: Looking for some FTP space for linux kernel images.

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 07 Nov 1999 21:16:20 +0000

Organization: Pagan Software

Subject: Re: Looking for some FTP space for linux kernel images.

X-UIDL: d599678bb7e501149dc2a02783dd690a

I watched as Mikkel Lokke hammered "Sv: Looking for some FTP space for linux kernel images." out on their keyboard...

>> > Freeserve isn't flaky at all - they're a very good service. The login
>> > problem would only occur if Freeserve checks the modem's caller ID... >
>> > not sure if freeserve do this (most don't AFAIK)...

>>

>> Surely they can just check your IP address to determine whether you're
>> logged onto freeserve or not? I'm sure they know which IP addresses
>> they've got so that shouldn't be too difficult.

> Surely you can spoof your IP to make it look like you're connected via.
> freeserve, I'm so sure that an ISP like Freeserve are aware of this, and
> have anti-spoofing security measures.

The problem with spoofing, is that you can't actually *receive* anything from the server, hence you could probably log in and upload stuff, but you'd then have to go and try and download via http to make sure it did actually get uploaded...plus you wouldn't be able to download via ftp.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Everybody looks brave holding a machine gun.

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1.239 Re: Sv: Looking for some FTP space for linux kernel images.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 12 Nov 1999 06:31:39 +0500

Subject: Re: Sv: Looking for some FTP space for linux kernel images.

X-UIDL: 9b8e99f8979b2ffc1aacc394b3953760

On 04-Nov-99, amorel flashed:

>But uhm, would it hurt if such a site would exist?

Of course not. There are many people putting worthless giberish on the internet, and not nearly enough putting potentially usefull stuff out there.

Usefull stuff is always welcome, so you might as well add to it. :)

Donovan Reeve (bubby.lnk@ispi.net)

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1.240 Message Port Functions V1.00.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 14 Nov 1999 20:37:06 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Message Port Functions V1.00.

X-UIDL: 23bd33e3ebd470173e56fa22f41c5ff4

--BOUNDARY.273784160.1

Hello All,

Anyone here looking for a way to make two or more tasks communicate with each other?

Attached is the first version of mine and Dave`s message port functions, I might have a go at libraryfying them later. Only the commands used in the 2 programs have been tested.. And proper signalling has not been added yet.

Cya.

PS. To test, run ProgramA and then ProgramB

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.com/

#PROJECT INFO:# Minimum Safe Distance [55%] http://msd.satanicdreams.com/

[A mind is a terrible thing to... Oooohh, the new Sailor V video game!]

--BOUNDARY.273784160.1

Content-Disposition: attachment; filename="MPFV1_00.lzx"

Encoding: base64

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4o1Uky6JGninINJNUTMVDgtEC3idQo6BFJwWQIKESR1yRslBdShnbIoAIQNERG4wJaxktAQ
NwVAQ/GMLoIO6IchBIBBeHiWF4HBdLEtaGZ/gVoF/WC8CP3gvAoAAJXqK2B2AoZg4C0AMmGY
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--BOUNDARY.273784160.1

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.273784160.1--

1.241 Micro\$lop verdict

From: Andrew Guard <aMIGA_dUDE@SatanicDreams.com>
Date: Sat, 06 Nov 1999 19:58:48 +0000
Organization: ProPassWord
Subject: Micro\$lop verdict
Encoding: 8bit
X-UIDL: 539faf0050b44123e843b3db28714f61
To read it (all of it and is very long)
http://cnnf.com/interactive/computing/9911/microsoft_finding/microsoft.html
To get background info
<http://cnnf.com/news/specials/antitrust/>
--
Think about it, ProPassWord. #mailto:ppw-subscribe@egroups.com#
-
#<http://www.satanicdreams.com/># Fax +44 (0)870 0888470
//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg, BVision,

Zip, Ricoh CD-R/RW, AmigaOS 3.1, Pace56 External voice,
ISP #http://www.wire.net.uk/#
ICQ 21765436

-

The Golden Rule: He who has the gold, makes the rules.

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.242 Re: Micro\$lop verdict

From: Andrew Guard <aMIGA_dUDE@SatanicDreams.com>

Date: Sat, 06 Nov 1999 20:52:21 +0000

Organization: ProPassWord

Subject: Re: Micro\$lop verdict

Encoding: 8bit

X-UIDL: 3151b438489140530f901540d2ce320e

How do we do, Andrew

On 06-Nov-99, you wrote:

> To read it (all of it and is very long)

>

>

http://cnnf.com/interactive/computing/9911/microsoft_finding/microsoft.html

>

Oups typo

<http://cnn.com/interactive/computing/9911/microsoft.finding/microsoft.html>

Sorry about that!

Regards

--

Think about it, ProPassWord. #mailto:ppw-subscribe@egroups.com#

-

#http://www.satanicdreams.com/# Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg, BVision,

Zip, Ricoh CD-R/RW, AmigaOS 3.1, Pace56 External voice,

ISP #http://www.wire.net.uk/#

ICQ 21765436

-

- A Bard.

"Ring around the roses; coronary thrombosis;

Seizure, seizure; All fall down."

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1.243 Re: Micro\$lop verdict

From: Andrew Bruno <abruno@zeta.org.au>

Date: Wed, 17 Nov 1999 12:38:09 +1000

Subject: Re: Micro\$lop verdict

X-UIDL: 91791e3eba982fec312ccd75d249d13

Hello Andrew

On 07-Nov-99, you wrote:

> To read it (all of it and is very long)

>

>

http://cnmf.com/interactive/computing/9911/microsoft_finding/microsoft.html

>

> To get background info

>

> <http://cnmf.com/news/specials/antitrust/>

Did anyone get these?

The URL is not working anymore.

(Yes I know. Slack of me to have taken so long)

Regards

--

* * * <-- Tribbles . . . <-- teenage mutant ninja tribbles

Andrew Bruno

abruno@zeta.org.au

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.244 Re: Micro\$lop verdict

Date: Tue, 16 Nov 1999 21:59:20 -0500

From: Paul Richer <Paul.Richer@videotron.ca>

Subject: Re: Micro\$lop verdict

Organization: Technopol

encoding: 8BIT

X-UIDL: 6d33bb0299ea94b437e93155839031d3

Hi Andrew,

>>http://cnmf.com/interactive/computing/9911/microsoft_finding/microsoft.htm

1

>>

>> To get background info

>>

>> <http://cnf.com/news/specials/antitrust/>

>Did anyone get these?

>The URL is not working anymore.

>(Yes I know. Slack of me to have taken so long)

>Regards

>--

>* * * <-- Tribbles . . . <-- teenage mutant ninja tribbles

>Andrew Bruno

>abruno@zeta.org.au

Once zipped it takes 118K so I send it to you private. If anybody else need it just say so. This document is of GREAT importance to anybody who cares about evolution of computing.

Please everybody, print it all and put it somewhere everybody can read it ; to show people what they support when they buy Micro\$lot products. I know Bill Gates did (and still does) extremely bad things since the beginning of MS-DOS ; but after I read this, I realized I knew only 10% of it.

Please Linux or whoever, stop them slowing down our evolution!!!

If enough people ask for it, I might send it (118K zipped ASCII file) to the list.

thanks,

Paul Richer

Montréal, Québec, Canada

paul.richer@videotron.ca

PNR Technologies

pnr@videotron.ca

Technopol

technopol@videotron.ca

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1.245 Re: Micro\$lop verdict

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Nov 1999 15:27:07 GMT+5DST

Subject: Re: Micro\$lop verdict

X-UIDL: e60903e307aceb45b2e9315ca5b393f8

Status: U

On 17-Nov-99, Paul Richer wrote:

C=Once zipped it takes 118K so I send it to you private. If anybody else need

C=it just say so. This document is of GREAT importance to anybody who cares

Yes please :-)

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.246 Re: Micro\$lop verdict

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 18 Nov 1999 22:35:47 +0500

Subject: Re: Micro\$lop verdict

X-UIDL: a4515a49cd410d1b62caea6f5637ef3c

On 17-Nov-99, Paul Richer flashed:

>Please everybody, print it all and put it somewhere everybody can read it ;

>to show people what they support when they buy Micro\$lot products. I know

>Bill Gates did (and still does) extremely bad things since the beginning of

>MS-DOS ; but after I read this, I realized I knew only 10% of it.

>Please Linux or whoever, stop them slowing down our evolution!!!

>If enough people ask for it, I might send it (118K zipped ASCII file) to the

>list.

Yes, I would like it please. You can send it to me privately or on the list.

I don't care which.

Thanks a bunch,

Donovan Reeve (bubby.lnk@ispi.net)

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1.247 SV: Micro\$lop verdict

From: "=?iso-8859-1?Q?Andreas_H=E5kansson?=" <andy.h@telia.com>

Subject: SV: Micro\$lop verdict

Date: Fri, 19 Nov 1999 19:14:33 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: e8a6e5d36480abc750fae14e9d33c00f

-----Ursprungligt meddelande-----

Från: Donovan Reeve <bubby.lnk@ispi.net>

Till: Paul Richer <blitz-list@netsoc.ucd.ie>

Datum: den 19 november 1999 05:40

Ämne: Re: Micro\$lop verdict

>On 17-Nov-99, Paul Richer flashed:

>

>>Please everybody, print it all and put it somewhere everybody can read it ;

>>to show people what they support when they buy Micro\$lot products. I know

>>Bill Gates did (and still does) extremely bad things since the beginning of

>>MS-DOS ; but after I read this, I realized I knew only 10% of it.

>

>>Please Linux or whoever, stop them slowing down our evolution!!!

>

>>If enough people ask for it, I might send it (118K zipped ASCII file) to the

>>list.

>

>

>

>Yes, I would like it please. You can send it to me privately or on the list.

>I don't care which.

>

yeah me 2

>

>

>

>Thanks a bunch,

>

>Donovan Reeve (bubby.lnk@ispi.net)

>

>

>

>-----

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>For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

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1.248 Re: MICROSOFT verdict

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 19 Nov 1999 07:06:32 -0500

Subject: Re: MICROSOFT verdict

X-UIDL: 2641362ff2601a0c368d9b232e11e218

Hi Paul

On 17-Nov-99, Paul Richer wrote:

> Hi Curt,

>

> Le voici! / Here it comes!

>

> If you have any problem with the format, just say so. I can put it in any

> format you want without problem.

Thanks - no problems here, it un-zipped fine.

As you said, a large file, with a lot of legal definitions and stuff. But if you wade through, you can clearly see how Microsoft does anything it can to stifle competition. Especially by threatening to not allow computer manufacturers to supply the Windows OS with their new PC's.

Although GateWay and the Amiga situation was not mentioned, it becomes very obvious to me exactly what happened to us, and why Gateway so suddenly dropped the development of the new Amiga...

Microsoft has pressured other much larger companies, such as IBM and Intel, into dropping projects that would have competed with them...

Anybody who has not seen this yet should get a copy...

> CU,

>

> Paul

>

>

> PS: It's sad only two of you asked for it.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.249 Middle mouse button problems

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 07 Nov 1999 12:13:50 +0100

Subject: Middle mouse button problems

X-UIDL: 406e81a9490e46427a57a4e5b28e926d

--BOUNDARY.1748680328.1

Hi all,

I'm trying to write a little program to flip screens when the middle mouse button is pressed - I don't have a 3-button mouse, so I'm testing it with the right mouse button...

I have to peek the middle button directly from the hardware, which is why I'm reading the right button the way I am, but for some reason, it doesn't work 100% of the time...anyone got any ideas why that should be?

If all else fails, does anyone know of a Blitz command to read the middle mouse button?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

```
--BOUNDARY.1748680328.1
Content-Disposition: attachment; filename="FlipTest.asc"
Content-Description: Right mouse button to flip, Ctrl-C to quit
; Send it a Ctrl-C to quit!
Repeat
If Peek.w($DFF016) BitTst 10=0
FindScreen 0
*scr.Screen=Peek.l(Addr Screen (0))
ScreenToBack_ *scr
While Peek.w($DFF016) BitTst 10=0:WaitTOF_:Wend
EndIf
WaitTOF_
Until SetSignal_(0,#SIGBREAKF_CTRL_C) & #SIGBREAKF_CTRL_C
End
--BOUNDARY.1748680328.1
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748680328.1--
```

1.250 Re: Middle mouse button problems

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Sun, 07 Nov 1999 15:54:31 +0100
Subject: Re: Middle mouse button problems
X-UIDL: d1ed6ec27f533bbdc33c9ff90b33df36

David McMinn churned out *this* drivel:

```
>> I have to peek the middle button directly from the hardware, which
>> is why I'm reading the right button the way I am, but for some reason,
>> it doesn't work 100% of the time...anyone got any ideas why that should
>> be?
>
> Well, seeing as the right mouse button is used as menu button and cancel
> by intuition (which probably has a higher priority than your program) then
> it is more likely to be running or get the mouse events and take them out
> of the input stream.
```

Yeah, but JoyB works fine for left, right and both buttons...

This is the kind of thing I need, BTW - not coming from a window or anything
(and I can't be bothered with commodity stuff, and am too dumb to set up

my own input handler ;)

>> If all else fails, does anyone know of a Blitz command to read the middle

>> mouse button?

>

> Well, the eventcode command should return for MMB when you get an

> IDCMP_MOUSEBUTTONS event. Obviously, that only works when you have an

> active window.

Yeah...I'm almost 100% certain there was a Blitz command like JoyB to read

it though...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.251 Re: Middle mouse button problems

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 07 Nov 1999 21:01:03 -0500

Subject: Re: Middle mouse button problems

X-UIDL: 4893df683d8a9bbfad0200f5f2e7736f

Hi James

On 07-Nov-99, James L Boyd wrote:

> Hi all,

>

> I'm trying to write a little program to flip screens when the

> middle mouse button is pressed - I don't have a 3-button mouse, so

> I'm testing it with the right mouse button...

>

> I have to peek the middle button directly from the hardware, which

> is why I'm reading the right button the way I am, but for some reason,
> it doesn't work 100% of the time...anyone got any ideas why that should
> be?

Maybe some patch you are using? It seems to work 100% on my system...

>

> If all else fails, does anyone know of a Blitz command to read the middle
> mouse button?

Well, here are some ideas - but just ideas, these would have to be tested by
someone who actually HAS a middle-mouse button...

Maybe the GameB(port) command would return a recognizable value for it? It
returns 127 on my system for the right mouse button (but nothing for the
left)

Maybe JoyB(port) really does return a different value for it?

Maybe Mbuttons returns a value for it?

Left button down=1

Right button down=2

Left button up =5

Right button up =6

Makes you wonder what happened to 3 & 4, doesn't it???

Later...

--

"I hate quotations."

-- Ralph Waldo Emerson

Yours electronically,

Curt Esser

cange@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.252 Re: Middle mouse button problems

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 08 Nov 1999 15:57:40 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: Middle mouse button problems

Encoding: 7bit

X-UIDL: e0217f94b3fd4ef9ba369887ef3fd95c

James L Boyd wrote:

> Hi all,

>

> I'm trying to write a little program to flip screens when the

> middle mouse button is pressed - I don't have a 3-button mouse, so

> I'm testing it with the right mouse button...

>

> I have to peek the middle button directly from the hardware, which

> is why I'm reading the right button the way I am, but for some reason,

> it doesn't work 100% of the time...anyone got any ideas why that should

> be?

>

> If all else fails, does anyone know of a Blitz command to read the middle

> mouse button?

>

I remember installing a library which added a JoyC command. Not sure where I got it from though...

Thomas Cobb

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1.253 Re: Middle mouse button problems

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 8 Nov 1999 16:25:09 -0000

Subject: Re: Middle mouse button problems

Encoding: 8bit

X-UIDL: eb5135acb379bf3e65d9e51c79d47381

Hi Thomas

> I remember installing a library which added a JoyC command. Not sure

> where I got it from though...

I think JoyC was from the ElmoreHardwareLib, or possibly the

RIAmosFuncLib.

--

) ^ V [[]] | M | © | M | [[]] | N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

With friends like you, who needs an enema!

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1.254 Re: Middle mouse button problems

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 08 Nov 1999 23:10:39 +0300

Subject: Re: Middle mouse button problems

Encoding: 8bit

X-UIDL: 74e51cbb17db333039f777e4c04ccb13

On 08-Nov-99, Curt Esser wrote.

> Hi James

>

> On 07-Nov-99, James L Boyd wrote:

>> Hi all,

>>

>> I'm trying to write a little program to flip screens when the

>> middle mouse button is pressed - I don't have a 3-button mouse, so

>> I'm testing it with the right mouse button...

>>

>> I have to peek the middle button directly from the hardware, which

>> is why I'm reading the right button the way I am, but for some reason,

>> it doesn't work 100% of the time...anyone got any ideas why that should

>> be?

>

> Maybe some patch you are using? It seems to work 100% on my system...

>>

>> If all else fails, does anyone know of a Blitz command to read the middle

>> mouse button?

>

> Well, here are some ideas - but just ideas, these would have to be tested

> by someone who actually HAS a middle-mouse button...

>

> Maybe the GameB(port) command would return a recognizable value for it? It

> returns 127 on my system for the right mouse button (but nothing for the

> left)

>

> Maybe JoyB(port) really does return a different value for it?

>

> Maybe Mbuttons returns a value for it?

> Left button down=1

> Right button down=2

> Left button up =5
> Right button up =6
>
> Makes you wonder what happened to 3 & 4, doesn't it???
>
well 3 is both buttons down and 4 is used for the release indication
so seven means that both buttons have been released.
but the reading of mouse buttons is quite easy.
res.w=peek.w(\$dff016)&\$420+peek.b(\$bfe001)&\$40
then checking the buttons
if res&\$400>0 then do right mouse button stuff
if res&\$20>0 then do middle mouse button stuff
if res&\$40>0 then do left mouse button stuff
--

Sami Näätänen
EMail: sami.naatanen@dlc.fi

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1.255 Re: Middle mouse button problems

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
Organization: The Robert Gordon University, E&EE
Date: Tue, 9 Nov 1999 12:51:35 -0000
Subject: Re: Middle mouse button problems
Encoding: 8bit
X-UIDL: b0e752da1db8253f94b3a456b04a89ba

Hi Thomas

> You sure about that? If it only handles two buttons (and is therefore
> identical to JoyB), what was the point of writing JoyC then?
Doesn't JoyC support reading from 4-player adaptors in the parallel
port?

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
You sendin' in the Fett? Shit, Hutt, that's all you had to say!
- Samuel L. Jackson, Jedi

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1.256 Re: Middle mouse button problems

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 09 Nov 1999 12:56:38 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: Middle mouse button problems

Encoding: 7bit

X-UIDL: 1d2cc17fec62c91cfafe70dc8cfb3aef

David McMinn wrote:

> Hi Thomas

>

>> You sure about that? If it only handles two buttons (and is therefore

>> identical to JoyB), what was the point of writing JoyC then?

>

> Doesn't JoyC support reading from 4-player adaptors in the parallel

> port?

>

I'll investigate tonight...

Thom

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1.257 Re: Middle mouse button problems

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 09 Nov 1999 08:09:46 -0500

Subject: Re: Middle mouse button problems

X-UIDL: c17c85f5872c4434ee77224830fe0fc7

Hi Thomas

On 09-Nov-99, Thomas Cobb wrote:

> Anton Reinauer wrote:

>

>>> I remember installing a library which added a JoyC cammand.

>> No, it's not JoyB or JoyC- they only do two buttons- try GameB in the

>> GAMEIOLIB -it's for the CD32 controller- it may work.

>

> You sure about that? If it only handles two buttons (and is therefore

> identical to JoyB), what was the point of writing JoyC then?

JoyC is from the Elmore.hardware library - this is one of the first 3rd party libraries for Blitz. Possibly at the time of it's release, Blitz's JoyB() command didn't support a second Joystick button? Don't forget, this command is really intended for reading a joystick, not the mouse (although it does work with the mouse)...

Or maybe it had a bug on some machines, or something...

But, anyway, now both commands work exactly the same...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.258 Re: Middle mouse button problems

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 09 Nov 1999 12:32:28 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: Middle mouse button problems

Encoding: 7bit

X-UIDL: c728068b534abe3db6223a41bf91eabb

Anton Reinauer wrote:

> > I remember installing a library which added a JoyC command.

> No, it's not JoyB or JoyC- they only do two buttons- try GameB in the

> GAMEIOLIB -it's for the CD32 controller- it may work.

You sure about that? If it only handles two buttons (and is therefore identical to JoyB), what was the point of writing JoyC then?

Thom

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1.259 Re: Middle mouse button problems

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 09 Nov 1999 12:43:22 +1300

Subject: Re: Middle mouse button problems

X-UIDL: 6292cd34267542a8261d51723f25cc9f

On 09-Nov-99, Thomas Cobb wrote:

>> I'm trying to write a little program to flip screens when the
>> middle mouse button is pressed - I don't have a 3-button mouse, so
>> I'm testing it with the right mouse button...

>>

>> I have to peek the middle button directly from the hardware, which
>> is why I'm reading the right button the way I am, but for some
>> reason,

>> it doesn't work 100% of the time...anyone got any ideas why that
>> should

>> be?

>>

>> If all else fails, does anyone know of a Blitz command to read the
>> middle

>> mouse button?

>>

>

> I remember installing a library which added a JoyC command. Not sure
> where I got it from though...

No, it's not JoyB or JoyC- they only do two buttons- try GameB in the
GAMEIOLIB -it's for the CD32 controller- it may work.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.260 Re: Middle mouse button problems

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 9 Nov 99 01:11:55 +0000

Subject: Re: Middle mouse button problems

Encoding: 7bit

X-UIDL: 19a754cf895e2d9d82d26fb9c1941756

> No, it's not JoyB or JoyC- they only do two buttons- try GameB in the
> GAMEIOLIB -it's for the CD32 controller- it may work.

I thought you could use something like If JoyB(0)=3 in order to detect
a third button? or at least it detects when both buttons are held.

--

Paul.

IRC: irc.superlink.net #bridge, ircnet #amiga

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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1.261 more poly stuff

From: Christopher Jarvis <flutey@freenetname.co.uk>

Date: Sun, 28 Nov 1999 18:20:49 +0000

Subject: more poly stuff

X-UIDL: 529ce6c92a4e62a27be3c014b17b9749

Hello there,

well I managed to sort out the problem with the poly and polyf commands.

I missed that it insisted on using words rather than any other kind of
variable. Anyhoo, I've now done some speed test of the poly command and
they're not unworkable.

The problem is I'm looking at 3-4 bitplanes for reasonable speed, which
I don't mind for the polys, but it's the backdrops that bother me. I don't
really want 8-16 col backdrops, because that'll be cack. What I need is a
way of rendering the polys to bitmaps and then copy the bitmap information
to the chunky backdrops. This may also evade the need to write a complex
buffer system.

ta, chris.

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1.262 New E-mail Lib or other E-mail solution.

From: =?iso-8859-1?Q?Mikkel_L=F8kke?= <FlameDuck@software.dk>

Subject: New E-mail Lib or other E-mail solution.

Date: Sun, 28 Nov 1999 21:16:22 +0100

boundary="----=_NextPart_000_0007_01BF39E5.D21BE240"

X-UIDL: 879d8837157b368bfd80a32ca08f1bad

-----=_NextPart_000_0007_01BF39E5.D21BE240

charset="iso-8859-1"

Encoding: quoted-printable

Hi guys.

This is a small request going out to anyone who knows anything about the =
new E-mail library supposed to be in OS3.5. Has anyone tried it yet ?

Failing that someone here (Andreas?) was working on an E-mail client of =
his own, if I could be allowed to have a peek at some of the code for =
transmitting and recieving E-mails, that whould be awesome.

Or at least you could point me to the right RFC and a place to get it ?

Thanks, in advance

/FlameDuck/

-----=_NextPart_000_0007_01BF39E5.D21BE240

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META content=3D"text/html; charset=3Diso-8859-1" =

http-equiv=3DContent-Type>

<META content=3D"MSHTML 5.00.2614.3401" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Hi guys.</DIV>

<DIV> </DIV>

<DIV>This is a small request going out to =
anyone who=20

knows anything about the new E-mail library supposed to be in OS3.5. Has =
anyone=20

tried it yet ?</DIV>

<DIV> </DIV>

<DIV>Failing that someone here (Andreas?) =

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an E-mail client of his own, if I could be allowed to have a peek at =
some of the=20
code for transmitting and recieving E-mails, that whould be=20
awesome.</DIV>
<DIV> </DIV>
<DIV>Or at least you could point me to the =
right RFC and=20
a place to get it ?</DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV>Thanks, in advance</DIV>
<DIV>/FlameDuck/</DIV></BODY></HTML>
-----=_NextPart_000_0007_01BF39E5.D21BE240--

1.263 NewStuff & OS 3.5

Date: Wed, 17 Nov 1999 18:37:36 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: NewStuff & OS 3.5

X-UIDL: ba6f90e67f0afa7d69d927fc4a3a5b41

Hi all,

Just wondering, is anyone on the list is using NewStuff AND OS 3.5?

I'd like to know if NewStuff works okay under 3.5, but I obviously don't
have it yet.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

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1.264 NList notify

From: jean zydorczyk <jean.zydorczyk@libertysurf.fr>

Date: Sun, 07 Nov 1999 12:02:48 +0100

Subject: NList notify

X-UIDL: 5a71693e487fe9fc71a957daece7dad0

hello ,

this is my problem:

I have two Nlistview and i would like to have a notify when i click on them for recover the active Nlistview

i.e: ACTIVE=#NList1 or ACTIVE=#NList2

I've try a notify on #Muia_NList_EntryClick but if one of the NListview is empty, i've not notify :(

Does someone know how to made a notify on the Nlistview itself and not on an entry ???

regards

--

Jean ZYDORCZYK

Mail to: Jean.zydorczyk@libertysurf.fr

Current Projects:

Filefrog. :In Progress

Bubble Bobble AGA :In Progress

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1.265 Re: NList notify

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 08 Nov 1999 10:45:25 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: NList notify

X-UIDL: c9d91e2e789b4b9d53b59d6e164878b8

Hello jean

> hello ,

> this is my problem:

> I have two Nlistview and i would like to have a notify when i click on

> them for recover the active Nlistview

> i.e: ACTIVE=#NList1 or ACTIVE=#NList2

>

> I've try a notify on #Muia_NList_EntryClick but if one of the

> NListview is empty, i've not notify :(

Have you tried:

- #MUIA_NList_Active
- #MUIA_Pressed, or
- #MUIA_Selected,
> Does someone know how to made a notify on the Nlistview itself and not
> on an entry ???
Tried all of the above?
> regards

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]
["Recruits Ren and Stimpj please report to tear gas training ... DUH ..."]

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1.266 Re: ObtainBestPenA_ (was AllocBitMap_....)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 11 Nov 1999 12:32:00 -0000

Subject: Re: ObtainBestPenA_ (was AllocBitMap_....)

Encoding: 8bit

X-UIDL: b77110ee5dfddd190b0f9dac7a10aa7d

Hi Nick

> I bet you're all fedup with me! ;)

No, the list has been quiet for a couple of weeks this is a welcome change.

> Oh well, bear with me!!

OI! No pets allowed. ;)

> guess I use OS3's ObtainBestPen_ function (I think it's called that),

> and then I remap the image using Blitz's Remap command?

>

> So how do I use ObtainBestPen_ properly, or could I use NDrawingLib's

> command, NObtainBestPen. (I think that's what it's called!)

NObtainBestPen calls the ObtainBestPenA_ function, so its operation should be the same.

