

Yam_Blitz List

COLLABORATORS

	<i>TITLE :</i> Yam_Blitz List	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		October 9, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 Yam_Blitz List	1
1.1 INFORMATION	1
1.2 Yam_Blitz List.guide	1
1.3 #Blitz	11
1.4 (off the topic (help me))	11
1.5 (WB-)Startup	12
1.6 Re: (WB-)Startup	13
1.7 352*256 overscan	14
1.8 Re: 352*256 overscan	15
1.9 Re: 8 Bitplane Intuition Screens?	16
1.10 8 Bitplane Intuition Screens?	17
1.11 Re: ?	17
1.12 ?	17
1.13 Re: A scrolling game...	18
1.14 A scrolling game...	19
1.15 Re: A scrolling game...	19
1.16 Re: A scrolling game...	21
1.17 Re: A scrolling game...	25
1.18 Aboutmui.mui	25
1.19 Re: Aboutmui.mui	27
1.20 Re: ADPCM	28
1.21 ADPCM	29
1.22 Amiga Central , Online Magazine! (fwd)	30
1.23 Re: AMIGA mode	33
1.24 AMIGA mode	36
1.25 Re: AMIGA mode	37
1.26 Re: AMIGA mode	38
1.27 Re: AMIGA mode	39
1.28 Re: AMIGA mode	40
1.29 AmigaLibsII.res	41

1.30	AmiVisual Mail-list problems	41
1.31	AmiVisual mail-list started	42
1.32	AmiVisual Meeting today (Saturday 07-08-98)	42
1.33	Re: Animation playback	43
1.34	Animation playback	44
1.35	Re: Animation playback	45
1.36	Re: Animation playback	46
1.37	animshapegadgets?	47
1.38	Anyone knows...	47
1.39	Re: Anyone knows...	51
1.40	Re: Anyone knows...	53
1.41	Re: Anyone knows...	54
1.42	Re: Anyone?	54
1.43	Anyone?	55
1.44	Re: Appicon Position	56
1.45	Re: Appicon Position	57
1.46	Appicon Position	58
1.47	Re: ARexx again..	58
1.48	ARexx again..	59
1.49	Arrays	60
1.50	Re: ASLSM_FilterFunc	60
1.51	Re: ASLSM_FilterFunc	62
1.52	ASLSM_FilterFunc	64
1.53	Back!	64
1.54	Re: BBlit Clipping	65
1.55	Re: Bill Gates - o enviado do Diabo (fwd)	66
1.56	Re: Bill Gates - o enviado do Diabo (fwd)	67
1.57	BLAZE PMAC (Invitation)	67
1.58	Blaze Squeeze!	69
1.59	Re: Blit + CyberGraphX	69
1.60	Blit + CyberGraphX	70
1.61	Re: Blit + CyberGraphX	71
1.62	Blitting (properly)	72
1.63	Blitz Libs being used	73
1.64	Re: Blitz Libs being used	73
1.65	Re: Blitz Libs being used	74
1.66	Blitz prog	74
1.67	Re: BLITZ Web sites	75
1.68	Re: Borderless & movable...	75

1.69	Borderless & movable...	76
1.70	Re: BVision	77
1.71	BVision	77
1.72	c2p	78
1.73	c2p	78
1.74	c2p	79
1.75	c2p	80
1.76	Re: c2p	80
1.77	Centering	81
1.78	Re: Chunky remap and DEPTH<>8	81
1.79	Re: Chunky remap and DEPTH<>8	82
1.80	Chunky remap and DEPTH<>8	83
1.81	Re: Chunky remap and DEPTH<>8	84
1.82	Re: Chunky remap and DEPTH<>8	85
1.83	Re: Chunky remap and DEPTH<>8 -solution	86
1.84	CIATrackerLib	86
1.85	Re: CIATrackerLib	88
1.86	Clipping	89
1.87	Re: Clipping	90
1.88	Re: Coding VisualBasic(Blitz3?) for the Amiga.	90
1.89	Compiler Options...	92
1.90	Re: Compiler Options...	92
1.91	CpuBitmapCopy	93
1.92	CRC	95
1.93	CRC32 Algorithm	95
1.94	Re: CtrlC OR Break	95
1.95	Re[2]: CtrlC OR Break	96
1.96	CtrlC OR Break	97
1.97	CTRL^C	98
1.98	CU Amiga...	98
1.99	Re: CU Amiga...	99
1.100	Re: CU Amiga...	99
1.101	Re: CU Amiga...	100
1.102	Re: CU Amiga...	100
1.103	Re: CU Amiga...	101
1.104	Re: CU Amiga...	102
1.105	Current screen size	103
1.106	Re: Current screen size	104
1.107	cut, copy, paste,delete	104

1.108Re: Datatypes	105
1.109Datatypes	105
1.110Db with windows on 2 screens	106
1.111Debugger 2.50	106
1.112Display.lib	107
1.113Display.lib	107
1.114Re: displaywidth = 321?	108
1.115Re: displaywidth = 321?	108
1.116Re: displaywidth = 321?	109
1.117displaywidth = 321?	109
1.118Re: displaywidth = 321?	111
1.119Re: displaywidth = 321?	112
1.120divisibility check	113
1.121Re: divisibility check	113
1.122Re: divisibility check	114
1.123Re: divisibility check	114
1.124Re: doom wad	115
1.125doom wad	115
1.126Re: doom wad	116
1.127Re: doom wad	116
1.128Double buffering in window	120
1.129doublepal	120
1.130Re: Dual playfield	120
1.131Dual playfield	122
1.132Editable Listviews	124
1.133Re: Editable Listviews	124
1.134Examine DF0:	125
1.135Examining DF0:	125
1.136Re: Examining DF0:	125
1.137Re: Examining DF0:	126
1.138FastGFX and shapes	127
1.139File Editor	128
1.140File Editor-Gone From Hurt, Pain to now Agony!!	129
1.141Re: FINAL DOOM	131
1.142Re: FINAL DOOM!	131
1.143Re: FINAL DOOM!	133
1.144FINAL DOOM!	134
1.145Re: FINAL DOOM!	135
1.146Re: Font YSize/XSize	136

1.147Re: Font YSize/XSize	137
1.148Font YSize/XSize	137
1.149foreign	138
1.150Game Advice	138
1.151Re: Game Advice	139
1.152Re: Game Advice	139
1.153Re[2]: Game Advice	140
1.154Re: getreg	141
1.155getreg	142
1.156Gfx Cards	143
1.157Graphics	143
1.158Re: GTCycle	144
1.159Re: GTmenu	144
1.160GTmenu	145
1.161Re: GTmenu	145
1.162GTSetAttrs and Kick 2.0	146
1.163Guru	146
1.164GURU with VisualPrefs	147
1.165Re: GURU with VisualPrefs	147
1.166Re: Half-fade	147
1.167Half-fade	149
1.168Re: Half-fade	150
1.169Re: Half-fade	150
1.170Help with DisplayAdjust	151
1.171Re: Help with DisplayAdjust	152
1.172HELP!! (040/060 only)	153
1.173Re: Hooks	158
1.174Re: Hooks	159
1.175Re: Hooks	165
1.176Re: Hooks	166
1.177Re: Hooks	167
1.178Re: Hooks	170
1.179Re: Hooks	171
1.180Re: Hooks	171
1.181Hooks	172
1.182Re: Hooks	175
1.183Re: Hooks	175
1.184Re: Hooks	176
1.185Re: Hooks	177

1.186How do you input by mouse to file then read file to reconstruct article?	178
1.187Re: How do you input...	181
1.188I need this stuff	181
1.189I'm go to army tomorrow...	182
1.190Re: IncBin&Statement problem(s)	184
1.191Re: Intuition Questions	186
1.192Re: Intuition Questions	187
1.193Re: Intuition Questions	188
1.194Re: Intuition Questions	188
1.195Re: Intuition Questions	189
1.196Re: Intuition Questions	189
1.197Intuition Questions	190
1.198Re: Intuition Questions	191
1.199Re: Intuition screens	192
1.200Intuition screens	192
1.201Re: Intuition screens	193
1.202RE: Irc	193
1.203Irc	194
1.204Re: Irc	194
1.205Re: Irc	195
1.206Re: Is there a disk in DF0: ?	195
1.207Is there a disk in DF0: ?	195
1.208Re: Is there a disk in DF0: ?	196
1.209Re: Is there a disk in DF0: ?	196
1.210I'm back	197
1.211Less messages on the list	198
1.212Re: Less messages on the list	199
1.213Logic expressions	199
1.214Re: Logic expressions	200
1.215Re: Logic expressions	202
1.216Re: Logic expressions	203
1.217Re: Logic expressions	203
1.218Looking for D. Reeve	204
1.219Re: Loss of CU-Amiga and the future.	204
1.220Loss of CU-Amiga and the future.	205
1.221Re: Loss of CU-Amiga and the future.	207
1.222Re: Loss of CU-Amiga and the future.	208
1.223Re: Lots of stuff	209
1.224Re: Lots of stuff	209

1.225Lots of stuff	211
1.226Low CPU - front screen test?	212
1.227Low CPU - front screen test?	213
1.228Re: Macro Params	214
1.229Re: Macro Params	214
1.230Re: Macro Params	215
1.231Re[2]: Macro Params	215
1.232Re: Macro Params	216
1.233Re: Manuals for Blitz Basic	217
1.234Re[2]: Manuals for Blitz Basic	217
1.235Manuals for Blitz Basic	218
1.236Mario Bros 1 (but both ways)	218
1.237Re: Mario Bros 1 (but both ways)	219
1.238Re: Mario Bros 1 (but both ways)	220
1.239Re: Mario Bros 1 (but both ways)	220
1.240Re: Mario Bros 1 (but both ways)	222
1.241Re: Mario Bros 1 (but both ways)	222
1.242Re: Mario Bros 1 (but both ways)	223
1.243Re: Mario Bros 1 (but both ways)	224
1.244Re: Mario Bros 1 (but both ways)	225
1.245move16	226
1.246MUI	226
1.247MUI Menus?	227
1.248Multiple Key presses	227
1.249Re: Multiple Key presses	227
1.250New info on CU Amiga dying and the future	228
1.251Next AmiVisual meeting	228
1.252NTT's SouceCode: [FIX] ReadArgs() implementation	229
1.253NTT's SourceCode: ReadArgs() Implementation	229
1.254NTT's SourceCode: RSA MD5 Encryption Implementation	232
1.255NTT's Tips&Trix, Part 1: Branch tables	235
1.256Off Topic...	238
1.257Off-Tooopic!!!	239
1.258OFF-TOPIC!!! Kodak digital cameras	240
1.259Open Directory like WB	240
1.260Re: Open Directory like WB	241
1.261Re: oscilloscope	241
1.262Re: positionsuperbitmap and something very evil	242
1.263Re: positionsuperbitmap and something very evil	243

1.264Re: positionsuperbitmap and something very evil	244
1.265positionsuperbitmap and something very evil	245
1.266Re: positionsuperbitmap and something very evil	246
1.267PPC	247
1.268Re: PPC	248
1.269Probs with System Date,Time,Day	248
1.270Prog name???	249
1.271Program startup	250
1.272Re: Program startup	251
1.273questions	252
1.274Re. CU Amiga...	253
1.275Recieving ARexx messages in blitz	253
1.276Re: Redraw commamd	254
1.277RTG-Master	255
1.278Sad announcement (fwd)	256
1.279Sad announcement (fwd)	259
1.280Scanning for FPU	262
1.281Re: Scanning for FPU	262
1.282Re: Scanning for FPU	262
1.283Re: Scanning for FPU	263
1.284Re: Scanning for FPU	263
1.285Re: Scanning for FPU	264
1.286Re: Scanning for FPU	264
1.287Screen	265
1.288Screenmode Requesters	266
1.289Re: screenmodes	266
1.290Re: screenmodes	267
1.291Re: screenmodes	267
1.292screenmodes	268
1.293Re: screenmodes	269
1.294Re: screenmodes	269
1.295ScreensBitmap bugged	270
1.296Re: ScreensBitmap bugged	270
1.297Serial! It's dosen't work!	271
1.298SetInt & AMIGA mode	272
1.299Re: shape movement	273
1.300Re: shape movement	274
1.301shape movement	275
1.302Re: shape movement	275

1.303	shapes in windows	276
1.304	Re: Shift-Tab combo	276
1.305	Re: Shift-Tab combo	277
1.306	Shift-Tab combo	278
1.307	Re: Shift-Tab combo	278
1.308	Re[2]: Sizes	279
1.309	Re: Sizes	279
1.310	Software Interrupts	280
1.311	Some kind of animation in Window.	280
1.312	Some TED and Compiler Questions	281
1.313	Re: Some TED and Compiler Questions	281
1.314	sound fx	282
1.315	Re: Sound stopped?	282
1.316	Sound stopped?	284
1.317	Re: space	285
1.318	Re: SuperBitmap	285
1.319	Superbitmap Flag	286
1.320	Re: T-Map	286
1.321	Re: TCP/IP	287
1.322	TCP/IP	287
1.323	Re: TCP/IP	292
1.324	Re: Text in a Con:Output Window?	293
1.325	Text in a Con:Output Window?	295
1.326	Re: Text in a Con:Output Window?	295
1.327	Thanks for help-prototype article editor is up and running	296
1.328	The Blitz-List and YAM	297
1.329	The Death of CU-Amiga	298
1.330	Re: The Death of CU-Amiga	298
1.331	UDP_Chat V2.0 is on Aminet	299
1.332	Re: UpDate Program code ?	300
1.333	UpDate Program code ?	301
1.334	URGENT - Pallete requester	302
1.335	Using Blitz on WinUAE	302
1.336	Re: Using POP3?	303
1.337	Using POP3?	303
1.338	Vacations!	304
1.339	Re: VAL bug!!	304
1.340	Re: VAL bug?	305
1.341	Re: VER\$ string solution!!!!	306

1.342VER\$ string solution!!!!	306
1.343Re: Vertical Blank Speed	307
1.344Vertical Blank Speed	307
1.345Re: Vertical Blank Speed	308
1.346Web sites	308
1.347What shall i read now?	309
1.348Re: What shall i read now?	311
1.349Re: Window db	316
1.350Re: Window db	317
1.351Re: Window db	317
1.352Window db	318
1.353window exist?	318
1.354Re: window exist?	319
1.355Re: Window in front of bitmap	319
1.356Re: Window in front of bitmap	320
1.357Window in front of bitmap	320
1.358RE: Window like WBench	321
1.359Window like WBench	321
1.360Window Resizing	322
1.361Re: Window Resizing	323
1.362Window Superbitmap	324
1.363Re: Windows	324
1.364Windows	325
1.365Re: Windows	325
1.366Windows db	326
1.367Re: WindowsBitmap Command..	326
1.368WindowsBitmap Command..	327
1.369Workbench - cool?	327
1.370Re: WPrintScroll :(328
1.371WPrintScroll :(329
1.372WScroll	329
1.373Re: [amiganutta] Sad announcement (fwd)	330
1.374Re: [amiganutta] Sad announcement (fwd)	330
1.375Re: [amiganutta] Sad announcement (fwd)	331

Chapter 1

Yam_Blitz List

1.1 INFORMATION

Blitz List.guide Created on the 01 Sep 1998
contains Yam mail within the following dates
first: 1/Aug/1998 last: 31/Aug/1998

Well its finally happend, The program used to create this guide
has been updated, The Problem with the emails being trashed should
have been solved. (But only time will tell). The guide is still in
the beta stages.

