SwitchBoard

Rodney Norton

	COLLABORATORS		
	TITLE : SwitchBoard		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Rodney Norton	July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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SwitchBoard

1.1   SwitchBoard is HERE. Let all rejoice

SwitchBoard V0.18 Public ©

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Hiya folks..

You've just downloaded and dearchived the Amiga's most useful
program. Switchboard. Please keep reading to find out more !!!

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1.2   Whats with all this crap ? Have I wasted my time ?

What is it ?

SwitchBoard is a GUI for (currently) 4 emulators... It supports AmigaVGB,
the Amiga version of Virtual GameBoy, DarkNESs, the NES emulator,
MasterGear, the Sega Master System & Game Gear emulator, and Wzonka-Lad the
"other" GameBoy emulator. I must admit I forgot that MasterGear now has a
GUI built in (Hiya Mark), but after all the work I'd done, I figured it
might as well stay.

As you can see by the Version number it's at a very early stage and I intend
on updating it quite a bit. I'm actually having quite a bit of fun with
this.   =)

I have seen both Emullauncher & DarkGUI and honestly only Emullauncher comes
close to SwitchBoard. In someways Emullauncher is a little better as it
supports a lot more Emulators than SwitchBoard does at the moment, but
DarkGUI is for Darkness only and doesn't do much else.

Stay tuned for updates that should eventually kick both those programs and
make them (like a Datsun 180b) totally obsolete. =)

1.3   What do I do with the files ?

Installation.

Just copy the main executable to any place you want it. No assigns are
needed anymore, but you will need to create a prefs file, which can
now be done within the SwitchBoard program.

The prefs file will be called "swbrd.prefs" and must reside in the same dir
as the main executable. This allows you to delete the whole dir easily and
not have to chase up odd files all over the place. But why would you want
to delete it ?

Your OLD prefs file will continue to work. It is still a standard ASCII
file. So don't delete the old file if you still have it ! Just load the
old prefs file in and add Wzonka-Lad.

I will add an installer script some time in the future, basically when I
have worked out how to write an installer script. I haven't look at writing
one yet. Give me some time, it will come.

Funnily enough I cannot find any documentation on writing installer
scripts. I have had a look at some of them and well they look....

interesting, to say the least. I could write one, but heck Im too lazy (why
do you think I wrote this program), so just use DirOpus or something like
that to copy the relevant files to the correct places.

The Keyfile for Wzonka-Lad needs to be either in the same dir as SwitchBoard
or placed in the L: dir. This is due to the way that both Wzonka-Lad &
SwitchBoard work.

1.4 Whadoolneed to get this running ?!

Requirements.

. Any Amiga with atleast OS2.1 (come on, there aren't any WB1.3
  users left are there still ?!) For Locale support.

. Enough ram to run both Switchboard & the Emulators. (A little over 100K I
  think for SwitchBoard. Each emu will need more though.)

. Reqtools.library is also needed. Not too sure about the Version required,
  but hey if it don't work then this could be the problem, use
  SnoopDos to find out. (I did not ask for a specific version, so this
  should not ever cause a problem, but....)

. ASL.library is also needed.

1.5 How was it tested ?

Tested

This program was tested on the following configurations :

. A1200/060 16 meg fast. OS/WB3.1 (AGA)
  It ran fine and never crashed once (honestly). Okay I lie, it has
  crashed, but I do know why and I've fixed that bug.

. A1200/020 4 meg fast. OS/WB3.0 (AGA)

. A1200/030 Unsure as to mem etc !?

1.6 So you mean I have to pay ?

Whatware ?

This program is um... I dunno, lets make it cardware. Send me a postcard
of some naked chicks from your home town (every place has postcards of naked
chicks) =) If you're a female, then um don't get offended, and I dunno send

me something along the same lines (but not naked males :) hehehehe.
Basically it' free, I'm having fun coding this, and a postcard would be
nice. If you are an author of a shareware program and wouldn't mind sending
me a key file, I would appreciate that even more !

Send the cards to :

Rodney Norton
3 Lancia Drive
Ingleburn NSW
2565
Australia

Ps. A mate suggested I should make it "Under-Ware". =)

1.7 discl

Disclaimer.

If it stuffs anything etc, it aint my fault. There is no warranty yadda,
yadda, yadda..... Don't come crawling to me if anything breaks.... Blah,
blah, blah. Steal any part without permission and you won't be able to
afford bus money, etc..

1.8 It's not full of shit is it ?

Does it work ?

Okay there are a number of things that do and don't work in this version.
Here are the limitations:

. Essentially there are no limitations, this is the full program, it is not
  a demo, nor is it crippled in anyway.