If you have a colour (say red, full intensity), then on AGA that would be 255,0,0 and ECS it would be 15,0,0 and whatever on GFX cards depending on depth. OBPA_ works on the intensity of the colour, (where 0 is min on AGA and 255 is max, etc), so to specify a maximum intensity of red for OBPA_ you would specify the red parameter as \$FFFFFFFF. If you need to convert between AGA palette colours and this value, just shift the colour by 24 places to the left, i.e.

```
red.l = AGAPalRed(colourindex) lsl 24
```

```
; This example gets the pen closest to colour 3 from a palette
```

```
; of AGA style colours, in the palette of the screen that your
```

```
; window is open (make sure *win points to something valid!).
```

```
; Uses the default colour selection settings.
```

```
*cm = *win\WScreen\ViewPort\ColorMap
```

```
red.l = AGAPalRed(3) LSL 24
```

```
green.l = AGAPalGreen(3) LSL 24
```

```
blue.l = AGAPalBlue(3) LSL 24
```

```
newcol.l = ObtainBestPenA_(*cm,red,green,blue,0)
```

```
If newcol=-1
```

```
NPrint "Could not obtain pen"
```

```
Else
```

```
; Remap colour in here
```

```
End If
```

```
; Once finished with pen (i.e. once the graphics you
```

```
; have displayed on the screen are not not being displayed
```

```
; any more)
```

```
ReleasePen_ *cm,newcol
```

```
--
```

```
l) ^ V ][ l) |M| © |M| ][ |N| |N| | dave@satanicdreams.com
```

```
http://members.xoom.com/David_McMinn | ICQ=16827694
```

```
'Womp rat may taste like pumpkin pie, but I'll never know, 'cause even
```

```
if it did I wouldn't eat the filthy motherfucker.' - Samuel L. Jackson, Jedi
```

```
-----  
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```

```
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```

1.267 Re: ObtainBestPenA_ (was AllocBitMap_....)

From: "Nick Lamburn" <oruk-amigan@excite.com>
Subject: Re: ObtainBestPenA_ (was AllocBitMap_....)
Date: Thu, 11 Nov 1999 04:46:55 PST
X-Sender-IP: 141.163.95.14
X-UIDL: 7498e6e0d2ce43155f06a9c477bb52e2

Hi,

Is your middle name God, David? :-)

What would I do without you, oh yes, that's right, bang my head very hard on a computer monitor...

Thanks once again for the source code, all I need to do now is load BitMaps in using the standard Blitz BitMap library, use that ObtainBestPenA_ stuff and use Blitz's remap command to change the colours to the right ones!

Excellent! Well that's the theory...

See you tomorrow (there's no doubt about that...),

Yours,

Nick.

P.s: Maybe I'm not the one programming Platinum Suite 2000 anymore, it's you David! Solving all these problems, mind you though, I have programmed a database and spreadsheet... So it's both of us! Thanks once again!

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.268 Re: ObtainBestPenA_ (was AllocBitMap_....)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
Organization: The Robert Gordon University, E&EE
Date: Thu, 11 Nov 1999 13:27:56 -0000
Subject: Re: ObtainBestPenA_ (was AllocBitMap_....)
Encoding: 8bit
X-UIDL: 7ee687968f8f381c9cdd281118110a83

Hi Nick

> Is your middle name God, David? :-)

No, that my real name, David is my nom de plume ;)

I'm sure many of the other guys on the list would be able to solve this (probably giving you more extensive examples), but I'm online all day at uni, sitting smashing my face off this monitor cos I can't get this sodding program to work.....

So doing some Blitz stuff relieves the boredom.

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Attention, attention.....that is all.

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1.269 Re: ObtainBestPenA_ (was AllocBitMap_....)

From: Curt Esser <cange@ix.netcom.com>

Date: Thu, 11 Nov 1999 08:43:18 -0500

Subject: Re: ObtainBestPenA_ (was AllocBitMap_....)

X-UIDL: 72eb1d0d44c1ac9601dc571e9e2f34f7

Hi David

On 11-Nov-99, David McMinn wrote:

>> guess I use OS3's ObtainBestPen_ function (I think it's called that),

>> and then I remap the image using Blitz's Remap command?

>>

>> So how do I use ObtainBestPen_ properly, or could I use NDrawingLib's

>> command, NObtainBestPen. (I think that's what it's called!)

>

> NObtainBestPen calls the ObtainBestPenA_ function, so its operation

> should be the same.

>

> If you have a colour (say red, full intensity), then on AGA that

> would be 255,0,0 and ECS it would be 15,0,0 and whatever on GFX cards

> depending on depth. OBPA_ works on the intensity of the colour,

> (where 0 is min on AGA and 255 is max, etc), so to specify a maximum

> intensity of red for OBPA_ you would specify the red parameter as

> \$FFFFFFFF. If you need to convert between AGA palette colours and


```

> this value, just shift the colour by 24 places to the left, i.e.
>
> red.l = AGAPalRed(colourindex) lsl 24
>
>
> ; This example gets the pen closest to colour 3 from a palette
> ; of AGA style colours, in the palette of the screen that your
> ; window is open (make sure *win points to something valid!).
> ; Uses the default colour selection settings.
>
> *cm = *win\WScreen\ViewPort\ColorMap
> red.l = AGAPalRed(3) LSL 24
> green.l = AGAPalGreen(3) LSL 24
> blue.l = AGAPalBlue(3) LSL 24
> newcol.l = ObtainBestPenA_(*cm,red,green,blue,0)
> If newcol=-1
> NPrint "Could not obtain pen"
> Else
> ; Remap colour in here
> End If
>
> ; Once finished with pen (i.e. once the graphics you
> ; have displayed on the screen are not not being displayed
> ; any more)
> ReleasePen_ *cm,newcol

```

I'd just like to add a bit, since I've just managed to correct a strange problem while using ObtainBestPenA_

I'm guessing that you are making a remap array of some kind, to store the remap values for each colour in the image?

Anyway, here is what I have found:

When you use ObtainBestPenA_, the returned colour is locked and must be released when you are done with it, as David said. But the part I overlooked was that the same pen on your screen's palette could be locked more than once, especially if the screen's depth is less than the picture's depth

- so you must keep track of how many times each of your screen's pens was locked when loading a picture, and call ReleasePen_ the same number of times before you try to load another image. The system only considers the pen "free" when the locks on it drop to 0

I can send you an example of this if you want, as I am currently working on a program that loads and remaps pics to user-selected screens...

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.270 Off Topic - But AmigaOS is best....

Date: Mon, 22 Nov 1999 05:26:16 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Off Topic - But AmigaOS is best....

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: a49c41695c67b0bf3ffb7a665387fef3

Hi,

Slightly off-topic (non blitz related!), but deja.com have ran a poll on operating systems to see which one was best, you will never guess but our beloved AmigaDOS came FIRST, TOP, NUMERO UNO bla bla :)

Visit http://x24.deja.com/rate/list_items.xp?CID=12029&PCID=11878&N=0 to see for yourself (sorry for the rather weird URL!)

Second was OS/2 (IBMs and MSs old 32bit OS attempt), followed by BeOS and in fourth (Amiga should take note of this, but they won't!) is Linux!!!!

It should be noted that Windoze '98, '95, 3.x, NT, 2000 Beta and MS-DOS were pretty much at the BOTTOM! Funnily enough, MS-DOS beat Windows '98, '95 and 3.x!!! Ha Ha! :)

Oh, well, just nice to let you know.... :)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.271 Re: Off Topic - But AmigaOS is best....

Date: Mon, 22 Nov 1999 17:23:14 +0100

From: Martin Konrad <mkon@gmx.de>

Subject: Re: Off Topic - But AmigaOS is best....

Encoding: 7bit

X-UIDL: 0a736cda8271c89e21553a55ed6cd052

>Slightly off-topic (non blitz related!), but deja.com have ran a

>poll on

>operating systems to see which one was best, you will never guess

>but our

>beloved AmigaDOS came FIRST, TOP, NUMERO UNO bla bla :)

That's clear when only AMIGA-guys vote.

>Second was OS/2 (IBMs and MSs old 32bit OS attempt),

Yup. I know OS/2 v2.x (which isn't by MS anymore). It's like Windoze

3.x (at least it's an standalone OS and not based on MS-DOS) with big
DLLs and so. It usually takes about 30MB. Compare this size with QNX
better DOS-emulation, etc....

>BeOS and in

>fourth (Amiga should take note of this, but they won't!) is

>Linux!!!!

There's nothing specially with Linux at the moment from Amiga since

there's no MCC. At least not officially. But I've read that there's a

rumor that Jim (cooperating with Bill Mc Ewen) wants to buy Amiga.

And then he would release the MCC. But I don't like Linux at the

moment because all that Linux-guys want to have it like Windoze. Look

at KDE (which takes 32MB RAM...) It has the same buttons at the

windows like that stupid Windoze. Enlightenment looks much better but
it isn't not completed yet.

>

>It should be noted that Windoze '98, '95, 3.x, NT, 2000 Beta and

>MS-DOS were

>pretty much at the BOTTOM! Funnily enough, MS-DOS beat Windows '98,

>'95 and

>3.x!!! Ha Ha! :)

Yo. The bad thing is that I have a Windoze-fan in my schoolclass... I really don't know why he likes it. He's just stupid... And he's got a Star Trek page but it's mainly about his dog :-)

Ehrm. Where was QNX?

cu.

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1.272 Re: Off Topic - But AmigaOS is best....

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 22 Nov 1999 19:14:39 +0000

Organization: Pagan Software

Subject: Re: Off Topic - But AmigaOS is best....

X-UIDL: 5d1982f5dd7146d36de19ef4c104c5c8

I watched as Martin Konrad hammered "Re: Off Topic - But AmigaOS is best...." out on their keyboard...

>> Slightly off-topic (non blitz related!), but deja.com have ran a

>> poll on

>> operating systems to see which one was best, you will never guess

>> but our

>> beloved AmigaDOS came FIRST, TOP, NUMERO UNO bla bla :)

> That's clear when only AMIGA-guys vote.

>> Second was OS/2 (IBMs and MSs old 32bit OS attempt),

> Yup. I know OS/2 v2.x (which isn't by MS anymore). It's like Windoze

> 3.x (at least it's an standalone OS and not based on MS-DOS) with big

> DLLs and so. It usually takes about 30MB. Compare this size with QNX

> :-) OS/2 v3.x seems to be much better and faster I think. With much

> better DOS-emulation, etc....

Can't say I've used OS/2 too much, but I did know a very good Unix (not Linux) engineer who used it on a laptop as a terminal for any machines he was working on.

>> BeOS and in

>> fourth (Amiga should take note of this, but they won't!) is

>> Linux!!!!

> There's nothing specially with Linux at the moment from Amiga since

> there's no MCC. At least not officially. But I've read that there's a
> rumor that Jim (cooperating with Bill Mc Ewen) wants to buy Amiga.
> And then he would release the MCC. But I don't like Linux at the
> moment because all that Linux-guys want to have it like Windoze. Look
> at KDE (which takes 32MB RAM...) It has the same buttons at the
> windows like that stupid Windoze. Enlightenment looks much better but
> it isn't not completed yet.

Barnes (from #amiga on IRCNet) has a snapshot of his Linux desktop on
www.linux.u-net.com, and I must say that I envy him :)

>>

>> It should be noted that Windoze '98, '95, 3.x, NT, 2000 Beta and
>> MS-DOS were
>> pretty much at the BOTTOM! Funnily enough, MS-DOS beat Windows '98,
>> '95 and
>> 3.x!!! Ha Ha! :)

> Yo. The bad thing is that I have a Windoze-fan in my schoolclass... I
> really don't know why he likes it. He's just stupid... And he's got a
> Star Trek page but it's mainly about his dog :-)

I refuse to be around these sort of people, they usually have no idea what
they're talking about...

> Ehrm. Where was QNX?

QNX wasn't in the vote.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Never go to bed mad, stay up and fight.

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1.273 Off Topic - Cologne

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 16 Nov 99 17:31:45 +1000
Subject: Off Topic - Cologne
Encoding: 7bit
X-UIDL: c15b1c1b67f0ec1cde13b58e5811ddc2
Anyone get to Cologne?
Any news?
Any good URL's
Cheers

--

Tony Rolfe
Amiga 2000, 68030/25, 1+8Mb
www.shoalhaven.net.au/edgewater
ICQ #51271965

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1.274 Re: Off Topic - Cologne

From: SALLIN Nicolas <Henes.TSK@iName.com>
Date: Tue, 16 Nov 1999 12:45:28 +0200
Organization: Taskers
Subject: Re: Off Topic - Cologne
Encoding: 8bit
X-UIDL: bbf40801b17bb5b3d3536e3d44276007
Hell Tony,
> Anyone get to Cologne?
yes I was
Paul Burkey too (or was it a clone ? :-)
> Any news?
As far I have understood:
* H&P want to port AmigaOS to POP (the IBM's design for PPC mother-board)
* FusionPPC is sheduled for 20 november
* Titan have a Met@box's JoeCard-G3 in a box or something like that, there will be a "PCI-bridge" on it.
* I have talked to Urban Muller !

* The show was smaller then ever...

* There was Tornado v3, Wipeout (I have it ! 20fps in 320*240 on my 603e@200+BVision, 10-15fps in 640*480)

* Titan have a new version of BurnIt and, and, and...

* The Frieden Brothers were here to demonstrate Heretic2 on a 604e@233

the rendering was in lores without any 3D hardware acceleration

and the game was running between 10-20 fps (maybe less when there was a lot of objects)

so we can expect a fast game when there will be Warp3D support

Heretic2 & Shogo are sheduled for November or December, don't remember

This is enough for this time, I hope I haven't done any mistake...

> Any good URL's

There is some pics at <http://www.bugss.org/~rullier/131199/>

I'm even in a corner from one of them... :-)

Or you can go to <http://www.amigaimpact.com>

a french news web site with some links...

> Cheers

>

Regards

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.275 Re: Off Topic - Cologne

Date: Tue, 16 Nov 1999 12:01:39 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Off Topic - Cologne

Encoding: 7bit

X-UIDL: ce2003e69afb4104e8422d159a340574

Tony Rolfe wrote:

> Anyone get to Cologne?

Yes! It was a fun show, got to meet many people that don't normally get as far as the WoA show. I was with Epic marketing who did very

good business over the Cologne weekend.

> Any news?

Amiga news? None whatsoever. But plenty of the usual rumours ;)

> Any good URL's

Dunno :)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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1.276 Out of subject: EIDE'99 & OS3.5?

X-Originating-IP: [194.137.53.190]

From: "Arto Ekman" <aekman82@hotmail.com>

Subject: Out of subject: EIDE'99 & OS3.5?

Date: Mon, 15 Nov 1999 02:18:11 PST

X-UIDL: 24dc2871f5e895cf89d6a12a6bc7eeae

Hello!

I bought EIDE'99 before I got the OS3.5 update. So my EIDE'99 drivers are old and won't work well with OS3.5! Does anyone have newer drivers? I have asked from Power Computing and Elbox, but they didn't answer.

regards,

Arto Ekman

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1.277 Re: Out of subject: EIDE'99 & OS3.5?

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 15 Nov 1999 19:34:02 +0000

Organization: Pagan Software

Subject: Re: Out of subject: EIDE'99 & OS3.5?

X-UIDL: 1cd3a69c04bee48ad4f8e0dd67e51867

I watched as Arto Ekman hammered "Out of subject: EIDE'99 & OS3.5?" out on their keyboard...

> Hello!

> I bought EIDE'99 before I got the OS3.5 update. So my EIDE'99 drivers

> are old and won't work well with OS3.5! Does anyone have newer drivers? I

> have asked from Power Computing and Elbox, but they

> didn't answer.

AFAIK, scsi.device was updated to include the 4-way splitters. Try using units 2 and 3 for your second channel's master and slave drives.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Famous last words: What happens if you touch these two wires tog--

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1.278 Re: Out of subject: EIDE'99 & OS3.5?

X-Originating-IP: [194.137.53.190]

From: "Arto Ekman" <aekman82@hotmail.com>

Subject: Re: Out of subject: EIDE'99 & OS3.5?

Date: Wed, 17 Nov 1999 02:40:21 PST

X-UIDL: d2727ef40f4e1513f2f7d869a92566e8

Rick wried:

>I watched as Arto Ekman hammered "Out of subject: EIDE'99 & OS3.5?" out on
>their keyboard...

>

>> Hello!

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>> are old and won't work well with OS3.5! Does anyone have newer drivers?

>I

> > have asked from Power Computing and Elbox, but they

> > didn't answer.

>

>AFAIK, scsi.device was updated to include the 4-way splitters. Try using

>units 2 and 3 for your second channel's master and slave drives.

I use unit 2 for my CDROM-drive, but when I start HDToolBox the screen goes messed... I'm sure it is because of the old EIDE'99.driver!

regards,

Arto Ekman

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1.279 Re: Out of subject: EIDE'99 & OS3.5?

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 17 Nov 1999 19:49:54 +0000

Organization: Pagan Software

Subject: Re: Out of subject: EIDE'99 & OS3.5?

X-UIDL: 0e7cf6d4f0bb8f821af5ae807464f52f

I watched as Arto Ekman hammered "Re: Out of subject: EIDE'99 & OS3.5?" out on their keyboard...

> Rick wried:

>> I watched as Arto Ekman hammered "Out of subject: EIDE'99 & OS3.5?" out

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>>> Hello!

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> I use unit 2 for my CDROM-drive, but when I start HDToolBox the screen

> goes messed... I'm sure it is because of the old EIDE'99.driver!

I've just been told by a friend, that H&P have discovered problems with some

4-way splitters and plan to have a fix out by the end of the year.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

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<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Being good at being stupid doesn't count.

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1.280 Re: Out of subject: EIDE'99 & OS3.5?

X-Originating-IP: [194.137.53.190]

From: "Arto Ekman" <aekman82@hotmail.com>

Subject: Re: Out of subject: EIDE'99 & OS3.5?

Date: Thu, 18 Nov 1999 23:35:54 PST

X-UIDL: b6062d0dc87789209984c80dafb4e8c6

Rick wroto to me...

>I've just been told by a friend, that H&P have discovered problems with
>some

>4-way splitters and plan to have a fix out by the end of the year.

Great! Nice to hear...

Thank!

regards,

Arto Ekman

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1.281 Parallax-scrolling

Date: Mon, 29 Nov 1999 18:52:34 +0100
From: Martin Konrad <mkon@gmx.de>
Subject: Parallax-scrolling
Encoding: 7bit
X-UIDL: 47b599e635707e5782776f65e6233900

Hi.

Does anyone here know any good routines for parallax-scrolling like in
Worms/Turrican/etc....?

cu.

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1.282 Re: Parallax-scrolling

From: "Mr.Vain of Secretly! (Th.Will)" <mr.vain@amigascne.org>
Subject: Re: Parallax-scrolling
Date: Mon, 29 Nov 1999 21:52:57 +0100
Encoding: 8bit
X-UIDL: 815f694f6dbca545be0e4ffdc2c8e59f
Am Mon, 29 Nov 1999 schrieben Sie:

> Hi.

> Does anyone here know any good routines for parallax-scrolling like in

> Worms/Turrican/etc....?

>

hehe... we are still searching for some xamples of this too ;) ! Possible is
AGA-Dualplayfield n some blits vor a 3rd n 4th layer.... not very nice but
works.... if ya have some stuff please cntx me ;) good luck...

greertz

Mr.Vain of Secretly! (DemoScene)

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.283 Re: Parallax-scrolling

Date: Mon, 29 Nov 1999 16:08:39 -0800 (PST)

From: =?iso-8859-1?q?Wiremu=20TeKani?= <tekani@yahoo.com>

Subject: Re: Parallax-scrolling

Encoding: 8bit

X-UIDL: 8064e834d0fa67e04a850f2198834c8d

Hello, Wiremu here.

--- "Mr.Vain of Secretly!" <mr.vain@amigascene.org> wrote:

> Am Mon, 29 Nov 1999 schrieben Sie:

>> Hi.

>> Does anyone here know any good routines for parallax-scrolling like in

>> Worms/Turrican/etc....?

>>

> hehe... we are still searching for some xamples of this too ;) ! Possible is

> AGA-Dualplayfield n some blits vor a 3rd n 4th layer.... not very nice but

> works.... if ya have some stuff please cntx me ;) good luck...

>

> greertz

>

> Mr.Vain of Secretly! (DemoScene)

Hey, I heard about Secretly! through Michael Rosskopf. I heard you liked Galagawars V1.5.

I have some bits and pieces of AGA-Dualplayfield stuff that also take advantage of 64 pixel aga sprites for a 3rd layer. If you wait about 7 days I can find the code, tidy it up a bit and send it to you.

=====

-----Wiremu TeKani-----

EM: tekani@yahoo.com

"Die soon and fail"

---AntiSpock

Uhu glue, yehar woo, Whooo! Spew, through and through, Skew,

I only wanna be with you, Girl you know it's true, Tree trunks

jibber jabber joo, number two, Dr Who, Winnie the Pooh, Ooo,

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1.284 Pointer without slices

Date: Fri, 26 Nov 1999 18:21:41 +0100
From: Martin Konrad <mkon@gmx.de>
Subject: Pointer without slices
Encoding: 7bit
X-UIDL: b52f527d2611f58cfd866a89d905aa5

Hi.

The command pointer doesn't seem to work with the display library.
And I want to have the mouse cursor moved the whole time so
displaysprite does not work.

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1.285 Re: Pointer without slices

From: "David McMinn" <dave@satanicdreams.com>
Organization: Satanic Dreams Software
Date: Fri, 26 Nov 1999 17:26:12 -0000
Subject: Re: Pointer without slices
Encoding: 8bit
X-UIDL: 5eddf1a46d5efe70e0ab5f94a7a1c5f

Hi Martin

> The command pointer doesn't seem to work with the display library. And
> I want to have the mouse cursor moved the whole time so displaysprite
> does not work.

If you set up an interrupt you can do it:

```
SetInt 5  
DisplaySprite 0,x,y  
End SetInt
```

--

) ^ V] [] | M | © | M |] [| N | N | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694

If Obi-wan ain't home then I don't know what the fuck we're gonna do. I
ain't got no other connections on Tattooine.

- Samuel L. Jackson, Jedi

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1.286 polygon stuff

From: Christopher Jarvis <flutey@freenetname.co.uk>

Date: Tue, 23 Nov 1999 00:01:19 +0000

Subject: polygon stuff

X-UIDL: 740c4a43832cbf797f8f02daa5ee5b50

Hello.

i'm back after a long time away and I have two questions.

Did mildred end up supporting polygon commands?

Does anyone know how to use the polygon command? One of the parameters asks for a list of coords but no-where in the manual does it suggest how this list of coords is to be supplied.

Chris

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1.287 Re: polygon stuff

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 23 Nov 1999 10:01:54 -0000

Subject: Re: polygon stuff

Encoding: 8bit

X-UIDL: efed16c54e698259ad7f6ee9368c26ca

Hi Christopher

> Hello.

> i'm back after a long time away and I have two questions.

Welcome back, definately was a long time. Still working on TC?

> Does anyone know how to use the polygon command? One of the
> parameters

> asks for a list of coords but no-where in the manual does it suggest
> how this list of coords is to be supplied.

I think its just an array of x/y co-ordionates:

NEWTYPE.coord

x.w

y.w

END NEWTYPE

Dim blah.coord(10)

blah(0)\x=0,0

; and so on

Poly,num_of_points,&blah(0)

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

For Sale: Parachute. Only used once, never opened, small stain.

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1.288 Re: polygon stuff

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 23 Nov 1999 14:05:26 +0300

Subject: Re: polygon stuff

Encoding: 8bit

X-UIDL: 73b4b4180fee3cae3ac2b1eb4366f056

On 23-Nov-99, Christopher Jarvis wrote.

> Hello.

> i'm back after a long time away and I have two questions.

> Did mildred end up supporting polygon commands?

> Does anyone know how to use the polygon command? One of the parameters

> asks for a list of coords but no-where in the manual does it suggest how

> this list of coords is to be supplied.

Mildred doesn't support polygons, but if you don't need filled then you can use Mline to do polygons.

Planar poly and polyf take just pointer to array of coords as David explained.

--

Sami Nääätänen

E-Mail: sami.naatanen@dlc.fi

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1.289 Re: polygon stuff

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 23 Nov 1999 17:16:04 -0000

Subject: Re: polygon stuff

Encoding: 8bit

X-UIDL: 79dbce849b1c519b90fc6f6c5bfb2c91

Hi Gareth

online? I don't believe it ;)

> > Welcome back, definately was a long time. Still working on TC?

>

> TC?

Time Campaign. An RPG shooter like Hired Guns. And quite good.

--

l) ^ V] [l) M © M] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

God loves stupid people. That's why he made so many.

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1.290 Re: polygon stuff

From: Christopher Jarvis <flutey@freenetname.co.uk>

Date: Tue, 23 Nov 1999 22:02:54 +0000

Subject: Re: polygon stuff

X-UIDL: d685cee587f236c46fdc9a3254e3768c

on a further thought. Does anyone know how the Polygon function works. If I could find out, then I could creat a Chunky Poly command to write to an array, which would probably make the overall speed faster than doing stuff with the blitter. Even a CPUPoly comand would be nice.

any Ideas on how I should start?

Chris

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1.291 Re: polygon stuff

From: Christopher Jarvis <flutey@freenetname.co.uk>

Date: Tue, 23 Nov 1999 22:03:17 +0000

Subject: Re: polygon stuff

X-UIDL: 4426cc27d58c47cb74e261431d44f631

>>> Welcome back, definately was a long time. Still working on TC?

>>

>> TC?

>

> Time Campaign. An RPG shooter like Hired Guns. And quite good.

>

>

then I guess I am. I'd been thinking over the last few days about whether to finish it. I guess I will. Thanks David.

Chris

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1.292 Re: polygon stuff

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 24 Nov 1999 02:02:00 +0300

Subject: Re: polygon stuff

Encoding: 8bit

X-UIDL: bae73aa3b078c45ba4cc95d35fed3c93

On 24-Nov-99, Christopher Jarvis wrote.

> on a further thought. Does anyone know how the Polygon function works. If

> I could find out, then I could creat a Chunky Poly command to write to an

> array, which would probably make the overall speed faster than doing stuff

> with the blitter. Even a CPUPoly comand would be nice.

>

> any Ideas on how I should start?

>

Well reserve time and A LOT OF IT.

I have worked with chunky polygon, but free filled polygon drawing is pain

in the...! I have routine to do drawing for quadrangle in any position

(no points with same coords), but no solution for concaved polygons, so...

I'm just trying to figure the fastest way of doing it.

There are two ways of doing filled polygon drawing. The simpler, but slower is to do it like blitter does, but in chunky.

So alloc chunky at same size as the one you are drawing the poly then draw the polygon borders using your own line drawing function, which will plot only one pixel per row.

After this you just go through the whole chunky, pixel by pixel, and test the value you are getting. If you encounter value bigger than 0 then you will toggle your filling state, ie you go from testing mode to fill+test mode

or the other way around. Of course you should plot the fill mode pixels to the chunky you really want to draw. Not the one you drew the borders.

The other way is to do it like I do, but then you are asking more problems, than you most likely want.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.293 Re: polygon stuff

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>

Date: Wed, 24 Nov 1999 00:11:10 +0100

Subject: Re: polygon stuff

X-UIDL: a82bf0a34c4ac4117d2a703fd228076e

--BOUNDARY.1747881208.1

Christopher Jarvis churned out *this* drivel:

> i'm back after a long time away and I have two questions.

> Did mildred end up supporting polygon commands?

> Does anyone know how to use the polygon command? One of the parameters

> asks for a list of coords but no-where in the manual does it suggest how

> this list of coords is to be supplied.