I would allso like to say Thanks Chris Eburn For Updateing the program
which creates the Amiga Guide File.

** Dose any one read this ?? ***

Email Me - scott@online.u-net.com - Subject BlitzListGuide

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide
which may make some individual mail items harder to read.

1.2 Yam_Blitz List.guide

Infomation What is this guide?

#Blitz "ridingwood@sheffield.ac.uk"

(off the topic (help me)) Dobbsee@aol.com

(WB-)Startup Andreas Falkenhahn

Re: (WB-)Startup David McMinn

352*256 overscan Kent Larsson

Re: 352*256 overscan Paul West

Re: 8 Bitplane Intuition Screens? Damir Arh

8 Bitplane Intuition Screens? Kent Larsson

Re: ? Andy Macklin
? Paul West
Re: A scrolling game... Damir Arh
A scrolling game... Damir Arh
Re: A scrolling game... Frédéric Laboureux
Re: A scrolling game... Paul West
Re: A scrolling game... Paul West
Aboutmui.mui Andreas Falkenhahn
Re: Aboutmui.mui Erwan Fouret
Re: ADPCM Andrew
ADPCM LECLERC Christophe
Amiga Central , Online Magazine! (fwd) Damir Arh
Re: AMIGA mode Andreas Falkenhahn
AMIGA mode Andreas Falkenhahn
Re: AMIGA mode Daniel Allsopp
Re: AMIGA mode David McMinn
Re: AMIGA mode Paul
Re: AMIGA mode "ridingwood@sheffield.ac.uk"
AmigaLibsII.res Roger Beausoleil
AmiVisual Mail-list problems Andrew
AmiVisual mail-list started Andrew
AmiVisual Meeting today (Saturday 07-08-98) Andrew
Re: Animation playback Andreas Falkenhahn
Animation playback Andreas Falkenhahn
Re: Animation playback Frédéric Laboureux
Re: Animation playback Kent Larsson
animshapegadgets? OPi~Plastic!
Anyone knows... Andreas Falkenhahn
Re: Anyone knows... David McMinn
Re: Anyone knows... Matt Daniels
Re: Anyone knows... Rui de Carvalho
Re: Anyone? Kent Larsson
Anyone? Thomas Newsom
Re: Appicon Position Andreas Falkenhahn
Re: Appicon Position Curt Esser
Appicon Position Curt Esser
Re: ARexx again.. Andreas Falkenhahn
ARexx again.. Jon Lennart Berg
Arrays Jake Frederick

Re: ASLSM_FilterFunc Curt Esser
Re: ASLSM_FilterFunc David McMinn
ASLSM_FilterFunc Krzysiek Jonko
Back! Rui de Carvalho
Re: BBlit Clipping Matthew Parsons
Re: Bill Gates - o enviado do Diabo (fwd) Mathias PARNAUDEAU
Re: Bill Gates - o enviado do Diabo (fwd) Paul West
BLAZE PMAC (Invitation) Rui Carvalho
Blaze Squeeze! Rui Carvalho
Re: Blit + CyberGraphX Andreas Etzrodt
Blit + CyberGraphX Andreas Falkenhahn
Re: Blit + CyberGraphX Daniel Allsopp
Blitting (properly) Blitzwing
Blitz Libs being used Andrew
Re: Blitz Libs being used Anton Reinauer
Re: Blitz Libs being used Curt Esser
Blitz prog David McMinn
Re: BLITZ Web sites Krzysiek Jonko
Re: Borderless & movable... Jon Lennart Berg
Borderless & movable... Jon Lennart Berg
Re: BVision Andreas Håkansson
BVision "ridingwood@sheffield.ac.uk"
c2p Paul West
c2p Paul West
c2p Paul West
c2p Paul West
Re: c2p Rui de Carvalho
Centering Paul West
Re: Chunky remap and DEPTH<>8 Curt Esser
Re: Chunky remap and DEPTH<>8 Curt Esser
Chunky remap and DEPTH<>8 Krzysiek Jonko
Re: Chunky remap and DEPTH<>8 Paul West
Re: Chunky remap and DEPTH<>8 Paul West
Re: Chunky remap and DEPTH<>8 -solution Krzysiek Jonko
CIATrackerLib
Re: CIATrackerLib Andreas Falkenhahn
Clipping Alastair Murray
Re: Clipping Alastair Murray
Re: Coding VisualBasic(Blitz3?) for the Amiga. Andrew

Compiler Options... AMIG4@aol.com
Re: Compiler Options... Matt Daniels
CpuBitmapCopy Dave Newton
CRC Krzysiek Jonko
CRC32 Algorithm David McMinn
Re: CtrlC OR Break eNTiTy
Re[2]: CtrlC OR Break Kent Larsson
CtrlC OR Break Kent Larsson
CTRL^C Alvaro Thompson
CU Amiga... AMIG4@aol.com
Re: CU Amiga... Colin Saunders
Re: CU Amiga... Kent Larsson
Re: CU Amiga... Nigel Hughes
Re: CU Amiga... Paul Morris
Re: CU Amiga... "ridingwood@sheffield.ac.uk"
Re: CU Amiga... Robert R Mason
Current screen size Adam Lounds
Re: Current screen size David McMinn
cut, copy, paste,delete Christophe Auger
Re: Datatypes Curt Esser
Datatypes Gavin Williams
Db with windows on 2 screens "ridingwood@sheffield.ac.uk"
Debugger 2.50 Gigandet Jean-Marc
Display.lib Andreas Etzrodt
Display.lib Andreas Etzrodt
Re: displaywidth = 321? Garfield Benjamin
Re: displaywidth = 321? Kent Larsson
Re: displaywidth = 321? Kent Larsson
displaywidth = 321? Kent Larsson
Re: displaywidth = 321? Paul West
Re: displaywidth = 321? Steven Wojciechowski
divisibility check Jake Frederick
Re: divisibility check Liz Tucker
Re: divisibility check Matt Daniels
Re: divisibility check Paul West
Re: doom wad Anton Reinauer
doom wad Paul
Re: doom wad Rui Carvalho
Re: doom wad S Beardwood

Double buffering in window "ridingwood@sheffield.ac.uk"
doublepal Paul West
Re: Dual playfield Andreas Falkenhahn
Dual playfield Andreas Falkenhahn
Editable Listviews Blitzwing
Re: Editable Listviews Blitzwing
Examine DF0: Gustav Gnosselius
Examining DF0: Gustav Gnosselius
Re: Examining DF0: Gustav Gnosselius
Re: Examining DF0: Rui de Carvalho
FastGFX and shapes Philippe Bovier
File Editor Rudolf Sanchez
File Editor-Gone From Hurt, Pain to now Agony!! Rudolf Sanchez
Re: FINAL DOOM David McMinn
Re: FINAL DOOM! Curt Esser
Re: FINAL DOOM! David McMinn
FINAL DOOM! "ridingwood@sheffield.ac.uk"
Re: FINAL DOOM! "ridingwood@sheffield.ac.uk"
Re: Font YSize/XSize Curt Esser
Re: Font YSize/XSize Ott Aaloe
Font YSize/XSize Roger Beausoleil
foreign Paul West
Game Advice Kent Larsson
Re: Game Advice Kent Larsson
Re: Game Advice Manfred Linzner
Re[2]: Game Advice MinuteMan
Re: getreg David McMinn
getreg Paul West
Gfx Cards "ridingwood@sheffield.ac.uk"
Graphics Kent Larsson
Re: GTCycle Gigandet Jean-Marc
Re: GTmenu Andreas Etzrodt
GTmenu Curt Esser
Re: GTmenu David McMinn
GTSetAttrs and Kick 2.0 Krzysiek Jonko
Guru Rick Hodger
GURU with VisualPrefs Benjamin VERNOUX
Re: GURU with VisualPrefs Julian Kinraid
Re: Half-fade Andreas Falkenhahn

Half-fade Andreas Falkenhahn
Re: Half-fade Damir Arh
Re: Half-fade Rui de Carvalho
Help with DisplayAdjust Kent Larsson
Re: Help with DisplayAdjust Paul West
HELP!! (040/060 only) Matthew Parsons
Re: Hooks Curt Esser
Re: Hooks Curt Esser
Re: Hooks Curt Esser
Re: Hooks David McMinn
Re: Hooks David McMinn
Re: Hooks David McMinn
Re: Hooks David McMinn
Re: Hooks David McMinn
Hooks David McMinn
Re: Hooks Paul West
Re: Hooks Paul West
Re: Hooks Paul West
Re: Hooks Sami Näätänen
How do you input by mouse to file then read file to reconstruct article? Rudolf Sanchez
Re: How do you input... Rui Carvalho
I need this stuff OPI^Plastic!
I'm go to army tomorrow... Frédéric Laboureur
Re: IncBin&Statement problem(s) Curt Esser
Re: Intuition Questions Curt Esser
Re: Intuition Questions David McMinn
Re: Intuition Questions David McMinn
Re: Intuition Questions Kent Larsson
Re: Intuition Questions Kent Larsson
Re: Intuition Questions Kent Larsson
Intuition Questions Kent Larsson
Re: Intuition Questions Paul West
Re: Intuition screens David McMinn
Intuition screens Gavin Williams
Re: Intuition screens "ridingwood@sheffield.ac.uk"
RE: Irc Alvaro Thompson
Irc Blitzwing
Re: Irc Daniel Allsopp
Re: Irc Matt Daniels

Re: Is there a disk in DF0: ? Anton Reinauer
Is there a disk in DF0: ? Gustav Gnosspelius
Re: Is there a disk in DF0: ? Krzysiek Jonko
Re: Is there a disk in DF0: ? Marcin Nowak
I'm back Andreas Falkenhahn
Less messages on the list Andreas Falkenhahn
Re: Less messages on the list Matt Daniels
Logic expressions Blitzwing
Re: Logic expressions Garfield Benjamin
Re: Logic expressions Kent Larsson
Re: Logic expressions Steven Wojciechowski
Re: Logic expressions Steven Wojciechowski
Looking for D. Reeve MinuteMan
Re: Loss of CU-Amiga and the future. Bob Akerberg Team *AMIGA*
Loss of CU-Amiga and the future. Donovan Reeve
Re: Loss of CU-Amiga and the future. Julian Kinraid
Re: Loss of CU-Amiga and the future. "ridingwood@sheffield.ac.uk"
Re: Lots of stuff Anton Reinauer
Re: Lots of stuff Paul
Lots of stuff "ridingwood@sheffield.ac.uk"
Low CPU - front screen test? Andrew
Low CPU - front screen test? Andrew
Re: Macro Params Blitzwing
Re: Macro Params Matt Daniels
Re: Macro Params Matt Daniels
Re[2]: Macro Params Rui de Carvalho
Re: Macro Params Rui de Carvalho
Re: Manuals for Blitz Basic Donovan Reeve
Re[2]: Manuals for Blitz Basic Rui de Carvalho
Manuals for Blitz Basic tytn.hays@cyberlife.co.uk
Mario Bros 1 (but both ways) Kent Larsson
Re: Mario Bros 1 (but both ways) Kent Larsson
Re: Mario Bros 1 (but both ways) Kent Larsson
Re: Mario Bros 1 (but both ways) Kent Larsson
Re: Mario Bros 1 (but both ways) Kent Larsson
Re: Mario Bros 1 (but both ways) Paul West
Re: Mario Bros 1 (but both ways) Paul West
Re: Mario Bros 1 (but both ways) Paul West
Re: Mario Bros 1 (but both ways) Rui de Carvalho

move16 Paul West
MUI OPi^Plastic!
MUI Menus? Rick Hodger
Multiple Key presses Dobbsee@aol.com
Re: Multiple Key presses "ridingwood@sheffield.ac.uk"
New info on CU Amiga dying and the future "ridingwood@sheffield.ac.uk"
Next AmiVisual meeting Andrew
NTT's SouceCode: [FIX] ReadArgs() implementation eNTiTy
NTT's SourceCode: ReadArgs() Implementation eNTiTy
NTT's SourceCode: RSA MD5 Encryption Implementation eNTiTy
NTT's Tips&Trix, Part 1: Branch tables eNTiTy
Off Topic... Rui de Carvalho
Off-Tooopic!!! Andreas Falkenhahn
OFF-TOPIC!!! Kodak digital cameras Adrian Mackenzie
Open Directory like WB Benjamin VERNOUX
Re: Open Directory like WB Curt Esser
Re: oscilloscope Matthew Parsons
Re: positionsuperbitmap and something very evil Curt Esser
Re: positionsuperbitmap and something very evil Dave
Re: positionsuperbitmap and something very evil Dave
positionsuperbitmap and something very evil "ridingwood@sheffield.ac.uk"
Re: positionsuperbitmap and something very evil "ridingwood@sheffield.ac.uk"
PPC Alastair Murray
Re: PPC Andy Macklin
Probs with System Date,Time,Day Benjamin VERNOUX
Prog name??? Luca Carminati
Program startup David McMinn
Re: Program startup Paul West
questions Paul West
Re. CU Amiga... mike.child@sbu.ac.uk
Recieving ARexx messages in blitz Eoghann Irving
Re: Redraw commamd Luca Carminati
RTG-Master Andreas Etzrodt
Sad announcement (fwd) Rick Hodger
Sad announcement (fwd) Rick Hodger
Scanning for FPU Andrew
Re: Scanning for FPU Anton Reinauer
Re: Scanning for FPU Anton Reinauer
Re: Scanning for FPU David McMinn

