

**BootUte\_2**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BootUte_2	
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# Contents

<b>1</b>	<b>BootUte_2</b>	<b>1</b>
1.1	Contents . . . . .	1
1.2	Overview . . . . .	2
1.3	Requirements . . . . .	2
1.4	Installation of BootUte 2 . . . . .	3
1.5	Usage instructions . . . . .	3
1.6	Running BootUte from the Workbench . . . . .	4
1.7	Running BootUte from the CLI/Shell . . . . .	5
1.8	Main options . . . . .	6
1.9	Preferences options (page 1) . . . . .	8
1.10	Preferences options (page 2) . . . . .	11
1.11	AREXX port information . . . . .	14
1.12	EH-Pro information . . . . .	19
1.13	Disclaimer . . . . .	19
1.14	Copyrights . . . . .	20
1.15	Registering BootUte 2 . . . . .	20
1.16	Updates of BootUte . . . . .	21
1.17	History of BootUte . . . . .	22
1.18	The future of BootUte 2 . . . . .	24
1.19	Distribution . . . . .	24
1.20	Inclusion of BootUte in a Public Domain library . . . . .	25
1.21	Inclusion of BootUte on a CD-ROM disk . . . . .	26
1.22	Inclusion of BootUte on a magazine disk . . . . .	26
1.23	Information about the author . . . . .	26
1.24	Thanks and greetings . . . . .	27
1.25	Piracy . . . . .	28
1.26	Message to rASCAL/SHOOT . . . . .	29
1.27	CliExec . . . . .	30

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# Chapter 1

## BootUte\_2

### 1.1 Contents

BootUte v2.62 (SHAREWARE) - 25th September 1995

Written by Paul Toyne

©1995 TLS Software

Overview

Registering

Requirements

Updates

Installation

History

Usage

Future

Disclaimer

Distribution

Copyrights

Piracy

Author

Thankyou

CliExec

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## 1.2 Overview

Overview of BootUte 2 and it's features

BootUte is a degrader-like program with many features to hopefully enable badly-written older (and some newer!) programs to run without problems on a Kickstart 2.0+ machine.

It enables all types of program to be run, whether they are boot-loaders, or normal Amiga executables. The system patches only stay in force while the program is executing, as soon as it stops the computer returns to 'normal'.

If features a primitive screen-size scalable interface, with multiple font support (currently limited to any 8-point non-proportional font) which may look a bit strange if you run it in a mode like Super-72 800x600, because the gaps between the gadgets and the boxes will sometimes be a bit large. This will be sorted out as soon as I get my new GUI sorted out. BootUte will then feature a fully font sensitive GUI.

BootUte also contains an AREXX port which enables you to call all 'GUI' features, and a few more.

## 1.3 Requirements

Requirements for BootUte 2

BootUte 2 will only run on an Amiga with Kickstart 2.0 or greater, with the following libraries :

- \* asl.library v37.

for extended functionality the following libraries are also useful :

- \* diskfont.library v36.
- \* commodities.library v37.
- \* iffparse.library v37.
- \* rexxsyslib.library v36.

installed in the LIBS: drawer.

Extended features are available when you have extra memory, a more powerful CPU, and FPU, extra disk drives etc.

Approximately 300k of RAM is necessary to use BootUte 2 when all 3 windows (Main, Preferences page 1 and Preferences page 2) are open.

CBM Installer is necessary if you wish to install BootUte using the

---

supplied installer script.

An IconX script is provided for those without 'Installer'.

## 1.4 Installation of BootUte 2

Installation instructions for BootUte 2

Installation using CBM Installer

The provided Installer script requires 'Installer' to be somewhere in your path.

From the Workbench :

- 1) Double click on the Install icon.
- 2) Follow the instructions in the installer program.

Installation using the IconX script

From the Workbench :

- 1) Double click on the Install\_IconX icon.
- 2) Follow the on-screen instructions.

From the CLI/Shell

- 1) Type the following :

```
CD <place where BootUte 2 was extracted>  
Execute Install_IconX
```

- 2) Follow the on-screen instructions.

Manual installation

Open a CLI/Shell and type the following (between the lines)

```
-----  
MakeDir ENVARC:TLS ENVARC:TLS/BootUte  
MakeDir <place to put BootUte>  
Copy BootUte_2#? Docs#? all <place to put BootUte>  
-----
```

See your Amiga manual for more information on the MakeDir and Copy commands.

## 1.5 Usage instructions

---

## Usage instructions

When you start BootUte it may bring up a requester telling you that then 'ENVARC:TLS/BootUte' directory doesn't exist. It gives you the option of creating it. I suggest you create it for 2 reasons :

- 1) It stops the requester appearing on startup
- and 2) It enables BootUte to save it's preferences to disk.