The attached is a little demo by Carl Read of using Blitz's polygon commands...there's no double-buffering or anything, so they flicker like crazy, but you should at least see how things are done...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1747881208.1

Content-Disposition: attachment; filename="PolyDemo1.00.lha"

Encoding: base64

Content-Description: By Carl Read

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1.294 Re: polygon stuff

From: Gareth Griffiths <g.griffiths@jokerd.co.uk>

Date: Tue, 23 Nov 1999 22:36:32 +0100

Subject: Re: polygon stuff

X-UIDL: 91755da16ac3104e167e11d3593b694e

Hello Christopher

On 23-Nov-99, you mailed me about Re: polygon stuff, so here's my reply.

> then I guess I am. I'd been thinking over the last few days about whether
> to finish it. I guess I will. Thanks David.

hehehehe yeah finish it finish it, and if its freeware or shareware, make
sure i'm in line to get a copy /demo version :O)

bYe nOw!

GazChap.

--

#NAME#: *_Gareth Griffiths*_ #POS#: *Founder, _Joker Developments_*

#E.MAIL#: *g.griffiths@jokerd.co.uk* #URL#: *http://www.jokerd.co.uk*

#ICQ#: *52909563* #IRC#: *Undernet, GazChap*

Let's put the blame where it belongs: On somebody else.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.295 Re: polygon stuff

From: Christopher Jarvis <flutey@freenetname.co.uk>

Date: Wed, 24 Nov 1999 23:03:17 +0000

Subject: Re: polygon stuff

X-UIDL: 36bac143d103fbd41dea6dd052bf15ae

Hello Sami

> So alloc chunky at same size as the one you are drawing the poly
> then draw the polygon borders using your own line drawing function, which
> will plot only one pixel per row.

are we talking about a one bitplane bitmap here or mildred's mline function?

> After this you just go through the whole chunky, pixel by pixel, and test

> the value you are getting. If you encounter value bigger than 0 then you

> will toggle your filling state, ie you go from testing mode to fill+test

> mode

> or the other way around. Of course you should plot the fill mode pixels to

> the chunky you really want to draw. Not the one you drew the borders.

do you have any guesses on speed (i.e. raw polys per sec?)

>

> The other way is to do it like I do, but then you are asking more

> problems, than you most likely want.

any chance of a clue?

If it help anyone to aid my thinking, I am aiming for a final fantasy style

engine, which poly characters over a prerendered backdrop. Really

quadrangles would be enough. I'mm happy to construct my charcters out of

virtually any shapes.

Chris

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.296 RE: Printing a RastPort (C code included!)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: RE: Printing a RastPort (C code included!)

Date: Fri, 12 Nov 1999 06:22:23 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: bd712983d0499decba81e80e5892aa91

Hi,

Ok, instead of the duff attachment (which is actually a MS Word file, don't ask me why it's in that format....) I have just included the code as a big long bit of text. Thanks for the union info David, that could be a great help. Meanwhile, if anybody could convert this to Blitz, well, I don't know how to thank you!

Yours,
Nick.

```
-----
-----
/*
print v0.14 - Copyright ©1999 Nick Lamburn, Omega Research UK 03/04/1999
N.b: I apologies for perhaps the messy state of this program, my C isn't
that brilliant, though it does the job well so that's ok!
takes a screen structure address and prints it in the specification asked
for.
Sorry, but this
C program is necessary since Blitz doesn't support unions and throws a
stinker
when DoIO is called
with my proven code. (to do with blitz's non-union support I think)
format:
print <*screen_ptr> <*color map> <density> <shading> <x_from> <y_from>
<src_w>
<src_h> <dest_w> <dest_h> <*abort_screen> <showscreen>
[flags]
*screen_ptr = pointer to a OS rport structure
*color map = pointer to a OS ColorMap structure (v0.14) (NOT USED)
density = 1-7 (one or may be the same depending on printer), or -1
for
prefs setting
shading = 1=colour, 2=greyscale, 3=black and white, -1=prefs
x_from = start at x position on screen
y_from = start at y position on screen
src_w = the source width (in pixels)
src_h = the source height (in pixels)
dest_w = the output width in MILROWS format (inches..)
dest_y = the output height in MILCOLS format (inches..)
BELOW ARE UNIMPLEMENTED IN 0.14
```

*abort_screen = where to put the abort requester, pointer to a screen
showscreen = BOOLEAN, 1= show abort req screen, 0= leave current
screen at
front
flags = SPECIAL_XXX flags to be put in a IODRPREq I/O request in
the
special field
if you wish to print a rasterport (rastport), use print_rp instead, the
format's almost the
same.

NOTE, THIS IS INCOMPLETE!!! SOME WORK STILL TO BE DONE

```
*/  
#include <stdio.h>  
#include <stdlib.h>  
#include <intuition/intuition.h>  
#include <intuition/screens.h>  
#include <graphics/gfxbase.h>  
#include <graphics/gfxmacros.h>  
#include <graphics/displayinfo.h>  
#include <devices/printer.h>  
#include <devices/prtbase.h>  
#include <dos/dos.h>  
#include <clib/graphics_protos.h>  
#include <clib/intuition_protos.h>  
#include <clib/exec_protos.h>  
#include <clib/alib_protos.h>  
#include <exec/types.h>  
#include <exec/ports.h>  
#include <exec/memory.h>  
struct Library *IntuitionBase;  
struct Library *GfxBase;  
struct Library *DiskfontBase;  
struct Library *GadToolsBase;  
struct RastPort *rport;  
struct ColorMap *cmap;  
struct Screen *scr;  
struct Window *abort_win;  
struct Gadget *abort_io;  
struct NewGadget *abort_button;
```

```
struct TextAttr fontdata, font_data;
struct TextFont *xfont, *x_font;
struct IntuiMessage *abort_msg;
union printerIO
{
struct IOStdReq ios;
struct IODRPRReq iodrp;
struct IOPrtCmdReq iopc;
};
VOID main(int argc, char *argv[]);
VOID main(int argc, char *argv[])
{
LONG modeID=0;
BYTE print_density, print_shade;
UWORD startx, starty, src_width, src_height;
ULONG signal, prt_width, prt_height;
struct MsgPort *PrinterMP;
struct PrinterData *PD;
struct PrinterExtendedData *PED;
union printerIO *PIO;
printf("Argc = %i\n", (int)argc);
if (argc >= 11)
{
// scr=(struct Screen *)atol(argv[1]); // will become a rastport
pointer
// vp=&(scr->ViewPort); // not needed in 0.14
// rp=&(scr->RastPort); // not needed in 0.14
rport=(struct RastPort *)atol(argv[1]);
cmap=(struct ColorMap *)atol(argv[2]); // 0.14
print_density=(UBYTE)atoi(argv[3]); // will become arg #3
print_shade=(UBYTE)atoi(argv[4]); // will become arg #4 in 0.14
startx=(UWORD)atoi(argv[5]); // will become arg #5 in 0.14 (where
the x co-ord is)
starty=(UWORD)atoi(argv[6]); // will become arg #6 in 0.14 (where y
co-ord is)
src_width=(UWORD)atoi(argv[7]); // will become arg #7 in 0.14. pixel
width
from source rport
src_height=(UWORD)atoi(argv[8]); // will become arg #8 in 0.14. pixel
```

```

height from source rport
prt_width=(ULONG)atol(argv[9]); // output width in MilCols format, will
be
arg #9 in 0.14
prt_height=(ULONG)atol(argv[10]); // output height in MilRows format,
will be arg #10 in 0.14
printf("rp = %li\n cmap = %li\n", (long)rport, (long)cmap); // DEBUG
printf("startx = %i; starty = %i; src_width = %i; src_height = %i\n",
(int)startx, (int)starty, (int)src_width, (int)src_height);
printf("prt width = %li prt height = %li\n", (long)prt_width,
(long)prt_height);
IntuitionBase=OpenLibrary("intuition.library",39);
if (IntuitionBase != NULL)
{
puts("intuition is open!");
GfxBase=OpenLibrary("graphics.library",39);
if (GfxBase != NULL)
{
PrinterMP=CreateMsgPort();
if (PrinterMP != NULL)
{
puts("create mport");
PIO=(union printerIO *)CreateExtIO(PrinterMP, sizeof(union
printerIO));
if (PIO != NULL)
{
puts("created ext. IO");
if (!(OpenDevice("printer.device",0,(struct IORequest
*)PIO,0)))
{
puts("Opened Printer!");
PD=(struct PrinterData *)PIO->iodrp.io_Device;
PED=(struct PrinterExtendedData
*)&PD->pd_SegmentData-
>ps_PED;
/* debugging statement below */
printf("Shade = %i\n Density = %i\n", (int)PD-
>pd_Preferences.PrintShade, (int)PD->pd_Preferences.PrintDensity);
if (print_density>0 && print_density<8)

```

```
{
PD->pd_Preferences.PrintDensity=print_density;
}
else
{
if(print_density!=-1)
{
/* change to EasyRequest */
puts("density must be -1 or 1-7! Assuming 1
as
default!");
PD->pd_Preferences.PrintDensity=1; /*
sets
printer's copy of preferences */
}
}
switch(print_shade)
{
case 1:
{
// black and white
PD->pd_Preferences.PrintShade=SHADE_BW;
break;
}
case 2:
{
// grey scale
PD->pd_Preferences.PrintShade=SHADE_GREYSCALE;
break;
}
case 3:
{
// colour
PD->pd_Preferences.PrintDensity=SHADE_COLOR;
break;
}
case -1:
{
// use printer default shade (colour
```

```
probably)
break;
}
default:
{
/* change to EasyRequest */
puts("shade must be 1-3 or -1. Using black
and
white default");
PD->pd_Preferences.PrintShade=SHADE_BW;
break;
}
}
/* setup everything! */
// all the below is pre-defined ie: hard coded for
// testing, the result should be 4" x 4" and be from
// 0,0 to 200,200
// also uses an example of strip printing (not really
// strip printing but uses principle of doing it a bit
// at a time...
puts("wank!");
PIO->iodrp.io_RastPort=rport;
PIO->iodrp.io_ColorMap=cmap;
PIO->iodrp.io_SrcX=startx;
PIO->iodrp.io_SrcY=starty;
PIO->iodrp.io_SrcWidth=src_width; /* fixed hard code */
PIO->iodrp.io_SrcHeight=src_height; /* as above */
PIO->iodrp.io_DestCols=prt_width; /* 4" */
PIO->iodrp.io_DestRows=prt_height; /* 2" */
PIO-
>iodrp.io_Special=SPECIAL_NOFORMFEED|SPECIAL_MILROWS|SPECIAL_MILCOLS;
PIO->iodrp.io_Command=PRD_DUMPRPORT;
/* PRINT! */
puts("printing...");
DoIO((struct IORequest *)PIO);
// now create second part
PIO->iodrp.io_SrcY=starty+100; // shift down page a 100
pixels
PIO->iodrp.io_Special=SPECIAL_MILROWS|SPECIAL_MILCOLS;
```

```
/* print second part! */
DoIO((struct IORequest *)PIO);
CloseDevice((struct IORequest *)PIO);
}
else
{
puts("can't open printer.device");
}
DeleteExtIO((struct IORequest *)PIO);
}
else
{
puts("Can't create External IO!");
}
DeleteMsgPort(PrinterMP);
}
else
{
puts("Can't create message port!");
}
}
else
{
puts("can't open graphics.library v39+");
}
CloseLibrary(IntuitionBase);
}
else
{
puts("can't open intuition.library v39+");
}
}
else
{
puts("print <*rport_ptr> <*cmap> <density> <shading> <x_from>
<y_from>
<src_w> <src_h> <destw> <desty> [flags]");
}
}
```


Sorry for the length and bodged up attachment earlier...

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

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1.297 RE: Printing a RastPort (C code included!)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Nov 1999 15:49:49 -0000

Subject: RE: Printing a RastPort (C code included!)

X-UIDL: cf8c2079256d73386350e18519b094b1

--Message-Boundary-28038

encoding: Quoted-printable

Content-description: Mail message body

Hi Nick

> Meanwhile, if anybody could convert this to Blitz, well, I don't know

> how to thank you!

I'll accept Boxer systems or time travel devices (whichever is easier to obtain) ;)

BTW, you'll need to check the PrinterData newtype, its one with a screwed up union in it, but the fields used in this program are before the error, so it may work but I doubt it.

Also, I haven't got a printer so I can't check if this works.

--

) ^ V][() |M| =A9 |M|][|N| | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=3D16827694

Apparently, when Britain joins the EMU, the term 'spending a penny' will be replaced by 'euronating'

--Message-Boundary-28038

encoding: 7BIT

```
Content-description: Text from file 'printer.bb2'
DEFTYPE.RastPort *rport
DEFTYPE.ColorMap *cmap
DEFTYPE.Screen *scr
DEFTYPE.Window *abort_win
DEFTYPE.Gadget *abort_io
DEFTYPE.NewGadget *abort_button
DEFTYPE.TextAttr fontdata, font_data
DEFTYPE.TextFont *xfont, *x_font
DEFTYPE.IntuiMessage *abort_msg
NEWTTYPE.printerIO
ios.IOSDReq[0]
iopc.IOPrtCmdReq[0]
iodrp.IODRPreq ; This has been placed last because it is the biggest
; of the items in the union, so enough space must be allocated
; for it
End NEWTYPE
DEFTYPE.l modeID: modeID = 0
DEFTYPE.b print_density, print_shade
DEFTYPE.w startx, starty, src_width, src_height
DEFTYPE.l signal, prt_width, prt_height
DEFTYPE.MsgPort *PrinterMP
DEFTYPE.PrinterData *PD
DEFTYPE.PrinterExtendedData *PED
DEFTYPE.printerIO *PIO
NPrint NumPars
If NumPars>=11
*rport = Val(Par$(1))
*cmap = Val(Par$(2))
print_density = Val(Par$(3))
print_shade = Val(Par$(4))
startx = Val(Par$(5))
starty = Val(Par$(6))
src_width = Val(Par$(7))
src_height= Val(Par$(8))
prt_width = Val(Par$(9))
prt_height= Val(Par$(10))
NPrint "rp = ",*rport
NPrint "cmap = "*cmap
```

```
NPrint "startx = ",startx
NPrint "starty = ",starty
NPrint "src_width = ",src_width
NPrint "src_height = ",src_height
NPrint "prt_width = ",prt_width
NPrint "prt_height = ",prt_height
*PrinterMP = CreateMsgPort_
If *PrinterMP
NPrint "create mport"
*PIO = CreateIORequest_(*PrinterMP, SizeOf.printerIO)
If *PIO
NPrint "created IO"
If OpenDevice_("printer.device",0,*PIO,0)=0
NPrint "opened printer"
*PD = *PIO\iodrp\io_Device
*PED = &*PD\pd_SegmentData\ps_PED
NPrint "shade = ",*PD\pd_Preferences\PrintShade
NPrint "density = ",*PD\pd_Preferences\PrintDensity
If print_density>0 AND print_density<8
*PD\pd_Preferences\PrintDensity = print_density
Else
If print_density=-1
NPrint "density must be -1 or 1-7! Assuming 1 as default!"
*PD\pd_Preferences\PrintDensity = 1
End If
End If
Select print_shade
Case 1 ; b&w
*PD\pd_Preferences\PrintShade = #SHADE_BW
Case 2 ; grey
*PD\pd_Preferences\PrintShade = #SHADE_GREYSCALE
Case 3 ; color
*PD\pd_Preferences\PrintShade = #SHADE_COLOR
Case -1 ; user default
Default
NPrint "shade must be 1-3 or -1. Using b&w as default"
*PD\pd_Preferences\PrintShade = #SHADE_BW
End Select
NPrint "wank!"
```

```
*PIO\iodrpio_RastPort = *rport
*PIO\iodrpio_ColorMap = *cmap
*PIO\iodrpio_SrcX = startx
*PIO\iodrpio_SrcY = starty
*PIO\iodrpio_SrcWidth = src_width
*PIO\iodrpio_SrcHeight = src_height
*PIO\iodrpio_DestCols = prt_width
*PIO\iodrpio_DestRows = prt_height
*PIO\iodrpio_Special = #SPECIAL_NOFORMFEED|#SPECIAL_MILROWS|#SPECIAL_MILCOLS
*PIO\iodrpio_Command = #PRD_DUMPRPORT
NPrint "printing..."
DoIO_ *PIO
*PIO\iodrpio_SrcY = starty+100
*PIO\iodrpio_Special = #SPECIAL_MILCOLS|#SPECIAL_MILROWS
DoIO_ *PIO
CloseDevice_ *PIO
Else
NPrint "can't open printer.device"
End If
DeleteIORequest_ *PIO
Else
NPrint "can't create io request"
End If
DeleteMsgPort_ *PrinterMP
Else
NPrint "can't create message port"
End If
Else
NPrint "print <*rport_ptr> <*cmap> <density> <shading> <x_from> <y_from> <src_w> <src_h> <destw> <desty> [flags]"
End If
End
--Message-Boundary-28038
```

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--Message-Boundary-28038--

1.298 Printing a RastPort (URGENT)

From: "Nick Lamburn" <oruk-amigan@excite.com>

Subject: Printing a RastPort (URGENT)

Date: Fri, 12 Nov 1999 01:00:25 PST

X-Sender-Ip: 141.163.95.14

X-UIDL: edf5a0a19e59f6bccec916ecf56983de

--8Wt8u1KmwUX3Y2Cvt942397225p27897

Hi,

As promised I have attached the C code and I need it converted to blitz, I'm in a hurry so I will detail this better around 11:00AM GMT! (I'm in a rush!)

So can anybody convert this code to (working!) Blitz code, sorry it's in a mess!

Yours,

Nick.

Omega Research UK - Nick Lamburn email: oruk-amigan@excite.com www:

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--8Wt8u1KmwUX3Y2Cvt942397225p27897

Content-Disposition: attachment; filename="PRINTER.C"

Encoding: base64

```
AAIQUkiOVEVSLkMAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAABURVhUTVNXRAAAAAAAAAAAAAAAAAACeRAAABTLRRlhm0UZYZAAAAbUJJToAAAAAAAAA
AAAAAAAAAAACCgQGFAAAvKg0NcHJpbNqgdjAuMTQgLSBDb3B5cmVnaHQgTE5OTkgTmljayBMYWli
dXJuLCBpbWVnYSBSZXNIYXJjaCBVSyAgMDMvMDQvMTk5OQ0NTi5iOiBJIGFwb2xvZ2llcyBmb3I
cGVyaGFwcyB0aGUgbWVzc3kge3RhdGUgb2YgdGhpcyBwcm9ncmFtLCBteSBDIGlzbid0DXRoYX
YnJpbGxpYW50LCB0aG9lZ2ggaXQgZG9lcYB0aGUgam9iIHdlbGwgc28gdGhhdCdzIG9rIQ0NdGF
rZXMgYSBzY3JlZW4gc3RydWN0dXJlIGFkZHIlc3MgYW5kIHByaW50cyBpdCBpbjB0aGUgc3B1
Y2lmYWVhdGlvbiBhc2tZCBmb3IuICANU29ycnksIGJ1dCB0aGlzDUMgcHJvZ3JhbSBpcyBuZ
WNlc3Nhcnkge2luY2UgQmxpdHogZG9lc24ndCBzdW9weG9ydCB1bmlvbnMgYW5kIHRocm93cy
BhIHN0aW5rZXIgdXdoZW4gRG9JTyBpcyBjYXNzaXZlZW4gY29kZS4gIC0byBkbyB3aXR0
IGJsaXR6J3MgY29uLXVuaW9uIHN1cHBvcnQgSSB0aGluaykNDWZvcmlhdDoNDXByaW50IDwqc2
N5ZWVuX3B0c29jPCpb2xvciBtYXA+IDxkZW5zaXR5PiA8c2hhZGluZz4gPHhfZnJvbT4gPHlf
ZnJvbT4gPHNyY193PiANPHNyY190PiA8ZGVzdF93PiA8ZGVzdF90PiA8KmFib3J0X3NjcmVl
bj4gPHNoY3ZzY3JlZW4+DSAgICAgICBbZmxhZ3NdDQ0gICpzY3JlZW5fcHRyICAgPSAgcG9pbn
RlciB0byBhIE9TIHJwb3J0IHN0cnVjdHVyZQ0gICpb2xvciBtYXAgaGAgPSAgcG9pbnRlciB0by
BhIE9TIENv
```

bG9yTWFwIHN0cnVjdHVyZSAodjAuMTQpIChOT1QgVVNFRckNICAgZGVuc2l0eSAgICAgID0gIDEt
NyAob25lIG9yIG1heSBiZSB0aGUgc2FtZSBkZXB1bmRpbmcgb24gcHJpbnRlciksIG9yIC0xIGZv
ciANCQkJIHByZWZzIHNldHRpbmcNICAgc2hhZGluZyAgICAgID0gIDE9Y29sb3VyLCAyPWdyZXlz
Y2FsZSwgMzlibGFjayBhbmQgd2hpdGUxIC0xPXBvZWZzZSAgIHhfZnJvbSAgICAgICA9ICBzdGFy
dCBhdCB4IHBvc2l0aW9uIG9uIHNjcmVlbG0gICB5X2Zyb20gICAgICAgPSAgc3RhcncGgYXQgeSBw
b3NpdGlubiBvbiBzY3JlZW4NICAgc3JjX3cJCSA9ICB0aGUgc291cmNIIHdpZHRoIChpbiBwaXhl
bHMpDSAgIHNyY19oIAkJID0gIHRoZSBzb3VyY2UgaGVpZ2h0IChpbiBwaXh1bHMpIA0gICBkZXN0
X3cgICAgICAgPSAgdGhlIG91dHB1dCB3aWR0aCBpbiBNSUxST1dTIGZvcmlhdCAoaW5jaGVzLi4p
DSAgIGRlc3RfeSAgICAgICA9ICB0aGUgb3V0cHV0IGhlaWdodCBpbiBNSUxDT0xTIGZvcmlhdCAo
aW5jaGVzLi4pDQ0JQkVMT1cgQVJFIFVOSU1QTEVNURU5URUQgSU4gMC4xNA0NICAgYVWJvcnRfc2Ny
ZWVuID0gIHdoZXJlIHRvIHB1dCB0aGUgYVWJvcnQgcmlvdGVyLCBwb2ludGVyIHRvIGEgc2Ny
ZWVuDSAgIHNob3dzY3JlZW4gICA9ICBCT09MRUFOLCAxPSBzaG93IGFib3J0IHJlcSBzY3JlZW4s
IDA9IGxlYXZlIGN1cnJlbnQgc2NyZWVuIGF0IA0JCQkgZnJvbnQNICAgZmxhZ3MgICAgICAgID0g
IFNQRUNJQUxfHh4IGZsYWdzIHRvIGJlIHB1dCBpbiBhIElPRFJQUmVxIEkvTyByZXF1ZXN0IGlu
IHRoZSANCQkjc3B1Y2lhbCBmaWVsZA0NIGlmIHlvdSB3aXNoIHRvIHByaW50IGEgcmFzdGVycG9y
dCAocmFzdHBvcnQpLCB1c2UgcHJpbnRfcncAgaW5zdGVhZCwgdGh1IA1mb3JtYXQncyBhbG1vc3Qg
dGhlDSBzYW1lLg0NDSAgIE5PVEUsIFRISVMgSVMgSU5DT01QTEVURSEHSAgU09NRSBXT1JLIFNU
SUxMIFRPIEJFIERTkUNDQ0qLw0NI2luY2x1ZGUgPHN0ZGlvLmg+DSNpbmNsdWRlIDxzdzGRsaWlu
aD4NDSNpbmNsdWRlIDxpbnR1aXRpb24vaW50dWl0aW9uLmg+DSNpbmNsdWRlIDxpbnR1aXRpb24v
c2NyZWVucy5oPg0NI2luY2x1ZGUgPGdyYXBoaWNzL2dmeGJhc2UuaD4NI2luY2x1ZGUgPGdyYXBo
aWNzL2dmeG1hY3Jvcy5oPg0jaW5jbHVkZSA8Z3JhcGhpY3MvZGlzcGxheWluZm8uaD4NDSNpbmNs
dWRlIDxkZXZpY2VzL3ByaW50ZXIuaD4NI2luY2x1ZGUgPGRldmljZXMvcmVhZ0YmFzZS5oPg0NI2lu
Y2x1ZGUgPGRvcy9kb3MuaD4NDSNpbmNsdWRlIDxjbGliL2dyYXBoaWNzX3Byb3Rvcy5oPg0jaW5j
bHVkZSA8Y2xpYi9pbmR1aXRpb25fcHJvdG9zLmg+DSNpbmNsdWRlIDxjbGliL2V4ZWNfcHJvdG9z
Lmg+DSNpbmNsdWRlIDxjbGliL2FsaWJfcHJvdG9zLmg+DQ0jaW5jbHVkZSA8ZXhlYy90eXB1cy5o
Pg0jaW5jbHVkZSA8ZXhlYy9wb3J0cy5oPg0jaW5jbHVkZSA8ZXhlYy9tZW1vcnkuaD4NDXN0cnVj
dCBMaWJyYXJlIChpbnR1aXRpb25CYXN0Ow1zdHJ1Y3QgTGlicmFyeSAQR2Z4QmFzZTsNc3RydWN0
IExpYnJhcnkgKkRpc2tmb250QmFzZTsNc3RydWN0IExpYnJhcnkgKkdhZFRvb2xzQmFzZTsNDXN0
cnVjdCBSYXN0UG9ydCAqcnBvcnQ7DXN0cnVjdCBDb2xvck1hcCAqY21hcDsNDXN0cnVjdCBTY3Jl
ZW4gKnNjcjsNc3RydWN0IFdpbmRvdyAqYVWJvcnRfd2luOw0Nc3RydWN0IEdhZGdlCAqYVWJvcnRf
aW87DXN0cnVjdCBOZXdhYWRnZXQgKmFib3J0X2J1dHRvbjsNDXN0cnVjdCBUZXB0QXR0ciBmb250
ZGF0YSwgZm9udF9kYXRhOw1zdHJ1Y3QgVGV4dEZvbnQgKnhmb250LCAqeF9mb250Ow0Nc3RydWN0
IEludHVpTWVzc2FnZSAqYVWJvcnRfbXN0Ow0NdW5pb24gcHJpbnRlcglPDXsNICAgc3RydWN0IEIP
U3RkUmVxIGlvczsNICAgc3RydWN0IEIIPRFJQUmVxIGlvZHIwOw0gICBzdHJ1Y3QgSU9QcnRDbWRS
ZXEgaW9wYzsfTNDVZPSUQgbWFpbihpbnQgYXJnYywgY2hhciAqYXJndldKTsNlyogVUJZVEUg
U2V0dXBByYm9ydFdpbmRvdyhOVUxMKTsNVUJZVEUgU2V0dXBGbz250cyhOVUxMKTsNVUJZVEUgQ2xv
c2VGb250cyhOVUxMKTsNVUJZVEUgU2V0dXBHYWRnZXRzKE5VTEwpOw1VQIIURSBPcGVuSU9XaW5k
b3coTIVMTck7ICovDQ1WT0IEIG1haW4oaW50IGFyZ2MsIGNoYXlIgKmFyZ3ZbXSkNew0gICBMT05H
IG1vZGVJR00wOw0gICBCWVRFIHByaW50X2RlbnNpdHksIHByaW50X3NoYWRlOw0gICBvV09SRCBz

I didn't read all of the code, but if the only problems you are having is because of Blitz's apparent non-support of unions then you are OK - cos it does support them.

There was a slight error in the amigalibs.res when it got converted, all the unions were screwed up.

