

**XOpa**

**COLLABORATORS**

|               |                        |                |                  |
|---------------|------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>XOpa |                |                  |
| <i>ACTION</i> | <i>NAME</i>            | <i>DATE</i>    | <i>SIGNATURE</i> |
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# Chapter 1

## XOpa

### 1.1 main

XOpa 1.96-documentation

This is the XOpa-documentation for Version 1.96 (15.1.2000)  
It consists of the following chapters:

I.

Introduction

II.

Shareware & Copyright

III.

Installation

IV.

Menus

V.

Display bar

VI.

Function gadgets

VII.

ToolTypes

VIII.

Structure mode

IX.

Short summary

X.

About the program

XI.

Known bugs

XII.

The Authors

Latest change of this document: 24.1.2000

(c)1994-2000 by Axel Dörfler and Alexander Bartz.

### 1.2 einführung

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## I. Introduction of XOpa

XOpa can be seen as a system monitor. It makes the intern information of the Amiga visible for the user. It is furthermore possible to manipulate this informations.

This manipulation can be dangerous because it may cause a software failure if you delete objects which are still used by other programs.

XOpa is very necessary if you need to close screens or windows which are left open by (self-written?) programs. It is also possible to terminate programs with XOpa.

The program needs at least AmigaOS 2.0 and supports lots of features of the latest OS versions (white menu backgrounds, ASL-screenmode-requester, ...). XOpa is font-sensitive which means that it is using the system font without problems.

XOpa has got nearly all functions of similar programs. With the user friendly interface and the mighty structure mode it provides at least two huge features that other programs don't have.

With the structure mode it is possible to surf throug the intern structures. The available number of structures can be increased with the help of an extern file called "XOpa.structs". This file should be placed in the same drawer as the main program.

I should explain one word that is used more than once in this text. By the word "object" normally an entry of the list is ment. This can be a screen, a task or something like that.

This guide should also be placed in the same directory as XOpa.

## 1.3 share

### II. shareware and copyright

XOpa is shareware. If you use it and like it and you would like to have a fully functionally version please send us a shareware fee of 20 DM. The unregistered version of XOpa is unable to read the file "XOpa.structs" so that the

structur mode  
only knows the implemented structures.

This version of XOpa is freely distributable on condition that

- the following files are included:
  - XOpa and its icon
  - XOpa.guide
  - XOpa-Installation
  
- the price of XOpa is not higher than 5 DM or an equal amount

in a different currency.

If you want to get the registered Version of the program and you're a lucky owner of a printer please use the program "XOpa-Registration". There you get all further information.

If you don't have a printer you can find our addresses in the registration-program.

Only a few days after we received your letter we'll send you the latest and unrestricted Version of the program, the source code (Pascal) and the file "XOpa.structs".

If you want XOpa to be expanded just tell us and if it isn't too extensive we'll send you an expanded version.

After you became a registered user of XOpa you can get two free updates.

To get an update to a later version of XOpa just send us a self-addressed envelop with lots of stamps on it. These updates will be free.

You're not allowed to give your registered version to anyone else!

The included indentiy-library is copyrighted by Richard Körber.

Please address your letters to:

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Langenkamp 57  
49082 Osnabrück  
Germany

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49492 Westerkappeln  
Germany

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## 1.4 install

### III. Installation of XOpa

Installing XOpa on your hard-disk is very simple: just doubleclick on "XOpa-Intallation". The Commodore-Installer will be started and will do the rest for you.

If you don't want to use the "Installer" just copy the following files in one directory:

- XOpa
- XOpa.guide
- XOpa.structs

The "amigaguide.library" must be placed either in "LIBS:" or in the Kickstart-ROM if you want to use the online help of XOpa.

The identify.library (by Richard Körber) has to be in LIBS: or in the same drawer as XOpa.

## 1.5 menus

---

## IV. Menus

Here's an general view over the XOpa menus:

## Project-Menu

```

Iconify                (I)

About                  (?)

Quit                   (Q)
Options-Menu

Flush memory

Print current list

Save list...

Speed-test...
~~~~~

Task&Window-Relations

Security check

Sort list

Structure-Menu

Other structure        (O)

Node-structure
~~~~~

Rescan                 (R)

Back                   (B)
Display-Menu

```

You find informations about the items in the display-modes chapter.