Running BootUte from the Workbench

Running BootUte from the CLI/Shell

Main options

Preferences options (page 1)

Preferences options (page 2)

AREXX port information

For users of Kickstart 3.0 or above, BootUte has a unique feature ↔

called IntuiHelp. This gives you real time, on-line help at the touch of a button.

To enable it simply press the 'Help' key, then move the mouse over the gadget you want help with. A box will pop-up on the screen giving you information about the gadget. To disable it just press the 'help' key again.

## 1.6 Running BootUte from the Workbench

Running BootUte from the Workbench

To start BootUte from the Workbench double-click on it's icon, or set BootUte as the default tool in a Project icon.

Valid tooltypes

Commodities tooltypes (see your Amiga manual for more details)

CX\_PRIORITY=<number> (0)

Set the Commodities priority of BootUte.

CX\_POPKEY=<string> ('ctrl alt b')

Set the Commodities hotkey of BootUte.

CX\_POPUP=<YES|NO> (YES)

Set the initial state of BootUte's window.

BootUte specific tooltypes

PREFS=<filename> ('ENV:TLS/BootUte/BootUte.prefs')

Loads the specified preferences file on startup.

DFO, DF1, DF2, DF3

Attempt to load the bootblock of the specified drive, and execute it.

Note that this doesn't display BootUte's window.

If more than one of these tooltypes appears, the one with the lowest number will be used.

## 1.7 Running BootUte from the CLI/Shell

Running BootUte from the CLI/Shell

To start BootUte from the CLI/Shell type the following :

```
1> BootUte_2
```

Valid CLI/Shell arguments

Commodities arguments (see your Amiga manual for more details)

CX\_PRIORITY/N/K (0)

Set the Commodities priority of BootUte.

CX\_POPKEY/K ('ctrl alt b')

Set the Commodities hotkey of BootUte.

CX\_POPUP/K (YES)

Set the initial state of BootUte's window.

BootUte specific arguments

PREFS/K=<filename> ('ENV:TLS/BootUte/BootUte.prefs')

---



Loads the specified preferences file on startup.

DF0:/S, DF1:/S, DF2:/S, DF3:/S

Attempt to load the bootblock of the specified drive, and execute it.

Note that this doesn't display BootUte's window.

If more than one of these arguments appears, the one with the lowest number will be used.

FILE

Attempt to load the specified file, and execute it.

Note that this doesn't display BootUte's window.

The 'DF0', 'DF1', 'DF2' and 'DF3' arguments override this.

PATCH/K

Patch the executable file (named by FILE), with the specified patch-file, in order to make it run.

## 1.8 Main options

### Main options

About (A)

Displays some information about the current version of BootUte.

Preferences (P)

Display the first preferences page

.

Quit (Q)

Exits BootUte.

### Bootblock operations

Read (R)

Read the bootblock from the currently selected drive. If a bootblock is already loaded then a requester will appear, asking you if you are sure you want to read the bootblock.

Write (W)

---

Write the currently loaded bootblock to the currently selected drive. If no bootblock is loaded then this option is disabled.

#### Drive (D)

Select the current drive to use for bootblock operations. The cycle gadget only contains the connected disk drives.

#### Show (S)

Show the currently loaded bootblock as an ASCII and HEX dump. If no bootblock is loaded then this option is disabled.

Sorry, this option isn't available yet.

#### Clear (C)

Clear the currently loaded bootblock. If no bootblock is loaded then this option is disabled.

#### Load (O)

Load a bootblock file from disk. If a bootblock is already loaded then a requester will appear, asking you if you are sure you want to read the bootblock.

#### Save (V)

Save the currently loaded bootblock to disk. If no bootblock is loaded then this option is disabled.

#### Execute (E)

Execute the currently loaded bootblock using the options specified by the first and second preferences pages. If no bootblock is loaded then this option is disabled.

### File Operations

#### Load (L)

Load an executable file from disk. If a file is already loaded then a requester will appear, asking you if you are sure you want to load the file.

#### Patch (T)

Apply a custom patch the currently loaded executable file. If no file is loaded this option is disabled.

Sorry, this option isn't available yet.

---

## Show (H)

Show the currently loaded file as an ASCII and HEX dump. If no file is loaded then this option is disabled.

Sorry, this option isn't available yet.

## Unload (U)

Remove the currently loaded file from memory. If no file is loaded then this option is disabled.

## Execute (X)

Execute the currently loaded file using the options specified by the

    first  
    and  
    second  
    preferences pages. If no bootblock is loaded  
then this option is disabled.

If the loaded executable file didn't have the PURE bit set then it will be unloaded from memory after it has been executed.

## 1.9 Preferences options (page 1)

Preferences options (page 1)

## Save (S)

Save the current preferences to 'ENV:TLS/BootUte/BootUte.Prefs' and to 'ENVARC:TLS/BootUte/BootUte.Prefs'. Also returns back to the

    main  
    window.