However, if you want to do one, you'll just have to create a new newtype for it and use that.

For example, if I had this in C:

```
struct blah
{
union
{
ULONG length;
struct
{
WORD x;
WORD y;
} xy;
}
};
```

Then in Blitz it would look something like:

```
NEWTYPE.anon1
x.w
y.w
END NEWTYPE
NEWTYPE.blah
length.l[0]
xy.anon1
END NEWTYPE
```

The [0] on the end of length tells Blitz that it doesn't take up any space in the NEWTYPE but you still access it as \length, not \length[0]. Because it takes up no space, it will share the same memory location the xy variable.

You just need to make sure that everything in the union has a [0] on the end except the last thing (which you should put after all the items with [0] for that union) which you need to let have some space, for the union to be stored in.

--

l) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Snooze Alarms. Anagram: Alas! No More Z's

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1.300 Printing a RastPort is hell...

Date: Tue, 16 Nov 1999 00:56:46 -0800 (PST)

From: Nick Lamburn <oruk-amigan@excite.com>

Subject: Printing a RastPort is hell...

Encoding: 7bit

X-Sender-IP: 141.163.95.14

X-UIDL: 673e602813bedfb766341701fd3bd7dd

Hi,

Only me again.... ;-)

Ok, once again I have some code that I'd like converted. Can anybody do this for me. This time this is NOT my code, but from the late Commodore-Amiga, it's an example which came with the V37 RKRM's.

I have attempted to convert it, but it either goes completely wrong (it returns the address of a structure's offset) or I get a zero. I need to be able to read the Printer's copy of prefs so I can adjust the Print Density, Print Shade and most crucially the Page sizes!

While I'm here, does anybody know how to set the page sizes with Prefs, since A4 seems to be everyone's default, but I need to set in inches how big the page is e.g.: 5.9"x8.3" for A5, etc. This is one big problem with printing on the Amiga! (I have to say it but this is an area which M\$'s WishfulBasic beats Blitz Basic hands down.... :()

I do have a solution as such, but to test if it works, I need to have somebody has an A3 sized printer! :-) I only have A4 (Epson Stylus), so does anybody have one of these MASSIVE printers?! :) Anyway, anybody who is willing to test this code (very basic) on their Miggys with Printers, please let me know, and I'll mail it tomorrow to you if you want. All I need to know is, does it print normally, or is the printout not aligned to the left margin...

I'll explain better if you are interested...

Thanks, again!

Anyway, I hope this is enough to chew on! ;-). Yours,

Nick.

(N.b: the src. code is an attachment!)

Omega Research UK - Nick Lamburn

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.301 Re: Printing a RastPort is hell...

Date: Tue, 16 Nov 1999 07:48:36 -0600

From: "Robert R Mason" <rrmason@hti.com>

Organization: Raytheon Systems

X-Accept-Language: en

Subject: Re: Printing a RastPort is hell...

boundary="-----F2D330BF7E4759D913EA7A91"

X-UIDL: 17738f5baf36c84191d6725bb0372859

-----F2D330BF7E4759D913EA7A91

Encoding: 7bit

Nick,

Didn't find your attachment! Please try again.

Bob Mason

Nick Lamburn wrote:

>

> Hi,

>

> Only me again.... ;-)

>

> Ok, once again I have some code that I'd like converted. Can anybody do this for me. This time this is NOT my code, but from the late Commodore-Amiga, it's an example which came with the V37 RKRM's.

>

> I have attempted to convert it, but it either goes completely wrong (it returns the address of a structure's offset) or I get a zero. I need to be able to read the Printer's copy of prefs so I can adjust the Print Density, Print Shade and most crucially the Page sizes!

>

> While I'm here, does anybody know how to set the page sizes with Prefs, since A4 seems to be everyone's default, but I need to set in inches how big the page is e.g.: 5.9"x8.3" for A5, etc. This is one big problem with printing on the Amiga! (I have to say it but this is an area which M\$'s WishfulBasic beats Blitz Basic hands down.... :()

>

> I do have a solution as such, but to test if it works, I need to have somebody has an A3 sized printer! :-)) I only have A4 (Epson Stylus), so does anybody have one of these MASSIVE printers?! :) Anyway, anybody who is willing to test this code (very basic) on their Miggys with Printers, please let me know, and I'll mail it tomorrow to you if you want. All I need to know is, does it print normally, or is the printout not aligned to the left margin...

>

> I'll explain better if you are interested...

>

> Thanks, again!

>

> Anyway, I hope this is enough to chew on! ;-). Yours,

>

> Nick.
>
> (N.b: the src. code is an attachment!)
>
> Omega Research UK - Nick Lamburn
> email: oruk-amigan@excite.com
> www: <http://www.geocities.com/siliconvalley/byte/8104>
>
> _____
> Get FREE voicemail, fax and email at <http://voicemail.excite.com>
> Talk online at <http://voicechat.excite.com>
>
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> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
-----F2D330BF7E4759D913EA7A91
name="rrmason.vcf"
Encoding: 7bit
Content-Description: Card for Robert R. Mason
Content-Disposition: attachment;
filename="rrmason.vcf"
begin:vcard
n:Mason;Robert
tel;work:817-619-4093
x-mozilla-html:TRUE
adr:;;;;;
version:2.1
email;internet:rrmason@hti.com
end:vcard
-----F2D330BF7E4759D913EA7A91

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
-----F2D330BF7E4759D913EA7A91--

1.302 Re: Printing a RastPort is hell...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Nov 1999 21:12:08 +0100

Subject: Re: Printing a RastPort is hell...

X-UIDL: ed0767f656408f1d8a223659447d6209

--BOUNDARY.1748385104.10

Nick Lamburn churned out *this* drivel:

> While I'm here, does anybody know how to set the page sizes with Prefs,
> since A4 seems to be everyone's default, but I need to set in inches how
> big the page is e.g.: 5.9"x8.3" for A5, etc. This is one big problem with
> printing on the Amiga! (I have to say it but this is an area which M\$'s
> WishfulBasic beats Blitz Basic hands down.... :()

Ooh, me, me! I know this one!

See the attached GetPrefs and SetPrefs examples...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1748385104.10

Content-Disposition: attachment; filename="GetPrefs.asc"

Encoding: quoted-printable

Content-Description: Getting prefs

; Show system preferences information

; By James L Boyd - jamesboyd@all-hail.freemove.co.uk

; create executable, run it as (eg.) :

; CLI> GetPrefs >Ram:PrefsInfo.txt

; The information is apparently not 100% reliable,

; but the includes say to see the SetPrefs_() autodocs

; for what you can't rely on. Everything checked out

; fine with my Printer and PrinterGfx program (Sys:Prefs/)

; settings though :)


```
DEFTYPE.Preferences *ReturnedPrefs, PrefsBuffer
*ReturnedPrefs=3DGetPrefs_(&PrefsBuffer,SizeOf.Preferences)
NPrint ""
NPrint "System Preferences (selected entries) : "
NPrint "-----"
NPrint ""
=2EDefFont
NPrint "System default font height : ",*ReturnedPrefs\FontHeight
NPrint ""
=2EPrinterPort
Print "Printer port : "
Select *ReturnedPrefs\PrinterPort
Case #PARALLEL_PRINTER
NPrint "Parallel"
Case #SERIAL_PRINTER
NPrint "Serial"
Default
NPrint "Error"
End Select
NPrint ""
=2EBaudRate
Print "Baud rate : "
Select *ReturnedPrefs\BaudRate
Case #BAUD_110
NPrint "110 bytes/second"
Case #BAUD_300
NPrint "300 bytes/second"
Case #BAUD_1200
NPrint "1200 bytes/second"
Case #BAUD_2400
NPrint "2400 bytes/second"
Case #BAUD_4800
NPrint "4800 bytes/second"
Case #BAUD_9600
NPrint "9600 bytes/second"
Case #BAUD_19200
NPrint "19200 bytes/second"
Case #BAUD_MIDI
NPrint "Default MIDI setting (?!)"
```

```
Default
NPrint "Error!"
End Select
NPrint ""
=2ETimingRates
Print "Key repeat speed : "
NPrint *ReturnedPrefs\KeyRptSpeed\tv_secs, ".",1000000/*ReturnedPrefs\KeyR=
ptSpeed\tv_micro," seconds"
Print "Key repeat delay : "
NPrint *ReturnedPrefs\KeyRptDelay\tv_secs, ".",1000000/*ReturnedPrefs\KeyR=
ptDelay\tv_micro," seconds"
Print "Double click timeout : "
NPrint *ReturnedPrefs\DoubleClick\tv_secs, ".",1000000/*ReturnedPrefs\Doub=
leClick\tv_micro," seconds"
NPrint ""
=2EPointer
NPrint "Pointer data location : ",&*ReturnedPrefs\PointerMatrix
NPrint "-----> size : ",# POINTERSIZE," bytes"
NPrint "-----> X hotspot : ",*ReturnedPrefs\XOffset
NPrint "-----> Y hotspot : ",*ReturnedPrefs\YOffset
; Not sure how to deal with this :
; NPrint "-----> colour 0 : ",*ReturnedPrefs\color17
; NPrint "-----> colour 1 : ",*ReturnedPrefs\color18
; NPrint "-----> colour 2 : ",*ReturnedPrefs\color19
NPrint "-----> ticks (sensitivity) : ",*ReturnedPrefs\PointerTicks
NPrint ""
=2EPrinter
Print "Printer type : "
Select *ReturnedPrefs\PrinterType
Case #CUSTOM_NAME
NPrint "Custom"
Case #ALPHA_P_101
NPrint "Alpha P-101"
Case #BROTHER_15XL
NPrint "Brother 15XL"
Case #CBM_MPS1000
NPrint "Commodore MPS1000"
Case #DIAB_630
NPrint "DIAB 630"
```

```
Case #DIAB_ADV_D25
NPrint "DIAB ADV D25"
Case #DIAB_C_150
NPrint "DIAB C150"
Case #EPSON
NPrint "Epson"
Case #EPSON_JX_80
NPrint "Epson JX80"
Case #OKIMATE_20
NPrint "Okimate 20"
Case #QUME_LP_20
NPrint "Qume LP20"
Case #HP_LASERJET
NPrint "Hewlett-Packard LaserJet"
Case #HP_LASERJET_PLUS
NPrint "Hewlett-Packard LaserJet+"
Default
NPrint "Not in ye olde Commodore listing!"
End Select
NPrint "Printer filename : ",Peek$(&*ReturnedPrefs\PrinterFile=
name)
Print "Printer pitch : "
Select *ReturnedPrefs\PrintPitch
Case #PICA
NPrint "Pica"
Case #ELITE
NPrint "Elite"
Case #FINE
NPrint "Fine"
Default
NPrint "Error!"
End Select
Print "Printer quality : "
Select *ReturnedPrefs\PrintQuality
Case #DRAFT
NPrint "Draft"
Case #LETTER
NPrint "Letter"
Default
```

```
NPrint "Error!"
End Select
Print "Printer LPI : "
Select *ReturnedPrefs\PrintSpacing
Case #SIX_LPI
NPrint "6 lines per inch"
Case #EIGHT_LPI
NPrint "8 lines per inch"
Default
NPrint "Error!"
End Select
NPrint "Left margin (characters) : ",*ReturnedPrefs\PrintLeftMargin
NPrint "Right margin (characters) : ",*ReturnedPrefs\PrintRightMargin
Print "Positive/negative printing : "
Select *ReturnedPrefs\PrintImage
Case #IMAGE_POSITIVE
NPrint "Positive"
Case #IMAGE_NEGATIVE
NPrint "Negative"
Default
NPrint "Error!"
End Select
Print "Print aspect : "
Select *ReturnedPrefs\PrintAspect
Case #ASPECT_HORIZ
NPrint "Horizontal"
Case #ASPECT_VERT
NPrint "Vertical"
Default
NPrint "Error!"
End Select
Print "Print shade : "
Select *ReturnedPrefs\PrintShade
Case #SHADE_BW
NPrint "Black and white"
Case #SHADE_GREYSCALE
NPrint "Greyscale"
Case #SHADE_COLOR
NPrint "Colour"
```

```
Default
NPrint "Error!"
End Select
NPrint "Print threshold : ",*ReturnedPrefs\PrintThreshold
Print "Paper size : "
Select *ReturnedPrefs\PaperSize
Case #US_LETTER
NPrint "US Letter"
Case #US_LEGAL
NPrint "US Legal"
Case #N_TRACTOR
NPrint "Narrow tractor feed"
Case #W_TRACTOR
NPrint "Wide tractor feed"
Case #CUSTOM
NPrint "Custom size"
Case #EURO_A0
NPrint "Euro A0 : 841 x 1189 mm"
Case #EURO_A1
NPrint "Euro A1 : 594 x 841 mm"
Case #EURO_A2
NPrint "Euro A2 : 420 x 594 mm"
Case #EURO_A3
NPrint "Euro A3 : 297 x 420 mm"
Case #EURO_A4
NPrint "Euro A4 : 210 x 297 mm"
Case #EURO_A5
NPrint "Euro A5 : 148 x 210 mm"
Case #EURO_A6
NPrint "Euro A6 : 105 x 148 mm"
Case #EURO_A7
NPrint "Euro A7 : 74 x 105 mm"
Case #EURO_A8
NPrint "Euro A8 : 52 x 74 mm"
Default
NPrint "Error!"
End Select
NPrint "Paper length (lines) : ",*ReturnedPrefs\PaperLength
Print "Paper type : "
```

```
Select *ReturnedPrefs\PaperType
Case #FANFOLD
NPrint "Fanfold (continuous)"
Case #SINGLE
NPrint "Single sheet"
Default
NPrint "Error!"
End Select
NPrint ""
NPrint "And this is where I gave up - see Blitz2:Developers/AmigaIncludes=
/Intuition/Preferences.bb2 !"
NPrint ""
NPrint "You should be able to use SetPrefs_() to change this stuff to sui=
t..."
NPrint ""
End
--BOUNDARY.1748385104.10
Content-Disposition: attachment; filename="SetPrefs.asc"
Content-Description: Setting prefs
; This is a test program for setting user's preferences.
; By James L Boyd - jamesboyd@all-hail.freemove.co.uk
; (NOTE: Most users will be pretty unhappy if you change
; their stuff ;)
; WARNING!!! This will screw up your preferences until
; you reboot (or run your prefs programs)!
; I couldn't get the Printer and PrinterGfx prefs programs
; to reflect the printer changes (but maybe that's cos I don't
; have a printer connected?). Try altering some of the print
; parameters, running this, then outputting some text to PRT:
; Oh, and please let me know if it works!
; email: jamesboyd@all-hail.freemove.co.uk
.GetPrefs
; create structures :
DEFTYPE.Preferences *ReturnedPrefs, PrefsBuffer, *NewPrefs
; get Intuition preferences :
*ReturnedPrefs=GetPrefs_(&PrefsBuffer,SizeOf.Preferences)
;-----
.KeyTimings
; 1.5 second delay before repeating every 0.02 seconds :
```

```

*ReturnedPrefs\KeyRptDelay\tv_secs=1
*ReturnedPrefs\KeyRptDelay\tv_micro=0.5 *1000000
*ReturnedPrefs\KeyRptSpeed\tv_secs=0
*ReturnedPrefs\KeyRptSpeed\tv_micro=0.02 *1000000
;-----
.DoubleClicks
; wait for up to 5 seconds before ignoring
; second click :
*ReturnedPrefs\DoubleClick\tv_secs=5
;-----
.Printer
*ReturnedPrefs\PrintQuality=#DRAFT
*ReturnedPrefs\PrintSpacing=#EIGHT_LPI
*ReturnedPrefs\PrintLeftMargin=10
*ReturnedPrefs\PrintRightMargin=70
*ReturnedPrefs\PrintAspect=#ASPECT_VERT
*ReturnedPrefs\PrintShade=#SHADE_GREYSCALE
*ReturnedPrefs\PaperSize=#US_LETTER
*ReturnedPrefs\PaperType=#FANFOLD
;-----
*NewPrefs=SetPrefs_(*ReturnedPrefs,SizeOf.Preferences,0)
; wasn't sure whether to set the inform parameter of SetPrefs
; to 0 or -1...something to do with notifying other programs'
; windows...?
End
--BOUNDARY.1748385104.10
-----
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--BOUNDARY.1748385104.10--

```

1.303 Printing is sooo fun ;)

Date: Fri, 26 Nov 1999 05:56:57 -0800 (PST)
From: Nick Lamburn <oruk-amigan@excite.com>
Subject: Printing is sooo fun ;)
Encoding: 7bit
X-Sender-Ip: 141.163.95.14
X-UIDL: 33550ea99bbaa013b90b8ea7a0fbd716

Hi,

You knew this was going to happen sooner or later :)

Erm, well I've been *trying* to re-write the PrinterExtendedData, PrinterData, IODRPREq, etc., bla bla structures from C to Blitz (so unions aren't screwed up...), and let me just say that I haven't been totally successful, ok so it's been an utter disaster! :(

I can't send you the C includes since they are copyright, but can anybody, well, do it for me..? Otherwise, all is well...

All the HAM stuff is under control now, oh one other 'ickle question about printing:

I will be printing a HAM6 'BitMap' (ie: it will contain in planes 5&6 all the HAM settings bla bla), so I suppose to print it correctly, I would supply the HAM mode attribute in the IODRPREq so that it recognises that it's HAM and therefore prints it correctly. It is this correct, or for it to work do I need to walk on water like some chap did 2000 years ago? (Might as well need to since everything else has been a *pain*)

Yours,

Nick.

Omega Research UK - Nick Lamburn

email: oruk-amigan@excite.com

www: <http://www.geocities.com/siliconvalley/byte/8104>

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1.304 Products Section Opened.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 15 Nov 1999 03:33:20 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Products Section Opened.

X-UIDL: e29e72aa7167251e1c42794c6f6d2d2a

Hello All,

The product section is now officially open on the SDS Site

(wheres that CGI stuff phil?) Anyways, we reaeally need

some decent prods or reviews of prods that will be coming soon
sort of thing...

Especailly PC products, we haven`t got even one yet.. Booty,
have you got anything that can go on the site? If so, please
send me a screen shot (decent quality), a quite long description
with feature list and a url.

Chow.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[A hoopy frood really knows where his towel is.]

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1.305 Re: Products Section Opened.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 15 Nov 1999 04:01:46 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Products Section Opened.

X-UIDL: 47bbe3fbbff98d7d62d01fff32d98aa4

Hello Rob

> Hello All,

Shit, sent that to the wrong place (it`s 4:00am now :(())

Ignore that guys ;). Sorry.

> The product section is now officially open on the SDS Site

> (wheres that CGI stuff phil?) Anyways, we reaeally need

> some decent prods or reviews of prods that will be coming soon

> sort of thing...

>

> Especailly PC products, we haven`t got even one yet.. Booty,

> have you got anything that can go on the site? If so, please

> send me a screen shot (decent quality), a quite long description

> with feature list and a url.

>

> Chow.

>

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[Reality: an interesting hypothesis..]

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1.306 Re: Products Section Opened.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 15 Nov 1999 04:06:55 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Products Section Opened.

X-UIDL: 4b8b3dbe2bdb1146b413452593182b88

Hello Rob

> Hello Rob

>> Hello All,

>

> Shit, sent that to the wrong place (it's 4:00am now :(())

> Ignore that guys ;). Sorry.

Actually, while I remember... I've updated MUICustomRequest,
BB2MUIUpdate and some other stuff which has just been
uploaded to the site which may be of some use to people on here....

</BLATANT PLUG>

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[PRIME DIRECTIVE, MY A**! Phasers on maximum!]

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1.308 Re: PureBasic V1.20 with integrated editor on the way !

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 15 Nov 1999 12:36:36 +1300

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: bdfd840bdb85a5deb81e688e35e5a005

On 14-Nov-99, Frederic Laboureur wrote:

>

> Hello Blitzers,

>

>>> What happened to PowerBasic?

>

> Hehe, it's now released. Last public version is 1.10 available on

> any Aminet site. Ho, BTW, it's PureBasic now (copyright problem :*D).

>

> The forth coming 1.20 version will have lot of major improvements:

Hmmm, nice Fred!! :)

BTW, when trying to compile a PPC exe I get :

7.Ram Disk:> Purebasic LinkedList.pb PPC TO tt

Reading source file...

Loading PureBasic libraries...

Compiled lines: 51

Creating library bank...

Writing code to disk...

Creating executable...

LEA.l 4(a4),a5

Error 10: Unknown opcode "lea.l" in line 86 of file

"PureBasic:Compilers/Pure

Basic.asm".

MOVE.l #6,d2

Error 10: Unknown opcode "move.l" in line 87 of file

"PureBasic:Compilers/Pur

eBasic.asm".

JSR _PB_NewList

Error 10: Unknown opcode "jsr" in line 88 of file

"PureBasic:Compilers/PureBa

sic.asm".

LEA.l 4(a4),r5

Error 10: Unknown opcode "lea.l" in line 90 of file

"PureBasic:Compilers/Pure
Basic.asm".

MOVE.l a3,-(a7)

Error 10: Unknown opcode "move.l" in line 94 of file

"PureBasic:Compilers/PureBasic.asm".

Lots more of them :) I realise PPC work is still being worked on-
it's just that this seems to be a setup problem, not a compiler
problem.

Also, when you put in the Procedure return Function, can you put in
multiple return codes please? Like a,b,c= MyFunc{c,d}

I noticed PowerD can return 8 for m68k and ± 25 for ppc. I know I
shouldn't be sleezing around the opposition, but if you don't have it
in, PB maybe be lacking compared to PD! :) It also, has return codes
for For-Next loops etc, as well- I don't know how important they are
though.

Cya- Anton.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.309 Re: PureBasic V1.20 with integrated editor on the way !

From: Gareth Griffiths <gaz@jokerd.co.uk>

Date: Mon, 15 Nov 1999 16:05:08 +0100

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: binary

X-UIDL: 5cf032cdedea2d3cfc76f931d231318b

Hello Anton

On 15-Nov-99, you mailed me about Re: PureBasic V1.20 with integrated editor on the way !, so here's my reply..

>>>> What happened to PowerBasic?

>>

>> Hehe, it's now released. Last public version is 1.10 available on

>> any Aminet site. Ho, BTW, it's PureBasic now (copyright problem :*D).

Hey Fred, good work with PB etc. Where can I buy it from?!?! I haven't got the demo (I know its on the AFCD but if you think i'm trawling through my room looking for the CD you can think again ;) and am interested. How much is it in UKP?

And how much are the future updates? :o)

bYe nOw!

GazChap.

--

#NAME#: *_Gareth Griffiths*_ #POS#: *Founder, _Joker Developments_*

#E.MAIL#: *gaz@jokerd.co.uk* #URL#: *http://www.jokerd.co.uk*

#ICQ#: *52909563* #IRC#: *Undernet, GazChap*

DEFINITION: Computer - A device designed to speed and automate errors.

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1.310 Re: PureBasic V1.20 with integrated editor on the way !

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 15 Nov 1999 19:47:20 +0300

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: f0c2f264edc00e6cdebf1d9b21bc1654

On 15-Nov-99, Gareth Griffiths wrote.

> *Hello Anton*

>

> *On 15-Nov-99, you mailed me about Re: PureBasic V1.20 with integrated

> editor on the way !, so here's my reply..*

>

>>>>> What happened to PowerBasic?

>>>

>>> Hehe, it's now released. Last public version is 1.10 available on

>>> any Aminet site. Ho, BTW, it's PureBasic now (copyright problem :*D).

>

> Hey Fred, good work with PB etc. Where can I buy it from?!?! I haven't got

> the demo (I know its on the AFCD but if you think i'm trawling through my

> room looking for the CD you can think again ;) and am interested. How much

> is it in UKP?

>

> And how much are the future updates? :o)

>

> *bYe nOw!*

> *GazChap.*

It's little bit under 70 euros, if you send the money in traced letter.

Don't know the exchange rate to UKP though.

Send the money and freely written info like name, address and EMail to:

Frederic Laboureur

Fantasie software

10, rue de Lausanne

67640 FEGERSHEIM

FRANCE

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.311 Re: PureBasic V1.20 with integrated editor on the way !

From: et@enterprise.net

Date: Mon, 15 Nov 1999 19:25:23 +0200

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: 36adcc2b16c712dc250dc4c630b5bb38

On 15 Nov 99, at 19:47, Sami Näätänen wrote:

> > and am interested. How much is it in UKP?

> >

> It's little bit under 70 euros, if you send the money in traced letter.

> Don't know the exchange rate to UKP though.

It says 50 quid on his web page. That's about right, I think.

Cheap at half the price!

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1.312 Re: PureBasic V1.20 with integrated editor on the way !

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Mon, 15 Nov 1999 19:12:31 +0100

Subject: Re: PureBasic V1.20 with integrated editor on the way !

X-UIDL: 511c332562a56df21394683a6834511f

Hello

On 15-Nov-99, you wrote:

>> It's little bit under 70 euros, if you send the money in traced letter.

>> Don't know the exchange rate to UKP though.

>

> It says 50 quid on his web page. That's about right, I think.

>

> Cheap at half the price!

Note: I live in the UK, and paid by Eurocheque in French Francs (FF400).

This works out slightly cheaper for you, is safer, and is easier at Freds end.

Regards,

Sandy Brownlee

--

Sandy Brownlee

Email: sandy@brownlee99.freemove.co.uk

Website: <http://www.brownlee99.freemove.co.uk>

Sent using YAM 2.0

M\$ Windoze- "Sorry, where did you want to be again?"

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1.313 Re: PureBasic V1.20 with integrated editor on the way !

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Mon, 15 Nov 1999 18:10:00 +0100

Organization: Fantaisie Software

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: e746dc1887023bae9f616d1e61602ac6

Hello,

> Hmm, nice Fred!! :)

Thanks Anton :-)

> BTW, when trying to compile a PPC exe I get :

>

> 7.Ram Disk:> Purebasic LinkedList.pb PPC TO tt

> Reading source file...

> Loading PureBasic libraries...

> Compiled lines: 51

> Creating library bank...

> Writing code to disk...

> Creating executable...

>

> LEA.l 4(a4),a5

> Error 10: Unknown opcode "lea.l" in line 86 of file

> "PureBasic:Compilers/Pure

> Basic.asm".

>

> MOVE.l #6,d2

> Error 10: Unknown opcode "move.l" in line 87 of file

> "PureBasic:Compilers/Pur

> eBasic.asm".

>

> JSR _PB_NewList

> Error 10: Unknown opcode "jsr" in line 88 of file

> "PureBasic:Compilers/PureBa

> sic.asm".

>

> LEA.l 4(a4),r5

> Error 10: Unknown opcode "lea.l" in line 90 of file

> "PureBasic:Compilers/Pure

> Basic.asm".

>

> MOVE.l a3,-(a7)

> Error 10: Unknown opcode "move.l" in line 94 of file

> "PureBasic:Compilers/PureBasic.asm".

>

> Lots more of them :) I realise PPC work is still being worked on-

> it's just that this seems to be a setup problem, not a compiler

> problem.

It's simply an unfinished problem :-). Until I get a basic code working,
I willn't convert all other part of the compiler to PPC.

Try to compile:

a = 10

Delay(50)

End

It will work (or better, it will compile,... But the exec crash). Any

ideas :-)? Explore the PureBasic:Compilers/PureBasic.asm file and tell me

> Also, when you put in the Procedure return Function, can you put in

> multiple return codes please? Like a,b,c= MyFunc{c,d}

>

> I noticed PowerD can return 8 for m68k and ± 25 for ppc. I know I

> shouldn't be sleezing around the opposition, but if you don't have it

> in, PB maybe be lacking compared to PD! :) It also, has return codes

> for For-Next loops etc, as well- I don't know how important they are

> though.