Re: Scanning for FPU Kent Larsson
Re: Scanning for FPU Matt Daniels
Re: Scanning for FPU Paul
Screen Andreas Falkenhahn
Screenmode Requesters David McMinn
Re: screenmodes David McMinn
Re: screenmodes David McMinn
Re: screenmodes David McMinn
screenmodes Paul West
Re: screenmodes Paul West
Re: screenmodes Paul West
ScreensBitmap bugged Mathias PARNAUDEAU
Re: ScreensBitmap bugged Paul West
Serial! It's dosen't work! OPi^Plastic!
SetInt & AMIGA mode Andreas Falkenhahn
Re: shape movement Curt Esser
Re: shape movement Dobbsee@aol.com
shape movement Oliver Marks
Re: shape movement "ridingwood@sheffield.ac.uk"
shapes in windows Blitzwing
Re: Shift-Tab combo Curt Esser
Re: Shift-Tab combo David McMinn
Shift-Tab combo "S.J.CROY"
Re: Shift-Tab combo "S.J.CROY"
Re[2]: Sizes Centro Amiga
Re: Sizes Jonas Thorell
Software Interrupts Jon Lennart Berg
Some kind of animation in Window. Krzysiek Jonko
Some TED and Compiler Questions Christian Uceda
Re: Some TED and Compiler Questions Curt Esser
sound fx Dobbsee@aol.com
Re: Sound stopped? Curt Esser
Sound stopped? Ott Aaloe
Re: space David McMinn
Re: SuperBitmap Kent Larsson
Superbitmap Flag Blitzwing
Re: T-Map Matthew Parsons
Re: TCP/IP Anton Reinauer
TCP/IP FreeJack

Re: TCP/IP FreeJack
Re: Text in a Con:Output Window? Curt Esser
Text in a Con:Output Window? Frank Otto
Re: Text in a Con:Output Window? Matt Daniels
Thanks for help-prototype article editor is up and running Rudolf Sanchez
The Blitz-List and YAM Kent Larsson
The Death of CU-Amiga Gavin Williams
Re: The Death of CU-Amiga "ridingwood@sheffield.ac.uk"
UDP_Chat V2.0 is on Aminet Anton Reinauer
Re: UpDate Program code ? Curt Esser
UpDate Program code ? Paul Morris
URGENT - Pallette requester Andrew
Using Blitz on WinUAE Bohdan Lechnowsky
Re: Using POP3? FreeJack
Using POP3? Rick Hodger
Vacations! Rui de Carvalho
Re: VAL bug!! mike.child@sbu.ac.uk
Re: VAL bug? Anton Reinauer
Re: VER\$ string solution!!!! Andre Beer
VER\$ string solution!!!! OPi^Plastic!
Re: Vertical Blank Speed Anton Reinauer
Vertical Blank Speed Benjamin VERNOUX
Re: Vertical Blank Speed Garfield Benjamin
Web sites Kent Larsson
What shall i read now? Centro Amiga
Re: What shall i read now? Donovan Reeve
Re: Window db Anton Reinauer
Re: Window db Anton Reinauer
Re: Window db "ridingwood@sheffield.ac.uk"
Window db "ridingwood@sheffield.ac.uk"
window exist? Christophe Auger
Re: window exist? Dave
Re: Window in front of bitmap Curt Esser
Re: Window in front of bitmap Curt Esser
Window in front of bitmap Jake Frederick
RE: Window like WBench Roger Beausoleil
Window like WBench Roger Beausoleil
Window Resizing Andreas Falkenhahn
Re: Window Resizing David McMinn

Window Superbitmap "ridingwood@sheffield.ac.uk"
Re: Windows Andreas Falkenhahn
Windows Blitzwing
Re: Windows eNTiTy
Windows db "ridingwood@sheffield.ac.uk"
Re: WindowsBitmap Command.. David McMinn
WindowsBitmap Command.. Jon Lennart Berg
Workbench - cool? OPi^Plastic!
Re: WPrintScroll :(Damir Arh
WPrintScroll :(OPi^Plastic!
WScroll Daniel Allsopp
Re: [amiganutta] Sad announcement (fwd) Bohdan Lechnowsky
Re: [amiganutta] Sad announcement (fwd) DJNick
Re: [amiganutta] Sad announcement (fwd) "ridingwood@sheffield.ac.uk"

1.3 #Blitz

12 Aug 98 21:11:50 +0100
12 Aug 98 21:11:36 +0100
From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>
Subject: #Blitz
Date: Wed, 12 Aug 1998 21:12:07 +0100
charset="iso-8859-1"
Encoding: 7bit
People on DALnet #Blitz go on too late for me :(

1.4 (off the topic (help me))

Thu, 27 Aug 1998 08:28:46 -0400 (EDT)
From: <Dobbsee@aol.com>
Date: Thu, 27 Aug 1998 08:28:46 EDT
Subject: (off the topic (help me))
encoding: 7bit
I just got a eyetech cd-rom for my A1200, after sending it to wrong house, i found that theyd given me the wrong driver software, if somebody could send me some software to use this ezcd-plus interface, I'd be very grateful.
Dobbs

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

***** POWERED BY AMiGA *****

A1200/040T, 18MB Ram, 1,7GB HD Space

=3D=
=3D=
=3D=

1.6 Re: (WB-)Startup

(envelope-from D.McMinn@eee.rgu.ac.uk)

12 Aug 98 09:17:57 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Wed, 12 Aug 1998 09:17:38 +0100

encoding: 7BIT

Subject: Re: (WB-)Startup

On 11 Aug 98, at 20:49, Andreas Falkenhahn's head exploded because...

> How can I execute a program from my blitz program that it thinks it was

> started from Workbench?

Use the wbstartup.library. Its available on aminet somewhere,
possibly in one of the dev directories, and comes with full source
and the .fd file, so you can run fdconvert and then makedeflibs on
it. Theres also an example of how to run a program in C.

But heres one I made earlier :)

; *** Simple example. Asks user for file to run, then runs it.

; *** You will need NeilsReqToolsLib

; *** blitzlibs:amigalibs.res (Compiler->Compiler Options-

>Resident)

WBStartup

; **** The following block was imported and changed to Blitz2 from

the

; **** include/libraries/wbstart.h file

#WBSTART_VERSION = 2

; Tags For WBStartTagList() */

; Name of the program To start. It is relative To

; WBStart_DirectoryName OR WBStart_DirLock.

#WBStart_Name = (#TAG_USER + 1) ; const char *

; Name of a directory. Mutually exclusive To

```

WBStart_DirectoryLock
#WBStart_DirectoryName = (#TAG_USER + 2) ; const char *
; Lock of a directory. Mutually exclusive To
WBStart_DirectoryName
#WBStart_DirectoryLock = (#TAG_USER + 3) ; BPTR
; Stack size For the new process
#WBStart_Stack = (#TAG_USER + 4) ; ULONG
; Priority For the new process
#WBStart_Priority = (#TAG_USER + 5) ; LONG
; Number of arguments in WBStart_ArgumentList
#WBStart_ArgumentCount = (#TAG_USER + 6) ; ULONG
; Array of arguments. WBStart_ArgumentCount MUST be specified
also!
#WBStart_ArgumentList = (#TAG_USER + 7) ; struct WBArg *
; **** End of C include file
DEFTYPE.w
MaxLen fi$=108; This is needed
filetorun$=RTEZLoadFile("Select a file to load",fi$)
NPrint filetorun$
olddir.l = CurrentDir_(0); Lock system root directory
Dim wbtags.TagItem(20)
wbtags(0)\ti_Tag = #WBStart_Name, &filetorun$
wbtags(1)\ti_Tag = #WBStart_DirectoryLock, olddir
success.l = WBStartTagList_(&wbtags(0))
If success Then NPrint "Program started successfully" Else NPrint
"Program failed"
CurrentDir_ olddir; Restore old directory lock
End
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====

```

1.7 352*256 overscan

via SMTP by maskin, id smtpdAAAa002ql; Fri Aug 21 11:55:58 1998

From: Kent Larsson <kentl@oden.se>

Date: Thu, 20 Aug 1998 22:22:57 +0200

Subject: 352*256 overscan

Encoding: quoted-printable

Hello,

I am sorry that i will have to ask for this again, but due to a bug in YA=

M

2.0.0 Preview4 all my blitz related mail vanished.

What i want to do is open a 352*256 lowres 6 bitplanes coplist on my scre=
en,

and i therefore need the correct DisplayWidth parameters.I remember that =
i

got them from Paul before, and hope that he(or someone else) still got th=
em.

(if you like, please post the answer to me privatly so that the list won=B4=
t

be bothered by it)

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

You cannot kill time without injuring eternity.

-- Thoreau=

1.8 Re: 352*256 overscan

for blitz-list@netsoc.ucd.ie; Sat, 22 Aug 1998 13:24:13 +0000

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 22 Aug 98 14:12:21 +0000

Subject: Re: 352*256 overscan

Encoding: 7bit

>> It is quite tricky getting the DisplayAdjust to work, what with

>> different fetchmodes and stuff. 352 will only work with fetchmode 1

>> and there are a couple of parameters that are needed in the

>> DisplayAdjust. It might be something like DisplayAdjust 0,0,-8,0,-8,0

>> but I don't know about that. One thing that I know for sure is that if

>> you use Amiga Mode it seems you can position the screen pretty much

>> wherever you like, but I am not sure how that affects the datafetch.

Fetchmode 1 isn't the fastest and I think that overall you have

somewhat less time in which you can access chipram. But if you want

352 bitmap width that is precicely the fetchmode you will have to use

because it's not a multiple of 64.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.9 Re: 8 Bitplane Intuition Screens?

Tue, 4 Aug 1998 08:46:11 +0200

with SMTP id IAA09146 for <blitz-list@netsoc.ucd.ie>;

Tue, 4 Aug 1998 08:45:59 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Tue, 04 Aug 1998 08:39:21 +0100

Subject: Re: 8 Bitplane Intuition Screens?

On 04-Aug-98, Kent Larsson wrote:

> Hi blitzers!

>

> I have a (small?) problem, i would like to open a 8 bitplane screen and
> display a 8 bitplane bitmap on it(as i am trying to write a AGA game, but
> would like to stick with intuition just to be system friendly).

>

> I have tried to do this using ScreenTags(), and it almost worked. But i
have

> problem with the "Bitmap" tag, and as you all understand it have to work.

It shouldn't be a problem. Just use something like:

```
BitMap 0,320,256,8
```

```
ScreenTags 0,"My
```

```
Screen",#SA_Width,320,#SA_Height,256,#SA_Depth,8,#SA_BitMap,Addr Bitmap(0)
```

```
^^^^^^^^^^^^^^^^^^^^
```

You should have amigalibs.res resident.

Regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

--

Experience is directly proportional to the value of equipment destroyed.

-- Carolyn Scheppner

1.10 8 Bitplane Intuition Screens?

via SMTP by maskin, id smtpdAAAa001do; Tue Aug 4 08:06:44 1998

From: Kent Larsson <kentl@oden.se>

Date: Tue, 04 Aug 1998 08:04:58 +0100

Subject: 8 Bitplane Intuition Screens?

Hi blitzers!

I have a (small?) problem, i would like to open a 8 bitplane screen and display a 8 bitplane bitmap on it(as i am trying to write a AGA game, but would like to stick with intuition just to be system friendly).

I have tried to do this using ScreenTags(), and it almost worked. But i have problem with the "Bitmap" tag, and as you all understand it have to work.

Regards, Kent Larsson

Skinnskatteberg, Sweden

1.11 Re: ?

id 0z5a6L-0000p5-00; Sun, 9 Aug 1998 18:21:53 +0000

Date: 09 Aug 98 18:39:31 +0000

From: "Andy Macklin" <andy@toadhall.u-net.com>

Subject: Re: ?

encoding: 7bit

Organization: Badgers Den in The Wild Wood

X-No-Archive: Yes

Paul typed some of the following:

> Why have i just falled in love with the number \$F6209000?