## Use (U)

Save the current preferences to 'ENV:TLS/BootUte/BootUte.Prefs'. Also returns back to the

    main  
    window.

## Next (N)

Display the  
    second preferences page  
    .

## Cancel (C)

Forget all of the changes that have been made during the current preferences options, and return to the main window.

#### Memory Options

##### Limit Fastram (L)

Limit the amount of fast-ram that can be allocated by the current program. If no fast-ram is present then this option is disabled.

##### Fake Fastram (T)

Allow a program to use chip-ram as though it was fast-ram. If real fast-ram is present then this option is disabled.

##### Limit Chipram

Limit the amount of chip-ram that can be allocated by the current program.

##### Clear Memory (Y)

Clear all free memory with zeros before the program is executed.

#### Display Options

##### Chipset (I)

Select a chipset to 'emulate'. If the Amiga doesn't have at least Kickstart 3.0 then this option is disabled.

Options are : BEST, OLD, ECS, or AGA.

##### Display Type (D)

Select the display type to use.

Options are : PAL or NTSC.

##### Sprite Resolution (R)

Select the sprite resolution to use. If the Amiga doesn't have at least Kickstart 3.0 then this option is disabled.

Options are : LOW or HIGH.

##### Blank Border (B)

Select whether or not to blank the screen's border before executing the program.

#### Audio Options

---

## Audio filter (A)

Select whether or not to disable the audio filter.

## Bootblock Options

## Read address (E)

Select the area of memory to load the bootblock to.

Options are : Chip, High Chip and Fast.

## Auto read (O)

Select whether or not to automatically read the bootblock of a disk inserted into the currently selected drive.

## CPU Options

## CPU (P)

Select the CPU to 'emulate'.

Options are : 68000, 68010, 68020, 68030 or 68040.

It has come to my attention that several people think that this option will speed your computer up. I wish to state that it will not make your computer any faster.

## FPU (F)

Select the FPU to 'emulate'.

Options are : NONE, 68881, 68882 or 68040.

## Program cache (M)

Select the mode for the program (instruction) cache.

Options (depending on CPU present) are : Off, On or Burst.

## Data cache (H)

Select the mode for the data cache.

Options (depending on CPU present) are : Off, On or Burst.

## VBR

Sets the Vector Base Register to the specified address.

## Copyback (not selectable)

Displays the status of Copyback mode when a 68040 CPU is present.

---

Trap Move SR,<ea> (V)

Converts the Move SR,<ea> instruction, when a 68010 or better CPU is present, to a Move CCR,<ea>. This option is disabled if you only have a 68000 in your Amiga.

68040 speedup (0)

Speeds up many demo's when running on a 68040 CPU. This option is disabled if a 68040 isn't present in your Amiga.

68040 support code (4)

Optionally removes the FPU support code for the 68040. This option is disabled if a 68040 isn't present in your Amiga.

### General Options

Iconify type

Selects the type of iconification BootUte will use when it is iconified.

Options are : Icon, Menu, or Hide.

Screen mode

Selects the screen mode, and screen dimensions to run BootUte in.

Font

Selects the font to run BootUte in. Currently this must be an 8 point, non-proportional font.

## 1.10 Preferences options (page 2)

### Preferences options (page 2)

Save (S)

Save the current preferences to 'ENV:TLS/BootUte/BootUte.Prefs' and to 'ENVARC:TLS/BootUte/BootUte.Prefs'. Also returns back to the

main  
window.

Use (U)

Save the current preferences to 'ENV:TLS/BootUte/BootUte.Prefs'. Also returns back to the

main

---

window.

Prev (P)

Display the  
first preferences page  
.

Cancel (C)

Forget all of the changes that have been made during the current preferences options, and return to the main window.

### System Options

Force library versions (F)

This feature enables you to change the versions of 'exec.library', 'intuition.library', 'graphics.library' and 'dos.library' to new versions to make software think that your computer has a different ROM to the one it really contains.

I do not advise using this option to set your library version to higher than the current version as it may cause your software to crash due to features being unimplemented.

Options are : Don't force, v33 (1.2), v34 (1.3), v36 (2.0), v37 (2.04), v38 (2.1), v39 (3.0) and v40 (3.1)

Task priority (T)

Set the task priority of the program to execute. Valid ranges are from -128 to 127.

Alerts ---> Requesters (A)

Patch the Alert() function to use a requester instead of a flashing box.

Handle exceptions (X)

Handle most of the exceptions that cause a GURU. This option is only available if  
EH-Pro  
is installed on the computer.

Disable PCMCIA slot (L)

Attempt to disable the PCMCIA slot to free up some memory. If you don't have a PCMCIA slot then this option is disabled.