## Help-Menu

This menu only appears if the "amigaguide.library" is correctly installed.

```

General                (H)

Short summery          (K)

Current list           (Help)

```

## 1.6 men00

Iconify

This function closes the main-window and displays an icon on the workbench-screen. If you doubleclick on this icon the XOpa window will appear immediatly.

If you want XOpa to be started iconified you can do that with the help of the

ToolTypes

.

## 1.7 men01

About

This displays a very very informative text in the XOpa window. It's about the same text you see everytime you start the program.

## 1.8 men02

Quit

This is the worst function of XOpa: it quits the program.  
(what else?!?)

There's no nasty requester that asks you if you really want to quit the program, because we think it is absolutely senceless.

## 1.9 men10

Flush memory

This function forces the operating system to remove unused objects that are still in memory. Theese objects can be libraries, fonts or things like that.

## 1.10 men11

Print current list

If you have a printer connected to your Amiga you can print the curent list with the help of this function.

---

## 1.11 men12

Save list...

This function gives you the possibility to save the display in a file you have chosen.

## 1.12 men13

Speed-test...

The results of the XOpa speed-tests are not comparable with the results of other programs.

After you have selected this menu-item, a requester will appear on your screen. Now you have the possibility to select all tests that should be made.

Comparison with other computers and the ↔

..... ↔  
pentium-pc

|             | Amiga 4000/030<br>(DBLPal) | Amiga 2000C<br>(Pal) | Amiga 4000/030<br>(Cybervision64) | Pentium-PC* |
|-------------|----------------------------|----------------------|-----------------------------------|-------------|
| Pixel:      | 25842.7                    | 2765.7               | 57163.3                           | 19.5        |
| Kreise:     | 123.9                      | 13.0                 | 4251.5                            | 1.4         |
| OpenWindow: | 33.4                       | 7.9                  | 37.6                              | 0.1         |
| Fast-Ram:   | 17.705                     | 3.053                | 17.804                            | 0.031       |

## 1.13 men15

Task&Window-Relations

If this function is activated (see also:

ToolTypes

),

the program tries to close all windows of a task if you remove a task.

## 1.14 men16

Security check

This function allows you to turn the nasty(?) security checks on and off.

See also:

ToolTypes

.

## 1.15 men17

sort list

After selecting this option some lists will be sorted in alphabetical order.

See also:

ToolTypes

.

## 1.16 men20

Other structure

After selecting this item you can select an different structure for the current address. In this window you also have the possibility to change the current address.

In the listview-gadget you can choose the structure to be displayed. If don't select an entry the memory will be shown in the form of the XOpa-memory-viewer.

## 1.17 men21

Node-Structure

If, in

structuremode

, you select an Entry called Node it is not

clear what structure XOpa has to show. So, in this window you can select what structure should be shown for the different Node-Types.

## 1.18 men23

Rescan

This menuitem can only be used in  
structuremode

.

The displayed structure will be read out again (rescanned).

## 1.19 men24

---

Back

This menuitem can only be used in  
structuremode

.

If possible, the previous shown structure will be shown.

It's the same function as

Back

of the function bar in the main

window.

## 1.20 men40

General

After selection of this item this AmigaGuide will be opened at  
mainmenu

.

## 1.21 men41

Short summery

This item displays the chapter  
Short summery  
of this AmigaGuide.

## 1.22 men42

Current List

When you choose this item, XOpa attempts to show a chapter of the documentation  
that has something to do with the current

displaymode

. The same happens

if you press the help-key.

## 1.23 anzeige

---

## V. Displaybar

Here you can find explanations about all display-modes that can be activated by using gadgets or menus. You should find all informations shown in these modes.