It's you SO's ICQ number?

--

An Old Timer remembers when: baby sitters were called mothers.

1.12 ?

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 78 19:29:11 +0000

Subject: ?

Encoding: 7bit

Why have i just falled in love with the number \$F6209000?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.13 Re: A scrolling game...

Tue, 4 Aug 1998 08:46:15 +0200

with SMTP id IAA09164 for <blitz-list@netsoc.ucd.ie>;

Tue, 4 Aug 1998 08:46:02 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Tue, 04 Aug 1998 08:45:00 +0100

Subject: Re: A scrolling game...

On 03-Avg-98, Paul West wrote:

>> I'm starting a project which includes 4-way scrolling as the playfield is
>> bigger than the screen. As I don't want to reinvent the wheel, I ask what
>> would be the best way to do that. Would it be good to work in fast RAM?
How?

>> The playfield would constitute of blocks (of course). Could the game be
>> written in Amiga mode?

First I have to add that will be a sort of arcade driving 'simulation' with
view from the top. I'd like to have it in 256 or at least 128 colours.

> Are you wanting to have the game run normally on your 030 or to be
> targetted at higher processors, and 50 or 25fps?

I'm targeting on 030 and higher, probably at 25 fps.

> And how much animation and objects are you going to want to have?

> And are you going to want a lot of background animation?

There should be up to 10 objects at the same time (most of the time
progbably less). I am planning some background animation (animated
sorrounding of the track) if that will be possible.

> What will be the minimum amount of fastram you'll need to run it?

I don't have any plans for that, but if it will be needed I think nothing is
wrong with 4 or 8 Mb.

> Answer those questions and it will be easier to give some suggestions.

Looking forward to those suggestions.

Regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

--

Whenever you find that you are on the side of the majority, it is
time to reform.

-- Mark Twain

1.14 A scrolling game...

Mon, 3 Aug 1998 18:55:31 +0200

with SMTP id SAA11963 for <blitz-list@netsoc.ucd.ie>;

Mon, 3 Aug 1998 18:55:17 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Mon, 03 Aug 1998 18:02:15 +0100

Subject: A scrolling game...

Hello,

I'm starting a project which includes 4-way scrolling as the playfield is bigger than the screen. As I don't want to reinvent the wheel, I ask what would be the best way to do that. Would it be good to work in fast RAM? How?

The playfield would constitute of blocks (of course). Could the game be written in Amiga mode?

Another thing, not completely related to the upper one. Is it possible to use RTG from within Blitz? If yes, how?

Kind regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

--

I think that God in creating man somewhat overestimated his ability.

-- Oscar Wilde

1.15 Re: A scrolling game...

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Tue, 04 Aug 1998 09:47:54 +0100

Organization: Fantaisie Software

Subject: Re: A scrolling game...

Encoding: quoted-printable

Hi Damir, =

> First I have to add that will be a sort of arcade driving 'simulation' =
with

> view from the top. I'd like to have it in 256 or at least 128 colours.

=

>> Are you wanting to have the game run normally on your 030 or to be

>> targetted at higher processors, and 50 or 25fps?

> =
 > I'm targeting on 030 and higher, probably at 25 fps.
 > =
 >> And how much animation and objects are you going to want to have?
 >> And are you going to want a lot of background animation?
 > =
 > There should be up to 10 objects at the same time (most of the time
 > probgably less). I am planning some background animation (animated
 > sorrounding of the track) if that will be possible.
 > =
 >> What will be the minimum amount of fastram you'll need to run it?
 > =
 > I don't have any plans for that, but if it will be needed I think nothi=
 ng is
 > wrong with 4 or 8 Mb.
 > =
 >> Answer those questions and it will be easier to give some suggestions.=
 > =
 > Looking forward to those suggestions.
 IMHO, you can EASELY code this game with standard Amiga bitplanes and=
 it
 will run at 50 fps if you do a great job. Use a 2 large bitplanes and let=
 s go.
 If you need extra large bitmaps, use the map technique to display it (wit=
 h
 block of 16*16, so you can use the extra fast Block command). Use the BLI=
 TZ
 mode, and you can make an NITRO like game (in better :)...
 Bye for now, =
 Fred.
 BTW: Do it in 128 colour (its enough !) and use AGA 16 colour Sprites for=
 some
 of your cars. Use the last bitplane to do special effects like shadow...

-----=
 /\V\V Fr=E9d=E9ric Laboureur (Fred)

__/_ =

/ ^ u ^ ^ n ^ ^ E-Mail Address: alphasnd@hol.fr =

(o o_/(o o)_o o) =

/ /// || \ \ _\ Only Amiga makes it possible

(o_o)// (o o)\(o_o) Quality software for the Amiga

`...` `...` `...` =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=

1.16 Re: A scrolling game...

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 4 Aug 98 16:50:28 +0000

Subject: Re: A scrolling game...

Encoding: 7bit

> First I have to add that will be a sort of arcade driving 'simulation' with

> view from the top. I'd like to have it in 256 or at least 128 colours.

> I'm targeting on 030 and higher, probably at 25 fps.

> There should be up to 10 objects at the same time (most of the time

> probgably less). I am planning some background animation (animated

> sorrounding of the track) if that will be possible.

> I don't have any plans for that, but if it will be needed I think nothing is

> wrong with 4 or 8 Mb.

030/50 is fast enough that blitter blits are holding it back but that

cpu blits are a little bit too demanding.

You say that you are doing a driving sim viewed from the top. Will

there be laps, is is the track looping? If so, I would suggest first

of all a superbitmap, or in other words a large bitmap on which you

draw the whole track before the game begins. Incidentally, as a small

suggestion, I don't think anybody has done a top-down racer that

DOESN'T loop around.

You could use CPU blits in which the shapes are held in fastram and

the cpu is used to blit them to the chipram screen. But then you will

also have to think about background preservation which would mean

reading from the chipram screen, unless you had a copy of the track

background stored in a fastram bitmap.

The next step up would be to go for a fastram buffer. If you are doing

near to or greater than half a screen worth of blitting, it is more

viable to do a straight copy from a fastram superbitmap into the

fastram buffer. This works as automatic background restoration and on

its own gives you background restoration for more than 1/2 a screen

worth of blitting, free of charge. In other words, if you blit more

than half a screen of objects the full-screen update will be more

efficient than grabbing the background areas seperately and restoring

them.

But then you also have to fully copy the fastram screen to chipram. As

you are hoping to run at 25fps this shouldn't pose a problem but it is

not viable for 50fps unless you have an 060. The copy to chipram takes about 1 frame or a little over. The time you have remaining before dropping below 25fps is then used for your game and drawing of objects. Part of that time either has to be used to draw the map or to copy a section of the predrawn superbitmap. Time you have left after that should be sufficient to handle your ten or more objects, probably quite a lot more I'd imagine.

However, if you are planning to actually use this kind of method and are looking to preferably a slightly higher processor, you could move over to chunky format, with a chunky to planar routine. Blitting in chunky is more efficient than in planar which to some extent makes up for the bit of extra time the c2p will use up. If you were to have a screensize of 320x200 it would be a lot more viable to do this on 030/50, as you can get about 40fps for the c2p there. Time you then have left would be used for copying from the superbitmap to the chunky buffer and drawing your animated objects and running the rest of the game. I suggest this will probably be fast enough also to handle your 10 or more objects. But 320x256 is not viable for chunky on 030/50, for 25fps. It just takes too much time. 320x220 might be okay, probably about 37fps for the c2p. Certainly for 040 and upwards chunky is the best option as the c2p operation is as fast as copying planar from fastram to chipram. You could perhaps automatically have a taller screen if the person has a faster processor.

If you use standard blitz instructions, ie using the blitter and in chipram only, you could probably still achieve what you're aiming for. If your track is looping and you have a large doublebuffered chipram display, you could use BBlit and it'd probably be fast enough to handle your ten or more objects at 25fps. I somewhat doubt it'd quite be fast enough to do it at 50fps though. I had enough of a struggle getting it to do more than 2 or 3 32x32 256-colour objects on 040. Certainly doesn't leave much room for background animations and stuff like that.

If you use chunky you would have very easy support for graphics cards. I'm not sure I've got any test results for 030/50 users but if you download:

<http://www.stationone.demon.co.uk/Lhas/BlitzC2P.Lha>

and run DemoB030.bb2, it will tell you how many objects maximum you could do at 25fps. There are some constants to adjust for object size and screen size. It may be preset at 320x256. Try 320x200 or 320x220

or something like that for 030. You can set object size and whether or not there is masking. There may be more efficient ways to do the chunky objects for 030's as the routine is mainly designed for 040 or higher. The routine does a clearscreen rather than the copy from the superbitmap, which typically would take another few frames per second. But it might give you some idea anyway and all the c2p's are there if you want to go that direction.

Personally I'd say go for a slightly reduced screen height, 256 colours, chunky to planar routine specific for 030 or specific for 040 if they have that cpu (or any higher). In the archive these are called c2p030only and c2p040only. Use chunky shapes in fastram. Have a fastram chunky superbitmap on which you pre-draw the entire background (the track and un-animated surroundings). Have a fastram chunky buffer the same size as the display. Do a copy from the superbitmap to the chunky buffer. Draw your objects to the chunky buffer using cpu chunky blits. Do a c2p operation to display it. That should be achievable at 25fps on 030/50 and accommodate at least 10 objects. Likely it will be somewhat more than 10 so you can then look to having background animations and stuff like that. Note that the screen will be fully refreshed so any scores, mph reading, fuel meters, whatever, will need to be drawn each frame also. Make good use of the fact that these things are being updated by putting in animation. Perhaps have a taller screen if there is 040+ present. You don't really need to doublebuffer the chipram display when you're using c2p because there is virtually zero flicker. And because the superbitmap is in fastram you hardly use any chipram at all so you have more space for sound samples and music. There is nothing to stop you doing planar blits to the chipram display at any stage, 'on top of' the game screen, but it might be faster to do that to the chunky buffer. And make sure you use fetchmode 3.

To handle the scrolling is a slight complication. In planar, you'd need to allocate an extra 64 width area to the side of the screen. But in chunky there are only *4* pixels to a longword. So if you are doing a longword-based copy (from the superbitmap) to the nearest longword, you'd only need to hardware scroll positions $x=0..x=3$. There is no point whatsoever in wasting all that extra width just to make the scrolling work. So instead, stick with 320 width, do your scroll, but also have a little routine to draw a 'blank' strip to the edge of the chunky buffer to cover up the 1..3 possible 'wrap' columns that will

appear when you do the hardware scroll. IOW, when the screen is scrolled it will just seem that there is a black strip where there would normally be the wraparound of the bitmap. So your actual game screen would be 320-4 wide, or 316. I don't have any actual horizontal scrolling in my game so instead I use the righthand 4 columns as a kind of chunky 'clip buffer', clipping the blits to the nearest longword (4 pixels). To do that on your setup you'd perhaps then need to narrow the output by a further 4 pixels. But the gamesplayer will not really notice this.

Hopefully then, you'll be raring to go. Graphics card support is very easy because you already have chunky data so it just requires straight copy to the gfx card which can be done with WritePixelFormat8_ or similar for which you need a rastport that you get from a dummy window. It's quite easy. The game will just run faster and faster as you increase the cpu so maybe you could add extra features for higher processors. Any extra graphics tricks you might want to add would be nice and quick in chunky.

So what you need is some routines to handle all this chunky stuff.

Dave Newton's working on an extensive set of routines, not sure how far he's got with that yet. I haven't got these routines myself, haven't even got that far yet. c2p is available already but the chunky blits and the handling of fastram chunky bitmaps and fastram chunky shapes is yet to be done. It would help if you knew some assembler then you could do it yourself. If this is all too much of a nightmare then you could of course just stick with plain old blitter-based blits and some scroll method in chipram that doesn't update the whole screen, but higher processors will have practically no effect on the game speed and it may be difficult to get the graphics work done in the amount of time you have. 2 frames (ie at 25fps) is a lot more than when you try to do it all in 1 frame (50fps), but it's still a bit of a squeeze to get very impressive results.

If you're not going to have a looping track, which would be something of a novelty for 2d car-racing games, you'd have to think about drawing an area of the map full-screen rather than copying it from the superbitmap which might be a little bit slower but would allow you to animate the entire background for practically nothing.

Anyway, let me know what you think of all this

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.17 Re: A scrolling game...

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 3 Aug 98 18:43:07 +0000

Subject: Re: A scrolling game...

Encoding: 7bit

> I'm starting a project which includes 4-way scrolling as the playfield is
> bigger than the screen. As I don't want to reinvent the wheel, I ask what
> would be the best way to do that. Would it be good to work in fast RAM? How?
> The playfield would constitute of blocks (of course). Could the game be
> written in Amiga mode?

>

> Another thing, not completely related to the upper one. Is it possible to
> use RTG from within Blitz? If yes, how?

> Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

Are you wanting to have the game run normally on your 030 or to be
targetted at higher processors, and 50 or 25fps?

And how much animation and objects are you going to want to have?

And are you going to want a lot of background animation?

What will be the minimum amount of fastram you'll need to run it?

Answer those questions and it will be easier to give some suggestions.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.18 Aboutmui.mui

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z4OQs-002pCsC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Thu, 6 Aug 1998 13:42:10 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z4OS2-001oGVC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Thu, 6 Aug 1998 13:43:22 +0200 (MET DST)

(Smail-3.2.0.101 1997-Dec-17 #1 built DST-Jul-17)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Thu, 06 Aug 1998 13:39:35 +0100

Organization: Airsoft Softwair

Subject: Aboutmui.mui

Encoding: quoted-printable

Hi!!