Execute Options

---

Close screens on execute (O)

Close all of BootUte's windows and screens before the program is executed, to make as much memory available as possible.

Stack size

Set the size of the stack available for the running program. Making this value larger can stop many unexplained crashes.

Safe return to BootUte (R)

Attempt to return to BootUte safely if a program removes too many items from the stack.

Pause slider (E)

Pause for a specified time between pressing 'Execute' and the program running to help you select keys etc. necessary to access hidden parts of demo's.

Save copper list (I)

Save the copper list pointer so that if a program doesn't put it back correctly the Workbench will still be usable.

Save hardware registers (H)

Save various hardware registers so that they can be restored when a program has finished.

#### DOS Options

DF0: (0)

Allows you to set the status of DF0: This option is only available if DF0: is present.

Options are : Enabled or Disabled.

DF1: (1)

Allows you to set the status of DF1: This option is only available if DF1: is present.

Options are : Enabled or Disabled.

DF2: (2)

Allows you to set the status of DF2: This option is only available if DF2: is present.

Options are : Enabled or Disabled.

DF3: (3)

---



Allows you to set the status of DF3: This option is only available if DF3: is present.

Options are : Enabled or Disabled.

#### BCPL DOS Functions (B)

Patches all dos.library functions so that they accept the library base in register A5 or A6, and return the result in D0 and D1.

Sorry, this option has been temporarily disabled because it was causing lots of problems.

#### Disable CD Drive (D)

Disables the CD drive by issuing it a CMD\_STOP. If no CD drive is present (utilising CDTV.device or CD.device) then this option will be disabled.

## 1.11 AREXX port information

### AREXX port information

As only one copy of BootUte may be running at a time the AREXX port name is :

BootUte

Many of the AREXX instructions return extended result information if 'OPTIONS RESULTS' has been used in the AREXX script.

After a command RC may hold the following results :

```
-4 : The command was recognised, but illegal arguments were
    passed to it.
-3 : BootUte doesn't know the command.
-2 : There was insufficient memory for the function.
-1 : Something was wrong.
 0 : Command was a success.
 5 : Command returned a warning.
10 : Something was wrong.
20 : Complete or severe failure.
```

### AREXX commands available in all versions

READBB DF0/S,DF1/S,DF2/S,DF3/S

Reads the bootblock from the specified drive if the drive exists and a disk is inserted.

WRITEBB DF0/S,DF1/S,DF2/S,DF3/S

---

Writes the currently loaded bootblock to the specified drive if the drive exists and a disk is inserted.

LOADBB FILENAME/F

Loads the specified file as a bootblock.

SAVEBB FILENAME/F

Saves the currently loaded bootblock to a file.

CLEARBB

Clear the currently loaded bootblock from memory.

BBCHECKSUM VALID/S,INVALID/S

Validate, or invalidate the current bootblock's checksum.

EXECUTE BOOT/S,FILE/S

Execute either the currently loaded bootblock or file.

LOADFILE FILENAME/F

Load the specified file as an executable.

UNLOADFILE

Remove the currently loaded executable file from memory.

ICONIFY HIDE/S,SHOW/S

Iconify or uniconify BootUte's window.

ABOUT

Obtain some information about BootUte.

QUIT

Quit BootUte.

VERSION

Obtain the current version of BootUte (returned as '2.62').

LOADPREFS FILENAME/F

Load the specified preferences filename.

SAVEPREFS FILENAME/F

Save the current preferences to the specified file.

DEFAULTPREFS

---

Initialise all preferences to their defaults.

SPRITERES        LOW/S,HIGH/S

Set the sprite resolution (only on Kickstart 3.0 or better)

BLANKBORDER    YES/S,NO/S

Blank the border round the screen.

READADDR        CHIP/S,HCHIP/S,FAST/S

Set the read address for bootblocks.

AUTOREAD        YES/S,NO/S

Set the automatic bootblock reading status.

VBR              IGNORE/S,ADDRESS

Set the VBR to a particular address, or reset it to it's default address.

ICONIFYTYPE     ICON/S,MENU/S,HIDE/S

The type of iconification to use when BootUte is iconified.

SCREENMODE      MODE/F

The screen mode to use for BootUte's screens. Defined either by using the Mode ID, or the mode name.

FONTNAME        FONT/F

The font to use for BootUte's screens.

STACKSIZE        SIZE

The size of stack to use when executing the program.

SAVECOPPER      YES/S,NO/S

Whether or not to save the copper list.

SAVEHARDWARE    YES/S,NO/S

Whether or not to save the hardware registers.

SHOW            BOOT/S,FILE/S

Show an ASCII and HEX dump of the currently loaded bootblock or executable file.

Sorry, this option isn't available yet.

PATCHFILE        FILENAME/F

---

Patch the currently loaded executable with the specified patch file.