Currently, there are the following modes:

Tasks

Screens

Ports

Libraries

Resources

Devices

System

Interrupts

Assigns

Residents

Fonts

Struktur

--

Locks

Volumes

Monitors

Classes

Catalogs

## 1.24 anz1

Tasks

In this mode all running tasks and processes (Programs) will be displayed. Every Program running in the system consists at least of one task or process. The following informations will be displayed:

- Address - The address of the task

- Pri - The priority. See also  
  - ◁priority▷
    - Stack - The tasks memory used for variables
- Signals - Signals used by the task
- State - Shows the current state of the task. For example run, wait, frozen (See also Freeze), ...
- Code - Some attributes of the task
- Type - Task or Process. A process is a program running from DOS
- Name - Name of the Task. If the task was run from the shell also the process-number ←  
will be shown

After a doubleclick on the entry further information will appear.  
This mode supports the following functions:

```
Remove
,
Signal
,
Priority
,
Freeze
und
Window
```

## 1.25 anz2

Screens

In this mode all opened screens will be listed.  
The following informations will be listed:

- Address - Address of the screen
- Pos(x,y) - Shows the monitor-relative position of the screen
- Size(x,y) - Width and height of the screen
- Dep - Screen's color-depth (for example 2 for 4 colors)
- Mode - Shows the ModeID (exists since OS2.0). Further information will come with a doubleclick
- Type - At the moment there are three different types of screens:
  - "wbench" stands for the workbench-screen
  - "public" this is a screen where any program can open a window
  - "custom" is the private Screen of one program
- Titel - Hmm... I think it's the screen's current title

After a doubleclick on the entry further information will appear.  
This mode supports the following functions:

```
Add
,
Close
```

und  
Window

## 1.26 anz3

Ports

In this mode the system's list of ports will be displayed.  
The following information will be listed:

- Address - Address of the port
- Pri - Priority of the port. See also  
«Priority»
  - Flags - Some attributes of the port will be displayed ←  
here, normally  
the of message to be received.
- SBit - The signalbit set for the Wait() function
- Type - Not really needful. It is always "mgport"
- Portname - This is the real name of the port
- Taskname - The name of the task to which the port belongs

After a doubleclick on an entry the  
Strukturemode  
will be activated.

A MsgPort-Structure with the address of the port will be shown.  
This mode supports the following functions:

Remove  
und  
Priority

## 1.27 anz4

Libraries

In this mode you can see all opened libraries  
The following informations will be listed:

- Address - Address of the library
- Pri - Priority of the library. See also  
«Priority»
  - Version - The library's version - what else?
- OpenC - This value shows how often programs have opened the library.  
If it's 0 the library can be removed from the system.
- Neg - The size of the libraries offset range
- Pos - Amount of bytes after the library structure
- Typ - In this case maybe "library" !?!
- Name - The libraries name

After a doubleclick on an entry the  
Strukturemode

will be activated.

A Library-Structure with the address of the Library will be shown.  
This mode supports the following functions:

Remove  
und  
Priority

## 1.28 anz5

Resources

In this mode the system's resource will be listed. These regulate the low level access to parts of the amiga hardware.  
The following informations will be listed.

- Address - Address of the resources
- Pri - Priority of the resources. See also  
«Priority»
  - Version - The Version of the resources. What else?
- OpenC - This value shows how often programs have opened the resource.  
If it's 0 the resource can be removed from the system.
- Neg - The size of the resources offset range
- Pos - Amount of bytes after the resource structure
- Typ - In this case maybe "resource" !?!
- Name - The resources name

After a doubleclick on an entry the

Strukturemode  
will be activated

and the structure chosen in

«Node-Structures»  
will be shown.

The following functions are supported:

Remove  
und  
Priority

## 1.29 anz6

Devices

In this mode a list of all active devices will be listed. Devices regulate the high ↔  
level

access to parts of the Amiga hardware.

The following informations will be shown:

- Address - The device's address in the system
- Pri - The priority of the device. See also

- «Priority»
    - Version - The device's version.
- OpenC - This shows how often the device was opened by programs. If it is 0 the device can be removed from the system.
- Neg - the size of the offset area of the device
- Pos - Amount of bytes after the library structure
- Typ - In this case maybe "device"
- Name - The device's name

With a doubleclick on the entry XOpa switches to structure-mode. A device- ←  
structure  
will be displayed.

This mode supports the following functions:

```
Remove
und
Priority
```

## 1.30 anz7

System

In this mode the following data will be displayed:

- the CPU (central processing unit)
- the activated caches
- the mathematical co-processor
- your chipset
- availability of a MMU
- your OS-version
- the latest Guru meditation
- the memory blocks
- the expansions (processor-card, graphics-card,...)

the following information are shown:

- Address - Address of the board
- Size - Memory on the board
- Bus - Supported bus-type
- Product - This shows what type of board it is
- Type - The manufacturer-specific ID
- Flags - The Boards attributes
- Manufacturer - The manufacturers ID and his name (if possible)

In the memoryblocklist you can activate an entry by clicking on it  
in order to change it's  
priority  
afterwards.

