README

Cronus

COLLABORATORS

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REVISION HISTORY

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Chapter 1

README

1.1   General p.OS Developer Release Information

                Geek Gadgets 2 contains a special developer release of p.OS from ↩
                   proDAD,
along with a number of files contributed by Cronus and others.

The p.OS material included on this CD-ROM is Copyright © 1997 by proDAD
Software. Duplication or redistribution is strictly prohibited. The
inclusion of "p.OS" is not to be considered as PD/Shareware but is commer-
cial software subject to the copyright of proDAD Software. p.OS is a
trademark of proDAD Software.

NOTICE: The version of p.OS supplied on this CD is a prerelease that is
intended to be strictly for developers to use to begin porting their
packages to p.OS. Since it is a developers release, it still contains
debugging code and additional checking code, that makes it slower than
the p.OS that users will get with the full p.OS release.

A full release of p.OS will be ready soon. Purchasers of this CD may
obtain the full release of p.OS at a discount. See the included order
forms and also examine the packaging for any discount coupons that might
be included.

See the Contrib directory for some programming examples and other
material that is not currently installed via the installer script.

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1.2   What is p.OS?

p.OS is a brand new operating system with a future oriented concept. In

contrast to most other operating systems, p.OS doesn't keep up left-overs
from the past or "inflated" sources. It is built entirely from scratch,
designed for effectiveness in CPU and memory usage and offering new
innovative features. Pre-emptive multitasking, HAL-principles and intuitive
user interface elements provide for effective hardware use - just
as an operating system is intended to be.

No matter if you want to use it in set-top boxes, or as a replacement (maybe
supplement?) for existing operating systems, p.OS will convince you with its
logically structured layout, and with improved as well as with innovative
features.

1.3   Installing proDAD's p.OS operating system

To run p.OS you must have at least a 68020 Amiga with 4Mb of memory. To
install everything that the p.OS installation script knows how to install
requires about 15 Mb of hard drive space.

An installer script is supplied to make it easy to install p.OS on your
system. You can run the installer now or use your WorkBench to locate
and run the installation script from it's own icon.

If you have any of the following programs running, you must kill them or
otherwise ensure that they are not running prior to starting p.OS:

```
  ChangeScreen
  MagicMenu
  MCP
  NewMode
  Scout
  ScreenTab
  SnoopDos
  TinyMeter
  VMM
```

Once you have installed p.OS, and ensured that none of the above programs
are running, you can click here to start p.OS, or run it from a CLI using
a command of the form:

```
  pos:pos/pos <width> <height> depth <planes>

  EX: pos:pos/pos 640 512 depth 4
```

1.4   Using the ADE with p.OS

The Amiga Developers Environment (ADE) can be used to create p.OS applica-
tions, under both AmigaOS and p.OS. Everything you need to start creating
p.OS applications is available on this CD-ROM, including C/C++ compilers,
include files, libraries, and documentation.

Because of the work by Hans Verkuil to create a p.OS version of the ixemul
library and modify the C runtime files to work on both AmigaOS and p.OS,

most binaries created with the ADE tools will run on either AmigaOS or p.OS
providing they make no AmigaOS or p.OS specific system calls. With some
care, programs that want to make AmigaOS or p.OS specific calls can also
be created and use a single binary.

If you want to run ADE programs under p.OS you need the beta ixemul version
47.0, which is included on this CD and is installed by the p.OS installation
script. However, since this library is still a *beta* version, Hans
explicitly reserves the right to change the final ixemul 47.0 in ways that
may not be backwards compatible with this beta version, so he requests that
you do not upload this beta library to Internet sites. Once the library is
out of beta, it will be uploaded to Aminet as the official, final version.

Note that after installing p.OS and booting it, you will not be able to
access any other disks or disk partitions on your system unless you first
edit the pOS/Devs/mountlist.arg file. In particular, you may want to edit
it so you can mount the disk containing the ADE binary tree.

Assuming that you installed the ADE binary tree in work:ADE, and that Work:
is properly mounted when p.OS has finished booting, then the following
commands will set up the ADE environment under p.OS:

```
  > assign ADE Work:ADE
  > execute ADE:Sys/S/pOS-Startup
  > stack 100000
```

We recommend a stack value of at least 100-200 Kb for normal ADE use, until
such time as all the ADE tools are compiled with automatic stack extension
enabled.

If you want to avoid having to manually assign ADE: and run the pOS-Startup
script after each p.OS boot, you should add the appropriate commands to the
pOS User-Startup.scp file so that they are automatically executed each time
p.OS is booted.