Sorry, this option isn't available yet.

LIMITFAST        NA/S,0/S,0.5/S,1.0/S,2.0/S

Set the amount of fast-ram to limit. Only works if your Amiga has fast-ram fitted.

FAKEFAST        NA/S,0.5/S,1.0/S,2.0/S

Set the amount of fake fast-ram to 'emulate'. Only works if your Amiga doesn't have fast-ram fitted.

LIMITCHIP       NA/S,0/S,0.5/S,1.0/S,1.5/S

Set the amount of chip-rem to limit.

CLEARMEM        YES/S,NO/S

Whether or not to clear unused memory before the program is run.

CHIPSET         BEST/S,OLD/S,ECS/S,AGA/S

The graphics chipset to emulate. Only works on Kickstart 3.0 or above.

DISPLAYTYPE    PAL/S,NTSC/S

The display type to use.

AUDIOFILTER    ON/S,OFF/S

The status of the audio filter.

CPU             68000/S,68010/S,68020/S,68030/S,68040/S

The CPU to 'emulate'.

It has come to my attention that several people think that this option will speed your computer up. I wish to state that it will not make your computer any faster.

FPU             NONE/S,68881/S,68882/S,68040/S

The FPU to 'emulate'.

TRAPMOVESR     YES/S,NO/S

Whether or not to trap the Move SR,<ea> instruction. Only works when a 68010 or better CPU is present.

SUPPORTCODE    ON/S,OFF/S

Whether or not to enable the 68040's FPU support code. Only works

---

if a 68040 is present.

SPEEDUP040 YES/S,NO/S

Whether or not to enable the 68040 speedup. Only works when a 68040 is present.

PROGCACHE ON/S,OFF/S,BURST/S

Set the status of the program (instruction) cache.

DATACACHE ON/S,OFF/S,BURST/S

Set the status of the data cache.

FORCELIBS NONE/S,VERSION

Set the library version to 'emulate' for 'exec.library', 'dos.library', 'intuition.library' and 'graphics.library'.

TASKPRI PRIORITY

The task priority to execute the program at.

ALERTREQ YES/S,NO/S

Whether to patch Alert() to use requesters.

HANDLEEXCEPT YES/S,NO/S

Whether to use  
EH-Pro  
to trap illegal exceptions. Requires EH-Pro  
to be installed and running.

DISABLEPCMCIA YES/S,NO/S

Whether to disable the PCMCIA slot. Only available if you have got a PCMCIA slot.

DF0STATUS ON/S,OFF/S

Set the status of drive DF0:

DF1STATUS ON/S,OFF/S

Set the status of drive DF1:

DF2STATUS ON/S,OFF/S

Set the status of drive DF2:

DF3STATUS ON/S,OFF/S

Set the status of drive DF3:

BCPLDOS ON/S,OFF/S

---

Whether to patch all 'dos.library' functions so that they accept the library base in register A5 or A6, and return the result in D0 and D1.

Sorry, this option has been temporarily disabled because it was causing lots of problems.

DISABLECD YES/S,NO/S

Whether to disable the CD drive (using CMD\_STOP). Only works if a drive using CDTV.device or CD.device is installed.

CLOSESCREENS YES/S,NO/S

Whether to close BootUte's screens on program execution to free up some memory.

SAFEReturn YES/S,NO/S

Attempt to return safely to BootUte if a program removes too many items from the stack.

PAUSE TIME

Set the amount of time to delay between executing the program and it actually starting.

## 1.12 EH-Pro information

### EH-Pro information

EH-Pro (Exception Handler-Professional) is an update to EH (Exception Handler).

EH was written by Oliver Norton, a friend of mine, (Edge). It caused illegal processor exceptions to invoke it, rather than causing a GURU.

Oliver started development of EH-Pro in about March 1994, but has since sold his Amiga. I have been given all of the features list for EH-Pro, so I am going to be writing the 'update'. I also have his source code, but I think it will be easier to start from scratch, rather than trying to understand his code :-)

Expect EH-Pro to be released around July or August this year.

## 1.13 Disclaimer

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### Disclaimer

This software is provided "as is" without warranty of any kind, either expressed or implied. By using it, you agree to accept the entire risk as to the quality and performance of the program. Should the software prove defective, you assume the cost of all necessary servicing, repair or correction.

## 1.14 Copyrights

### Copyrights

BootUte 2.x is ©1995 TLS Software.  
BootUte is a trademark (tm) of TLS Software.  
IntuiHelp is a trademark (tm) of TLS Software.

EH-Pro is ©1995 TLS Software.  
CliExec is ©1995 TLS Software.  
CliExec is a trademark (tm) of TLS Software.

Installer is ©1991-1993 Commodore Amiga Inc.

Amiga  
Workbench  
Kickstart are registered trademarks of Commodore Amiga Inc.