StooooooP. PowerD is based on AmigaE which already got these features

and of course, it's easy to do that. PureBasic is started from scratch and

all must be added, time after time. About multiple return code, just share

some variables, and you get it.

Ho, is PowerD support the PPC 100% ? look very interesting :)

Good bye,

--

Fred.

^ ^ ^ ^ Frederic 'AlphaSND' Laboureur

/ _ e-Mail : alphasnd@sdv.fr

/^ ^ u ^ ^ n ^ ^ \

(o o _/(o o) _o o) Quality software for the Amiga

/ /// || \ \ _ _

(o_o)// (o o) \ (o_o) © 1999 - Fantaisie Software

`_ _ `'_ _ `'_ _`

F-Base TheBoss F-Bench <http://www.citeweb.net/fantaisi>

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

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1.314 Re: PureBasic V1.20 with integrated editor on the way !

Sender: tdc98@doc.ic.ac.uk

Date: Wed, 17 Nov 1999 11:25:05 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 7bit

X-UIDL: 4fc9b21d42fad9ef17f94fca3b67ef88

Frederic Laboureur wrote:

> StooooooP. PowerD is based on AmigaE which already got these features
> and of course, it's easy to do that. PureBasic is started from scratch and
> all must be added, time after time. About multiple return code, just share
> some variables, and you get it.

Yes, but then you've got shared variables, defeating the point of functions.

How about just the ability to return newtypes as well (and maybe arrays...).

Thom

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1.315 Re: PureBasic V1.20 with integrated editor on the way !

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 17 Nov 1999 13:46:47 -0000

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: 0776a31ada49b3854bad991c0d1821fa

Status: U

Hi Thomas

> Frederic Laboureur wrote:

>

>> StooooooP. PowerD is based on AmigaE which already got these
>> features

>> and of course, it's easy to do that. PureBasic is started from

>> scratch and all must be added, time after time. About multiple

>> return code, just share some variables, and you get it.

>

> Yes, but then you've got shared variables, defeating the point of
> functions. How about just the ability to return newtypes as well (and
> maybe arrays...).

I agree with Fred. Multiple returned values would be nice, but may be too much hassle.

And you shouldn't consider returning a newtype or array (how do you fit a newtype or array into a 32bit register? and returning via the stack would involve copying loads of data all over the place) that's what pointers are for.

--

l) ^ V] [l) Ml © Ml] [Ml Ml | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You sendin' in the Fett? Shit, Hutt, that's all you had to say!

- Samuel L. Jackson, Jedi

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1.316 Re: PureBasic V1.20 with integrated editor on the way !

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 17 Nov 1999 17:13:36 +0300

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: 23374669c31a86b37a0aa68cf6aada94

Status: U

On 15-Nov-99, Frederic Laboureur wrote.

>> I noticed PowerD can return 8 for m68k and ±25 for ppc. I know I
>> shouldn't be sleezing around the opposition, but if you don't have it
>> in, PB maybe be lacking compared to PD! :) It also, has return codes
>> for For-Next loops etc, as well- I don't know how important they are
>> though.

>

> StooooooP. PowerD is based on AmigaE which already got these features
> and of course, it's easy to do that. PureBasic is started from scratch and
> all must be added, time after time. About multiple return code, just share
> some variables, and you get it.

>

> Ho, is PowerD support the PPC 100% ? look very interesting :)

>

Or DO as it should be done, by returning pointer to structure, which contains all of the return values you want. Because PASSING AN ADDRESS is ALWAYS FASTER than PASSING MULTIPLE VALUES, and besides it's good programming style too.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.317 Re: PureBasic V1.20 with integrated editor on the way !

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 18 Nov 1999 10:31:16 +1300

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: f639d5029d8bb65f09964e9ff36e0e9b

Status: U

On 16-Nov-99, Frederic Laboureur wrote:

>> Lots more of them :) I realise PPC work is still being worked on-

>> it's just that this seems to be a setup problem, not a compiler

>> problem.

>

> It's simply an unfinished problem :-). Until I get a basic code

> working, I willn't convert all other part of the compiler to PPC.

Ok, cool- just asking :)

> Try to compile:

>

> a = 10

> Delay(50)

>

> End

>

> It will work (or better, it will compile,... But the exec crash).

> Any ideas :-)? Explore the PureBasic:Compilers/PureBasic.asm file and

> tell me :*). Not very easy, no ? Hehehe...

Busy at the moment- might have a look later- haven't done any PPC

assem yet!

>> Also, when you put in the Procedure return Function, can you put in
>> multiple return codes please? Like a,b,c= MyFunc{c,d}

>>

>> I noticed PowerD can return 8 for m68k and ± 25 for ppc. I know I
>> shouldn't be sleezing around the opposition, but if you don't have it
>> in, PB maybe be lacking compared to PD! :) It also, has return codes
>> for For-Next loops etc, as well- I don't know how important they are
>> though.

>

> StooooooP. PowerD is based on AmigaE which already got these
> features and of course, it's easy to do that. PureBasic is started
> from scratch and all must be added, time after time. About multiple
> return code, just share some variables, and you get it.

Yes, but not very object orientated, you should be able to isolate
your variables more. Anyway, how different is E from Blitz, and
especially PureBasic anyway- not that much, as far as I can see. :)

> Ho, is PowerD support the PPC 100% ? look very interesting :)

It will- I can't see anything in the docs or libs to indicate any PPC
support yet though.

Cya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.318 Re: PureBasic V1.20 with integrated editor on the way !

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 18 Nov 1999 10:31:36 +1300

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 8bit

X-UIDL: bf509a2a7678133a71fd51084fecf2ab

Status: U

On 18-Nov-99, Sami Näätänen wrote:

>> StooooooooP. PowerD is based on AmigaE which already got these
>> features and of course, it's easy to do that. PureBasic is started
>> from scratch and all must be added, time after time. About multiple
>> return code, just share some variables, and you get it.
> Or DO as it should be done, by returning pointer to structure, which
> contains all of the return values you want. Because PASSING AN ADDRESS
> is ALWAYS FASTER than PASSING MULTIPLE VALUES, and besides it's good
> programming style too.

Yes, but that's not very user friendly for beginners. And Fred just
mentioned this was PureBasic /not/ E! :)

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.319 Re: PureBasic V1.20 with integrated editor on the way !

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Nov 1999 15:27:32 GMT+5DST

Subject: Re: PureBasic V1.20 with integrated editor on the way !

X-UIDL: cf70b6a30817804f07682f8008466da0

Status: U

On 17-Nov-99, Thomas Cobb wrote:

C=Yes, but then you've got shared variables, defeating the point of
C=functions.

Hm, I thought the biggest advantage of
functions/statements/procedure/subroutines is that you only have to type them
one time. They are reusable.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.320 Re: PureBasic V1.20 with integrated editor on the way !

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 18 Nov 1999 13:41:26 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

X-Accept-Language: en

Subject: Re: PureBasic V1.20 with integrated editor on the way !

Encoding: 7bit

X-UIDL: 9e8fd2cac722d71c7fdcf198feb3aa46

amorel wrote:

> On 17-Nov-99, Thomas Cobb wrote:

>

> C=Yes, but then you've got shared variables, defeating the point of

> C=functions.

>

> Hm, I thought the biggest advantage of

> functions/statements/procedure/subroutines is that you only have to type them

> one time. They are reusable.

Yes, but so are subroutines. If all you're going to do is share input variables
and share output variables why not just use a subroutine?

Thom

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1.321 Re: Puzzle Bobble

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Puzzle Bobble

Date: Tue, 2 Nov 1999 18:44:49 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: fb881aaa8762e20ae9f99f7f58f6773e

Somebody sent a mail yesterday about doing a Puzzle Bobble clone, but I
deleted it because I thought I had nothing to offer to the thread. After
reading my e-mail, however, I went around to my friend's house, who it
turns out has now got interactive TV, on which you can play games - one
of which is a puzzle-bobble clone. I noticed a couple of things that
might help you.

In most puzzle-bobble games, there is a beam that moves downwards, pushing the balls down the screen towards the pointer; in the game I played though, the bar at the bottom moves upwards - this means there are far less GFX to blit. Also, the pointer is attached to this bar and so it moves up as well - and they move at a constant rate - say 1 pixel per second, which adds a new dimension to the game (whether or not this is better is a moot point).

I should point out however, that it only seemed to be a one player game, and in Bust a Move 2 on the N64, in 2-player mode, the beam does not move downwards, instead a new row of balls is added to the top every so often, which also serves to push the other balls downwards. So the above might not work so well in 2-player games - unless you are happy for each round to last a certain length of time.

Something else I noticed about this interactive TV game was that there appears to be some inertia to the movement of the pointer - but this might be due to the delay between pushing the buttons on the TV remote, and the game receiving the signal - I really don't know.

Also, whilst thinking about the above, it occurred to me that you could have some nice effects moving the bar and pointer upwards, in that the pointer could be on a boat, and the water level could rise, pushing the boat upwards. You could then make it an aspect of the game that you have to remove all the balls before the boat gets pushed against the top by the water level, and you could do some nice effects with the water against the background - making it change colour, or even making it a bit wavy (though whether you could achieve that in Blitz Basic - I don't know). There is even the possibility of being able to move the boat from side to side - though there might be a control problem - perhaps use the mouse to move the pointer, and the arrow keys to move the boat - or the shoulder buttons on a CD32 joystick. Whether or not this would add anything to the gameplay or not, I don't know.

One other thing about the TV game is that the background had a honeycomb pattern that showed where balls would fit - which made aiming slightly easier - and you could probably do a watery-refraction of the background, even if you couldn't make it wavy.

Just thought I'd add my two-penneth. FYI There is a demo of a game called Bubble Heroes on this month's AF CD - haven't tried it yet though. I also know that there is an ASM Puzzle-Bobble clone in production at the moment.

VIC

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1.322 Scalable Windows + Font

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Thu, 25 Nov 1999 01:50:06 +0000

Subject: Scalable Windows + Font

X-UIDL: aacd6b073560f138312baad6c2171c25

Hiya Guys,

Has anyone got some decent commented code with a scalable GUI.. I want to create a proper scalable, font sensitive GUI..

Also I need to limit the font width to a maximum 16 pixels, how do I go about this?

T'ra

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

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1.323 Re: Scalable Windows + Font

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 25 Nov 1999 12:04:16 -0500

Subject: Re: Scalable Windows + Font

X-UIDL: 36fc01ba2f287629c588edb801df3977

--BOUNDARY.1748289328.1

Hi Bippy

On 24-Nov-99, Bippy M wrote:

> Hiya Guys,

>

> Has anyone got some decent commented code with a scalable GUI.. I want to
> create a proper scalable, font sensitive GUI..

I have some code which sizes and positions the gadgets and windows according

to the size of the font, if that is what you are looking for?

It is attached. You must load the font first, before opening the screen.

Or, on the WorkBench, it will use the normal screen font.

If you are using a different font than the screen, you will need to make adjustments to the code, but it should give you a start.

Don't forget, the Window and Screen titlebars will always use the Screen font...

>

> Also I need to limit the font width to a maximum 16 pixels, how do I go

> about this?

I have attached code for the ASLFontrequester. It does not allow for limiting the WIDTH of the selected font (this isn't really possible, since proportional fonts do not have a set width, and fonts are stored only with their height given)

It does allow you to set the minimum and maximum Height allowed, which should get you close enough...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748289328.1

Content-Disposition: attachment; filename="ScaleGUI.asc"

Encoding: quoted-printable

```
*scr.Screen =3D Peek.l(Addr Screen(0)) ;pointer to Screen structure
diswid.w =3D *scr\Width ;full screen width
dishit.w =3D *scr\Height ;full screen height
disdep.w =3D *scr\BitMap\Depth ;screen depth
;-----
;now we get the sizes of the window borders
botnosize.w =3D *scr\WBorBottom ;bottom without a sizing gadget
winleft.w =3D *scr\WBorLeft
wintop.w =3D *scr\WBorTop+*scr\Font\ta_YSize+1
winright.w =3D *scr\WBorRight
winxpad.w=3Dwinleft+winright ;width of both left & right borders
stdypad.w=3Dwintop+botnosize ;height of both top & bottom borders
;now get the font information for using the Screen's font
font$=3DPeek$ (*scr\Font\ta_Name) ;screen font's name
```

```

fontY.w=3D*scr\Font\ta_YSize ;font height
LoadFont 0,font$,fontY
; set up the Window variables
temp$=3D"MMRestoreMM" ;largest gadget text plus some padding
Gwide.w=3DTextLength_ (*scr\RastPort,&temp$,Len(temp$))
Ghigh.w=3DfontY+2 ;gadget height
Gspace.w=3D2 ;space to leave between gadgets
Gx1.w=3DGspace ;set horizontal positions for window
Gx2.w=3DGspace*2+Gwide ;to have 3 rows of gadgets
Gx3.w=3DGspace*3+Gwide*2
Sld.w=3DGwide*3+Gspace
;-----
=2ESizeWindow
#prop =3D 0 ;gadget ID numbers
#xdivide =3D 1
#doublex =3D 2
#ydivide =3D 3
#doubley =3D 4
#undo =3D 5
#rest =3D 6
#half =3D 7
#double =3D 8
#width =3D 9
#height =3D10
Gy.w=3DGspace ;starting vertical position
GTTags #GTNM_Clippped,-1,#GTTX_Justification,#GTJ_CENTER
GTText 1,#width, Gx1,Gy,Gwide,Ghigh,"Width",#PLACETEXT_BELOW,dash$
GTButton 1,#undo, Gx2,Gy,Gwide,Ghigh,"Undo",#PLACETEXT_INI$40
GTTags #GTNM_Clippped,-1,#GTTX_Justification,#GTJ_CENTER
GTText 1,#height ,Gx3,Gy,Gwide,Ghigh,"Height",#PLACETEXT_BELOW,dash$=
Gy+Ghigh+Gspace
GTButton 1,#rest, Gx2,Gy,Gwide,Ghigh,"Restore",#PLACETEXT_INI$40
Gy+Ghigh+Gspace
GTButton 1,#xdivide,Gx1,Gy,Gwide,Ghigh,"Half",#PLACETEXT_INI$40
GTButton 1,#half, Gx2,Gy,Gwide,Ghigh,"Half",#PLACETEXT_INI$40
GTButton 1,#ydivide,Gx3,Gy,Gwide,Ghigh,"Half",#PLACETEXT_INI$40
Gy+Ghigh+Gspace
GTButton 1,#doublex,Gx1,Gy,Gwide,Ghigh,"Double",#PLACETEXT_INI$40
GTButton 1,#double, Gx2,Gy,Gwide,Ghigh,"Double",#PLACETEXT_INI$40

```

```
GTButton 1,#doubley,Gx3,Gy,Gwide,Ghigh,"Double",#PLACETEXT_INI$40
Gy+Ghigh+Gspace
GTSlider 1,#prop,Gx1,Gy,Slid,Ghigh,"",#PLACETEXT_BELOWI$40I$80,minWidth=
,picmaxX
Gy+Ghigh+Gspace+stdypad
Win1wide.w=3Dwinxpad+Gwide*3+Gspace*5 ;total width of window
Win1high.w=3DGy ;total height to open window at
--BOUNDARY.1748289328.1
Content-Disposition: attachment; filename="FontReq.asc"
Encoding: quoted-printable
;based on original code by Ott M Aaloe ott@lbi.ee
;modifications by Curt Esser camge@ix.netcom.com
;may be used in full or in part in any way you wish
;NOTE - Blitzlibs:amigalibs.res is needed in compiler options!
WBStartup
NoCli
WBenchToFront_
WbToScreen 0
*scr.Screen=3DPeek.l(Addr Screen(0))
width.w=3D*scr\Width
height.w=3D*scr\Height
wcolours=3D2^WBDepth
NEWTYPPE.FntRequester
tmp1.l ; UBYTE fo_Reserved0[8];
tmp2.l
ta_Name.l
ta_YSize.w ;/* Returned TextAttr */
ta_Style.b
ta_Flags.b
fo_FrontPen.b ; /* Returned front pen */
fo_BackPen.b ; /* Returned back pen */
End NEWTYPE
Dim FNTtags.TagItem(22) ;must be one more than you are using
;the last item will then be 0
;this signals the end of the taglist
;here we set default information for the first call of the requestor
;I have set them here to the standard default topaz 8
fnt$=3D"Topaz.font" ;name of the font
fpen.w=3D1 ;front pen (the colour of the printed text)
```

```

maxf.w=3D32 ;maximum front pen colours to be shown
If maxf>wcolours Then maxf=3Dwcolours
bpen.w=3D0 ;background pen (the background the text is pr=
inted on)
maxb.w=3D32 ;maximum back colours
If maxb>wcolours Then maxb=3Dwcolours
fy.w=3D8 ;height of the font
fsty.b=3D0 ;style (normal, bold, italic, etc.)
title$=3D"See which font?" ;shown on the requestor title bar
ok$=3D" View " ;text for the OK button
no$=3D" Quit " ;text for the Cancel button
rwidth.w=3D450 ;requestor's initial width
rheight=3Dheight ;requestor's initial height
top.w=3D0 ;location of top of requestor
left.w=3D(width-rwidth)/2 ;location of left of requestor
;these following are only for the demo program
sp$=3D" =
"
ln$=3D"=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
=3D=3D=3D=3D=3D=3D=3D=3D=3D"
Window 0,20,20,width-40,height-40,$400!$1000," View Font",1,0
Repeat ;start demo loop
;here we make the taglist - this one has 21 items
FNTtags(0)\ti_Tag=3D#ASLFO_Screen,ActiveScreen ;requestor goes on the =
active screen
FNTtags(1)\ti_Tag=3D#ASLFO_InitialLeftEdge,left ;these next set the pos=
ition
FNTtags(2)\ti_Tag=3D#ASLFO_InitialTopEdge,top ;and size of the reques=
tor
FNTtags(3)\ti_Tag=3D#ASLFO_InitialWidth,rwidth ;when it opens
FNTtags(4)\ti_Tag=3D#ASLFO_InitialHeight,rheight ;the user can then chan=
ge it
FNTtags(5)\ti_Tag=3D#ASLFO_TitleText,&title$ ;font requestor title
FNTtags(6)\ti_Tag=3D#ASLFO_InitialName,font$ ;font name to be highli=
ted
FNTtags(7)\ti_Tag=3D#ASLFO_InitialSize,fy ;font size to be highli=
ted

```

1.324 Re: Scalable Windows + Font

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 26 Nov 99 07:03:44 +1000

Subject: Re: Scalable Windows + Font

Encoding: 7bit

X-UIDL: 71b1b7cbe2a8e7766a463c9e0d18db09

On Thu, 25 Nov 1999 01:50:06 +0000 Bippy M said:

> Hiya Guys,

>

> Has anyone got some decent commented code with a scalable GUI.. I want to

> create a proper scalable, font sensitive GUI..

I'm sort of there, but I wouldn't call my code commented :-)

I'm doing a font-sensitive and screenmode-sensitive GUI using GTLists.

Also Font-sensitive multi-column reports using GTScroller. I <might>

have something worth releasing in a couple of weeks. If not, it'll

be March as I don't get much programming time over the Summer.

If you need anything in a rough form, give me a yell privately.

>

> Also I need to limit the font width to a maximum 16 pixels, how do I

go about this?

Probably something in the ASL requester. Dunno what though

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.325 Re: Scalable Windows + Font

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 25 Nov 1999 20:47:54 +0100

Subject: Re: Scalable Windows + Font

X-UIDL: 302f4bdc10c99d852155b67713422156

--BOUNDARY.1748372976.3

Bippy M churned out *this* drivel:

> Has anyone got some decent commented code with a scalable GUI.. I want to
> create a proper scalable, font sensitive GUI..

The attached should help you get the idea...I did it as a demonstration,
but never added rescaling of the window...shouldn't be that difficult...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1748372976.3

Content-Disposition: attachment; filename="FontSenseGadgets.asc"

; How to make a font-sensitive GadTools interface...

; By James L Boyd - jamesboyd@all-hail.freemove.co.uk

; (Note that things are slightly different if you're
; not using gadtools)

; Also, this looks quite complicated as is, but cut out
; my comments and you'll see there's not that much to it :)

FindScreen 0,"Workbench Screen"

*scr.Screen=Peek.l(Addr Screen(0)) ; get screen structure

; I use these two to centre the window later on :

sw.w=*scr\Width ; screen width

sh.w=*scr\Height ; screen height

bh.b=*scr\BarHeight+1 ; screen's barheight (same for windows)

; If you want the gadgets exactly the same height as the font

```

; (not really recommended), set pad to 0 :
gw.w=150 ; gadget width
pad.b=3 ; add space to gadget height as preferred
gh.b=bh+pad ; gadget height
;-----
lb.b=*scr\WBorderLeft ; window's left border
rb.b=*scr\WBorderRight ; window's right border
;-----
; Set gadgets' y positions :
; First gadget : Because GadTools offsets gadget y positions
; by *scr\BarHeight+1, we have to start with
; -bh (BarHeight+1) as the first y position.
; Second gadget : This would be zero, but we have to add our
; font padding, so it's pad.
; Third, etc : The y-position is the gadget height * (the
; gadget position - 1 (see diagram)) - bh (the
; BarHeight+1).
; The diagram should explain it better (view in a fixed font!)
; .-----
; | [] | Window title |
; .-----
; | _____ |
; |||
; || -bh || ; Gadget position 1
; || _____ ||
; | _____ |
; |||
; || pad || ; Gadget position 2
; || _____ ||
; | _____ |
; |||
; || gh*2-bh || ; Gadget position 3
; || _____ = _____ ||
; | _____ |
; |||
; || gh*3-bh || ; Gadget position 4
; || _____ = _____ ||
; ||
;

```

```

; | gh*4-bh | ; etc...
; | = |
; .-----
; -----
GtButton 0,0,-lb,-bh, gw,gh,"Gadget 1",0 ;
GtButton 0,1,-lb,pad, gw,gh,"Gadget 2",0 ;
GtButton 0,2,-lb,gh*2-bh,gw,gh,"Gadget 3",0 ;
GtButton 0,3,-lb,gh*3-bh,gw,gh,"Gadget 4",0 ;
GtButton 0,4,-lb,gh*4-bh,gw,gh,"Gadget 5",0 ;
numgadshi.b=5 ; gadgets high
; -----
; I've set the width to fit around the gadgets here, but do
; whatever's appropriate for you :
ww.w=gw+lb+rb ; window width - gadget width + borders
; -----
; Here's the one that has to stay as it is :
wh.w=(gh)*(numgadshi+1)-(pad-2) ; window height - see Explanation!
; -----
; Note you can replace these two with absolute values if
; you want (they're centred on the screen here) :
wx.w=(sw/2)-(ww/2) ; centre window x
wy.w=(sh/2)-(wh/2) ; centre window y
; -----
.
.Explanation
; Window height :
; -----
; Gadget height * (the number of gadgets high plus one for the
; title bar), then subtract (the pad + 2) - arrived at by trial
; and error!
; Now try changing the pad variable for different gadget
; heights, and the numgadshi variable (if you add further
; gadgets)...
; -----
.
.Main
Window 0,wx,wy,ww,wh,$20140e,"Hello",1,2
AttachGTLList 0,0
Repeat:VWait:Until Event=$200

```

End

--BOUNDARY.1748372976.3

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--BOUNDARY.1748372976.3--

1.326 Re: Scalable Windows + Font

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 10:37:38 -0000

Subject: Re: Scalable Windows + Font

Encoding: 8bit

X-UIDL: 6aac7d3a0c1313f3647925eae833abe8

Once you've loaded a font, you can get the nominal width of the characters from the TextFont structure. This should be the width for fixed width fonts, and probably either the average, maximum or 0 width for proportional, I've never checked.

```
LoadFont 0,"fonts:font.font"
```

```
*tf.TextFont = Peek.l(Addr Intuifont(0)+8)
```

```
NPrint "Width of font = ",*tf\tf_XSize
```

--

l) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

On the keyboard of life, always keep one finger on the escape key.

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1.327 Re: Scalable Windows + Font

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 26 Nov 1999 07:00:24 -0500

Subject: Re: Scalable Windows + Font

X-UIDL: d53adebfec2502f6872149517aea015

Hi David

On 26-Nov-99, David McMinn wrote:

> Once you've loaded a font, you can get the nominal width of the

> characters from the TextFont structure. This should be the width for
> fixed width fonts, and probably either the average, maximum or 0
> width for proportional, I've never checked.

I just checked it - it returns the maximum character width for proportional fonts.

>

```
> LoadFont 0,"fonts:font.font"
```

```
> *tf.TextFont = Peek.l(Addr Intuifont(0)+8)
```

```
> NPrint "Width of font = ",*tf\tf_XSize
```

It is also possible to read this value directly from the font file on disk, without having to load the entire font itself into memory. (Except for Topaz 8 and Topaz 9, which are somewhere in the ROM chip...)

It is stored as a word starting at offset 114 into the font data file.

Fortunately, this is always found at the same place, there is no need to search through a header or anything...

So, for example, to get the maximum width of Topaz 11, you would read it from

"Fonts:topaz/11" (NOT the file "Fonts:topaz.font"!)

Also, the ASLFontRequester DOES support hook-function filtering of the fonts shown, but I don't know if it is possible to read from disk files inside a hook function?

Maybe David "HookMeister" McMinn can explain? ;)

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.328 Re: Scalable Windows + Font

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 13:04:41 -0000

Subject: Re: Scalable Windows + Font

Encoding: 8bit

X-UIDL: 8d13d3f02ce519e913eeba3c0a9522dc

Hi Curt

> Also, the ASLFontRequester DOES support hook-function filtering of the
> fonts shown, but I don't know if it is possible to read from disk
> files inside a hook function?

Well, the hooks are called on the task of your program, and so I don't think it would cause any deadlocks if you read from a file. The RKRMs mention you can't look at any environment specific data but I don't know what that means.

You get passed the TextAttr to your hook, so it would be possible to get the name and size of the font file to read from, from that.

> Maybe David "HookMeister" McMinn can explain? ;)

I doubt it, he's an idiot! ;)

--

l) ^ V] [l) Ml © Ml] [M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Snooze Alarms. Anagram: Alas! No More Z's

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1.329 Select case endselect options!!

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Sat, 06 Nov 1999 22:27:31 +0000

Subject: Select case endselect options!!

X-UIDL: f93d8ee4f835ab1100e8e7cf81098873

Hiya Guys,

Okay I have a query!!

Say I have an array called a\$. now a is obviously a string.. so take a look at the following..

select a\$

case "0" : Do Domething

case "1" : Do Domething

case "2" : Do Domething

....

case "9"

then it does

case a\$"" ; this is for letters and other symbols.. Non-numeric

okay is it possible for the program to decide whether a\$ contains a number or a letter simply.. I want to reduce the case "0"- "9" to case x : Do something, this is because 0-9 does one thing, and a-z etc does another.. I tried

```
s=val(left$(a$,1))
```

the problem here is letters and non-numeric characters produce a 0.. I need the 0 though coz my program uses it (No way around)..

Any ideas?

Thanks..

Bippy M

--

```
x-----| BippyM@Stingent.freemove.co.uk |-----x
```

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

```
x-----| BippyM@Stingent.freemove.co.uk |-----x
```

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1.330 Re: Select case endselect options!!

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 7 Nov 99 14:44:11 +1000

Subject: Re: Select case endselect options!!

Encoding: 7bit

X-UIDL: a85291c2f94d190479eb57f88ce99382

On Sat, 06 Nov 1999 22:27:31 +0000 Bippy M said:

> Hiya Guys,

>

> Okay I have a query!!