Anyone knows why this doesn` t work:

MuiNewObject 12,"Aboutmui.mui",0

<<< open window, create application stuff etc. >>>

Case #ID_ABOUTMUI

MuiDoMethod 12,#MUIM_Application_AboutMUI,10 ; 10 is my window ob=
ject

That doesn` t work. In the autodocs they say, I shall add the tag

#MUIA_AboutMUI_Application. If I do this like that:

MuiAddTags 12,#MUIA_AboutMUI_Application,11 ; 11 is my application number=

(not

created at that moment)

MuiNewObject 12,"Aboutmui.mui",0

<<< and the stuff here >>>

Can anyone help me please? BTW: What`s wrong with Erwan Fouret....? He do=

esn` t

answer emails,

doesn` t answer EFMUILib questions on the list....

=

Greetings,

-- =

Andreas

=BB=BB=BB New email address: Andreas.Falkenhahn@gmx.de. The old one won` t=

work any longer !!! =AB=AB=AB

=

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

***** POWERED BY AMiGA *****

A1200/040T, 18MB Ram, 1,7GB HD Space

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

1.19 Re: Aboutmui.mui

Paris Fri, 7 Aug 1998 19:21:46 +0200 (MET DST)

Paris Fri, 7 Aug 1998 19:21:46 +0200 (MET DST)

From: Erwan Fouret <Erwan.Fouret@wanadoo.fr>

Date: Fri, 07 Aug 1998 19:12:52 +0200

Organization: VIVID Imagination

Subject: Re: Aboutmui.mui

Encoding: quoted-printable

Hello Andreas,

On 06-08-1998, you wrote:

> Hi!!

> =

> Anyone knows why this doesn't work:

> =

> MuiNewObject 12,"Aboutmui.mui",0

> =

> <<< open window, create application stuff etc. >>>

> =

> Case #ID_ABOUTMUI

> MuiDoMethod 12,#MUIM_Application_AboutMUI,10 ; 10 is my window o=
bje

> =

Well, as you can see, the Method MUIM_Application_AboutMUI contains the=
word "Application" just after MUIM_. This means that method *must* be
executed on an object of class "Application.mui" or of a class derived
from "Application.mui". So, you have to apply this method on your Applica=
tion

object directly. Moreover, the argument to give to that method is an
object (a window even) which will be taken in reference to open the
AboutMUI window. If you give the number of the object, MUI won't understa=
nd

anything because it expects a pointer to the object. At last, you don't h=
ave

to create an object of the class "Aboutmui.mui" to open the wanted window=
MUI will create the object for you. Thus, you have to do something like t=
his:

<<< Open window, create application, add notifys... >>>

MUIApplicationObject 50 ;this puts the application object to the object 5=

0

<<< Other stuff >>>

Case #ID_ABOUTMUI

MuiDoMethod 50,#MUIM_Application_AboutMUI,MUIObjLoc(10)

> That doesn't work. In the autodocs they say, I shall add the tag

> #MUIA_AboutMUI_Application. If I do this like that:

> =

> MuiAddTags 12,#MUIA_AboutMUI_Application,11 ; 11 is my application number (not

> created at that moment)

> MuiNewObject 12,"Aboutmui.mui",0

> =

> <<< and the stuff here >>>

See above.

> Can anyone help me please? BTW: What's wrong with Erwan Fouret...? He doesn't

> answer emails,

> doesn't answer EFMUIlib questions on the list....

=

Sorry to not have answered before, but I have the right to take some holidays, no? ;) Moreover, I have to work on a big important project, so I don't have too many time.

Regards

=

1.20 Re: ADPCM

From: "Andrew" <amivisual@assign.u-net.com>

Organization: Private User

Date: 9 Aug 98 15:38:43 +0000

Subject: Re: ADPCM

Encoding: 7bit

On the Sun, 9 Aug 1998 12:30:08 +0200 LECLERC Christophe wrote some drible and this what I think,

> Hello,

> I'm searching informations about ADPCM compression algorithm. I'm

> programming a tool to manage messages with modem and want to hear

> voice messages with Amiga. I've planned to insert this function in

> my software but i want to handle the audio file in order to apply

> signal processing on it.

>

I know there are some utils on Aminet but I don't know what it caused.
The best place to go would be <http://www.pacecom.co.uk/> there are one of the few modem manufactures who wright the code for the rom (except Pace Solo). I was going to project like that myself. But just didn't have the time.

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V//Amiga// Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.21 ADPCM

Sun, 9 Aug 1998 06:31:43 -0400

Sender: C_LECLERC@csi.com

From: "LECLERC Christophe" <C_LECLERC@csi.com>

Subject: ADPCM

Date: Sun, 9 Aug 1998 12:30:08 +0200

boundary="----=_NextPart_000_003F_01BDC391.72169A00"

Message en plusieurs parties et au format MIME.

-----=_NextPart_000_003F_01BDC391.72169A00

charset="iso-8859-1"

Encoding: quoted-printable

Hello,

I'm searching informations about ADPCM compression algorythm. I'm =
programming a tool to manage messages with modem and want to hear voice =
messages with Amiga. I've planned to insert this function in my software =
but i want to handle the audio file in order to apply signal processing =
on it.

If you can help me, thanks

100740.2715@compuserve.com

-----=_NextPart_000_003F_01BDC391.72169A00

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

```

<HEAD>
<META content=3Dtext/html;charset=3Diso-8859-1 =
http-equiv=3DContent-Type>
<META content=3D'"MSHTML 4.71.1712.3"' name=3DGENERATOR>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT color=3D#000000 face=3DArial size=3D2>Hello,</FONT></DIV>
<DIV><FONT color=3D#000000 face=3DArial size=3D2>I'm searching =
informations about=20
ADPCM compression algorithm. I'm programming a tool to manage messages =
with=20
modem and want to hear voice messages with Amiga. I've planned to insert =
this=20
function in my software but i want to handle the audio file in order to =
apply=20
signal processing on it.</FONT></DIV>
<DIV><FONT color=3D#000000 face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT color=3D#000000 face=3DArial size=3D2>If you can help me,=20
thanks</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT color=3D#000000 face=3DArial size=3D2><A=20
href=3D"mailto:100740.2715@compuserve.com">100740.2715@compuserve.com</A>=
</FONT></DIV>
<DIV><FONT color=3D#000000 face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT color=3D#000000 face=3DArial =
size=3D2></FONT>&nbsp;</DIV></BODY></HTML>
-----=_NextPart_000_003F_01BDC391.72169A00--

```

1.22 Amiga Central , Online Magazine! (fwd)

Mon, 17 Aug 1998 09:52:37 +0200

with SMTP id JAA05579; Mon, 17 Aug 1998 09:52:28 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Mon, 17 Aug 1998 09:40:34 +0100

Subject: Amiga Central , Online Magazine! (fwd)

Hello,

Yesterday the following message was posted to MUI mailing list:

*** FORWARDED MESSAGE ***

Original author: Phil Price

Written on: 16-Avg-98

*** Begin of forwarded message ***

Amiga Central , (working Name) Online magazine, plans, and notes.

Hello fellow amigans, following the recent departure of Cu-Amiga, from the Amiga world :(Many users were getting annoyed that their would only be 1 true Amiga magazine (100% Amiga). I was hanging about on irc and too of my friends on #a51 (Barry Jack, Anthony Sherrat) were having some sort of argument/conversation about CU Amiga, or something. I said 'CuAmiga is dead' Ant , replied 'I know' :(Then the usual things about Amiga Format followed, then I had a flash of inspiration (du-darr) and I thought that, as my new boss said that I could have www.(whatever).com, I said 'Hey why not et up our own online magazine' every 1 on the channel was pretty exited, and ideas flew about for about 15 mins or so. So then it was decided that www.amigacentral.com would be set up, but various other net works have used the name Amiga central, even though that is not their URL (www.amicon.org) for example, and I don't want to get into legal fight about the name, so could some one come up with a name ? And that is how this whole project came into existence.

About AmigaCentral:

[]. Amiga central will be a NON-PROFIT (all donations are gratefully accepted :) organization, it will be free for all who want to browse though it. Any money made will be used for buying equipment, and paying for the server.

Any extra will be kept for if/when , Amiga central expands.

[]. A sponsor will be needed, or, some other form of Amiga companies to advertise, maybe like a yellow pages, style thing, I don't know, but i know that a some form of funds will be needed , for the cost of hosting the site, and postage. (see later)

[]. AmigaCentral, Will be a online magazine, that will be wither , monthly, or just, and archive of added information

I'm not sure what to do, but I think that monthly shouFFFFF VALIGN=TOP><P>

<caption valign="top"><marquee border="0" width="382" height="21" align="middle">Canal+ Norway LIVE match every Saturday ... </marquee></caption></TD>

</TR>

</TABLE>

<TABLE WIDTH=80% CELLPADDING=6 CELLSPACING=0 BORDER=2>

<TR>

<TD WIDTH=100% BGCOLOR=#008870 VALIGN=CENTER><P ALIGN=CENTER>

<CENTER>24th Aug: Canal+ Codes - 6730 • 2301 • 5402 • 5233 &#is (it's

non profit remember)

3. That you live in the UK (sorry) This is because, if and when companies send their goods to be reviewed, they will first be sent to me (phil price) then i will send them onto the others, who would like to review that thing (s/w-h/w).

4. And that you must not spread / copy and of the software you receive.

5. Determination & Commitment.

[]. I will make a series for templates ,at a later date, for reviews, and news, etc.. that the reviewers can just cut and paste there txt into it, if thy are not too keen, on doing this, they can just send a .txt file to me and I'll do this.

[]. The proposed sections are , in no order. (not real names, they can be changed)

News

Games Previews

Games Reviews

Technical Pre.

Technical Re.

Serious Pre.

Serious Re.

Best Of Aminet

PD stuff

Gallery

Mod of The Month. (MED,XM, DBM, Also)

Readers Mail

Reader Questions (like help)

Tutorials (music, Creative, Programming etc..)

Resources.

Trial s/w For Download.

[] The Colour Scheme Will be Red , White and Greys, like the boing ball, I need some 1 to do a real good logo, when the name is decided, I'm a bit handy at the o'l graphics too so I shall, make one and let you lot decide which is the best.

[], Due to AmigaCentrals, nature, NO money is needed to get it off the ground, so a 'demo' site can be set up for companies in a matter of a couple of weeks.

[], We need to pester, All Amiga Companies to make them aware of this online magazine :)

Well I hope This has been a good read for you and that you can join, you can all mail me at cb.price@ukonline.co.uk, for you to ask questions, ideas, graphics, proposals, money :) ect.ect. Also Join #amigacentral, On IRCNet, ([irc.steath.net](irc://irc.steath.net)) and A meeting will take place every Sunday (including this one) from 8:45 onwards.

Most important is deciding a name for us, so i can get it set up on Monday. :)

Thanx Alot

Phil Price

PS. Spread This Message all about, every where :) And could some one post this to amiga news groups please..... (comp.sys.amiga ect.) I'm not on news but i stil what the message spread

*** End of forwarded message ***

Kind regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

--

What happens to the hole when the cheese is gone?

-- Bertolt Brecht

1.23 Re: AMIGA mode

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX4Q-002pE0C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:44:46 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:smtp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX6q-001tEqC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:47:16 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Mon, 31 Aug 1998 18:30:37 +0100

Organization: Airsoft Softwair

Subject: Re: AMIGA mode

Hi ridingwood@sheffield.ac.uk

Am 30-Aug-98 schrieb ridingwood@sheffield.ac.uk:

> Hi Andreas,

>

>> After some discussions about BLITZ and AMIGA mode on the list I've been

> hardly

>> thinking about adapting my game to AMIGA mode. But I've some questions

> first:

>

> I too am going to convert my game to AMIGA mode soon

> so I guess we are in the same boat!

>

>> 1) I'm using sprites in BLITZ mode but I cannot use them in AMIGA mode.

> What

>> to use

>> then? Shapes? Or is there a possibility to display sprites in AMIGA mode?

>

>

> Not sure. Shapes are allowed but I think for compatibility

> with Gfx cards it has to be WBlit or a CpuBlit that draws

> them. I haven't used these yet though ;)

>

>> 2) What are the main advantages of AMIGA mode and what disadvantages would

> it

>> have?

>

> In AMIGA mode your game can run on Gfx Cards,

> whereas in BLITZ mode it wouldn't have run. This

> increases the number of people that can play your game

> because it will run on AGA amigas as well! ;)

>

> You can also load files in without having to do QAMIGA!

>

> And you can make use of OS menus and stuff.

>

> I think that the disadvantages I can see at the moment are
> that you can't use BBlit,Blit or QBlit plus other commands,
> also I think you have to switch off multitasking to get full
> speed.

Hmm, those blit commands work in AMIGA mode! But I'm not sure if they run with CyberGraphX. That's another big point:CGfx! I noticed that the Blit() command doesn't create any gfx on a cgfx system. But it blits without any problems on an AGA amiga. That's very strange. What does Cgfx do in fact? Patching OS functions?

I'm also thinking about using RTG master library. Then I have not to care about all that ACID crap :) But this means a complete rewrite of all my gfx routines and that's damn much work !!

>

>> 3) Will it take speed increases?

>

> Do you mean will it be slower than BLITZ mode? - I don't
> know to be honest, someone else will have to answer
> that, I haven't converted my game to AMIGA mode yet,
> but it will be soon! ;)

I'm not sure if I will ever do such a convert....but the future is IN amiga mode :)

But start it - and tell me your experiences ;) !