The icons have come from collections available on Aminet. Some of them have been modified slightly. I don't know who drew the icons, but I hope they don't mind me using them.

All other Copyrights, Trademarks and Registered Trademarks are acknowledged.

## 1.15 Registering BootUte 2

### Registering BootUte 2

If you want to receive the full version of BootUte 2, without the annoying delays and requesters then follow the instructions below

You will also receive a smart certificate.

IMPORTANT : I only accept NOTES, no coins, cheques or any other form of payment.

---

UK

- 1) Fill in the registration form (in docs/Register\_BU.doc).
- 2) Print it out  
(or write it neatly by hand if you don't have a printer)
- 3) Mail it with £10 (UK pounds) to :

Paul Toyne  
1 Sherrard Drive,  
Sileby,  
Leicestershire  
LE12 7SG  
ENGLAND

Rest of the world

Follow steps 1-3 as 'UK', but instead of £10 please include any of the following :

- o £15 (UK pounds)
- o \$25 (US dollars)
- o 35DM (German marks)

Other ways to register

If you are the first person to either find a bug, or translate the documentation into another language (in whole) then you will receive a complementary registered version for your hard work.

Please allow up to 28 days for me to process your order because there might be a new version imminent, and I'm sure that you would prefer to have newer version.

## 1.16 Updates of BootUte

Updates for registered users

If you have registered BootUte and would like the latest update then

post  
the following to me :

- o 2 verify formatted disks (low or high density)  
(one for an immediate update, and one for a future update)
  - o Your 3 registration numbers.
  - o Your name and address.
  - o The version number of your current copy of BootUte.
  
  - o Sufficient funds to cover the return postage :
-



IMPORTANT : I only accept NOTES, no coins, cheques or any other form of payment.

o UK Only : Send three 1st class stamps.

o Rest of the world :

- o £5 (UK pounds)
- o \$10 (US dollars)
- o 10DM (German marks)

## 1.17 History of BootUte

### BootUte's history

1.x Released between 01-Mar-94 and 20-Jan-95

History deleted.

2.0 Released 21-Jan-95

Complete re-write of BootUte, featuring many additions and changes. Including a poor screen-mode sizable GUI.

2.1 Released on the June 1995 coverdisk of Amiga User International

Special version only for distribution by the magazine 'Amiga User International'. Features a few more options than the public (2.0) version. Also a few minor bugs have been fixed.

2.2 Internal release

This version fixed a few bugs found in the previous versions. It was released to a few beta-testers, but wasn't released publically.

2.3 Released 10-May-95

Fixed yet more bugs that I have found (does anybody else find bugs ?).

Now all features for registered users can be unlocked when an appropriate key-file is found.

2.4 Released 25-May-95

Yet more bugs fixed, most of them minor.

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The unregistered version now has all features enabled to let people try it out fully before they decide to buy it, but there are several annoying delays and requesters to encourage them to register.

Documentation partially re-written to reflect the fact that all features are available to all users.

BCPL DOS option disabled due to several bugs. I will bring back this option as soon as I can work out why it is causing so many different problems.

## 2.5 Released 25-June-95

One quite major bug fixed that caused BootUte not to work on any machine running Workbench prior to version 2.1. I forgot that in order to have an ASL screen mode requester you need asl.library v38 or above.

Minor bug found that caused the PAL/NTSC selection to only work the first time it was selected.

## 2.6 $\beta$ Released to 10-July-95 to 29-July-95 to 26 $\beta$ 3

Only released to some beta-testers in order to help find a bug when running on an NTSC machine.

## 2.6 Released 30-July-95

Fixed quite a major bug that caused BootUte not to open it's screen when run on an NTSC machine, when the PAL monitor driver isn't installed in the 'DEVS:Monitors' directory.

Apparantly when you are asked if you want to create the BootUte directories in ENVARC: it only creates the TLS directory, and not the BootUte directory. I have been unable to duplicate this problem so I have left it as it is.

## 2.61 Released 03-August-95

Fixed the bug that caused BootUte to cause a guru on exit when run on a machine with more than 8 megs of free RAM.

## 2.62 Released 25-September-95

Fixed a major bug that could cause a crash if a certain combination of options were used.

### CliExec

is included in the BootUte package now, this small program allows BootUte to execute programs that require command line arguments.

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## 1.18 The future of BootUte 2

Future improvements and updates for BootUte 2

I intend to fix all bugs in BootUte 2 as soon as I am notified of them.

Improve the GUI layout system currently in use. This will enable the GUI to be font and screen-mode sensitive. This will be implemented as soon as I have enough spare time between doing university work and working on

Exception Handler Professional

.

I am going to add an option where you can pass command line arguments or Workbench tooltypes to a program when it is started. This will make it possible to 'emulate' startup from the CLI/Shell or the Workbench.