>

> Say I have an array called a\$.. now a is obviously a string.. so take a look

> at the following..

>

> select a\$


```
> case "0" : Do Domething
> case "1" : Do Domething
> case "2" : Do Domething
>
> ....
>
> case "9"
>
> then it does
>
> case a$"" ; this is for letters and other symbols.. Non-numeric
>
> okay is it possible for the program to decide whether a$ contains a number
> or a letter simply.. I want to reduce the case "0"- "9" to case x : Do
> something, this is because 0-9 does one thing, and a-z etc does another.. I
> tried
>
> s=val(left$(a$,1))
>
> the problem here is letters and non-numeric characters produce a 0.. I need
> the 0 though coz my program uses it (No way around)..
Why not something as simple as
if a$ >= "0" and a$ <= "9"
do numeric stuff
else
do alphabetic stuff
endif
```

Or am i missing something?

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.331 Re: Select case endselect options!!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 07 Nov 1999 10:10:36 +0100

Subject: Re: Select case endselect options!!

X-UIDL: 29e00b3d1e44abe5212d68a774f6b74c

Bippy M churned out *this* drivel:

> okay is it possible for the program to decide whether a\$ contains a number

> or a letter simply.. I want to reduce the case "0"- "9" to case x : Do

> something, this is because 0-9 does one thing, and a-z etc does another..

> I tried

Just check a\$ before you throw it into the Select routine :

```
If Asc (a$) >47 AND Asc(a$) <58
```

```
Select a$
```

```
Case BlahBlah
```

```
DoSomething { }
```

```
Case SomethingElse
```

```
WellDoSomethingElseThen { }
```

```
End Select
```

```
EndIf
```

Any use?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.332 Re: Select case endselect options!!

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Sun, 07 Nov 1999 10:20:45 +0100

Subject: Re: Select case endselect options!!

X-UIDL: f13c3b7db4b0fc1dfa83448b6138eb17

Hello Bippy

On 06-Nov-99, you wrote:

> Hiya Guys,

>

> Okay I have a query!!

>

> Say I have an array called a\$. now a is obviously a string.. so take a

> look at the following..

>

> select a\$

> case "0" : Do Domething

> case "1" : Do Domething

> case "2" : Do Domething

>

>

>

> case "9"

>

> then it does

>

> case a\$"" ; this is for letters and other symbols.. Non-numeric

>

> okay is it possible for the program to decide whether a\$ contains a number

> or a letter simply.. I want to reduce the case "0"- "9" to case x : Do

> something, this is because 0-9 does one thing, and a-z etc does another..

> I tried

>

> s=val(left\$(a\$,1))

>

> the problem here is letters and non-numeric characters produce a 0.. I

> need the 0 though coz my program uses it (No way around)..

You could do this;

x=Asc(a\$)

If x>=48 And x<=57

do numeric stuff with val(a\$)

Else

do letter stuff

End If

Remembering that 48-57 are the ASCII values of 0-9.

Regards,

Sandy Brownlee

--

Sandy Brownlee

Email: sandy@brownlee99.freemove.co.uk

Website: <http://www.brownlee99.freemove.co.uk>

Sent using YAM 2.0

Why waste the time thinking up a tagline, when this will do?

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1.333 Re: Select case endselect options!!

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 06 Nov 1999 18:37:29 -0500

Subject: Re: Select case endselect options!!

X-UIDL: 5151f778f830b0e037a01bdc1d1094ca

Hi Bippy

On 06-Nov-99, Bippy M wrote:

> Say I have an array called a\$.. now a is obviously a string.. so take a

> look at the following..

>

> select a\$

> case "0" : Do Domething

> case "1" : Do Domething

> case "2" : Do Domething

>

>

>

> case "9"

>

> then it does
>
> case a\$"" ; this is for letters and other symbols.. Non-numeric
>
> okay is it possible for the program to decide whether a\$ contains a number
> or a letter simply.. I want to reduce the case "0"- "9" to case x : Do
> something, this is because 0-9 does one thing, and a-z etc does another..
> I tried

How about this:

If a\$=>"0" and a\$<="9" ;or left\$(a\$,1) or whatever character...

b\$="number"

Else

b\$=a\$

EndIf

Select b\$

Case "number"

blah blah blah

Case "a"

blah blah blah...

> Any ideas?

If this is what you are looking for, it should work...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.334 Shape Clipping

From: Jake Frederick <gonzo@acadia.net>

Date: Wed, 24 Nov 1999 18:19:13 +0500

Subject: Shape Clipping

X-UIDL: 5d0711f98b0aaf3b4ef9059b84676d3b

Does anyone know how to implement shape clipping with Mildred?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

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1.335 Shape ripper

Date: Fri, 26 Nov 1999 22:25:52 +0100
From: Martin Konrad <mkon@gmx.de>
Subject: Shape ripper
Encoding: 7bit
X-UIDL: 68e6b36d324188f47dfb4d0c62ac7594

Hi.
Which program is the best to rip shapes from a bitmap?
RedShapez doesn't work very well but I don't know why.
cu.

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1.336 Sound channel volume

From: Leigh Parry <lparry@ukonline.co.uk>
Date: Sat, 06 Nov 1999 02:48:35 +0000
Subject: Sound channel volume
Encoding: binary
X-UIDL: 0da0d0a4c29b5fa5f61bf6da5d7451b9

Hello,
Does anybody know of any address(es) (or whatever) to peek to get the volume of the sound channels, I can get whether they're in use but am stumped about getting the actual volume of them.

TIA
Cya,
Leigh.

--
A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP
EMail: <mailto:lparry@ukonline.co.uk>
URL: <http://web.ukonline.co.uk/lparry/>
It's big, black and hairy and I be afraid of it.

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1.337 Re: Sound channel volume

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Nov 1999 11:04:24 +0100

Subject: Re: Sound channel volume

X-UIDL: 8cbf6e7b83560e063c7c82a4a99cec56

Leigh Parry churned out *this* drivel:

> Does anybody know of any address(es) (or whatever) to peek to get the
> volume of the sound channels, I can get whether they're in use but am
> stumped about getting the actual volume of them.

I don't think you can read the volume officially - the section below
from the hardware manual says it's only a Write address, but maybe you
can still Peek it (not sure if Enforcer would have anything to say about
that though)...

"A Register Summary / AUDxVOL"

Register Address Write Paula Function

AUDxVOL 0A8 W P Audio channel x volume

This register contains the volume setting for
audio channel x. Bits 6,5,4,3,2,1,0 specify 65
linear volume levels as shown below.

Bit# Use

15-07 Not used

06 Forces volume to max (64 ones, no zeros)

05-00 Sets one of 64 levels (000000=no output
(111111=63 1s, one 0)

I may be displaying my total cluelessness here, but I guess that
address is for the channel 0 (AUD0VOL), and the next ones (AUD1VOL,
AUD2VOL, AUD3VOL) are a word further along each time (?)

Hope this is of some use...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.338 Re: Sound channel volume

From: Leigh Parry <lparry@ukonline.co.uk>

Date: Sat, 06 Nov 1999 14:27:36 +0000

Subject: Re: Sound channel volume

X-UIDL: f8b2b7742f51bc7a8bafa7910b1b6909

Hello James

On 06-Nov-99, James L Boyd wrote:

> I don't think you can read the volume officially - the section below
> from the hardware manual says it's only a Write address, but maybe you
> can still Peek it (not sure if Enforcer would have anything to say about
> that though)...

I've already tried accessing the address you gave, no luck.

All i wanted was to try doing a sillyscope for any external soundplayer.

thanks anyway.

Regards

Leigh

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: <mailto:lparry@ukonline.co.uk>

URL: <http://web.ukonline.co.uk/lparry/>

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1.339 Re: Sound channel volume

From: amorel <amorel@xs4all.nl>

Date: Sat, 06 Nov 1999 15:34:52 +0500

Subject: Re: Sound channel volume

X-UIDL: 70243e6da2d004ff50084e150f431097

On 06-Nov-99, James L Boyd wrote:

C=Leigh Parry churned out *this* drivel:

C=> Does anybody know of any address(es) (or whatever) to peek to get the

C=> volume of the sound channels, I can get whether they're in use but am

C=> stumped about getting the actual volume of them.

C=I don't think you can read the volume officially - the section below

I've dived into that and it's not possible. The registers are write

only("hardwired") and reading them might even change the data, at least you

get useless garbage as result. To get volume, pitch etc. you gotta read the

data in memory which is being fed into Paula.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.340 Re: Sound channel volume

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 06 Nov 1999 18:57:38 -0500

Subject: Re: Sound channel volume

X-UIDL: 28705d7aba626eb06ccbc1ef735c6f10

Hi amorel

On 06-Nov-99, amorel wrote:

> C=> Does anybody know of any address(es) (or whatever) to peek to get the

> C=> volume of the sound channels, I can get whether they're in use but am

> C=> stumped about getting the actual volume of them.

> I've dived into that and it's not possible. The registers are write

> only("hardwired") and reading them might even change the data, at least

> you get useless garbage as result. To get volume, pitch etc. you gotta

> read the data in memory which is being fed into Paula.

Does anybody know how to do this? I'd be very interested...

It IS possible - I have an old program that can do this, but the author's

and the uploader's addresses are no longer valid.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.341 Re: Sound channel volume

From: amorel <amorel@xs4all.nl>

Date: Sun, 07 Nov 1999 15:27:14 +0500

Subject: Re: Sound channel volume

X-UIDL: b78e9dda057d4520706c12257ab06f2a

On 07-Nov-99, Curt Esser wrote:

C=Does anybody know how to do this? I'd be very interested...

Depends, a mmdx song for example has a certain format, so by reading the devdocs you could figure out where to get the pitc info and volume etc.

Too much hassle for what it gives, for me.

C=It IS possible - I have an old program that can do this, but the author's

C=and the uploader's addresses are no longer valid.

It is physically impossible to read the write only registers on Paula and get a usable result, afaik.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.342 Re: Sound channel volume

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 07 Nov 1999 15:49:49 +0100

Subject: Re: Sound channel volume

X-UIDL: 352b0ced1e45bd0b2f83f27ce1b1ed8e

amorel churned out *this* drivel:

> C=Does anybody know how to do this? I'd be very interested...

>

> Depends, a mmdx song for example has a certain format, so by reading the

> devdocs you could figure out where to get the pitc info and volume etc.

> Too much hassle for what it gives, for me.

>

> C=It IS possible - I have an old program that can do this, but the

> author's C=and the uploader's addresses are no longer valid.

>

> It is physically impossible to read the write only registers on Paula and

> get a usable result, afaik.

The hardware reference docs do say that reading these write-only locations
is likely to trash the contents and get a load of crap back...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.343 Sv: SPEED TEST 2

From: "Mikkel Løkke" <FlameDuck@software.dk>

Subject: Sv: SPEED TEST 2

Date: Mon, 1 Nov 1999 19:27:22 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 9c938d59aa611769c4215bb587a160c9

> The best method for us to make this game is with Mildred IMHO.

I agree.

> - first, we want to know if there is someone in this list who have made a

> game like bubble bobble or use a lots of colors in his game with mildred.

> This to see a clone of bubble or similar in mildred with lots of colors to

> see if It's possible to make bubble with mildred in 68030/50 mimimum.

I started on one once, so did Rui. I can safely say it's definately possible.

> The goal is to learn mildred for jean and also maybe modify or reduce colors

> or make modifications for the GFX. I don't want to continue the GFX if the

> method I have used to make them can have a problem with mildred.

I would recomend using a full 8 bit palette ie. 256 colours, Mildred doesn't care.

> For me, the choice is mildred with a game in 320x240 without shapes for

> compatibility with gfxcard and with new amiga.

Well, Mildred isn't exactly compatible with new AMiGA's....

Greets,

/FlameDuck/

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1.344 Re: SPEED TEST 2

From: philippe bovier <bovier@club-internet.fr>

Date: Mon, 02 Nov 1998 20:23:21 +0200

Organization: Nightlight Team

Subject: Re: SPEED TEST 2

Encoding: 8bit

X-UIDL: 04b2fe8bb87ee307f55870802bb5c3db

On 01-Nov-99, Mikkel Løkke wrote:

>> - first, we want to know if there is someone in this list who have made a

>> game like bubble bobble or use a lots of colors in his game with mildred.

>> This to see a clone of bubble or similar in mildred with lots of colors
>> to see if It's possible to make bubble with mildred in 68030/50 minimum.
> I started on one once, so did Rui. I can safely say it's definitely
> possible.
Do you know if someone here made this kind of game or If someone had made
an example who can be interesting for Jean and me for programming mildred
for a 2D Game ??
>> The goal is to learn mildred for jean and also maybe modify or reduce
>> colors or make modifications for the GFX. I don't want to continue the
>> GFX if the method I have used to make them can have a problem with
>> mildred.
> I would recomend using a full 8 bit palette ie. 256 colours, Mildred
> doesn't care.
Ok, interesting. If Jean arrive to found example and learn mildred, I don't
need to change my GFX but If jean don't found an example for learning....
Jean allready say me he try to use and understand Mildred but he don't
arrive to make something untill now. The example that suit your need is very
important for us.
>> For me, the choice is mildred with a game in 320x240 without shapes for
>> compatibility with gfxcard and with new amiga.
> Well, Mildred isn't exactly compatible with new AMiGA's....
my idea is to said there is maybe more possibilities to be compatible with
mildred than the standart Blitz coding (I don't have the knowledge in Blitz
to be sure).

Regards

--

Philippe Bovier (*Mrod*) <mailto:Bovier@club-internet.fr>

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.4 -> Aminet - FileFrog -> In progress

- BUBBLE BOBBLE AGA -> stand by

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1.345 Re: Sv: SPEED TEST 2

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Nov 1999 19:44:14 +0500

Subject: Re: Sv: SPEED TEST 2

Encoding: 8bit

X-UIDL: d135f3ccd9003f65bb83e88ce8e8ae90

On 01-Nov-99, Mikkel Løkke wrote:

C=Well, Mildred isn't exactly compatible with new AMiGA's....

Nothing is compatible with non existant machines ain't it? =>

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.3, a no fuss audioplayer*-

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1.346 String Compare

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 4 Nov 99 18:18:54 +1000

Subject: String Compare

Encoding: 7bit

X-UIDL: 89687d637a2d45ee7f4874bbf3291175

Some time ago, David McMinn posted two assembler routines for string compares.

Could any of you assembler guru's please modify them to give an equal compare if the longer of the two strings is the same as the shorter of the two, padded with spaces?

I.e. "CAT " = "CAT" for the exact compare and

"CAT " = "cat" for the case insensitive one.

I know that I could do this by doing StripTrail\$ on both strings, but that is inefficient, since I'd do it even if the strings were completely different. Ideally the extra test should only happen if the strings have compared equal so far.

Thanks...

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.347 String Compare routine

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 10 Nov 99 06:56:54 +1000

Subject: String Compare routine

X-UIDL: 8453a78587f2e1b7108b9820ccca50fb

--=_8<==MD238291736-3BE2E384==8<=_=

Encoding: 7bit

I've just dipped a small part of one toe into the waters of 680x0 assembler, by modifying David McMinn's AsmStrCmpi routine.

This did a case-insensitive compare of two strings.

The new version adds length-insensitivity. In other words two strings are considered equal even if one has more trailing spaces than the other.

I've attached the code, if anyone wants it.

Comments or constructive criticism of my asm skills will be appreciated.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

--=_8<==MD238291736-3BE2E384==8<=_=

Encoding: base64

Content-Disposition: attachment; filename="Compare_Strings.bb"

X-MD2-FilePath: Blitz2:Motel/includes/functions/Compare_Strings.bb

AIAJLmIgQ09NUEFSRV9TVFJJTkdT3N0cjEubCxdHIyLmx9ADsAOyAgQ2FzZSBpbNlbnNpdGI2

ZSBzdHJpbmcgY29tcGFyZS4AOWA7ICBBdXR0b3I6ICBPCmlnaW5hbCBjb2RlIGJ5IERhdmlkIE1j

TWlubG7ICAgICAgICAgICBNb2RpZmlZCBO3YuIDE5OTkgYnkGVG9ueSBSb2xmZSAoZW50ZW50ZmVudG9yZS4AOWA7ICBBSZXR1cm5zOiAwICBpZiB0aGUgdHdvIHN0cmZ3MgYXJlICdlcXVhbCcAOyAg

dGVyQHNob2FsaGF2ZW4ubmV0LmF1KQA7ADsgIElucHV0OiAgIEFkZHI3NlcyBvZiB0d28gc3Ry

aW5ncy4AOWA7ICBSZXR1cm5zOiAwICBpZiB0aGUgdHdvIHN0cmZ3MgYXJlICdlcXVhbCcAOyAg

ICAgICAgICAgPDAGA WYgdGhllGZpcnN0IHN0cmluZyBpcyB0aGUgbG93ZXIAOyAgICAgICAgICAg
PjAgaWYgdGhllGZpcnN0IHN0cmluZyBpcyB0aGUgZ3JlYXRlcgA7ADsgIE5vdGU6ICAgIFRoZSB0
d28gc3RyaW5ncyBhemUgY29uc2lkZXJlZCB0byBiZSAnZXF1YWwnIGV2ZW4gaWYgdGhleSBhemUA
OyAgICAgICAgICAgb2YgZGlmZmVyZW50IGxlbnmd0aHMslGJldCB0aGUgb25seSBkaWZmZXJlbnNl
IGlzIHRyYWlsaW5nIHNwYWNlcy4AOyAgICAgICAgICAgVGhpcyBpcyBlcXVpdmFsZW50IHRvLCBi
dXQgbXVjaCBtb3JlIGVmZmljaWVudCB0aGFuIGNvbXBhcmluZwA7ICAgICAgICAgICAgICB0aGUgcmVz
dWx0IG9mIGFwcGx5aW5nIFVDYXNlIChTdHJpcFRyYWlsJCguLi4uKSwwMikgdG8gZWVjaCBzdHJp
bmcAOyAgICAgICAgICAgYmVmb3JlIGRvaW5nIGEGbm9ybWFsIGNvbXBhemUuAAAgICAgICAgICCA
gC5sICBkMCxhMAAgICAgICAgICCAgC5sICBkMSxhMQAAICAgICAgICAggH4uYiAgICM5NixkMgAg
ICAgICAgICCAfi5iICAgIzEyMyxkMwAgICAgICAgICCAfi5iICAgIyRERixkNAAgICAgICAgICCA
fi5iICAgIyQyMCxkNQAAlJ2ZldGN0OiAggH4uYiAgIChhMSkrLGQxICAgOyBnZXQgc2Vjb25kIHN0
cmluZyBjaGFyYWN0ZXIAICAgICAgICAgICAggEggICAgICAndGVzdDEgICAgIDsgc2Vjb25kIHN0cmlu
ZyBpcyBlbnRlZAAgICAgICAgICCAfi5iICAgKGEwKSssZDAgICA7IGdldCBmaXJzdCBzdHJpbmcmg
Y2hhcmFjdGVyACAgICAgICAgIIBlICAgICAgJ3Rlc3QyICAgICA7IGZpcnN0IHN0cmluZyBpcyBl
bmRlZAAgICAgICAgICAggFwuYiAgICBkMCxkMSAgICAgICAgIDsgQ2hlY2sgaWYgY2hhcmFjdGVyYcyBh
cmUgZXF1YWwAICAgICAgICAggEggICAgICAnZmV0Y2ggICAgIDsgLi4uIGlmIHNvLCBnbyBnZXQg
dGhllG5leHQgcGFpcgAAICAgICAgICAggFwuYiAgICBkMixkMAAgICAgICAgICCATCAgICAgICdu
b3VwMQAgICAgICAgICCAXC5iICAgIGQwLzLQwACAgICAgICAgIIBJICAgICAgJ25vdXAACAgICAg
ICAgIIBCLmIgICAgZDQsZDAAACdub3VwMTogIIBcLmIgICAgZDIsZDEAICAgICAgICAggEwgICAg
ICAnbm91cDIAICAgICAgICAggFwuYiAgICBkMyxkMQAgICAgICAgICCASSAgICAgICdub3VwMgAg
ICAgICAgICCAQi5iICAgIGQ0LGQxAAAnbm91cDI6ICCAXC5iICAgIGQwLzLQxICAgICAgIDsgY2hl
Y2sgaWYgbGV0dGVycyBhemUgc2FzZQAICAgICAgICCASSAgICAgICdmZXRjaCAgICAgIDsgaWYg
dGhleSBhemUsIGlvdmluUgB250byBuZXh0IGxldHRlcgAgICAgICAgICCAWCAGICAgICdleGI0ICAg
ICAgIDsgaWYgbm90LCBleGI0AAAndGVzdDE6ICCAfi5iICAgKGEwKSssZDAAICAgICAgICAggEgg
ICAgICAnZXhpdCAgICAgICA7IHNIY29uZCBzdHJpbmcmgaXMgZW5kZWQAICAgICAgICAggFwuYiAg
ICBkMCxkNSAgICAgICA7IFRyYWlsaW5nIHNwYWNlPwAgICAgICAgICCASSAgICAgICd0ZXN0MSAg
ICAgIDsgVWzLCBrZWVwIGdvaW5nACAICAgICAgICAgIIBYICAgICAgJ2V4aXQAACd0ZXN0MjogIIBc
LmIgICAgZDEsZDUgICAgICAgOyBUcmFpbGluZyBzcGFjZT8AICAgICAgICAggFAgICAgICAnZXhp
dCAgICAgICAgICA7IHllcywga2VlcCBnb2luZwAgICAgICAgICCAfi5iICAgKGEwKSssZDEAICAgICAg
ICAggFAgICAgICAndGVzdDIAACdleGI0OiAgIIBDLncgICAgJDAwRkYsZDAgICA7IGlha2Ugc3Vy
ZSB0aGF0IHRvcCBieXRlIG9mIHdvcmluZmV0Y2x1YXIAICAgICAgICAggEMudyAgICMkMDBGRixk
MSAgIDsgbWFrZSBzdXJlIHRoYXQgdG9wIGJ5dGUgb2Ygd29yZCBpcyBjbGVhcgAgICAgICAgICCA
py53ICAgIGQwLzLQwICAgICAgIDsgZ2V0IHJldHVybiByZXN1bHQAICAgICAgICAggBEAgAIggAkA
AA==

--=_8<==MD238291736-3BE2E384==8<=_=

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--=_8<==MD238291736-3BE2E384==8<=_=--

(end of MIME multipart message)

1.348 stupid question

From: "Evan Tuer" <et@enterprise.net>

Date: Fri, 26 Nov 1999 14:40:13 +0200

encoding: 7BIT

Subject: stupid question

X-UIDL: 5be431a28345e270e0795bb94c19d773

I don't have my manual, and I've forgotten how to reset the data pointer, after doing some Read's, to the start of the data..

Anyone?

Duhh..

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1.349 Re: stupid question

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 12:47:07 -0000

Subject: Re: stupid question

Encoding: 8bit

X-UIDL: 7307288180327a5f2df4873a88dab510

Hi Evan

>

> I don't have my manual, and I've forgotten how to reset the data

> pointer, after doing some Read's, to the start of the data..

Restore

or Restore <label>

--

) ^ V] [() M I © M I] [M N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Mmmmm, doooonnnnnuuuuts.

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1.350 Re: stupid question

Date: Fri, 26 Nov 1999 12:28:04 -0500

From: Paul Richer <Paul.Richer@videotron.ca>

Subject: Re: stupid question

Organization: Technopol

encoding: 7bit

X-UIDL: fd277c6bad9eb05604258711a1f391a7

Hi Evan,

>I don't have my manual, and I've forgotten how to reset the data

>pointer, after doing some Read's, to the start of the data..

>Anyone?

Restore [program label]

Of course you need to put a program label at the beginning of the data.

Paul (#2)

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1.351 Super-Public Ted

From: George Davis <geo@2-cool.co.uk>

Date: Mon, 22 Nov 1999 19:52:52 +0000

Subject: Super-Public Ted

X-UIDL: 4a9c7193f5d346cd47fa04b9a9241123

Hello,guys.

Is it possible to stop programs opening their windows on the SuperTed screen?

Most programs prefer it to the Workbench on my system..

It gets frustrating if you use CloseEd a lot..

I suppose it's some hack I have installed,or the version of SuperTed I use.

(I have SuperTed V2.24)

Any ideas?

Bye.

--

<sb>Geo

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1.352 Re: Super-Public Ted

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 22 Nov 1999 19:58:01 -0000

Subject: Re: Super-Public Ted

Encoding: 8bit

X-UIDL: 0b6f417621f8d21b9f474783e1cb5ea0

Hi George

> I suppose it's some hack I have installed, or the version of SuperTed I
> use. (I have SuperTed V2.24) Any ideas?

I'm not sure if its in the version you have but it could be because
SuperTed screen is set as the default public screen. Check in the
Project->Prefs menu, and disable the "default public screen".

--

) ^ V] [] | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Consciousness: That annoying time between naps.

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1.353 Re: Super-Public Ted

From: George Davis <geo@2-cool.co.uk>

Date: Tue, 23 Nov 1999 22:18:24 +0000

Subject: Re: Super-Public Ted

X-UIDL: b8ce40727934865c4345c20dd751101c

On 22-Nov-99, David wrote this:

>> I suppose it's some hack I have installed, or the version of SuperTed I
>> use. (I have SuperTed V2.24) Any ideas?

>

> I'm not sure if its in the version you have but it could be because
> SuperTed screen is set as the default public screen. Check in the
> Project->Prefs menu, and disable the "default public screen".

Hmmm.. it's not, guess I'll have to get a newer version eh?

--

<sb>Geo

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1.354 Tags for Gadgets??

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Fri, 26 Nov 1999 13:20:01 +0000

Subject: Tags for Gadgets??

X-UIDL: b06d670350da7aa81cf06c01e3969f4e

Hiya Guys,

What TAGS do I supply to get gadgets to have their titles somewhere else other than on the left ? eg..

+-----+ This is how it is opening +-----+

LIFE | Press | I need it to open like the | Press | LIFE

+-----+ one on the right! +-----+

I'm Using NLIBS atm..

Cheers

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

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1.355 Re: Tags for Gadgets??

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 13:40:07 -0000

Subject: Re: Tags for Gadgets??

Encoding: 8bit

X-UIDL: 7f08cb9cb947c47b89198e110e974e66

Hi Bippy

> What TAGS do I supply to get gadgets to have their titles somewhere

> else other than on the left ? eg..

>

> +-----+ This is how it is opening +-----+

> LIFE | Press | I need it to open like the | Press | LIFE

> +-----+ one on the right! +-----+

It should be the gadget flags - just or in one of these values:

#PLACETEXT_LEFT

#PLACETEXT_RIGHT

#PLACETEXT_ABOVE

#PLACETEXT_BELOW

#PLACETEXT_IN

--

!) ^ V] [!) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

In a world without fences and borders, who needs windows and gates?

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1.356 Re: Tags for Gadgets??

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 26 Nov 1999 15:22:42 -0000

Subject: Re: Tags for Gadgets??

Encoding: 8bit

X-UIDL: c0075fc2c4ecba9b1433212372e1e52b

Hi Bippy

> NResetTagList #GTCB_Scaled , 1

> NAddTag #GTCB_Checked, 0

> NAddTag #PLACETEXT_RIGHT, 1

> NCheckBoxGadget 10, 15, gh*5+20, gh*2, gh, "CDRWIN", taglistt

>

> and it still doesnt work :(

They're not tags, they're part of the flags parameter (if there is one, I don't use NCS much).