>

> Regards,

>

> Alex Smyth

>

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.24 AMIGA mode

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCsu7-002pDJC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 29 Aug 1998 23:51:27 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCswS-001tEvC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 29 Aug 1998 23:53:52 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sat, 29 Aug 1998 22:11:00 +0100

Organization: Airsoft Softwair

Subject: AMIGA mode

Hi !!

After some discussions about BLITZ and AMIGA mode on the list I've been hardly thinking about adapting my game to AMIGA mode. But I've some questions first:

1) I'm using sprites in BLITZ mode but I cannot use them in AMIGA mode. What to use

then? Shapes? Or is there a possibility to display sprites in AMIGA mode?

2) What are the main advantages of AMIGA mode and what disadvantages would it have?

3) Will it take speed increases?

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.25 Re: AMIGA mode

From: Daniel Allsopp <slash@thesnakepit.demon.co.uk>

Date: Sun, 30 Aug 1998 18:51:25 +0000

Subject: Re: AMIGA mode

Hi ridingwood@sheffield.ac.uk

On 30-Aug-98, you wrote:

>> 2) What are the main advantages of AMIGA mode and what disadvantages would

> it

>> have?

> I think that the disadvantages I can see at the moment are

> that you can't use BBlit,Blit or QBlit plus other commands,

> also I think you have to switch off multitasking to get full

> speed.

If you aren't bothered about gfx cards then you can use normal bitmaps attached to your screens and use Blit BBlit and QBlit. But bitmaps don't work on a gfx card so it'll be AGA only.

I run my C&C game in Amiga mode and on my gfx card I can get 109 frames per second, compared to 25 in AGA. Dave Newton has some really GOOD routines which you can use in your game to blit and clipblit etc on gfx cards and AGA.

If you use chunky gfx ll the time then Paul West has soon GOOD c2p routines that are VERY FAST.

BLITZ mode is dead.....Amiga mode is the way forward.

>> 3) Will it take speed increases?

>

> Do you mean will it be slower than BLITZ mode? - I don't

> know to be honest, someone else will have to answer

> that, I haven't converted my game to AMIGA mode yet,

> but it will be soon! :)

Amiga mode is as fast as/if not faster, than BLITZ mode. You can use the CPU to draw your shapes thus, the faster your computer the faster your game

wil go.

29 fps in Hires (640x480) isn't too bad on gfx card. AGA gets around 4 or 5 fps.

> Regards,

>

> Alex Smyth

>

>

--

Cheers,

Daniel

<tsb>slash@thesnakepit.demon.co.uk

<tsb><http://homepages.enterprise.net/dallsopp/>

<tsb>or

<tsb><http://www.thesnakepit.demon.co.uk>

<tsb>

<tsb>Hiroshima *45* - Chernobyl *86* - Windows *95*

1.26 Re: AMIGA mode

(envelope-from D.McMinn@eee.rgu.ac.uk)

1 Sep 98 09:11:50 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Tue, 1 Sep 1998 09:11:39 +0100

encoding: 7BIT

Subject: Re: AMIGA mode

On 31 Aug 98, at 18:30, Andreas Falkenhahn got hit by a cattleprod! Ow...

> Hmm, those blit commands work in AMIGA mode! But I'm not sure

> if they run with CyberGraphX. That's another big point:CGfx! I noticed

> that the Blit() command doesn't create any gfx on a cgfx system. But it

> blits without any problems on an AGA amiga. That's very strange. What does

> Cgfx do in fact? Patching OS functions?

The reason Blit doesnt work (or most of its variants) is that they

use the blitter to display the shapes, therefore can only do stuff in chip ram, therefore not GFX cards.

CGFx patches some of the commands in the graphics.library, so if you use them they should work OK.

> I'm also thinking about using RTG master library. Then I have not to care

> about all that ACID crap :) But this means a complete rewrite of all my
> gfx routines and that`s damn much work !!

Well, it might be better to use RTGmaster as it supports CGFx,
Picasso and AGA (through C2P).

___oO_David_McMinn_Oo___

ID.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.27 Re: AMIGA mode

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 30 Aug 98 15:02:39 +0000

Subject: Re: AMIGA mode

Encoding: 7bit

> I think that the disadvantages I can see at the moment are
> that you can't use BBlit,Blit or QBlit plus other commands,
> also I think you have to switch off multitasking to get full
> speed.

If you are not actually running any other software, turning off
multitasking provides an extremely negligible speed increase. I
noticed an increase of only about half a frame per second. I shudder
to think how that would be on pc's. ;)

> >3) Will it take speed increases?

>

> Do you mean will it be slower than BLITZ mode? - I don't
> know to be honest, someone else will have to answer
> that, I haven't converted my game to AMIGA mode yet,
> but it will be soon! :)

In amigamode interrupts are still active, like mcp and stuff like
that, and you still receive screen beeps when you get IRC messages for
example. I also noticed that if I ran at the same time as using the
net there was a sudden halt about every second or so, presumably as
the software checked for incoming data.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.28 Re: AMIGA mode

30 Aug 98 11:49:06 +0100

30 Aug 98 11:48:56 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: AMIGA mode

Date: Sun, 30 Aug 1998 11:48:48 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi Andreas,

>After some discussions about BLITZ and AMIGA mode on the list I've been hardly

>thinking about adapting my game to AMIGA mode. But I've some questions first:

I too am going to convert my game to AMIGA mode soon

so I guess we are in the same boat!

>1) I'm using sprites in BLITZ mode but I cannot use them in AMIGA mode.

What

>to use

>then? Shapes? Or is there a possibility to display sprites in AMIGA mode?

Not sure. Shapes are allowed but I think for compatibility with Gfx cards it has to be WBlit or a CpuBlit that draws them. I haven't used these yet though ;)

>2) What are the main advantages of AMIGA mode and what disadvantages would it

>have?

In AMIGA mode your game can run on Gfx Cards, whereas in BLITZ mode it wouldn't have run. This increases the number of people that can play your game because it will run on AGA amigas as well! ;)

You can also load files in without having to do QAMIGA!

And you can make use of OS menus and stuff.

I think that the disadvantages I can see at the moment are that you can't use BBlit, Blit or QBlit plus other commands, also I think you have to switch off multitasking to get full speed.

>3) Will it take speed increases?

Do you mean will it be slower than BLITZ mode? - I don't know to be honest, someone else will have to answer that, I haven't converted my game to AMIGA mode yet, but it will be soon! ;)

Regards,

Alex Smyth

1.29 AmigaLibsII.res

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Fri, 13 Jan 1978 00:09:03 +0500

Subject: AmigaLibsII.res

Hi all Blitzers...

I would like to know if somebody use the new AmigaLibs for OS Fonctions or took a look at the Tutorials I wrote... (Aminet) I only received Emails that spoke about "How I did it... why I did it or Ask for Libs and Stuctures for PPC..."

I only want to know if it's more usefull for you and, if you use more often OS Functions since you tried it.

CU All...

Roger

1.30 AmiVisual Mail-list problems

From: "Andrew" <mramiga@assign.u-net.com>

Organization: Private User

Date: 2 Aug 98 12:10:23 +0000

Subject: AmiVisual Mail-list problems

Encoding: 7bit

I know this is of subject but I need some help with this problem.

AmiVisual has had some problems trying to get Mail-List started.

Every where we go, we have no luck with get ML started.

--

If you are an OP and haven't received your instructions on OP status please e-mail me.

--

--

Founder AmiVisual Team

<mailto:amivisual@assign.u-net.com>

<http://www.assign.u-net.com/amivisual/> (Official site) On dailnet

(IRC) #AmiVisual (English) #AmiVisual-DE (German) My nick is

aMIGA_dUDE -- Amiga first public showing on 25 July --

[Mailto:mramiga@assign.u-net.com](mailto:mramiga@assign.u-net.com) -- //Amiga// Team AMIGA

You all so find me on DalNet at #NetConnect, #Amiga, #AmIRC,

#Amiga-UK, #Amiga3D, #X_Files

I don't trust (8-o

1.31 AmiVisual mail-list started

From: "Andrew" <amivisual@assign.u-net.com>

Organization: Private User

Date: 9 Aug 98 07:12:12 +0000

Subject: AmiVisual mail-list started

Encoding: 7bit

Goto <http://www.coollist.com/menu.htm> and at bottom of the page you will see "Subscribe to a Coollist mailing list:" in the list name enter amivisual and in you email the address you wish to receive the e-mail's from that list. You will soon recive an conformation e-mail that you will have replay to. The you will be member of that AmiVisual mailing list. To post a post message to the group just mailto amivisual@coollist.com

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V/AmigaV/ Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.32 AmiVisual Meeting today (Saturday 07-08-98)

From: "Andrew" <itsme@assign.u-net.com>

Organization: Private User

Date: 7 Aug 98 18:53:19 +0000

Subject: AmiVisual Meeting today (Saturday 07-08-98)

Encoding: 7bit

The world first meeting of AmiVisual is today!

Come to the meating. On DalNET #AmiVisual

It will take place at :-

UK 9:00PM-10:00PM

Euro 22:00-23:00

NYC/EST e:00PM_5:00PM

CHI/CST 3:00PM-4:00PM

Goto web page for more information.

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V/AmigaV/ Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.33 Re: Animation playback

via sendmail with P:smtp/R:inet_hosts/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m0zDX4O-002pDwC@rhoen.regio.net>
for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:44:44 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)
via smail with P:esmtpp/R:smart_host/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m0zDX6o-001tEyC@insider.regio.net>
for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:47:14 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>
Date: Mon, 31 Aug 1998 18:30:56 +0100
Organization: Airsoft Softwair
Subject: Re: Animation playback

Hi Paul

Am 30-Aug-98 schrieb Paul:

>> Anyone got some code for animation playback with disk buffering? It should
be

>> as fast

>> as possible at a screen resolution of 320x256x8 or if it's possible in
ham8.

>> Is there a way

>> to do this smoothly on an 68030 with 8MB fast ram? (an animation can take
up

>> to 50 Mbyte

>> so diskbuffering is s t r o n g l y needed !!)

>

> To play back at that speed you'd have to use Anim8_32. Anim5 will not

> go 50fps for that size screen in aga or even 25fps.

yeah, and where to get some source or documentation about it?

>

>

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.34 Animation playback

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCsuA-002pDJC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 29 Aug 1998 23:51:30 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpr/smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCswV-001tEoC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 29 Aug 1998 23:53:55 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sat, 29 Aug 1998 22:05:44 +0100

Organization: Airsoft Softwair

Subject: Animation playback

Hi !!

Anyone got some code for animation playback with disk buffering? It should be as fast

as possible at a screen resolution of 320x256x8 or if it's possible in ham8.

Is there a way

to do this smoothly on an 68030 with 8MB fast ram? (an animation can take up to 50 Mbyte

so diskbuffering is s t r o n g l y needed !!)

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.35 Re: Animation playback

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Mon, 31 Aug 1998 19:15:39 +0100

Organization: Fantaisie Software

Subject: Re: Animation playback

Encoding: quoted-printable

Hi Andreas, =

>>> Anyone got some code for animation playback with disk buffering? It should

> be

>>> as fast

>>> as possible at a screen resolution of 320x256x8 or if it's possible in

> ham8.

>>> Is there a way

>>> to do this smoothly on an 68030 with 8MB fast ram? (an animation can't take

> up

>>> to 50 Mbyte

>>> so diskbuffering is strongly needed !!) =

>> =

>> To play back at that speed you'd have to use Anim8_32. Anim5 will not

>> go 50fps for that size screen in aga or even 25fps.

> yeah, and where to get some source or documentation about it?

>> =

>> =

I've written a little tool (ATD for Anim To Disk) which playback

Bufferized Anim upto 50 fps for 320*200*8 Anim. It's written in Blitz 2 and

available on Aminet since 1 year :-). The only drawback is you must split your

anim in little parts (600 ko each). Test it and if someone is interested =

have the source, mail me.. =

Fred.

PS: The playback speed depends of the complexity of the anim.

PS2: What is this Anim8_32 format ? Any doc about it ?

-----=

\\\\\\\\ Fr=E9d=E9ric Laboureur (Fred)

__/_ =

/^ ^ u^ ^ n ^ ^ \ E-Mail Address: alphasnd@hol.fr =

(o o _/(o o)_o o) =

/ /// || \ \ _ \ Only Amiga makes it possible

(o_o)// (o o) \ (o_o) Quality software for the Amiga

`...` `...` `...` =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=

1.36 Re: Animation playback

via SMTP by maskin, id smtpdAAAa000An; Sun Aug 30 17:09:48 1998

From: Kent Larsson <kentl@oden.se>

Date: Sun, 30 Aug 1998 11:38:52 +0200

Subject: Re: Animation playback

On 29-Aug-98, Andreas Falkenhahn wrote:

> Hi !!

>

> Anyone got some code for animation playback with disk buffering? It should be

> as fast

> as possible at a screen resolution of 320x256x8 or if it's possible in ham8.

> Is there a way

> to do this smoothly on an 68030 with 8MB fast ram? (an animation can take up

> to 50 Mbyte

> so diskbuffering is s t r o n g l y needed !!)

I would like to know the same thing, but i may settle for 160*128 in 6 bitplanes.

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

Politicians should read science fiction, not westerns and detective stories.

-- Arthur C. Clarke

1.37 animshapegadgets?

From: OPi^Plastic! <opi@kki.net.pl>

Date: Fri, 14 Aug 1998 19:13:58 +0100

Organization: Plastic!

Subject: animshapegadgets?

Yello,

I need 2 do some cool-but-unusabe-programm :)

Did You ever try to do an animated shapgadget?

Please don't say : load meany shapes, define meany gt#id and do repeat...until whit attachGTlist numba :)

I try to animate shapes via wblit and using wmousex and wmousey for detecting position of pointer.....