Any other suggestions about possible features will be greatly appreciated.

I am starting work on version 3 which will implement the new GUI layout system, all of the features of version 2, and some features requested by the users. Due to the new GUI system version 3 should be significantly smaller than the current version.

I intend to have version 3 completed by the end of September 1995, so I won't be developing version 2 any further, though I will fix any bugs that I am notified of.

Registered users will be able to use their Keyfile with version 3 when when it is released.

## 1.19 Distribution

Distribution

BootUte 2 is ©1995 TLS Software.

The keyfile for BootUte MUST NOT be distributed.

You are allowed to use the unregistered version of BootUte for up to 28 days. If, after that time, you have found BootUte to be of use and you want to continue using it you must

register

The unregistered version may be distributed as long as the ↔  
following

conditions are met :

\* The following files must be included, unchanged, in their original

directory structure :

- \* BootUte\_2/BootUte\_2
- \* BootUte\_2/BootUte\_2.info
- \* BootUte\_2/Install
- \* BootUte\_2/Install.info
- \* BootUte\_2/Install\_IconX
- \* BootUte\_2/Install\_IconX.info
- \* BootUte\_2/README
- \* BootUte\_2/README.info
- \* BootUte\_2/Docs.info
- \* BootUte\_2/Docs/BootUte\_2.doc
- \* BootUte\_2/Docs/BootUte\_2.doc.info
- \* BootUte\_2/Docs/BootUte\_2.guide
- \* BootUte\_2/Docs/BootUte\_2.guide.info
- \* BootUte\_2/Docs/Register\_BU.doc
- \* BootUte\_2/Docs/Register\_BU.info
- \* BootUte\_2/Magic\_WB/BootUte\_2.info
- \* BootUte\_2/Magic\_WB/Install.info
- \* BootUte\_2/Magic\_WB/Install\_IconX.info
- \* BootUte\_2/Magic\_WB/README.info
- \* BootUte\_2/Magic\_WB/Docs.info
- \* BootUte\_2/Magic\_WB/Docs/BootUte\_2.doc.info
- \* BootUte\_2/Magic\_WB/Docs/BootUte\_2.guide.info
- \* BootUte\_2/Magic\_WB/Docs/Register\_BU.info

\* Any re-distribution must state that the copyright to the files is held by TLS Software.

Inclusion in a Public Domain library

Inclusion on a CD-ROM

Inclusion on a magazine disk

All further development and distribution of the BootUte package ↔  
may

be stopped, at the discretion of TLS Software, if either :

- \* A registered version is distributed by any party.
- or \* Any of the previous conditions are broken.

If a registered version is distributed legal action may be taken against the party whose copy has been distributed.

## 1.20 Inclusion of BootUte in a Public Domain library

Inclusion of BootUte in a Public Domain library

If you wish to include BootUte in a PD library then the following conditions also apply :

- \* No more than £2.50 (or your countries equivalent) may be charged for the disk containing BootUte.

\* You must send me :

- \* A copy of your catalogue.
- \* Details of your PD library for my records.

## 1.21 Inclusion of BootUte on a CD-ROM disk

Inclusion of BootUte on a CD-ROM disk

If you wish to include BootUte on a CD-ROM disk, please contact me to make sure that you have the latest (unhacked) version.

You must also send me a copy of the finished CD-ROM.

I give permission for BootUte to appear on 'Fred Fish' and 'Aminet' CD-ROM's without the creator having to give me a copy of the CD-ROM.

## 1.22 Inclusion of BootUte on a magazine disk

Inclusion of BootUte on a magazine disk

If you wish to include BootUte on a disk that comes with a magazine, please contact me to make sure that you have the latest (unhacked) version.

This includes, but is not limited to :

- Cover disks.
- Subscribers disks.

The following conditions also apply :

- \* No more than £1.50 (or your countries equivalent) extra (on top of the normal price of the magazine) may be charged for the disk containing BootUte.
- \* You must send me a copy of the issue with BootUte on the disk.

## 1.23 Information about the author

Information about the author

I am 20 years old, and studying for a BSc. (hons) degree in Software Engineering at De Montfort University in Leicester, England.

I am interested in swapping coding tips, ideas and algorithms with other people, so if you are interested contact me.

Beginners are also welcome to write to me for help with programming

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in 680x0 assembler, either with, or without the operating system.

To contact me either

Snail-mail

Paul Toyne  
1 Sherrard Drive,  
Sileby,  
Leicestershire  
LE12 7SG  
ENGLAND

Internet E-Mail

pt@dmu.ac.uk

World Wide Web (WWW)

<http://www.elsa.dmu.ac.uk/~pt>  
or  
<http://www.cms.dmu.ac.uk/~pt>

IRC

I can be found on that #amiga or #amigadev channels most weekdays (Monday to Friday) from about 9AM to about 5PM GMT as 'Exodous'.