## 1.31 anz8

### Interrupts

In this mode the running interrupts are shown in the window. An interrupt is a kind of program that is called up at special situations e.g. when the monitor's beam has reached a special position.

The following informations will be shown:

- Address - the interrupt's address in the system
- Pri - the interrupt's priority. See also  
    «priority»
  - Data - a pointer to the data
- Code - a pointer to the programm
- Nr - the interrupt's number (shows which channel is used)
- Interrupt - the type of interrupt
- Ctrl - Control: handler/server
- Type - can be "interrupt" or "unknown"
- Name - the interrupt's name

This mode supports the following functions:

Remove  
und  
Priority

## 1.32 anz9

### Assigns

In this mode a list of assigns will be listed.

The following informations are displayed:

- Address - the system's address of the assign
- Assign-Name - The name of the assign e.g. LIBS:
- Path - the complete path of the assign

This mode supports the following functions

Add  
and  
Remove

## 1.33 anz10

### Residents

In this list you can find all parts of the OS that are in the Kickstart-ROM.

---

The following informations will be shwon:

- Address - Address of the object in ROM
- Pri - priority. See also  
    «priority»
  - Version - Version of the object
- Flags - Flags in the resident-structur
- Type - The object's type e.g. "library"
- Name - The objects name

## 1.34 anz11

### Fonts

In this list all opened fonts will be displayed.  
Therefor the following informations will be shown:

- Address - the font's address
- Width - normal width of the font (in pixels)
- Hight - the font's hight
- BaseLine - the font's baseline
- LoChar - character with the lowest ASCII-Number in the font's bitmap
- HiChar - character with the highes ASCII-Number in the font's bitmap
- OpenC - how the font was opened (open-counter)
- CharData - pointer to the font's bitmap
- Name - the font's name

With a doubleclick on an entry you tell XOpa to open a window and to display the font there.

This mode supports the following functions:

Add  
and  
Close

## 1.35 anz12

### Structure

In this mode you can see the system-data in the correct system-structures.  
(See

    Structure-mode  
    ) For safety-reasons it is not  
possible to change the data here.

This mode supports (if possible) the following functions:

Back

---

## 1.36 anz16

### Locks

In this list all current accesses to files are shown. A lock can prevent a file from being deleted or even accessed.

The following informations will be displayed:

- Address - the lock's address
- Mode - Type of access (reading/writing)
- Name - complete path and name

This mode supports the following functions:

### Remove

## 1.37 anz17

### Volumes

This list shows all available volumes.

The following informations will be displayed:

- Address - address of the object in memory
- Pri - priority. See also  
«Priority»
  - Name - the objects name
- Unit - the volumes unit-number
- Handler - name of the volumes handler
- Device - name of the device for the volume

## 1.38 anz18

### Monitors

This list displays the monitor-drivers of your system.

The following informations will be shown:

- Address - the MonitorSpec-Structure's address
  - totrows - maximum amount of Rows
  - totclks - Colorclocks
  - Name - the monitor's name
-

## 1.39 anz19

Classes

This list shows all of system's public BOOPSI classes.

The following informations will be displayed:

- Address - the structures address
- Superclass - the superclass
- Obj. - the amount of object-intances
- Sub. - the amount of diverted classes
- Name - the name of the class

## 1.40 anz20

Catalogs

This list shows all opened catalogs that are used by different programs.

Attention: since the solution of collecting these does not rely on undocumented features of the OS, it will not work if "English" is the first language to be used.

The following informations will be displayed:

- Address - address of the catalog-structure
- Version - the catalogs version
- Language - Language
- OpenC - open counter of this catalog
- Name - the catalogs name

The following function can be used:

Remove

## 1.41 funks

VI. Function gadgets

Below you have the explanation of the function gadgets. Please notice that not every function can be called up from any display mode. (See

Display  
)

Many functions can only be called after selecting an entry.