Any other idea?

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>*Amiga Programmer*

<sb>www.kki.net.pl/emilopi

<tsb>EMail: opi@abyss.lodz.pdi.net

1.38 Anyone knows...

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zAZkD-002pMiC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 23 Aug 1998 14:59:41 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zAZmD-001tEtC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 23 Aug 1998 15:01:45 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sun, 23 Aug 1998 14:56:41 +0100

Organization: Airsoft Softwair

Subject: Anyone knows...

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1751587784.1

Encoding: quoted-printable

Hi !!

Can anyone please tell me why the attached source works fine if use it i=

n

BLITZ mode, but fails

if I skip from BLITZ mode to Amiga mode, print some text and skip then ba=

ck to

BLITZ again.

It works, but not correct. Please look at the source....

Greetings,

-- =

Andreas

=BB=BB=BB New email address: Andreas.Falkenhahn@gmx.de. The old one won`=

work any longer !!! =AB=AB=AB

=

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

***** POWERED BY AMiGA *****

A1200/040T, 18MB Ram, 1,7GB HD Space

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

--BOUNDARY.1751587784.1

Content-Disposition: attachment; filename="Demo.asc"

Encoding: quoted-printable

; What`s this?

;

; This source shows how to let the mousepointer

; jump to both coplists! But there is one problem...

; if I switch to AMiGA mode and do something (print text...)"

; and then go back to BLITZ mode the mousepointer appears

; for a short time at the top of coplist 1 every time

; the move takes place.

;

```
; How can I fix this? Help: Andreas.Falkenhahn@gmx.de
SPR_COPLIST.b =3D 0
BitMaps1_HEIGHT.w =3D 160
BitMaps2_HEIGHT.w =3D 90
LoadPalette 0,"demo.pal"
LoadShape 0,"demo.br"
GetaSprite 0,0
BitMap 0,320,256,8
BitMap 1,320,256,8
InitCopList 0,44,161,$10018,8,256,0
InitCopList 1,44+173,95,$10018,8,256,0
BLITZ
CreateDisplay 0,1
DisplayBitMap 0,0
DisplayPalette 0,0
DisplayBitMap 1,1
Mouse On
BitMapOutput 0
NPrint Centre$("My CopList 1",40)
BitMapOutput 1
NPrint Centre$("My CopList 2",40)
SetInt 5
DisplaySprite SPR_COPLIST,0,MouseX,MouseY,4
End SetInt
While NOT Joyb(0)=3D2
If Joyb(0)=3D1
AMIGA
DefaultOutput ;
NPrint "Now watch how the mousepointer is jumping!!!" ; do somethi=
ng in Amiga Mode
VWait 200 ;
BLITZ
EndIf
Gosub mousetest
VWait
Wend
End
=2Emousetest
If MouseY>(BitMaps1_HEIGHT-2)
```

DisplaySprite 0,0,MouseX,161,4

SPR_COPLIST=3D1

mpos=3D1

MouseArea 0,3,575,5 : VWait

MouseArea 0,3,575,81

Else

If MouseY<4 AND SPR_COPLIST=3D1

DisplaySprite 1,0,MouseX,94,4

SPR_COPLIST=3D0

mpos=3D0

MouseArea 0,155,640,200 : VWait

MouseArea 0,0,640,200

EndIf

EndIf

Return

--BOUNDARY.1751587784.1

Content-Disposition: attachment; filename="demo.br"

Encoding: base64

Rk9STQAAATpJTEJNQk1IRAAAABQADAARAPYAQgQCAYAAACwsAUABAENNQVAAAAAwADMAAGYA
Zohmu6r//7t3dyIAmVUA3YhEZgAAVWZEiIi/wAAM0QzMyIzAAAA/wAAR1JBQgAAAAQABgAI
Q0FNRwAAAAQAAhAAQk9EWQAAAML/AP8A/wD/AAGAAAHgAAFgAAFgAAHAAAHwAAEwAAEwAAGg
AAG4AAFYAAEYAAGQAAGcAAFsAAEMAAGIAAHOAAF2AAFGAAGEAAHHAAF7AAFDAAGCAAHDgAF9
gAFBgAGBAAHBwAF+wAFAP+AAcDgAX9gAUBgAYBA AeBgAX+gAWAgAdAAAdDgAS/gAQDgAQgA
AXyAAXeAAXSAAQgAAQxAAQfAAQRAAQmAAQnAAQZAAQBA/wABB8ABB8ABB8D/AP8A/wD/AA==

--BOUNDARY.1751587784.1

Content-Disposition: attachment; filename="demo.pal"

Encoding: base64

Q01BUAAAawAAAAD4+PggKCgYIBggMCA4UDAoOCgYICBAWDgwQDAgKCAgICAwSChAYDgwSDBI
aEAAMwAAZgBmiGa7qv//u3d3IgcZVQDdiERmAABVZkSIiJ/AAAzRDMzIjMAAAD/AAAAAABg
yPiI+PhIWEcy+PgoOCawODAgMChAUEBYsOio+Pig+PhQcEi4+PhQsOgYKCBawDBo0PhYuOhQ
mMhQsOAOODBQaEgYGBhQoNjA+PggOcho2PhIYDhw4Ph46Pg4UChYwPAgMBiA8PgWODg4QDgw
UChQYEjo+Phw2PhoyPhYqODI+PgYMBhAWEDg+PhgwPDQ+PhgwPjY+PiA+PhIaDgoQDAgOBgw
QDhguPDw+PhIWEhAUDAwOCh48PhAYEBQqNhQmNAwABIWDgYMCB44PhIkMAwSDggIBg4QDA4
SChYqNhQaEawUDBAYDA4SEBYoNAwciBImNBiLg4WDhASEBw0PiA6PhQoNBASDgwSCAoSChg
0PhQcEBIYEhw6PgACAhYoNgcMAoKCg4QEB42PggKBhImMhIUEBIAEhYcFA4iJA4UEBQYEA4
gJBYaFAwQCA4WChgsOCI8PhIcEA4eJBQYFAwciIggMDA4eIgYIChQkMbiUEgweIhIUDhYeFBY
aEhIoNhAUEg4gIgYKBAgIChgsOiQ8PhYsOBYmMgweIbgqNhQWEhAaDgoSCBouOgYGCBAkJgw
SEBOWPBAShQaFAYIBBQuOhASDBAWeho4PhAiJggODB YcEiI6PhguOgwMDAoODgYKChIWFAG
KDAgQCA4cJCAyPA4YDBIkMggGBg4eJgwYHgoQDhAcIAwYIAoQBgwQEA4UEiA4PhIYFBQWEA4
cIhAiJCQ2PiA2PgYMCgwaHig4PhYeEiQyOhYaFhQeEhQcFAwUGBgqOBgcFh40PhYmMCI2Pio
8PiQ0PA4aIh4wOhwyPhgcFBQWFBAlhLoNAYMBBgoNBikJiI0PiY4PgwgIhAgKA4QCgwUCBA
WFB4yPBAUCHYYEiA0PiIyOio6Pg=

--BOUNDARY.1751587784.1--

1.39 Re: Anyone knows...

(envelope-from D.McMinn@eee.rgu.ac.uk)

24 Aug 98 09:48:08 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 24 Aug 1998 09:47:53 +0100

encoding: 7BIT

Subject: Re: Anyone knows...

On 23 Aug 98, at 18:17, Matt Daniels got hit by a cattleprod! Ow...

>> Can anyone please tell me why the attached source works fine if use it
>> in BLITZ mode, but fails if I skip from BLITZ mode to Amiga mode, print
>> some text and skip then back

> to

>> BLITZ again.

> To make your demo work move the display sprite out of your setint to below
> your vwait. Either trash your setint or find out how to turn in off and on
> when changing modes.

This code works, I had to slightly change it to work with WinUAE
(OCS chipset), but it should still work with the original AGA stuff.

The reason you gosub to the creation of the setint routine is that
you get a weird If without Endif error from the compiler when the
SetInt code is in the program. Another thing I noticed is that after
running the program, the lower pixels from the mouse pointer were run
through the top of the screen, when the pointer was at its lowest
point - this disappeared after Blitz->Amiga->Blitz ?!

; What`s this?

;

; This source shows how to let the mousepointer

; jump to both coplists! But there is one problem...

; if I switch to AMIGA mode and do something (print text...)"

; and then go back to BLITZ mode the mousepointer appears

; for a short time at the top of coplist 1 every time

; the move takes place.

;

; How can I fix this? Help: Andreas.Falkenhahn@gmx.de

SPR_COPLIST.b = 0

BitMaps1_HEIGHT.w = 160

BitMaps2_HEIGHT.w = 90

```
LoadPalette 0,"demo.pal"
LoadShape 0,"demo.br"
GetaSprite 0,0
BitMap 0,320,256,3
BitMap 1,320,256,3
InitCopList 0,44,161,$13,8,8,0
InitCopList 1,44+173,95,$13,8,8,0
BLITZ
CreateDisplay 0,1
DisplayBitMap 0,0
DisplayPalette 0,0
DisplayBitMap 1,1
Mouse On
BitMapOutput 0
NPrint Centre$("My CopList 1",40)
BitMapOutput 1
NPrint Centre$("My CopList 2",40)
Gosub blitzmode
While NOT Joyb(0)=2
If Joyb(0)=1
AMIGA
ClrInt 5
DefaultOutput ;
NPrint "Now watch how the mousepointer is jumping!!!" ; do
something in Amiga Mode
VWait 200 ;
BLITZ
Gosub blitzmode
EndIf
Gosub mousetest
VWait
Wend
End
.blitzmode
SetInt 5
DisplaySprite SPR_COPLIST,0,MouseX,MouseY,4
End SetInt
Return
.mousetest
```

```
If MouseY>(BitMaps1_HEIGHT-2)
DisplaySprite 0,0,MouseX,161,4
SPR_COPLIST=1
mpos=1
MouseArea 0,3,575,5 : VWait
MouseArea 0,3,575,81
Else
If MouseY<4 AND SPR_COPLIST=1
DisplaySprite 1,0,MouseX,94,4
SPR_COPLIST=0
mpos=0
MouseArea 0,155,640,200 : VWait
MouseArea 0,0,640,200
EndIf
EndIf
Return
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====
```

1.40 Re: Anyone knows...

From: Matt Daniels <mattd@underused.u-net.com>

Date: Sun, 23 Aug 1998 18:17:21 +0100

Organization: maragas

Subject: Re: Anyone knows...

Hi,

> Can anyone please tell me why the attached source works fine if use it in
> BLITZ mode, but fails
> if I skip from BLITZ mode to Amiga mode, print some text and skip then back
> BLITZ again.

>

> It works, but not correct. Please look at the source....

The Switch from Blitz to Amiga and back again is perfectly safe, but the
setint code that was compiled for Blitz mode Cannot be used in Amiga mode.

It is never wise to move the program flow from Blitz to Amiga code or back
again without first using the Amiga or Blitz commands :-/ Amiga mode is
more stable than Blitz, so the side effect of this switching is normally a

screwed up blitz mode.

To make your demo work move the display sprite out of your setint to below your vwait. Either trash your setint or find out how to turn it off and on when changing modes.

If you find a reliable way of turning it off and on, let me know ;-)

Thanks

--

Matt Daniels

1.41 Re: Anyone knows...

From: Rui de Carvalho <grim@ip.pt>

Date: Sun, 23 Aug 1998 16:20:57 +0000

Organization: Dark Dreams Designs

Subject: Re: Anyone knows...

Hello Andreas

On 23-Aug-98, Andreas Falkenhahn wrote:

> It works, but not correct. Please look at the source....

I've examined the code, runned the example, compiled it, and the bug still remains. It seems you have discovered one of Blitz erh... features...

Jumping around between Blitz mode and Amiga is not very secure, Blitz mode is system illegal and there can be conflicts when you jump back and forward between them, and this could just be one of those conflicts.

Best Regards

--

Rui de Carvalho <gRiM>

<Blitz Basic Source Code Site>

#[Http://ip.pt/~ip234558](http://ip.pt/~ip234558) - Last Update: 26.07.98#

#Fruit Cake Mailing List - Subscribe at [Http://fruitcake.listbot.com#](http://fruitcake.listbot.com#)

1.42 Re: Anyone?

via SMTP by maskin, id smtpdBAAa005PV; Tue Aug 11 23:09:43 1998

From: Kent Larsson <kentl@oden.se>

Date: Mon, 10 Aug 1998 21:33:17 +0200

Subject: Re: Anyone?

Encoding: quoted-printable

> Has anyone written a routine to replace the default Edit?

If you would like to do it yourself you could by using inkey\$, if you haven=B4t got a clue of how to proceed i could create such a function for= you during the weekend.

Kind regards,

Kent Y Larsson, Skinnskatteberg Sweden

E-mail: kentl@oden.se
-----=

1.43 Anyone?

([195.92.235.242] helo=allhours.karoo.co.uk ident=Jeepster)

by svr-a-02.core.theplanet.net with smtp (Exim 2.01 #1)

for blitz-list@netsoc.ucd.ie

id 0z5vZq-0005JS-00; Mon, 10 Aug 1998 18:17:46 +0100

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Sun, 09 Aug 1998 23:42:37 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Anyone?

Hi,

Has anyone written a routine to replace the default Edit? As it stands there is noway to quit out of it, this in itself isn't a problem, but for BBS doors is VERY significant should a user lose carrier whilst being asked for input. Something the seperates different types of input would be great. Like setting some parameter for upper or lowercase only. Input of numbers should be handles seperately too if possible.

Anyone?

Cheers

--

Tom.