. At the moment only 1 Emulator can be run at a time. I have no real
  intention of changing this, unless you lot want me to... I can't see the
  reason as most Emu's use too much processor time to run more than one at
  a time.... Let me know.

. Prefs file is read and can now be written out. It does not have a
  requester for the saving as it is not necessary.

. Preferences must now be set using the Prefs editor, which is part of the
  main program.

. The prefs file is now saved to the current DIR that SwitchBoard was
  launched from, it will also look for the prefs file in the same
  directory.

. The Locale support has finally been added. Just copy the available

catalogs to their respective draws and SwitchBoard will run in that
native language.

1.9   Blasted little roaches, they get everywhere nowdays !

Bugs/Undocumented Features :

If you find some bugs then please let me know. Otherwise I can't improve
this program to achieve it's maximum potential !

. If you choose Ram: from the file requester the Ram Disk: comes up and the
   spaces cause the program not to run ! I have set the default dir to ram:
   for the time being and I'll see what I can do about fixing this properly.

. The is one Enforcer hit. When using the "Cheat" menu option. If you pass
   a Nil string, or choose "cancel" there is an enforcer hit at $00000000.
   I can do little about this as it seems to be the Blitz Lib I'm using.
   I have confirmed this with the Author of the Lib Neil O'Rourke.

. Nothing else to add, yet.... Anyone ?!

1.10   History. So how did I get to this point ?

History

Ah. The Fun bit =)

V0.01 (19/6/97)

Internal only. Not much working. Had the GUI done.

V0.02 (20/6/97)

Internal only.

   About requester now works =) Hehehehe, I know working
backwards... I'm learning as I go, so doing the 'About' requester allowed
me to learn a number of things to progress further.

V0.03 (22/6/97)

Internal only.

   After a few days break & breaking a few days I started back
into it. My rooms a mess at the moment. I have books everywhere trying to
learning this silly coding. Okay whats working now... Oh yeah, heaps.

. File req now works.
. Program now quits.
. Launch button now does something (Runs AmigaVGB on my system)
. The cycle gadget still does nothing but cycle. I can't figure out how to
read the bloody thing =(

V0.04 (24/6/97)

Internal only.

  Coming closer to the external releasing stage.
Now all the emulators run from my harddrive. =) I found a work around for
reading the cycle gadget (stupid things). Its not perfect, but it does
work. I just set a variable and increment it each time the gadget is
released, then reset it to 0 when it hits the maximum gadget number. Its a
Mickey Mouse (©) way of doing things, but it works... This idea actually
came to me as I was going to bed late one night. Amazing how the brain
thinks.

. Changed About requesters from EasyRequest() to RTEZRequest(). Now needs
OS2.0+

Not much else to add... I managed to get most things working, just a few
more left !

V0.05 (25/6/97)

Sent for beta testing. Release Imminent :)

Woohooo. Okay major developments !

. Everything now works ! I figured out the f**king string gadget. The
command "gtgetstring" says nothing about requiring brackets ! (ie
GTgetstring ()) Ah well, works now. This had me stumped for about a week.

. Almost all the Requesters are uniform, except for AmigaVGB which uses
ReqTools requsters for it's file loading. I'm now using ASL....

. Switched from Reqtools requesters to ASL, I prefer ASL as it allows me to
set patterns all in the one go... RT I need to use more commands, which
means bigger program size....

V0.06 (26/6/97)

Sent for beta testing. Getting CLOSER !!!

. SwitchBoard now supports prefs files !!! ('Bout bloody time too)

. Small bug fixed : AmigaVGB would run twice if no cart was chosen the
   first time round, and then a cart chosen and launched.

. Nothing else to add yet... Give me time =)

V0.07P (1/7/97)

First Public Release. (including Aminet)

 Thought : Bugger it. It can go on my WWW page for the moment !

. Added the emulators to menu items. Suggested By Simon Pym. I guess it's
  for those who have dud left mouse buttons ?! This caused me to have to
  rewrite a large portion of the program... See next item !

. Cleaned up the code a bit, there are now less If/End If statments and
  more procedures being called.

. Reduced the source by slightly less than 1k from previous version. Exe
  is larger though !

. Removed the ßeta requester from the public version + some other "junk" in
  the source.

V0.08ß (6/7/97)

Internal only.

. Okay I've added the Prefs GUI to the main executable.

. Prefs can now be read from a requester.

. Prefs can be saved to default "swbrd.prefs". No requester used.

. All Menu options work, now using same code as GTgadgets (Almost).

. Cleaned up code to use less If/End If conditions.

. Removed bug that had been in code for quite some time !

. This is also the first version that caused a GURU on my machine. I was
  freeing up windows that I hadn't opened. =)

. Fixed above mentioned bug. Luckily I save the source before each
  compile!