The following functions are implemented:

Add

---

Remove  
 Signal  
 Priority  
 Close  
 Freeze  
 Windows  
 Back

## 1.42 funk1

Add

This functions can be used in the modes

Screens  
 ,  
 Assigns  
 and  
 Fonts  
 .

The object you add depends on the current display mode:

- in the

Screen-Mode

a requester will be opened where you can define the outlook of the public screen that will be opened. (See requester Open screen )

- in the

Assign-Mode

a requester with two string-gadgets will be opened. In the first you enter the name of the assign (without ":" ). In the second ↵ gadget you enter the complete Path to which the assign points. (e.g. "SYS:Fonts" for ↵ the assign "Fonts:"). To confirm your actions click "OK" if not click "Cancel" or ↵ the close-gadget of the window. (See also

Assign for directory  
 )

- in the

Fonts-Mode

the normal Amiga Font requester will be opened. Notice that automatically all fonts that are displayed in the requester will ↵ be opened.

This function needs no selected entry.

## 1.43 funk2

Remove

This function can be called up from lots of  
 display-modes  
 . It is used  
 in order to remove the selected entry from the systems lists and the memory.  
 If you have activated the  
 Security-checks  
 you will be asked if you are  
 shure to remove the object. For some modes there are additional options  
 (e.g.  
 Task-Window-Relations  
 for tasks).

```
!! This function must be used very carefully because the system !!
!! or a program could still need the object you want to close. !!
!! So don't be surprised if your Amiga crashes down! !!
```

## 1.44 funk3

Signal

After pressing «signal» in the  
 task-displaymode  
 the requester «send signal»  
 appears, at least if you have selected an entry before.  
 In the upper field you can enter number of the hexadecimalsystem (could anyone  
 who speaks english please tell me right translation for that word ??? German:  
 "Hexadezimalsystem"). That number (signal) will be send to the intern port of the  
 selected program.  
 The "radio-buttons" on the window's left side let you choose to either send your  
 entered signal or to send "quit"-signals.

## 1.45 funk4

Priority

With this function you're able to change an object's priority. In the string-  
 gadget you may enter values between -128 and +127. Changing priority has different  
 effects depending on the type of object you had selected.  
 If you increase the priority of a  
 task  
 for example, is gets more often and more processor-time.

## 1.46 funk5

Close

This gadget does the same as the function remove. The only difference is that you use this button for windows and screens.

## 1.47 funk6

Freeze

This function can only be called up from the  
task-mode

.

After clicking this button, the selected task will be removed from the list of tasks that are called up from exec. That means that the program is still there but it can't do anything.

If you try to freeze an already frozen task you will activate it again.

## 1.48 anz14

Windows

This function is available in the display-modes  
tasks  
and  
screens

.

After pressing this gadget all windows of the selected task or screen will be ←  
displayed.

You can press the gadget several times to update the list. The following ←  
informations  
will be listed:

- Address - The window's address in the system
- Pos(x,y) - The window's position on the screen
- Size(x,y) - Width and height of the window
- IDCMP - The IDCMP-flags specify the type of messages the window receives from Intuition. After a doubleclick on an entry the flags will be displayed in a readable form.
- Flags - these flags specify the window's outlook. They also will become readable if you click'em
- Titel - The current window-title

With a doubleclick on an entry you get further informations about the window. From there you can go back with the  
back-gadget

.

## 1.49 funk8

Back

Normally this is a special function for the  
 structure-mode  
 , but it  
 is also used for windows. (See  
 windows  
 )

The structure-mode always keeps you latest actions in mind so you can use the back ↔  
 -gadget  
 as a kind of undo-function. This gadget has the same function as the menu-item  
 Back  
 of  
 the  
 structure-menu  
 .

## 1.50 req1

Open screen

This requester appears if you press  
 New  
 in  
 display-mode screens  
 .

Here you can define the options of a new screen. That new screen is always a ↔  
 public screen.

In the string-gadget you enter the name for the new screen.

If you use OS2.1 or higher you can also defin a screen-mode with the standard ↔  
 Amiga  
 screenmode-rquester here (Mode-gadget). If you click on OK athe new screen will be ↔  
 opened,  
 if you click on cancel the requester will be closed without opening a new screen.

## 1.51 req2

Assign for directories

You call this requester if you press New in  
 assign-mode  
 .