Yep, its NSetGadgetFlags #PLACETEXT_RIGHT

You'll probably need to set it back to left afterwards or all the texts will appear on the right.

--

!) ^ V] [!) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Windows NT - not today, no thanks or never tested?

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1.357 Re: Tags for Gadgets??

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Tags for Gadgets??

Date: Fri, 26 Nov 1999 19:05:48 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 341a0acda10f1e7d4ab0267130b7baf8

Hi Bippy

> What TAGS do I supply to get gadgets to have their titles somewhere

> else other than on the left ? eg..

>

> +-----+ This is how it is opening +-----+

> LIFE | Press | I need it to open like the | Press | LIFE

> +-----+ one on the right! +-----+

Of course, if you were using my Flags commodity (Flags.lha on Aminet in dev/basic) you could have found this quite easily :)

VIC

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1.358 Re: Tags for Gadgets??

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Sat, 27 Nov 1999 02:47:44 +0000

Subject: Re: Tags for Gadgets??

X-UIDL: a4abe0de59ce565958530b853749236d

Howdy Vic

On 26-Nov-99, Vic E Babes wrote:

VB> Hi Bippy

VB>> What TAGS do I supply to get gadgets to have their titles somewhere

VB>> else other than on the left ? eg..

VB>>
 VB>> +-----+ This is how it is openening +-----+
 VB>> LIFE | Press | I need it to open like the | Press | LIFE
 VB>> +-----+ one on the right! +-----+
 VB> Of couse, if you were using my Flags commodity (Flags.lha on Aminet in
 VB> dev/basic) you could have found this quite easily :)
 I Know what they are.. Just didn't know how to activate it with NCS :(
 Blitz's standard gadtools libs are piss easy etc..

Regards

Bip

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

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1.359 Re: Tags for Gadgets??

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
 Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
 Date: 27 Nov 99 15:26:17 +1000
 Subject: Re: Tags for Gadgets??
 Encoding: 7bit

X-UIDL: 0952a11a4be55327fa7d31eb57a83bed

On Fri, 26 Nov 1999 15:22:42 -0000 David McMinn said:

> Hi Bippy

>

>> NResetTagList #GTCB_Scaled, 1

>> NAddTag #GTCB_Checked, 0

>> NAddTag #PLACETEXT_RIGHT, 1

>> NCheckBoxGadget 10, 15, gh*5+20, gh*2, gh, "CDRWIN", taglistt

>>

>> and it still doesnt work :(

>
> They're not tags, they're part of the flags parameter (if there is
> one, I don't use NCS much).
>
> Yep, its NSetGadgetFlags #PLACETEXT_RIGHT
>
> You'll probably need to set it back to left afterwards or all the
> texts will appear on the right.

Hey, at last something I can answer.

The Flag is specific to the gadget being described so you don't need to set it back to anything. the next gadget just does what it's told.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.360 Task name

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 28 Nov 1999 15:26:17 +0100

Subject: Task name

X-UIDL: 3f3e639fcfda52c42d86143b87993def

Hi all (again),

I'm messing about with task lists, and I'm trying to figure this out...

```
pname$=Peek$(Peek.l(FindTask_(0)+$B0)+4)
```

```
NPrint pname$
```

You have to compile this and run it from the CLI...this piece of code returns the real name of the program, whereas the name of certain programs, according to the Task structure is "Background CLI"...

I basically want to find the proper structure/offset to return the proper name, as above, rather than peeking directly...

The code was done by Nick Clover, if he's still around...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.361 Re: Task name

Date: Sun, 28 Nov 1999 11:50:55 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Task name

X-UIDL: 80b7ba306cdfde3e42ac56c7b4e61510

Hi James,

> pname\$=Peek\$(Peek.l(FindTask_(0)+\$B0)+4)

> NPrint pname\$

> You have to compile this and run it from the CLI...this piece of
> code returns the real name of the program, whereas the name of certain
> programs, according to the Task structure is "Background CLI"..
> I basically want to find the proper structure/offset to return the
> proper name, as above, rather than peeking directly...

Try this:

```
*my_task.Task = FindTask_(0)
```

```
If *ns_task <> 0
```

```
  progname.s = Peek.s(*ns_task\c_Node\ln_Name)
```

```
Else
```

```
  progname.s = "Default"
```

```
EndIf
```

Hope this helps!

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1.362 Re: Task name

Date: Sun, 28 Nov 1999 15:29:15 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Task name

X-UIDL: 832a473eef06062e732efed8cbbe886f

On Sun, 28 Nov 1999, John Mason wrote:

```
> *my_task.Task = FindTask_(0)
>
> ; VVVVVVVV oops, this should reaal be *my_task! :)
> If *ns_task <> 0
> progname.s = Peek.s(*ns_task\tc_Node\ln_Name)
> Else
> progname.s = "Default"
> EndIf
```

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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1.363 Re: Task name

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 29 Nov 1999 21:03:53 +0100

Subject: Re: Task name

X-UIDL: 73df28cbebc030fe32f88c4f8a5ad11b

John Mason churned out *this* drivel:

```
>> *my_task.Task = FindTask_(0)
>>
>> ; VVVVVVVV oops, this should reaal be *my_task! :)
>> If *ns_task <> 0
>> progname.s = Peek.s(*ns_task\tc_Node\ln_Name)
>> Else
>> progname.s = "Default"
>> EndIf
```

Thanks John. This does return the name, but it's not quite what I'm after (and I sent a piece of code that worked from a WB-launched program, not a CLI program, which didn't help!). What this returns for a program run from CLI is "Background CLI"; however, programs like XOpa can return the actual name of the program, and this is what I'm trying to get. GetProgramName is no good, cos this only works for the running program, and I'm basically listing all running tasks, and trying to find the real names of those that get listed as "Background CLI"...

This isn't actually that important, cos I'm just messing about, but it'd still be nice to find the answer ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.364 Re: Task name

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 30 Nov 1999 09:41:02 -0000

Subject: Re: Task name

Encoding: 8bit

X-UIDL: d02756ac076a243a2be72721a6ef98ee

> What this returns for a program run from CLI is "Background CLI";

> however, programs like XOpa can return the actual name of the program,

> and this is what I'm trying to get. GetProgramName is no good, cos

You have to get the info from the CLI info of your process:

; Get name of our program I hope

```
*pr.Process = FindTask_(0)
*cli.CommandLineInterface = *pr\pr_CLI * 4 ; cos its a BPTR
NPrint Peek$(*cli\cli_CommandName * 4 + 1) ; cos its a BSTR
There are a few other BSTRs in there you might want to check just in
case I picked the wrong one.
```

--

l) ^ V] [l) M I © M I] [N N I dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 Thats no moon, asshole - thats a f****ing space station!
 - Samuel L. Jackson, Jedi

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1.365 Re: Task name

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 30 Nov 1999 09:41:02 -0000

Subject: Re: Task name

Encoding: 8bit

X-UIDL: 49fd68567883b155f2f09641576e737f

> What this returns for a program run from CLI is "Background CLI";
 > however, programs like XOpa can return the actual name of the program,
 > and this is what I'm trying to get. GetProgramName is no good, cos
 You have to get the info from the CLI info of your process:

; Get name of our program I hope

```
*pr.Process = FindTask_(0)
*cli.CommandLineInterface = *pr\pr_CLI * 4 ; cos its a BPTR
NPrint Peek$(*cli\cli_CommandName * 4 + 1) ; cos its a BSTR
There are a few other BSTRs in there you might want to check just in
case I picked the wrong one.
```

--

l) ^ V] [l) M I © M I] [N N I dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 Windows 95 (noun) - a 32 bit patch to a 16 bit shell
 to an 8 bit operating system for a 4 bit microprocessor
 by a 2 bit company which can't stand 1 bit of competition

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1.366 Re: Task name

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 30 Nov 99 11:58:59 +0000

Subject: Re: Task name

Encoding: 7bit

X-UIDL: 5e2654316472ef86597bd16645d81e7c

Hello David McMinn,

>> What this returns for a program run from CLI is "Background CLI";
 >> however, programs like XOpa can return the actual name of the program,
 >> and this is what I'm trying to get. GetProgramName is no good, cos
 >

> You have to get the info from the CLI info of your process:

>

> ; Get name of our program I hope

> *pr.Process = FindTask_(0)

> *cli.CommandLineInterface = *pr\pr_CLI * 4 ; cos its a BPTR

> NPrint Peek\$(*cli\cli_CommandName * 4 + 1) ; cos its a BSTR

>

>

> There are a few other BSTRs in there you might want to check just in

> case I picked the wrong one.

This is a little proggy that you (Dave) gave me a couple of pointers
 on in the dim and distant past :)

It runs from CLI and takes 2 parameters:

<taskname>

<new priority>

It first looks for a task by name, then checks tasks that are run from
 background CLI and gives 'em a new priority.

It checks the TaskReady & TaskWait lists.

Might be of some help to someone :)

;

; requires Amigalibs.res

temp.l=0

priority.b=0

task\$=""

test\$=""

p.b=NumPars

```
If p=2
task$=Par$(1)
temp=Val(Par$(2))
If temp<-127
temp=-127
End If
If temp>127
temp=127
End If
priority=temp
If task$
Forbid_
ad.l=FindTask_(&task$)
If ad
yes.l=SetTaskPri_(ad,priority)
Else
*e.ExecBase = Peek.l(4)
*node.Node = *e\TaskWait\lh_Head
While *node\ln_Succ
If *node\ln_Type = #NT_PROCESS
*pro.Process = *node
If *pro\pr_CLI
*cli.CommandLineInterface = *pro\pr_CLI * 4
If *cli\cli_CommandName
test$=Right$(Peek$( *cli\cli_CommandName * 4 + 1),Len(task$))
If test$=task$
; test$ is real name of task
*tsk.Task = *node
yes.l=SetTaskPri_(*tsk,priority)
End If
End If
End If
End If
*node=*node\ln_Succ
Wend
*node.Node = *e\TaskReady\lh_Head
While *node\ln_Succ
If *node\ln_Type = #NT_PROCESS
*pro.Process = *node
```

```
If *pro\pr_CLI
*cli.CommandLineInterface = *pro\pr_CLI * 4
If *cli\cli_CommandName
test$=Right$(Peek$(*cli\cli_CommandName * 4 + 1),Len(task$))
If test$=task$
; test$ is real name of task
*tsk.Task = *node
yes.l=SetTaskPri_(*tsk,priority)
End If
End If
End If
End If
*node=*node\ln_Succ
Wend
End If
Permit_
End If
End If
End
--
Simon
MailTo:simon@gadge.u-net.com - simon@satanicdreams.com
http://www.gadge.u-net.com ICQ: 22707489
A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.
Health Warning! - This Amiga Is Genetically Modified(tm)
Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.
```

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1.367 Re: Task name

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Tue, 30 Nov 1999 19:36:45 +0100
Subject: Re: Task name
X-UIDL: bcf8186bac83e8928c5f7421453d6bf3
David McMinn churned out *this* drivel:

> You have to get the info from the CLI info of your process:
>

```
> ; Get name of our program I hope
> *pr.Process = FindTask_(0)
> *cli.CommandLineInterface = *pr\pr_CLI * 4 ; cos its a BPTR
> NPrint Peek$(*cli\cli_CommandName * 4 + 1) ; cos its a BSTR
```

Right, I was using this structure, but I didn't even think of the BPTR stuff...cheers, David :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.368 TCP/IP Help..

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 28 Nov 1999 22:49:40 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: TCP/IP Help..

X-UIDL: 48b61584e1123fb8f73595af1cb16ee0

Hello ,

Does anyone know how to open a TCP socket so that it can be aborted? When using Connect() it locks forever until it finds the server :(

I Think it`s something to do with setsockopt() or the event commands but I haven`t been able to get anything to work..

Also, Roger, how come you didn`t put the ASM functions in a blitz library?

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
["Did you take a good look at his soul?" - Duncan MacLeod]

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.369 Re: TCP/IP Help..

Sender: y0014694@rzcomm4.rz.tu-bs.de
Date: Mon, 29 Nov 1999 17:12:59 +0100
From: Roger Light <rogerlight@mindless.com>
Subject: Re: TCP/IP Help..
Encoding: 7bit
X-UIDL: 2599da13527b51cf88df64a599b8418e

Rob Hutchinson wrote:

> Also, Roger, how come you didn't put the ASM functions in a
> blitz library?

Heh, easy - I don't know how to make blitz libraries and I didn't have time to learn how to make them because shortly after I did the ASM conversions I left to come to Germany and am still here. Without my Amiga :/

To be honest though, it never even occurred to me to make a library.

Please feel free to do so if you want though ;)

Roger

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.370 Re: TCP/IP Help..

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Mon, 29 Nov 1999 18:23:04 +0100
X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981
Organization: Satanic Dreams Software.
Subject: Re: TCP/IP Help..
X-UIDL: 9220515796956e90b2e03c265ef9d5e8

Hello Roger

> Rob Hutchinson wrote:

>

>> Also, Roger, how come you didn't put the ASM functions in a

>> blitz library?

>

> Heh, easy - I don't know how to make blitz libraries and I didn't have

> time to learn how to make them because shortly after I did the ASM

> conversions I left to come to Germany and am still here. Without my

> Amiga :/

> To be honest though, it never even occurred to me to make a library.

> Please feel free to do so if you want though ;)

Ok,

So you dont know how I can go about sorting the other problem?

Best person/place to ask?

> Roger

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Baby we will never go back... and If love is real....]

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1.371 Re: TCP/IP Help..

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 30 Nov 1999 12:55:15 +1300

Subject: Re: TCP/IP Help..

X-UIDL: c07a644ae74931ba9be131db63b88d04

On 29-Nov-99, Rob Hutchinson wrote:

> Hello ,

>

> Does anyone know how to open a TCP socket so that it can

> be aborted? When using Connect() it locks forever until it

> finds the server :(

> I Think it`s something to do with setsockopt() or the event
> commands but I haven`t been able to get anything to work..
I think if you make the socket `non-blocking` it doesn`t wait for the
timeout period (I think the timeout period is adjustable as well), it
just gives an error message immediately.
IoctlSocket_ with the FIONBIO parameter is used to set a socket as
blocking/non-blocking. Then you wait for a connection with
GetSocketEvents_ with the FD_CONNECT parameter (in a loop).
Give us a yell if you get it working.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.372 Sv: TCP/IP Help..

From: =?iso-8859-1?Q?Mikkel_L=F8kke?= <FlameDuck@software.dk>

Subject: Sv: TCP/IP Help..

Date: Tue, 30 Nov 1999 06:34:04 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 42af731d7d0ef2f2432827d295988d01

> Does anyone know how to open a TCP socket so that it can
> be aborted? When using Connect() it locks forever until it
> finds the server :(

> I Think it`s something to do with setsockopt() or the event
> commands but I haven`t been able to get anything to work..

> Also, Roger, how come you didn`t put the ASM functions in a
> blitz library?

I thought this was because he didn`t want Blitz to open the library at the start, but rather when it was needed. AFAIK you can`t do this with a "real" blitz library. Also I think I remember being able to free up `bsdsocket.library` without having that stupid requestor pop up telling you that miami couldn`t exit was an issue, this would be another reason why not to put it into a library, since in this sense Blitz libraries are rather restrictive. Once again I might be totally wrong.

Greets,

/FlameDuck/

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.373 Re: Sv: TCP/IP Help..

Sender: y0014694@rzcomm4.rz.tu-bs.de
Date: Tue, 30 Nov 1999 09:34:38 +0100
From: Roger Light <rogerlight@mindless.com>
Subject: Re: Sv: TCP/IP Help..
Encoding: 8bit
X-UIDL: c498ebbf1d8e0e642744eb838ab2b69

Mikkel Løkke wrote:

> I thought this was because he didn't want Blitz to open the library at the start,
> but rather when it was needed. AFAIK you can't do this with a "real" blitz library.
> Also I think I remember being able to free up `bsdsocket.library` without having that
> stupid requestor pop up telling you that miami couldn't exit was an issue, this would
> be another reason why not to put it into a library, since in this sense Blitz libraries > are rather restrictive. Once again I might
be totally wrong.

The thing was (and still is) that if you use the `bsdsocket.library` commands directly in blitz then your program will automatically try and open `bsdsocket.library` when it runs and at no time after that. Hence if it wasn't found you won't be able to open it later, and if it was found then you won't be able to close eg. `miami` until you exit your program. It would be possible to put the assembled `bsdsocket` functions into a blitz library, AFAIK, because this is still essentially the same as having the function source in front of you and `XINCLUDE`ing it. The above problems wouldn't re-occur just because it was in a blitz library.

Regards,

Roger

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1.374 Re: TCP/IP Help..

From: Toby Zuijdveld <hotcakes@1bbs.net.au>
Blitz Lust <blitz-list@netsoc.ucd.ie>
Date: Tue, 30 Nov 1999 20:38:39 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Re: TCP/IP Help..

Encoding: 8bit

X-UIDL: ae2c583663943a74a6d528766ae6bd14

Hello Mikkel

On 30-Nov-99, you wrote:

ML>> Does anyone know how to open a TCP socket so that it can

ML>> be aborted? When using Connect() it locks forever until it

ML>> I Think it's something to do with setsockopt() or the event

ML>> commands but I haven't been able to get anything to work..

ML>> Also, Roger, how come you didn't put the ASM functions in a

ML> I thought this was because he didn't want Blitz to open the library at

ML> the start, but rather when it was needed. AFAIK you can't do this with a

ML> "real" blitz library. Also I think I remember being able to free up

ML> bsdsocket.library without having that stupid requestor pop up telling

ML> you that miami couldn't exit was an issue, this would be another reason

ML> why not to put it into a library, since in this sense Blitz libraries

ML> are rather restrictive. Once again I might be totally wrong.

Why do people keep the library open during the init routines? Why not chuck

in a couple of Open and CloseTCPLib() commands and have the others return an

appropriate error code if if you've forgotten to use OpenTCPLib()

beforehand? The init routines could open the lib but close them again

straight after (just to check if the lib actually exists) and then you can

also have an IsTCP() command to see whether they need to boot up Miami or

whatknot.

That should give the coder absolute control!

Regards

--

Toby Zuijdveld --- "EF2" "Bless you!"

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Where there's a will, there's a won't

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent

and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.375 Re: TCP/IP Help..

Sender: y0014694@rzcomm4.rz.tu-bs.de
Date: Tue, 30 Nov 1999 13:19:22 +0100
From: Roger Light <rogerlight@mindless.com>
Subject: Re: TCP/IP Help..
Encoding: 7bit
X-UIDL: 11cece70fb3dc3a2a3d5a3cc9697ac70

Hi Rob,

> So you dont know how I can go about sorting the other problem?

> Best person/place to ask?

Sorry, no. I've got no clue about TCP programming really - I just converted the lib ;) What Anton says makes sense though.

For anybody just starting out in TCP programming, I'd recommend the following link as a first read. It is very basic, doesn't say much and isn't directly relevant to blitz (being a tutorial for a Visual Basic control) but it does make some useful, imho, observations about sockets and server-client communications. I hadn't realised before I read it that there *were* blocking/non-blocking sockets.

<http://www.catalyst.com/reports/tcpintro/index.html>

Regards,

Roger

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1.376 Re: TCP/IP Help..

From: Rick Hodger <rick.thehub@bigfoot.com>
Date: Tue, 30 Nov 1999 19:33:50 +0000
Organization: Pagan Software
Subject: Re: TCP/IP Help..
X-UIDL: 921ac527d74b2f246fadee3b825152e4

I watched as Mikkel Lokke hammered "Sv: TCP/IP Help.." out on their keyboard...

>> Does anyone know how to open a TCP socket so that it can

>> be aborted? When using Connect() it locks forever until it

>> finds the server :(

>> I Think it`s something to do with setsockopt() or the event

>> commands but I haven't been able to get anything to work..

>> Also, Roger, how come you didn't put the ASM functions in a

>> blitz library?

> I thought this was because he didn't want Blitz to open the library at the

> start, but rather when it was needed. AFAIK you can't do this with a

> "real" blitz library. Also I think I remember being able to free up

> bsdsocket.library without having that stupid requestor pop up telling you

> that miami coun'dn't exit was an issue, this would be another reason why

> not to put it into a library, since in this sense Blitz libraries are

> rather restrictive. Once again I might be totally wrong.

You can, it just isn't very easy, and cause havoc if the programmer doesn't

write his code correctly. I did start making a small TCP/IP lib ages ago,

with OpenTCP and CloseTCP commands to open and close the bsdsocket.library,

and it did work...but I gave up cause I ain't very good at ASM and I was

having a lot of trouble with getting/putting strings thru the registers.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>IBM: The stupidity goes in when the name goes on.

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1.377 Re: TCP/IP Help..

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 30 Nov 1999 19:30:50 +0000

Organization: Pagan Software

Subject: Re: TCP/IP Help..

X-UIDL: 4dc7f28ca2c52ae95b18fb3dcb4011bc

I watched as Anton Reinauer hammered "Re: TCP/IP Help.." out on their keyboard...

> On 29-Nov-99, Rob Hutchinson wrote:
>> Hello ,
>>
>> Does anyone know how to open a TCP socket so that it can
>> be aborted? When using Connect() it locks forever until it
>> finds the server :(
>
>> I Think it`s something to do with setsockopt() or the event
>> commands but I haven`t been able to get anything to work..
> I think if you make the socket `non-blocking` it doesn`t wait for the
> timeout period (I think the timeout period is adjustable as well), it
> just gives an error message immediately.
> IoctlSocket_ with the FIONBIO parameter is used to set a socket as
> blocking/non-blocking. Then you wait for a connection with
> GetSocketEvents_ with the FD_CONNECT parameter (in a loop).
Supposedly GetSockEvents_ can tell you when the socket has been closed, by
using SocketBaseTagList_ and SetSockOpts_, but I`ll be damned if I can get
it to work....anyone else know how?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.7 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #Amiga - Rick

<sb>Team *AMIGA*

<sb>

<sb>Oh well, I guess this is just going to be one of those lifetimes.

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1.378 Re: That program I asked about WAY back.

Date: Sat, 6 Nov 1999 21:56:17 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: That program I asked about WAY back.

X-UIDL: 2d306a97e1f59b311ddff1bb972a19d8

Hi Andrew,

> Folks, a long time ago (pretty well) I asked for a bit of help with a
> program to be run that looks at the serial port and determines if the modem
> is there or not.
> It then sets an ENV() to tell other programs.
> I had a "bit" of interest from people (sorry I don't remember who) and alas
> recently I had a hard disc crash.
> I have lost a bit of e-mail so I don't know if I can trust my e-mail records
> anyway.
> Is anyone going to help me - please?
> I can supply my code if you wish, but it only seems to work 50% of the time.

Did you ever get this worked out? I just came across your message now,
but if you still need help I'd be glad to take a look for you -- it
sounds like it should be a fairly simple piece of code, but maybe not..

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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1.379 The Blitz List Project

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 09 Nov 1999 21:43:50 +0100

Subject: The Blitz List Project

X-UIDL: ec8594fa044b641496bc0862da327bef

Hi all,

Thanks for all the replies to my middle mouse button query (I'd test
'em, but like I said, I don't have a 3 button myself ;) Should be
handy for future reference though...

BTW Everybody go and see the Blair Witch Project - it's seriously
f***ing scary (but note - active imagination required)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.380 Tranzparency

Date: Mon, 22 Nov 1999 16:43:23 +0100

From: Martin Konrad <mkon@gmx.de>

Subject: Tranzparency

Encoding: 8bit

X-UIDL: eea9a25605e3e7d3263d757c81731bd6

Hi.

Does someone have routines for tranparency (in AGA) or must I write
them myself?

I've found some routines for CPU-blitting. They first blit the shape
and then copy the shapedata from chip-RAM into fast-RAM and then make
the CPU-blits. So my question is: Can't the blitter blit data from
chip-RAM or what? Or isn't the speed different when the blitter uses
fast-RAM instead of chip-RAM?

cu.

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1.381 Re: Tranzparency

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 22 Nov 1999 16:23:16 -0000

Subject: Re: Tranzparency

Encoding: 8bit

X-UIDL: fe3a8973df8a6c5d7306dd4b84b55e09

Hi Martin

> Hi.

> Does someone have routines for transparency (in AGA) or must I write
 > them myself? I've found some routines for CPU-blitting. They first
 > blit the shape and then copy the shapedata from chip-RAM into fast-RAM
 > and then make the CPU-blits. So my question is: Can't the blitter blit
 > data from chip-RAM or what? Or isn't the speed different when the
 > blitter uses fast-RAM instead of chip-RAM?

The Blitter can not access fast memory. however, faster processors
 can normally draw the data faster than the blitter, if the data is in
 fast memory. Once all the data has been drawn to a bitmap stored in
 fast memory (by the CPU) the bitmap gets copied to chip memory so
 that the hardware can display it.

--

l) ^ V] [l) Ml © Ml] [M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Consciousness: That annoying time between naps.

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1.382 Two more questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 28 Nov 99 17:49:53 +1000

Subject: Two more questions

Encoding: 7bit

X-UIDL: 9c8761ba7cbfb1a5550d51b17a354588

Hi, it's me again

Two more questions.

1. David McMinn posted a Val() replacement called Value{ }, which
 returns a Long. Is there any equivalent for a Quick?

(a.q = Value{ "1.50" })

2. Is there any way to delete a library from ACIDLIBS? I want to
 ensure that I've removed all references to Gadget.library and it
 occurred to me that backing up acidlibs and removing the library from
 it would be one certain way. David also posted a FixAxiLibs
 archive which contained a program ChangeLib (or similar name). Would

that do the trick?

3. (OK, so I lied) Is there an easy replacement for INT(expression)?

Is it actually needed? Will a.l = expression do the same thing?

Thanks in advance

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.383 Re: Two more questions

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sun, 28 Nov 1999 12:38:05 -0000

Subject: Re: Two more questions

Encoding: 8bit

X-UIDL: 1f519b5797b1544880e5923519a69970

Hi Tony

> 1. David McMinn posted a Val() replacement called Value{ }, which

Nope, wasn't me.

> returns a Long. Is there any equivalent for a Quick? (a.q =

> Value{"1.50"})

```
Function.q QVal{a$}
```

```
retval.q = 0
```

```
power.w = 1
```

```
decimal.w = 1
```

```
For i.w=Len(a$) To 1 Step -1
```

```
char=Asc(Mid$(a$,i,1))
```

```
If char=46 ; decimal point
```

```
decimal = power
```

```
Else
```

```
retval = retval + (char-48) * power
```

```
power = power * 10
```

```
End If
```

```
Next
```

retval = retval / decimal

Function Return retval

End Function

NPrint QVal{"1.5"}

NPrint QVal{"11.25"}

> 2. Is there any way to delete a library from ACIDLIBS? I want to
Changelib will just replace them I think, it won't remove them.

> 3. (OK, so I lied) Is there an easy replacement for INT(expression)?

> Is it actually needed? Will a.l = expression do the same thing?

Yes.

--

l) ^ V][l) Ml © Ml][M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You sendin' in the Fett? Shit, Hutt, that's all you had to say!

- Samuel L. Jackson, Jedi

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1.384 Re: Two more questions

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 28 Nov 1999 10:53:17 -0500

Subject: Re: Two more questions

X-UIDL: 27fb78053573762fb2256d5caba3d4f5

Hi Tony

On 28-Nov-99, Tony Rolfe wrote:

> 1. David McMinn posted a Val() replacement called Value{ }, which
> returns a Long.

That was me :) - actually it is just a call to a built-in OS function, but
it does ALWAYS return the correct result, unlike Blitz's Val()...