. Each emulator can be set in the prefs GUI, no more making your own prefs
  file. It is automatically set to the main code too.

. Removed 3 enforcer hits ! See even Blitz2 code can have enforcer hits.
  I was setting data to gadgets that did not exist. Not a smart thing to
  do.

. Prefs window now opens if there is no preferences set, forcing a person
  to edit their prefs before continuing !

. Fixed one or two more bugs. I stuffed the saving of the prefs file in
  one section. It would save a blank file ! (10/7/97)

. Removed some redundant code that was left from an old version. (10/7/97)

. Now ready for Beta test again.........

V0.09ß (15/7/97)

Internal Only.

. Damn found some bugs =(

. The cycle gadget can get screwy and select the wrong thing, my fault.
   Fixed now. Just moved a variable to a later stage in program, it then
   does not get reset when jumping from the prefs GUI !

. Thanks to Paul Morabito for telling me about the "ram disk:" bug. Damn
   thing. I've changed the default dir to ram: in the mean time.

. Managed to <I think> fix a problem with Blitz 2 and may have most of
   troubles sorted out ! Means development time will speed up slightly.
   Well I believe I was wrong. It still keeps crashing !!!! <Blitz 2, NOT
   SwitchBoard>

. Updated the copyright information, it now includes "Cougar Development"
   which is what I am going to call the name of the team that does the
   software. This will include the beta testers =) Aren't I nice ?

. Fixed a silly bug that meant if you just set the string gadgets in the
   prefs GUI and quit that then those settings were NOT copied to the main
   part of the program...

. Added a check for OS < 2.0 and the prog then puts up a requester and
   quits. I have not tested this as I could not be bothered setting up a
   KS1.3 disk and softkicking into 1.3... Anyone ?!

V0.10ß (19/7/97)

Internal Only

. Small bug fixes. Nothing too drastic.

. Cleaned up some code.

. Made exiting safer by not letting Blitz handle it all.

. May have problem with Blitz2 sorted out. I believe it's the debug module
   that causes all the problems. Just don't use it ! Better write non
   buggy code Huh ?! =)   <For those who want to know it has a lot of
   enforcer hits which I believe are causing the problem>.<Nope I was wrong
   still crashes :-/ >

. Launch window now closes when editing prefs.

. Started work on the Game Genie cheat requester for AmigaVGB. This will
   be in the next version !

. Fixed a possible problem with the OS 1.3 checking. Still have not tested
   it yet. I was calling a wrong Requester routine.

. Started work on another project called Y.A.P.C. Wait for this one !

V0.10P (24/7/97)

Second Public Release

. Cleaned up a number of bugs in the Prefs section of the program. I was
  doing some silly things there, causing all sorts of problems.

. Rewrote a chunk of the prefs editor code. Damn bugs.

. Tested enough & now works satisfactorily. Yay !

. Uploaded to Aminet again.

. The problem with Blitz it seems is Blitz2 V2.23 crashes a lot. This is
  the version from BUM 10. I now have V2.24, and it's stable ! Yay !

V0.11ß (26/7/97)

Internal Only.

. Fixed the differences between this version & V0.10P. I am working on
  multiple versions at the same time & I found some bugs in the previous
  version that was ready to be uploaded.

. Added GameGenie support to AmigaVGB ! There is only one problem. If you
  quit from the Requester there is an Enforcer hit. I don't know why, and
  it seems to a problem with the implementation of Reqtools.library in
  Blitz2, not my program. I have tested it in several other programs that
  I did not write & the Enforcer hit appears ! It should not cause any
  problems though.

. Added version string info. Pain in the arse to implement, but it's done!

V0.12ß (2/8/97)

Internal Only

. Fixed one small bug in the saving routine. Same one I thought I had
  zapped a few times before.

. Added windowlock() function to lock the window (busy pointer) when other
  SwitchBoard windows are open, ie the File Requester, About box, etc.
  This stops unwanted input into the program.

V0.13ß (2/8/97)

Internal / Sent for ßeta testing

. Fixed a bug in the windowlock() function, it would not return the window
  to the unlocked (usable) position. I had forgotten to longword align the

    returned output.

.   Added support for Wzonka-Lad !

.   Adjusted prefs editor & file to suit above adjustment.

.   Now sets it's own assign (swbrd:) so it will save the prefs file to the
    place it was launched from ! (Usually the current dir.)

V0.13ß (4/8/97)

Internal Only

.   Fixed simple bug, the Prefs string gadgets were being reset even if you
    selected Cancel in the file requester !

.   Fixed menus to look better, they now have a black highlight rather than
    the grey they used to have !

.   Updated the About box to show the Emulators Supported.