To make a new assign please enter the assign's name into the upper string-gadget. ↔  
 A colon  
 is not needed here. In the gadget below you should enter the complete path of the ↔  
 assign's  
 directory. Instaed of entering the path manually you can simply click "Choose..." ↔  
 to call

up a ASL-filerequester.

With clicking "OK" the assing will be made, by clicking on "Cancel" you leave the window without making an assign.

## 1.52 tooltypes

### VII. Tool-Types

XOpa supports some tooltypes to let you make some little configuration.

The following tooltypes are supported:

- STRUCTS - use path and name as parameter for an extern structure-definition file for the structur-mode.
- TASKWINDOWS - The menuitem task-window relations is choosen as standard.
- SECURITYCHECK - The menuitem «security-check» is choosen as standard
- SORTLIST - The menuitem «sort list» is choosen as standard.
- DISPLAY - this tooltype supports the following parameters: TASKS, SCREENS, PORTS, LIBRARIES, RESOURCES, DEVICES, SYSTEM, INTERRUPTS, ABOUT, ASSIGNS, FONTS, RESIDENTS, LOCKS, VOLUMES, MONITORS.  
With this tooltype you can choose the display-mode that XOpa shows on startup.
- WINDOW - this tooltype needs four parameters: the x and the y position of the window and the width and the height.  
Example: WINDOW=0/42/1000/420  
It is also possible to let out some parameters.
- ICONIFY - causes XOpa to start up iconified. When you quit XOpa it will become iconified.
- ICONXY - defines the x and y position of the iconify-icon.  
Example: ICONXY=42/42

Of course the tooltypes only work if you start XOpa from the Workbench.

## 1.53 struktur

### VIII. XOpa's structure-mode

With the help of the structure-mode you are able to take a look at the inside of

---

the system.

After choosing the structure-mode XOpa lists the known libraries. With a `↔`  
`doubleclick`  
 on one entry the library's internal structure will be displayed. If you doubleclick  
 a pointer or a pointer to a structure XOpa either displays the pointed structure `↔`  
`or`  
 switches to memory-display.

With the back-gadget you can go back to the structure shown before.

Furthermore you have the possibility to display any structure or memory-address.  
 To do that you need to choose  
`Other structure`  
 from the menu in structure-mode.

The structure-display looks like this:

In the first row you see the current address and the current displayed structure. `↔`  
`Than you`  
 see the name of the entry on the left side and on the right side the data and the `↔`  
`type.`  
 If there's a structure in another structure it will be shifted.

Some of the structure definitions are built in, others are in the external file "`↔`  
`XOpa.structs`".  
 If you want to choose any other file you can do this with the XOpa-  
`tooltypes`  
`.`

Making use of that feature you have the possibility to use the structures of your `↔`  
`own programs`  
 so you can see what your program is filling in its structures.

XOpa can only read that file if you use a registered version of the program.  
 (see  
`Registration`  
`)`

The structure of the structure-definition-file (ahh, what!?!?)

To tell XOpa that your file is a structure-definition-file it has to begin with:

```
# ---**> XOpa-Strukturdefinition
```

For the definitions there are the following keywords:

```
#libraries - After that follows a list of libraries with structure-
              definitions. First there has to be the name of the library that
              should be used.
#structs    - After that follows a list of structure definitions.
#end        - completes a part (e.g. #structs)
@struct     - within the structuredefinitions this keyword stands at the
              beginning of a new structure. The name has to follow after a "=".
              In the following definitions there first has to be the name and
              then, after a colon, the type.
```

A short example:

```
# --==**> XOpa-Strukturdefinition

#libraries
intuition.library=IntuitionBase

#structs
@struct=IntuitionBase
LibNode      :Library
...
```

With a ";" at the beginning of a row you start a comment.

The following types can be used:

- BYTE, UBYTE, FLGBYTE - 1 byte long
- WORD, UWORD, FLGWORD - 2 bytes long
- LONG, ULONG, FLGLONG - 4 bytes long
- PTR, "^Struktur" - also 4 bytes long; with doubleclick you jump to data of the pointer
- BPTR - similar to "PTR", this is BCPL-pointer. That means that the address is multiplied by 4 before jumping.
- STR - pointer to a string (4 bytes)
- STRING[x] - dieser für Programmierer (Ansehen eigener Strukturen) eingeführte Typ entspricht einem String von x Byte(s) Länge.
- "Struktur" - depends on the length of the named structure. That structure has to be defined before!

