

BumpRevision

COLLABORATORS

	<i>TITLE :</i> BumpRevision		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BumpRevision

1.1 BumpRevision Deluxe V2.200

BumpRevision Deluxe V2.200

COPYRIGHT

WHAT IS IT?

MACRO-USAGE

FEATURES

SYNTAX

IDEAS, SUGGESTIONS

VIRUS PROTECTION

GREETINGS

Peter Simons

1.2 copyright

This is the second version of BumpRevision. There may be no additional releases, because I don't believe that this version has many bugs. (It isn't very complex!) Perhaps I'll add some new features if the feedback is alright.

This version is freeware. This means that everybody can use it as they like without paying any money. But I - as the author - don't lose my copyright on this program. If I believe it's a good idea, I might re-release it as shareware or include it in a commercial product.

If you like this tool, don't hesitate to use it, but do not

change my name as the author in any way.

Spreading this program on so called "Public Domain Disks" is *NOT* allowed without my explicit permission. (This doesn't include the Fred Fish collection!) But I agree to every way of spreading that doesn't charge money as FTP or via bulletin box systems.

1.3 what is it?

This is a tool for all assembly language programmers who want to document the changes at the different revisions. BumpRevision Deluxe generates the well-known \$REVISION-HEADER autoMAGICally and allows you to comment the changes. ←

Additionally, the latest version number and the revision-date is included in the source-code as a

macro, so you can easily update things like version-strings in your own programs.

BumpRevision Deluxe requires an ordinary AMIGA equipped with OS 2.0. (Administering gadgets under OS 1.3 was a lot of work!)

This is an example-header:

```
;***** Auto-Revision Header (do not edit) *****
;*
;* © Copyright by Gods - Software Development
;*
;* Filename      : Foobar.asm
;* Created on    : 21-Jun-92
;* Created by   : Peter Simons
;* Current revision : V0.000
;*
;*
;* Purpose: This is just a demonstration of what this program does...
;*
;* V0.000 : --- Initial release ---
;*
;*****
REVISION      MACRO
               dc.b "0.000"
               ENDM
REVDATE       MACRO
               dc.b "21-Jun-92"
               ENDM
```

You should *NOT* edit anything in the header by hand. For example the first ";* V" is needed to find the last revision and insert this one before. All revisions behind that aren't changed in any way, so you can change the text there.

The header needn't start at the first line of the source-code. You can even split the revision-header and the macros as you like, as long as you do *NOT* delete or add any blanks or other characters.

The "Copyright", "Filename", "created on" and "created by" lines are touched only at the generating of the header, so you can change them, too. ("Current Revision" is of course changed every time, so stay away from that entry!)

BumpRevision Deluxe tries to read two environment-variables named: "COMPANY" [max. 34 chars] and "AUTHOR" [max. 24 Chars]. You can set them using the Shell-command SetENV. Their contents are added in the "Copyright" and "Created by" lines. (Just try it out...)

1.4 macro-usage

The usage of the macros may be seen in the following example:

```
dc.b    "$VER BumpRevision "  
REVISION  
dc.b    " ("  
REVDATE  
dc.b    )",0
```

is gonna be assembled to

```
dc.b    "$VER BumpRevision 0.000 (21-Jun-92)",0
```

NOTE: If you do *NOT* want BumpRevision Deluxe to create and update these macros, just delete them in your source-code, and BumpRevision will skip this feature the next time...

1.5 features

This version of BumpRevision Deluxe includes a completely new designed GUI. For example you can now select the comment-string-gadgets via keyboard-shortcut.

Then the gadgets support the tab-cycling-feature of OS 2.0. This means, that you can switch to the next gadget by simply pressing the TAB key. SHIFT+TAB will switch to the previous gadget. Pressing RETURN will unselect every gadget, so that you can choose the next action via shortcut.

Additionally, empty lines will be truncated by BumpRevision Deluxe, in order to keep the header as small as possible. If you can't mess with cutting-lines, you'll have to insert a space in the comment-gadget.

A "New" possibility is to append the revision-author to the

current revision. This feature can be en-/disabled with the "Include Author-Line"-checkbox. The name of the author is read from the environment variable `\` and will be copied to the gadget, formatted to the right margin, also the date of the revision will be appended to the line (in brackets).

You may edit this line as you wish, before you select "Okay", and append it to this revision!

The last thing is, that the window will now be opened centered, even if you're working in interlace or NTSC-Overscan. The position of the AboutWindow is calculated relative to the position of the main window. Also, all gadgets in the main window will be de-activated, so you can't missuse them. :-))

1.6 syntax

BumpRevision Deluxe requires only one parameter: The path to the file that is going to be updated. If you call BumpRev without any parameter the well-known Usage-message will be displayed. You can specify filenames that include blanks without quotation-marks, because the whole line is taken as filename.

1.7 ideas, suggestions

If you notice any bug or have an idea what can be included in the next release, don't hesitate to contact me under the following address:

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D-5300 Bonn 1
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Voice: Tel. 0228 / 74 60 61

or via e-mail: Usenet simons@peti.GUN.de
FIDO 2:242/7.25

Ok, I'll be happy about all feedback, even if you just write "Your tool sucks!"

1.8 virus protection

To make sure that BumpRevision Deluxe is not infected by a virus, here are the CRC-checksums of this version. If you believe they've been changed, just ↵

contact me
and ask for the original
values. Don't forget the
revision number.

BumpRevDeluxe

6768 ----rwed 18-Nov-92 11:28:04

File "BumpRevDeluxe": CRC Checksum = \$7AE24CC0
WRAP Checksum = \$00000000

1.9 greetings

My greetings belong to Kai Iske, who included such a tool as one of the first in his KCommodity (Look out for this commodity, it is unbelievable!) where I got my ideas from. (I thought it was a bit overreacting to load a 70k commodity just to update ones source-codes :->)

Thanks to Bullfrog for proofreading my horrible school-english!