## 1.24 Thanks and greetings

Thankyou's and greetings

I wish to thank the following people for their support

- Oliver Norton - When are you going to give me your TAG watch then?
- Alan Parker - I haven't heard from you for a while, is your new job going OK.
- Michael Morris - Hope to see you soon, it's been far too long since I came to visit.
- Dave Jones - Nice fixes to PointerX to make it work with a hires pointer in DBLPAL, maybe you'll listen to me when I first tell you how to fix it?
- Martin Bastable (Babbage) - What can I say to you? you've got it all, do you fancy giving me your 50MHz 030 when you get
-

your 060?

Val Hite - Great chats we have across the world and I hope everything goes OK for you, don't forget that I read my mail most days.

Darwin Steele - Hey, I thought I'd better mention you, I didn't want you to think there was any favouritism on my part.

and last, but not least

My parents - For feeding and keeping me, and letting me pay no board for 6 months until I've got a new car.

I would also like to thank everybody who has registered for their support.

## 1.25 Piracy

### Piracy

Have you got a hacked copy of BootUte, or a hacked keyfile ?

You have?

How do you feel like getting a fully legal version for FREE then?

If you do then follow these simple instructions :

Please note that I am not going to report you to any organisation such as FAST, the Police etc. this is not what I'm about.

Send me a disk containing the hacked version of BootUte, or the hacked keyfile, your details as required on the registration form, and sufficient funds for me to reply to you.

Also send a note (on the disk as a readme file, or written) stating the following about the hacked version :

- \* Where you got it (the full address of the shop, person etc.)
- \* When you got it
- \* How much you paid for it.

In return I will send you a fully registered version of the program for free, providing that the hacked version you sent me works 100% according to my tests.

Special Message to rASCAL/SHOOT

- Don't read if you're easily offended.

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## 1.26 Message to rASCAL/SHOOT

Message to rASCAL/SHOOT

Hello you sad piece of shit, you made a nice try at cracking BootUte, two versions in fact, gosh you must be clever, is that what you think? because if it is you're sadly mistaken. Any LAMER (and that's what you are) can do most of what you did.

Hey, guess what 'rASCAL' (shit handle, couldn't you think of anything good?) knows how to use a hex editor, I wonder how many years it took you to be able to work out how to use it :-)

I like the imaginative way you 'cracked' BootUte. When I first found out that somebody had cracked it I was a bit pissed off to say the least, but when I saw what you'd actually done it made my cry, not with sadness or anger, but with laughter, and lots of it. If you honestly think that all it takes to crack a program is to change the text and to skip the part where the program loads the keyfile then you're even more stupid than anyone I know, in fact I think a pile of horse shit is cleverer than you if that's what you think.

I bet you went to all of your mates and were boasting about how you'd cracked this piece of software, and they thought you must be really good, well if any of them are reading this I hope they realise how much of a sad shit you are.

I'm quite flattered that you actually felt that my program was good enough to warrant being cracked, it's just a shame you didn't do a very good job at it, I do enjoy ripping apart lamers like you.

If you're brave enough to either e-mail me, or write to me then I am willing to hear what you have to say about yourself.

I would like to know one thing, why did you bother cracking BootUte, it's not as though it was entirely necessary, especially as it works 100% even if you're not registered, and there are no limits on how long the unregistered version can be used for.

How many other lamers are in SHOOT? Nobody I've talked to has ever heard of your group - and I've talked to a lot of guys from the Amiga scene on IRC, and elsewhere, BTW you're ANSI BBS ads are really good, I don't think I'd better call you're BBS's as I don't think I'm elite enough.

Oh, I've got it, you think you're an elite guy, oh no, and I thought you were a complete lamer. Personally I think that in the Amiga scene we don't need complete lame shits like you, maybe you ought to piss off to a scene where you'd be more worth while, maybe somewhere like the ST scene (no disrespect to ST owners here) because it is already dead.



OK you sad lamer I'm waiting for you to contact me, if you read the rest of this documentation (oops, I forgot you can't read either, you should go and get you're mum to read it out to you) you can find out where to contact me, and I'm sure someone with your apparant lack of intelligence can select the best method with which to contact me.

## 1.27 CliExec

What is CliExec and how do I use it

CliExec is a simple program that is designed to be used with BootUte to enable you to run any program that requires CLI arguments. To use it type the following at the cli :

```
SETENV BUEXEC="command to execute"
```

Run BootUte, then load the program 'CliExec' into BootUte, select the appropriate preferences options, then select execute.

Examples of the SETENV command are :

```
SETENV BUEXEC="DIR RAM:"
```

```
SETENV BUEXEC="SSBOOT SWOS" (for Sensible Soccer)
```