"Struktur" must be replaced through the name of the structure. The prefix "U" means "unsigned" (always positive). "FLG" lets XOpa display the data as ↵ hexadecimal.

All types (not strings) can be written as array, WORD[42] for example creates an ↵ array from 0 to 42 of WORD.

If something is not clear you can use the file XOpa.structs LINK XOpa.structs/main ↵ } as an example.

The following structures are already implemented in XOpa:

- SysBase, MinNode, Node, MinList, List, Library, IntVector, SoftIntList, MsgPort, Device

Have fun with this mode...

## 1.54 kurz

IX. Quick overview

---

1.Menus:

Project

---

Options  
Structure  
Help  
Iconify  
Flush memory  
Other structure  
General  
About...  
Print current display  
Node-structures  
Quick overview  
Quit  
Save display...  
~~~~~  
Current display  
Speedtest  
Read again  
~~~~~  
Back  
Task&window-relations  
Securitychecks  
Sort list  
Notice: The  
Display-menu  
is missing in the Quick overview

↔

---

## 2.Functionbar:

New  
Remove  
Signal  
Priority  
Close  
Freeze  
Windows  
Back

---

---

### 3.Displaymodes:

```

    Tasks
    Screens
    Ports
    Libraries
    Resources
    Devices

    System
    Interrupts
    Assigns
    Residents
    Fonts
    Struktüre

```

## 1.55 about

### X. About the program

```

____ \ \ / /
_____ \ \ / / @@@ @@@@ @@@ Version 1.96
_____ \ \ / / @ @ @ @ @ @
_____ \ \ / / @ @ @@@ @@@@@
_____ / \ / \ @ @ @ @ @ @
_____ / \ / \ @@@ @ @ @
____ / \ / \
____ / \ / \

```

The mainpart of XOpa is written in Kickpascal 2.12 of Maxon-Computer GmbH. Some smaller parts are written with the Maxon assembler. XOpa can be started with OS2.0 or higher and it has been tested on several different computers. We recommend using OS3.0 or higher.

For changements made in the previous releases, please consult the German history, since this one is complete.

----- Version 1.93 (6.2.1998) -----

- +/- buttons for a better handling in the priority-window
- Locks can be removed now
- removed left debug messages

----- Version 1.94 (22.7.1998) -----

- new display modes: Catalogs, public Classes
- Enforcer-Hit at the window-display of a task removed
- non-binding assigns will be marked
- now Installation and Documentation (still not ready) in English included
- Documentation updated

----- Version 1.95 (7.10.1998) -----

- An unnamed screen in the screens-list will not produce an Enforcer-Hit any longer ↔
-

- The OS2.0 RawDoFmt() does not understand the %X-format which is not noted in the autodocs. ↵

----- Version 1.96 (15.1.2000) -----

- By removing a task its MsgPort(s) will be deleted, too.
- The "Mode..."-Button (add a public screen) works again.
- With V39 or higher, GetBitMapAttr() will be used to determine the screen's depth. ↵
- Small changes in the detailed view of a screen's data.
- The display mode "System" shows now also the Workbench version.
- The caches of the processor are shown in an other way, CopyBack is now supported. ↵
- You have now the possibility to send one of CTRL-C/D/E/F directly.
- Catalogs can be removed now, and you also see the "OpenCounter".
- "Structure/Other Structure" can now be used out of every mode in which case the address of the selected item will be used.
- a few optimisations.

## 1.56 bugs

### XI. Known bugs

Since Version 1.94 you get an enforcer-hit by clicking "New" at displaymode screens. ↵

This is due to a compiler error.

At the moment we see no possibility for a workaround, so we have to live with this ↵  
; we hope you can also do this.

## 1.57 authors

### XII. The Authors

XOpa was entirely written by Axel Dörfler and Alexander Bartz. If you have any suggestions or if you find a bug, please feel free and write to one of the following addresses:

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|                     |                 |
|---------------------|-----------------|
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XOpa has now its own internet support page, which is really very small but you'll find always the current release there:

<http://www-lehre.informatik.uni-osnabrueck.de/~adoerfle/XOpa/>

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