> 2. Is there any way to delete a library from ACIDLIBS? I want to

> ensure that I've removed all references to Gadget.library and it

> occurred to me that backing up acidlibs and removing the library from

> it would be one certain way. David also posted a FixAxiLibs

> archive which contained a program ChangeLib (or similar name). Would

> that do the trick?

No - but someone has code on their website (I forget who...) that allows you
to dis-assemble the acidlibs file into the individual libraries. Then you

could do what you want with them.

Don't forget, however, that some libraries make calls to other libraries, so you might wind up with some odd bugs if you remove any of them...

>

> 3. (OK, so I lied) Is there an easy replacement for INT(expression)?

> Is it actually needed?

If you are storing the value into an integer variable, no, it's a waste of code and time...

> Will a.l = expression do the same thing?

Yes

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.385 Re: Two more questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 30 Nov 99 12:20:07 +1000

Subject: Re: Two more questions

Encoding: 7bit

X-UIDL: ee60690abc6154f352f1b203357fe3fe

On Sun, 28 Nov 1999 12:38:05 -0000 David McMinn said:

> Function.q QVal{a\$}

> retval.q = 0

> power.l = 1

> decimal.l = 1

>

> For i.w=Len(a\$) To 1 Step -1

> char=Asc(Mid\$(a\$,i,1))

> If char=46 ; decimal point

> decimal = power

> Else

```
> retval = retval + (char-48) * power
> power = power * 10
> End If
> Next
>
> retval = retval / decimal
>
> Function Return retval
> End Function
>
```

This function gives overflow errors when the number gets big.
According to the Blitz2 book, Quick should be able to hold upto plus
or minus 32768.0000. I'm getting problems with numbers around
10000, particularly with lots of dec places.

```
> NPrint QVal{"1.5"} ; works fine
> NPrint QVal{"1001.2552"} ; fails
>
```

Any ideas why?

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.386 Re: Two more questions

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 30 Nov 1999 09:51:57 -0000

Subject: Re: Two more questions

Encoding: 8bit

X-UIDL: 2f7b4e0117cd5e284adbd59f55d13e9c

Hi Tony

> Any ideas why?

Yep, its cos I'm lame in the brain. What happens is that the number

is always assumed to have no decimal place to start with. Once the total has been got, (i.e. in the failed case above) retval would be holding 10012552 and then I divide it by whatever to get the proper number.

Try this instead (no sanity checking of string!):

```
Function.q QVal{a$}
retval.l = 0
decimal.l = 1
power.l = 1
For i.w=Len(a$) To 1 Step -1
char=Asc(Mid$(a$,i,1))
If char=46
decimal = power
Else
retval = retval + (char-48) * power
power = power * 10
End If
Next
arse.f=retval
arse=arse/decimal
Function Return arse
End Function
NPrint QVal{"1001.2552"}
```

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 Windows 95 (noun) - a 32 bit patch to a 16 bit shell
 to an 8 bit operating system for a 4 bit microprocessor
 by a 2 bit company which can't stand 1 bit of competition

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1.387 Two questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 27 Nov 99 15:36:25 +1000

Subject: Two questions

Encoding: 7bit

X-UIDL: 7efa35531054d42a38ee38d5ea96698a

Can anyone help with two little problems?

1. Is there any way to make a GTButton look "Square" on any given screen resolution? I mean, if I read your font size and screen resolution, how wide do I have to make the button so that it will look square?

2. I have a one character high bit map which is created by defining a number of columns. Each column is defined by a pixel offset from the left of the bitmap, some text and an "alignment" operator to align the text on the pixel. Building the bitmap and displaying it on the screen is OK. How can I print the columns to a printer? Two options look feasible: either build the bitmap, shrink it to fit the page width and print it or scale the pixel offsets so the line fits on the page and try to align the columns that way.

Problem is, I haven't the faintest idea how to do the first and I'm not sure how to cater for screen widths which are too wide for the page in the second.

Any thoughts or third options will be gratefully accepted.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.388 Re: Two questions

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Two questions

Date: Sat, 27 Nov 1999 11:41:49 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 757931b66da3b3aee37867979f0b7920

> Can anyone help with two little problems?

>

> 1. Is there any way to make a GtButton look "Square" on any given
> screen resolution? I mean, if I read your font size and screen
> resolution, how wide do I have to make the button so that it will look
> square?

>

Well in Imagine, you have to set the aspect ratio - PAL Low-res or
High-res-laced is 11:10, so I would think that High res would be 11:20 -
don't know about NTSC - and GFX cards are 1:1

Dunno about your second point.

VIC

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1.389 Sv: Two questions

From: =?iso-8859-1?Q?Mikkel_L=F8kke?= <FlameDuck@software.dk>

Subject: Sv: Two questions

Date: Sun, 28 Nov 1999 00:35:47 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 36b81bcaccb405a467a0b3222ff0d6a6

>> 1. Is there any way to make a GtButton look "Square" on any given
>> screen resolution? I mean, if I read your font size and screen
>> resolution, how wide do I have to make the button so that it will look
>> square?

> Well in Imagine, you have to set the aspect ratio - PAL Low-res or
> High-res-laced is 11:10, so I would think that High res would be 11:20 -
> don't know about NTSC - and GFX cards are 1:1

Funny, I thought aspect ratios where the difference between width and height of bitmaps (or photos or whatever) and AFAIK
PAL is 4:3, Wide is 16:9, and HDTV is even more (I can't remember right now, but I can find it for you if you really want)

Greets,

/FlameDuck/

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1.390 Re: Two questions

Date: Sat, 27 Nov 1999 19:23:34 -0500

From: Paul Richer <Paul.Richer@videotron.ca>

Subject: Re: Two questions

Organization: Technopol

encoding: 8BIT

<003f01bf3930\$22a7d0e0\$5aa5fea9@x>

X-UIDL: e90f55eb9c5b47df41f8449550ef94f7

Hi Duck!

>> > 1. Is there any way to make a GtButton look "Square" on any given

>> > screen resolution? I mean, if I read your font size and screen

>> > resolution, how wide do I have to make the button so that it will look

>> > square?

>> Well in Imagine, you have to set the aspect ratio - PAL Low-res or

>> High-res-laced is 11:10, so I would think that High res would be 11:20 -

>> don't know about NTSC - and GFX cards are 1:1

>Funny, I thought aspect ratios where the difference between width and

height of bitmaps (or >photos or whatever) and AFAIK PAL is 4:3, Wide is

16:9, and HDTV is even more (I can't >remember right now, but I can find it

for you if you really want)

>Greetings,

>/FlameDuck/

IMAGE aspect ratio and PIXEL aspect ratio are still too often mixed up. The

first is the ratio between the width and height of an image (4:3, 16:9,

etc), the second is the ratio between the width and height appearance of

pixels on an output device (video monitor, film recorder, etc)

Und T'schüß!

Paul #2

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1.391 Re: Two questions

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 28 Nov 1999 10:40:06 -0500

Subject: Re: Two questions

X-UIDL: 140ed7e80ae2ad2745e2404b3f35eadd

Hi Tony

On 27-Nov-99, Tony Rolfe wrote:

> Can anyone help with two little problems?

>

> 1. Is there any way to make a GtButton look "Square" on any given
> screen resolution? I mean, if I read your font size and screen
> resolution, how wide do I have to make the button so that it will look
> square?

Well, not really so simple...

To get a "square-appearing" box, as opposed to a strictly "square" box (ie, one that would measure out exactly the same on all sides on the monitor screen) would be possible.

The aspect of the user's screen would be in the MonitorInfo structure, in ratioh and ratiov I think. You could use these to determine the pixel sizes needed to form a square.

If you think this is what you are looking for, I'll dig into it later for an example.

If, instead, you are trying to get a square "box" on a printout, I haven't a clue.

>

> 2. I have a one character high bit map which is created by defining
> a number of columns. Each column is defined by a pixel offset from
> the left of the bitmap, some text and an "alignment" operator to align
> the text on the pixel. Building the bitmap and displaying it on the
> screen is OK. How can I print the columns to a printer? Two
> options look feasible: either build the bitmap, shrink it to fit the
> page width and print it or scale the pixel offsets so the line fits
> on the page and try to align the columns that way.

I believe that the Printer.device automatically scales the bitmap to fit on the printed page for you. Of course, this could produce some funny looking results if the aspect of the bitmap. And honestly, I've never tried printing anything but ascii text to the printer, since my printer is crap...

>

> Problem is, I haven't the faintest idea how to do the first and I'm
> not sure how to cater for screen widths which are too wide for the
> page in the second.

Well, in general, with the standard default fixed-width printer font, the printout width will be 80 characters (or columns, if you prefer)

You could format your printout with that in mind, and simply send it as
ascii directly to the printer...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.392 Re: Two questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 29 Nov 99 15:51:08 +1000

Subject: Re: Two questions

Encoding: 7bit

X-UIDL: 340b4a1345c2b2bfe6ec4363cb751359

On Sun, 28 Nov 1999 10:40:06 -0500 Curt Esser said:

> Hi Tony

>

> On 27-Nov-99, Tony Rolfe wrote:

>> Can anyone help with two little problems?

>>

>> 1. Is there any way to make a GtButton look "Square" on any given

>> screen resolution? I mean, if I read your font size and screen

>> resolution, how wide do I have to make the button so that it will look

>> square?

>

> Well, not really so simple...

> To get a "square-appearing" box, as opposed to a strictly "square" box (ie,

> one that would measure out exactly the same on all sides on the monitor

> screen) would be possible.

>

> The aspect of the user's screen would be in the MonitorInfo

> structure, in ratioh and ratiov I think. You could use these to determine

> the pixel sizes needed to form a square.

>

> If you think this is what you are looking for, I'll dig into it later for an
> example.

Thanks, that would be great.

>

> If, instead, you are trying to get a square "box" on a printout, I haven't a
> clue.

No, that's not the aim. I'm trying to get something like a
checkbox, but without the tick. It's not really important, just
something 'tidy'.

>>

>

> I believe that the Printer.device automatically scales the bitmap to
> fit on the printed page for you. Of course, this could produce some funny
> looking results if the aspect of the bitmap. And honestly, I've
> never tried printing anything but ascii text to the printer, since my printer is
> crap...

>>

>> Problem is, I haven't the faintest idea how to do the first and
I'm

>> not sure how to cater for screen widths which are too wide for the
>> page in the second.

>

> Well, in general, with the standard default fixed-width printer
> font, the printout width will be 80 characters (or columns, if you prefer)

>

> You could format your printout with that in mind, and simply send it
> as ascii directly to the printer...

That's the way I'll go, I think.

Thanks again for the help

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.393 Re: Two questions

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 29 Nov 1999 06:19:28 -0500

Subject: Re: Two questions

X-UIDL: e2ee1c12f9153cc976bfeed7eb16456d

--BOUNDARY.1748477128.2

Hi Tony

On 29-Nov-99, Tony Rolfe wrote:

> On Sun, 28 Nov 1999 10:40:06 -0500 Curt Esser said:

>>> 1. Is there any way to make a GtButton look "Square" on any given

>>> screen resolution? I mean, if I read your font size and screen

>>> resolution, how wide do I have to make the button so that it will look

>>> square?

>>

>> Well, not really so simple... To get a "square-appearing" box, as opposed

>> to a strictly "square" box (ie, one that would measure out exactly the

>> same on all sides on the monitor screen) would be possible.

>> If you think this is what you are looking for, I'll dig into it later for

>> an example.

>

> Thanks, that would be great.

OK, here it is.

I've made the demo keep repeating until you cancel the ScreenMode requester, so you can check to make sure it works on all your available screen modes - always a good idea with anything I've coded ;)

It simply draws a square on the window and waits until you hit the window's close gadget, but should be enough to give you the idea.

It requires amigalibs.res (either the original or the NCS version work fine)

It works fine here, with all the modes I have available.

Which means the standard NTSC & PAL modes only, lo-res, hi-res, super-hi-res, and the laced versions of each.

I think it should be OK on other modes, including GFX card ones, but maybe someone with other than the standard modes would be good enough to check?

Later...

--

"It's bad luck to be superstitious."

-- Andrew W. Mathis

Yours electronically,

```
Curt Esser
camage@ix.netcom.com
http://members.xoom.com/Curt_Esser/
--BOUNDARY.1748477128.2
Content-Disposition: attachment; filename="SquareBox.asc"
Encoding: quoted-printable
;get the aspect ratio for any chosen screen
;the example just draws a square (appearing) box
;but this info could be used for any sort of
;aspect correction routines...
NEWTYPE.SMode ;for the screenmode requester
DisplayID.l
DisplayWidth.l
DisplayHeight.l
DisplayDepth.w
OverscanType.w
End NEWTYPE
sm$=3D"Select Screen Mode:" ;title for mode requester
iwide.w=3D640
If NTSC=3D-1 ;set the default screen mode=
imode.l=3D$19004 ;NTSC hi-res lace for NTSC
iheight.w=3D400
Else
imode.l=3D$29004 ;PAL hi-res laced for PAL
iheight.w=3D512
EndIf
If CheckAGA
dpt.w=3D8
Else
dpt.w=3D4
EndIf
Repeat
FindScreen 1
Dim SMRtags.TagItem(18) ;taglist for mode requester
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,160 ;these are the positio=
n for the
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,320 ;and the sizes
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,200
```

```

SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,imode ;these are shown as "s=
elected"
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,dpt ;when the requester op=
ens
SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,iwide
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,iheight
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1
SMRtags(9)\ti_Tag=3D#ASLSM_InitialInfoOpened,0 ;use no "properties" w=
indow
SMRtags(10)\ti_Tag=3D#ASLSM_DoDepth,1 ;0 for no depth select=
or
SMRtags(11)\ti_Tag=3D#ASLSM_DoOverscanType,1 ;0 for no OverScan sel=
ector
SMRtags(12)\ti_Tag=3D#ASLSM_DoWidth,1 ;0 for no width gadget=
SMRtags(13)\ti_Tag=3D#ASLSM_DoHeight,1 ;0 for no height gadg=
e
SMRtags(14)\ti_Tag=3D#ASLSM_MinHeight,200 ;minimum height allowe=
d
SMRtags(15)\ti_Tag=3D#ASLSM_MinWidth,320 ;minimum width allowed=
SMRtags(16)\ti_Tag=3D#ASLSM_MinDepth,2 ;minimum depth allowed=
SMRtags(17)\ti_Tag=3D#ASLSM_TitleText,&sm$ ;pointer to requester =
title$
SMRtags(18)\ti_Tag=3D#TAG_DONE
;
; ScreenMode requester returns the ScreenMode structure
;
;*sreq.SMode=3D0
*sreq.SMode=3DAllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if ok=3D0, the user hit the "cancel" gadget
Display.l=3D*sreq\DisplayID
Oscan.w=3D*sreq\OverscanType
Dpth.w=3D*sreq\DisplayDepth
Widh.l=3D*sreq\DisplayWidth
Heit.l=3D*sreq\DisplayHeight
;----- now we make the screen -----
; we will make it up in back and pop it to the front when it's ready
;the user won't see the screen and windows being drawn
Dim SCRtags.TagItem(10)

```

```

SCRtags(0) \ti_Tag=3D#SA_DisplayID,Display
SCRtags(1) \ti_Tag=3D#SA_Overscan,Oscan
SCRtags(2) \ti_Tag=3D#SA_Depth,Dpth
SCRtags(3) \ti_Tag=3D#SA_Width,Widh
SCRtags(4) \ti_Tag=3D#SA_Height,Heit
SCRtags(5) \ti_Tag=3D#SA_Top,0
SCRtags(6) \ti_Tag=3D#SA_Left,0
SCRtags(7) \ti_Tag=3D#SA_AutoScroll,1 ;autoscroll is on!
SCRtags(8) \ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9) \ti_Tag=3D#SA_Behind,1 ;make screen in back of=
display
SCRtags(10)\ti_Tag=3D#TAG_DONE
ScreenTags 0,"BoxTest",& SCRtags(0) ;open the test screen
Else
End ; (requester was canceled)
EndIf
If (*sreq) Then FreeAsIRequest_(*sreq) ;we MUST free this ourselves=
Free Screen 1
*scr.Screen =3D Peek.l(Addr Screen(0))
DEFTYPE.DisplayInfo DisInfoBuf ; Buffer to receive information about mo=
de display
; Get handle to a record of display information for the screenmode in que=
stion
IDhandle.l=3DFindDisplayInfo_(Display)
; Fill in the buffer about this screenmode, using the newly
; gotten handle
GetDisplayInfoData_ IDhandle,&DisInfoBuf,SizeOf.DisplayInfo,#DTAG_DISP,0
xAspect.w=3DDisInfoBuf\Resolution\x ;read the aspect ratios
yAspect.w=3DDisInfoBuf\Resolution\y
yScale.q=3DxAspect/yAspect ;determine our multiplication f=
actor
If yScale <=3D0 Then yScale=3D1 ;just in case ;)
xlen.w=3D50 ;the horizontal width in pixels=
ylen.w=3Dxlen*yScale ;calculate the vertical height
Window 0,10,10,200,200,$8,"Box:",-1,-1 ;test window
WBox 15,15,xlen+15,ylen +15,1 ;draw a square rectangle
ShowScreen 0
Repeat
ev.l=3DWaitEvent

```

Until ev=3D\$200
Free Window 0
Free Screen 0
Forever
Even
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.1748477128.2

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--BOUNDARY.1748477128.2--

1.394 Re: Two questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 30 Nov 99 08:52:01 +1000
Subject: Re: Two questions
Encoding: 7bit
X-UIDL: f0ed938ba14703b4534f6811335caa8a
On Mon, 29 Nov 1999 06:19:28 -0500 Curt Esser said:
> Hi Tony
>
> On 29-Nov-99, Tony Rolfe wrote:
>> On Sun, 28 Nov 1999 10:40:06 -0500 Curt Esser said:
>
>>> 1. Is there any way to make a GtButton look "Square" on any given
>>> screen resolution? I mean, if I read your font size and screen
>>> resolution, how wide do I have to make the button so that it will look
>>> square?
>>>
>>> Well, not really so simple... To get a "square-appearing" box, as opposed
>>> to a strictly "square" box (ie, one that would measure out exactly the
>>> same on all sides on the monitor screen) would be possible.
>>>
>>> If you think this is what you are looking for, I'll dig into it later for
>>> an example.
>>>

>> Thanks, that would be great.

>

> OK, here it is.

Thanks, I'll have a look at it later today. I'm sure it will be perfect!

BTW, the QVal{ } was just what I needed (Having said that, I think I should have been thanking David??)

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.395 UDP Funcs V2.64 Update

From: UDP List <ants@paradise.net.nz>

Date: Sat, 27 Nov 1999 15:25:08 +1300

Subject: UDP Funcs V2.64 Update

X-UIDL: 6715cbdabeb128ccab3302ae5cb4b075

I haven't released this on Aminet yet- will put in Roger Light's assem
bsdsocket.lib stuff first. But if you want it now, it's on my Website:

<http://homepages.paradise.net.nz/ants/downloads.html>

- This is an optimised version of V2.6, where nearly all the string
work is replaced by buffers and pointers (all Unreliable packet work is
done entirely with buffers now).

- Fixed the bug introduced in V2.6, where a Client would be
disconnected after a few seconds, after a second (or more) login(s).

- Data from Reliable and UnReliable Packets is now returned as a
pointer to a buffer with new a Function Get_Game_Data{ }, so no more
using Security_Warning{ }.

Seeya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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1.396 Virus found in gfx/misc/SvII-3b.lha

From: amorel <amorel@xs4all.nl>

Date: Thu, 18 Nov 1999 13:45:25 GMT+5DST

Subject: Virus found in gfx/misc/SvII-3b.lha

X-UIDL: d2ad864512697f3f8c30231bcf2be8f7

A while ago I had some problems which hinted towards a virus somewhere. After checking with Xtruder I found one in an Sview file. I removed the file and didn't think about it, till today. I decided to check Aminet CD32, CD33 and the ftp site and the virus was even IN the aminet archive.

The archive mentioned in the subject appears to have a virus, Xtruder says the file DEEP.svobject has the `byte parasite 2` virus.

This archive also appeared on Aminet CD32 and CD33.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.397 Wandering

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Tue, 16 Nov 1999 15:40:56 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Wandering

Encoding: 7bit

X-UIDL: 7e9f264ee1ad72454e20a4b8e2d59b07

Hi all,

I'm writing a program that will have a pixel wander around the screen.

This is just to get the wandering routine working - it's going to be used in some other program.

The thing is, I don't want a random movement but a movement that depends

on the previous move to some degree but is still "randomish". I have tried a few ways of doing this but they all tend to end up with the pixel going roughly in one direction.

I store the last move as a number 1-8 which indicates one of the 8 pixels around the current pixel.

So, er, can anybody make a suggestion? I would post some code but it's in C at the moment (I don't have access to my amiga :()

Cheers,

Roger

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1.398 Re: Wandering

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 16 Nov 1999 15:48:33 -0000

Subject: Re: Wandering

Encoding: 8bit

X-UIDL: 209844dbd9a313ce1fab9eaf6dc49742

Hi Roger

> The thing is, I don't want a random movement but a movement that
> depends on the previous move to some degree but is still "randomish".
> I have tried a few ways of doing this but they all tend to end up with
> the pixel going roughly in one direction.

>

> I store the last move as a number 1-8 which indicates one of the 8
> pixels around the current pixel.

Well, what if you generated a random number which had a normal distribution (you know, has a gaussian outline). The higher probabilities would be used to keep the pixel wandering in the same direction, but you could end up with ones which make it suddenly turn, although not as likely.

--

) ^ V] [l) | M | © | M] [| | | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Be nice to your kids. They'll choose your nursing home.

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1.399 Re: Wandering

From: et@enterprise.net

Date: Tue, 16 Nov 1999 18:13:16 +0200

encoding: 7BIT

Subject: Re: Wandering

X-UIDL: 267b8814af26f8c1815e5a181165790d

On 16 Nov 99, at 15:40, Roger Light wrote:

> Hi all,

>

> I'm writing a program that will have a pixel wander around the screen.

> This is just to get the wandering routine working - it's going to be

> used in some other program.

>

> The thing is, I don't want a random movement but a movement that

> depends on the previous move to some degree but is still "randomish".

> I have tried a few ways of doing this but they all tend to end up with

> the pixel going roughly in one direction.

>

> I store the last move as a number 1-8 which indicates one of the 8

> pixels around the current pixel.

Easy..

FindScreen 0

Window 0,100,100,300,300,\$1000,"plap",0,1

x=150

y=150

z=Rnd(256)

For i = 1 To 1000

z=z+40-Rnd(80) : If z>255 Then z=255

If z < 1 Then z=1

VWait

If z < 32 Then y=y+1 : Goto draw

If z < 64 Then y=y+1 : x=x+1 : Goto draw

If z < 96 Then x=x+1 : Goto draw

If z < 128 Then x=x+1 : y=y-1 : Goto draw

If z < 160 Then y=y-1 : Goto draw

If z < 192 Then y=y-1 : x=x-1 : Goto draw

If z < 224 Then x=x-1 : Goto draw

If z < 256 Then y=y+1 : x=x-1 : Goto draw

draw: WPlot x,y,l

Next i

End

Change the 40 and 80 (to e.g. 10 and 20) to get more or less violent direction changes.

Put bounds on x and y to make it stay in the window

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1.400 Re: Wandering

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Tue, 16 Nov 1999 17:26:23 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Re: Wandering

Encoding: 7bit

X-UIDL: ab7c84bb6db7db60156c6a7bc2a8d128

Hi David,

David McMinn wrote:

> Well, what if you generated a random number which had a normal
> distribution (you know, has a gaussian outline). The higher
> probabilities would be used to keep the pixel wandering in the same
> direction, but you could end up with ones which make it suddenly
> turn, although not as likely.

That's not something I'd thought of to be honest - I shall give it a try as soon as I can.

Cheers,

Roger

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1.401 Re: Wandering

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Tue, 16 Nov 1999 17:28:34 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Re: Wandering

Encoding: 7bit

X-UIDL: 87acabc17e40c6a21ea869523bb0e0b2

et@enterprise.net wrote:

> Easy..

[snipped code]

That's basically what I was doing but it tended to produce biased results - I shall try your variation though.

Cheers,

Roger

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1.402 WinUAE gfx

Date: Thu, 25 Nov 1999 18:06:19 +0100

<Pine.GSO.3.95.iB1.0.991124081501.117A-100000@halifax.chebucto.ns.ca>

From: Martin Konrad <mkon@gmx.de>

Subject: WinUAE gfx

Encoding: 7bit

X-UIDL: 03f7bb6a6138204c7e6c6f5e3ffaac4b

Hi.

I've a problem with WinUAE.

The gfx-stuff with picasso 96 does not work with blitzmode.

cu.

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1.403 Re: WinUAE gfx

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 25 Nov 1999 21:01:19 +0100

Subject: Re: WinUAE gfx

X-UIDL: f8e34160d406816471522b98d3129116

Martin Konrad churned out *this* drivel:

> I've a problem with WinUAE.

> The gfx-stuff with picasso 96 does not work with blitzmode.

Only OS/Picasso commands will work in Picasso mode! Blitzmode

would need the Amiga gfx chips...I think you use a different setting or version of UAE for that...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.404 Re: WinUAE gfx

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Fri, 26 Nov 1999 13:04:21 +0200

Organization: Taskers

Subject: Re: WinUAE gfx

Encoding: 8bit

X-UIDL: c262d7ae277677bb49b5552052bf173c

On 25-nov-99, James L Boyd wrote:

> Martin Konrad churned out *this* drivel:

>

>> I've a problem with WinUAE.

>> The gfx-stuff with picasso 96 does not work with blitzmode.

>

> Only OS/Picasso commands will work in Picasso mode! Blitzmode

> would need the Amiga gfx chips...I think you use a different

> setting or version of UAE for that...

I think the problem is that the BlitzMode (in the old Blitz) didn't open properly a screen before to go in hardware-banging, so the emulated-aga-screen isn't swaped in front of the P96 screen.

All is working in the background, but you always see the P96 screenmode in front.

IMHO

Regards

--

Nicolas SALLIN, aka Henes/Taskers
Roketz developer
ICQ: 48048980
Henes.TSK@iName.com

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.405 WritePixelFormat8

From: Curt Esser <camage@ix.netcom.com>
Date: Tue, 23 Nov 1999 08:51:06 -0500
Subject: WritePixelFormat8
X-UIDL: a96807585bb3148c1e80094c911c11c2

Hi Everyone,

I am using WritePixelFormat8 to send the contents of a fast-ram chunky to my window.

OK, no problem, it works fine.

But, if I install the patch "NewWPA8" from Aminet, I get this problem:

If my window is in front of all the other windows on the screen (custom or WB), everything is still OK.

However, if another window is in front of mine, the graphics in my window get displaced horizontally, starting at the vertical position of the other window(s)

I know what the problem is, the patch is incorrectly trying to send even the "hidden" portion of my window to the screen, when it should be sending the "hidden" part only to the unseen bitmap of the window itself...

But how to fix?

I can simply always bring my image window to the front before drawing to it, but maybe the user doesn't want this...

Any other ideas?

Later...

--

Adding manpower to a late software project makes it later.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

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1.406 Yo!

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 08 Nov 1999 01:01:33 -0100

Organization: Nukleus

Subject: Yo!

X-UIDL: 68337a0cf4725cafe2fa63b0727c967e

Hi folks!

Just wanted to say that I'm happy to be back on the list again after some months of chillin'!

Hope it'll be as gr8 as it's always been!

//Thor

--

"God is real until declared Integer"

Peter Thor, Amiga programmer in Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, joru@amigascne.com

.- Amiga is it! -.

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