V0.14ß (13/8/97)

Internal Only

.   Fixed (c) to be ©. Blitz will not allow <alt>+"key" combinations as it
    reserves these for it's tokenising. I just did a "+chr$()" instead.

.   Some small <very small> clean ups.

.   Ready for release again. Next version will be V1.0 ! I'm happy with
    SwitchBoard enough to up the Revision number to Version 1.

.   Adjusted the requester button's position slightly to line up with the
    rest of the gadgets.

.   Uploaded to my WWW page.

V0.15ß (25/9/97)

Internal Only

.   Started adding Locale information. This looks like fun ! =)

.   I lied about the revision number. I did not really think about adding
    Locale support until recently.

V0.16ß (26/9/97)

Internal Only

. More Locale data added. It's taken me a while to jot down all the text
  inside of SwitchBoard.

. Using ReCatIt to created my locale catalog. ReCatIt has some bugs....

V0.17ß (26/9/97)

Internal Only

. Rewrote a few small sections of the code. Including renaming one of the
  Locale functions.

. Moved large parts of the code around. Amazingly one cannot call a
  function until it has been defined. ;) This caused the < OS2.1 check to
  fall over !

V0.18ß (26/9/97)

Internal Only

. Finished the catalog translations. Although English is built in, it
  looks better with the catalog installed.

. Worked my way through lots of little problems. Text not centering
  properly, etc.

. Finished Locale support. Now all I need is some more translations.
  Expect : German, Finnish atleast !

V0.18ß (2/10/97)

Sent for ßeta testing.

. Fixed some small bugs in the Locale support.

. Finally managed to get the program to compile again. It just refused for
  no known reason.

. Added German (deutsch) catalog.

1.11 Looking into my crystal ball I can see.......

Future......

. Add more emulators to the program. I have seen Emulator Launcher (cant
  remember the authors name) and it's nice, but it's only a GUI to launch

them all from one easy place. Nice idea I suppose, but you cant choose
files for some of them and others already have GUI's built in.

. Please note: I cannot do anything to the actual emulators, like change
screen modes or anything, so don't ask for that !

. Stop listening to the beta testers =)

. Redesign the GUI to accept more emulators. I can't see people wanting to
cycle through 1/2 a dozen different emulators. Should I put a row of
Gadgets or radio style buttons ?!

. Suggestions anyone ?! Let me know what you want added and I'll do my
best...

. I have been thinking about making the GUI adapt to each type of
emulator, so specific things can be selected for each one, like frame
skip etc... This will increase the program size a lot, lemme know, I
don't mind doing it, but if you want simple then it can stay that way !

1.12 greet

Greetoids Humanings.

Hellos to the following peoples....

Ville Helin   : Wzonka-lad is amazing... Keep the work up. Lovin' the
                    army ?

Leslie Ayling : You'd make a nicer chick =) (hehehehe Sorry)

Paul Morabito : Bug testers are us ! Thanks....

Simon Pym   : Thanks for the program name matey....

Neil O'Rourke : Thanks mate, without your reqlib I would have been up the
                  creek. It's helped a real lot !

Thomas Witter : Many many thanks for the German catalog file. Cheers =)

1.13 Cougar Developments

                    So Who Is Cougar Developments ?

Well basically Cougar Developments is just myself Rodney Norton, but since
I'm not a selfish bastard & ßeta testers do do a lot of work when testing
your programs out I figured they should be included as part of the "team".

So who are we ?!

Rodney Norton : Main Programmer, Beta Tester & Concepts.

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Leslie Ayling : Beta Tester.  Computer programmer et al.  Look out for
                Trash-80, his TRS-80 emulator ! Brilliant stuff.

Simon Pym     : Beta Tester.

Paul Morabito : Beta Tester.

Ville Helin   : Part Time Beta Tester & Full time A.J.  =)
                (And all round nice guy)
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1.14   About me =)

```
Author

Rodney Norton.

I'm a humble bank CSO living in Ingleburn NSW Australia.

I'm also getting too old for this shit.

Oh yeah, it's written in Blitz Basic ][.  I like this package, but it hates
my 060 !  It crashes more often than not, guru's all the time and refuses to
run most of the time, but otherwise it's great :)

I now know why.  Blitz 2 V2.23 (SuperTED) from BUM 10 has a lot of bugs that
cause it to crash.  I have a newer version (SuperTED V2.24) from Aminet and
this one is much better.  It has stopped the random crashes.  Although the
debugger module still causes a lot of problems and Enforcer hits !

Email me @

rodneyn@aic.net.au

If you have any suggestions....

Or view my WWW page Dedicated to emulators on the Amiga, where you'll find
the newest versions of this program.

HTTP://www.aic.net.au/~rodneyn/
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