AKA The Jeepster - Gagged but never silent - MEMBER <-> *Team AMIGA*

Email : Jeepster@allhours.karoo.co.uk <-> Fido : 2:2502/61.0 & 2:2502/59.0

1.44 Re: Appicon Position

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCsu7-002pDEC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 29 Aug 1998 23:51:27 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCswQ-001tEoC@insider.regio.net>

for <camge@ix.netcom.com>; Sat, 29 Aug 1998 23:53:50 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

Sat, 29 Aug 1998 23:51:54 +0200

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sat, 29 Aug 1998 22:11:11 +0100

Organization: Airsoft Softwair

Subject: Re: Appicon Position

Hi Curt

Am 29-Aug-98 schrieb Curt Esser:

> Hi Everyone,

>

> I am working on a program that uses AppIcons. But I can't figure out how to

> send them to a certain position on the WB. Other programs can do this, so

> there must be a way! Anybody know how?

Why not use the command AddAppIcon() from BSS? The syntax is:

AddAppIcon(id, text\$, filename\$[,x,y]) The position is optional.

>

> Thanx...

>

>

> Yours electronically,

> Curt Esser

> camge@ix.netcom.com

> http://members.xoom.com/Curt_Esser/

>

>

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.45 Re: Appicon Position

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 29 Aug 1998 19:49:35 -0500

Subject: Re: Appicon Position

Hi Andreas,

On 29-Aug-98, Andreas Falkenhahn wrote:

> Hi Curt

> Am 29-Aug-98 schrieb Curt Esser:

>

>> Hi Everyone,

>>

>> I am working on a program that uses AppIcons. But I can't figure out how

>> send them to a certain position on the WB. Other programs can do this, so

>> there must be a way! Anybody know how?

> Why not use the command AddAppIcon() from BSS? The syntax is:

>

> AddAppIcon(id, text\$, filename\$[,x,y]) The position is optional.

DOH! I should have known better than to trust the manual - even the RWE guide manual! Yes, this works perfectly, and at least it does show when I press

Help.

Thanks :)

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.46 Appicon Position

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 29 Aug 1998 04:09:18 -0500

Subject: Appicon Position

Hi Everyone,

I am working on a program that uses AppIcons. But I can't figure out how to send them to a certain position on the WB. Other programs can do this, so there must be a way! Anybody know how?

Thanx...

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.47 Re: ARexx again..

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX4S-002pE2C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:44:48 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpr/smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX6s-001tEqC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:47:18 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Mon, 31 Aug 1998 18:30:09 +0100

Organization: Airsoft Softwair

Subject: Re: ARexx again..

Hi Jon

Am 30-Aug-98 schrieb Jon Lennart Berg:

>

> Could anyone write a very simple arexx example?

> I dont want anything fancy, just a simple program with one

> window, that can recive and send textlines.

> Nothing more.

>

> The examples i have been looking at have parameters and
> everything, but i just want to share simple textlines between my
> applications.
>
> Is anyone up for the job?
> Please?
>
> If you help, then please post the results to the list as well as me,
> im sure there are other people interested as well.
I'm not sure if you already got them but I think there were some ARexx
examples with BSS. Let me know if you want them....

>
>
> Jon Lennart Berg, aniwiese@online.no
>

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since
the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of
Amiga CD

1.48 ARexx again..

From: Jon Lennart Berg <aniwiese@online.no>

Date: Sun, 30 Aug 1998 17:12:11 +0100

Subject: ARexx again..

Could anyone write a very simple arexx example?

I dont want anything fancy, just a simple program with one
window, that can recive and send textlines.

Nothing more.

The examples i have been looking at have parameters and
everything, but i just want to share simple textlines between my

applications.

Is anyone up for the job?

Please?

If you help, then please post the results to the list as well as me,
im sure there are other people interested as well.

Jon Lennart Berg, aniwiese@online.no

1.49 Arrays

From: Jake Frederick <gonzo@acadia.net>

Date: Tue, 07 Jul 1998 18:07:34 +0500

Subject: Arrays

I have an array of newtypes for the monsters in my game and I want to check each of their coordinates. I am currently using for/next, but it would seem much more efficient if I could somehow check all of the variables of that array with one command instead of looping through the whole thing until all of the monsters have been checked. Is this possible?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

1.50 Re: ASLSM_FilterFunc

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 06 Aug 1998 05:38:35 -0500

Subject: Re: ASLSM_FilterFunc

Hi Everyone,

On 04-Aug-98, Krzysiek Jonko wrote:

- > I'm looking any example of using this tag.
- > I want to reduce screenmodes in ASL - get rid off all LoRes modes.
- > Idea is quite simple - for EACH screen mode is called special function.
- > If it's return TRUE - then screenmode is displayed in ASL screen
- > requester.
- > ASLSM_FilterFunc contains pointer to hook - I wonder if I can use
- > standard BLITZ function instead of assembler hook?
- > Any example are welcome.

I would like to do the same thing. I don't know how to get this working either, so please let me know if you do.

Here is the info from the AutoDocs:

ASLSM_FilterFunc (struct Hook *) - A function to call for each mode encountered. If the function returns TRUE, the mode is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

A0 - (struct Hook *)

A1 - (ULONG) mode id

A2 - (struct ScreenModeRequester *)

(V38)

=====
 It looks like it also could be done using this:

ASLSM_PropertyFlags (ULONG) - A mode must have these property flags to appear in the list of modes. Only the bits set in ASLSM_PropertyMask are considered. See the description of ASLSM_PropertyMask for more info. Default is DIPF_IS_WB. (V38)

ASLSM_PropertyMask (ULONG) - A mask to apply to ASLSM_PropertyFlags to determine which bits to consider. The use of these two values is identical in concept to how Exec uses the two flag parameters in exec.library/SetSignal(). Default is DIPF_IS_WB. This is how this tag and the ASLSM_PropertyFlags tag interact:

```
if ((displayInfo.PropertyFlags & propertyMask) ==
(propertyFlags & propertyMask))
```

```
{
/* Mode accepted */
```

```
}
```

```
else
```

```
{
```

```
/* Mode rejected */
```

```
}
```

where "displayInfo" is a filled in DisplayInfo structure for a given mode. (V38)

I can't get this working either. I want to reject all lo-res and med-res modes, and show only hi-res modes, including any available GFX card modes.

Does anybody have any ideas/examples ?

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.51 Re: ASLSM_FilterFunc

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 09:01:02 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 09:00:49 +0100

encoding: 7BIT

Subject: Re: ASLSM_FilterFunc

On 6 Aug 98, at 5:38, Curt Esser's head exploded because...

> On 04-Aug-98, Krzysiek Jonko wrote:

>> I'm looking any example of using this tag.

>> I want to reduce screenmodes in ASL - get rid off all LoRes modes.

>> Idea is quite simple - for EACH screen mode is called special function.

>> If it's return TRUE - then screenmode is displayed in ASL screen

>> requester. ASLSM_FilterFunc contains pointer to hook - I wonder if I can

>> use standard BLITZ function instead of assembler hook? Any example are

>> welcome.

>

> I would like to do the same thing. I don't know how to get this working

> either, so please let me know if you do.

Well, if your still looking for an answer, you could try this piece of code, below. I haven't tried it with the ASL screenmode requester (no time yet), but if you already have an example of that, could you send it to me as I would like to try this (and things are never garunteed to work first time).

```
-----8<-----8<-----8<-----8<-----8<-----
```

```
DEFTYPE.Hook hook ; The hook you supply to the ASL tag as &hook
```

```
funcret.l = 0 ; Global used by the hook stub to return value from B2 function
```

```
Function.l bfunc{*h.Hook, modeID.l, *smr.ScreenModeRequester}
```

```
; THESE VALUES ARE HARDCODED FOR THE POSITIONS OF THE LOCAL VARIABLES
```

```
; IN THIS FUNCTION:
```

```
;
```

```
; variable at address (value in a4 - >12): Any variables defined after *smr
```

```
; variable at address (value in a4 - 12): *smr
```

```
; variable at address (value in a4 - 8): modeID
```

```
; variable at address (value in a4 - 4): *h
```

```
; variable at address (value in a4) : Value to return from function?
```

```
;
```

```
; Basically what I'm saying is don't define any local variables before *h
```

```
; without changing the offsets in these MOVEs. And I tried PutRegs but they
; didn't work for some reason.
MOVE.l a0,-4(a4)
MOVE.l a1,-8(a4)
MOVE.l a2,-12(a4)
NPrint "Hook = ",*h
NPrint "Mode = ",modeID
NPrint "SMR = ",*smr
; in here you could have something like
; If modeID=#LOWRES
; Function return false
; else
; Function return true
; End if
Function Return True
End Function
; Fill out hook structure
;hook\h_MinNode is reserved for system use
hook\h_Entry = ?hookfunc ; Hook stub address
;hook\h_SubEntry should be the address of the high level function
;hook\h_Data is for the user to use
; Just some test parameters to simulate the Hook call.
; These 4 lines are carried out by the screen mode requester.
GetReg a0,&hook
MOVEA.l #8,a1
MOVEA.l #12,a2
JSR hookfunc ; would be called through hook\h_Entry
; Just some more info
NPrint "Returned= ",funcret
ClickMouse
End
; The function that is called by the filter hook callback (hook stub)
hookfunc: funcret=bfunc{0,0,0} ; Call actual blitz function (dummy parameters)
GetReg d0,funcret ; Return result
RTS
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
```

=====

1.52 ASLSM_FilterFunc

(Netscape Messaging Server 3.0) with SMTP id AAF2648
for <blitz-list@netsoc.ucd.ie>; Tue, 4 Aug 1998 08:10:02 +0200
From: Krzysiek Jonko <eteacher@amiga.org.pl>
Subject: ASLSM_FilterFunc
Encoding: 7bit
Date: Tue, 4 Aug 1998 07:11:44 +0100

I'm looking any example of using this tag.

I want to reduce screenmodes in ASL - get rid off all LoRes modes.
Idea is quite simple - for EACH screen mode is called special function.
If it's return TRUE - then screenmode is displayed in ASL screen requester.

ASLSM_FilterFunc contains pointer to hook - I wonder if I can use standard BLITZ function instead of assembler hook?

Any example are welcome.

/// Christopher Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\\/// eteacher@amiga.org.pl

\\XX/ <http://amiga.com.pl/eteacher/>

1.53 Back!

From: Rui de Carvalho <grim@ip.pt>
Date: Mon, 17 Aug 1998 11:35:57 +0000
Organization: Dark Dreams Designs
Subject: Back!

Hello everyone,

I'm back (There's no need for hard language!)

If you take a look below you can see the new HTTP adress of the Site,
i haven't updated yet but next weekend i will.

Best Regards

--

Rui de Carvalho <gRiM>

<Blitz Basic Source Code Site>

#[Http://ip.pt/~ip234558](http://ip.pt/~ip234558) - Last Update: 26.07.98#

1.55 Re: Bill Gates - o enviado do Diabo (fwd)

Paris Mon, 3 Aug 1998 19:17:36 +0200 (MET DST)

Paris Mon, 3 Aug 1998 19:17:35 +0200 (MET DST)

From: Mathias PARNAUDEAU <Mathias.P@wanadoo.fr>

Date: Mon, 03 Aug 1998 18:27:42 +0100

Subject: Re: Bill Gates - o enviado do Diabo (fwd)

Encoding: quoted-printable

Le 29-Juil-98, Rui de Carvalho a =E9crit:

>Se pegare em todas as letras do nome Bill Gates III (III=3D3 no codigo A=SCI), e

>considerare o c=F3digo equivlente em ASCI (American Standard Code for

>Interchange) para cada uma das letras, de seguida soma todos e... obtem =

o

>n=FAmero 666, que =E9 o n=FAmero da BESTA!!!

>B=3D66

>I=3D73

>L=3D76

>L=3D76

>G=3D71

>A=3D65

>T=3D84

>E=3D69

>I=3D1

>I=3D1

>I=3D1

>66+73+76+76+71+65+84+69+1+1+1=3D666 O NUMERO DO DIABO...

>Coincid=EAncia? Talvez por=EA m pege no WINDOWS 95 faz o mesmo e obter=EI=

o mesmo

>resultado (666)!!!

>E o mesmo vale para o MS-DOS 6.21.

>Vo=E7=EA est=E1 seguro de que isto =E9 coincidencia? Vo=E7=EA decide...

>MS-DOS 6.21 - 77+83+45+68+79+83+32+54+46+50+49=3D666

>WINDOWS 98 - 87+73+78+68+79+87+83+57+53+1=3D666

OI=E0, o Rui,

Obrigado para o teu mensagem, pero tive tan miedo que nao dormi da noite =

!

Viva o anjo Amiga,

Adeus,

Mathias

-- =

email : Mathias.P@wanadoo.fr

site web : bient=F4t ...

1.56 Re: Bill Gates - o enviado do Diabo (fwd)

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 3 Aug 98 18:35:35 +0000

Subject: Re: Bill Gates - o enviado do Diabo (fwd)

Encoding: quoted-printable

> >Se pegare em todas as letras do nome Bill Gates III (III=3D3 no código A=SCI), e

> >considerare o c=F3digo equivalente em ASCII (American Standard Code for

> >Interchange) para cada uma das letras, de seguida soma todos e... obtem =

o

> >n=FAmero 666, que =E9 o n=FAmero da BESTA!!!

It's ASCII with two I's, which stands for American Standard Code for

Information Interchange.

--=20

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.57 BLAZE PMAC (Invitation)

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 31 Aug 1998 21:32:06 +0000

Organization: Dark Dreams Designs

Subject: BLAZE PMAC (Invitation)

I Blitzer's i'm now officially inviting those who want to subscribe my mailing list....

To do that goto [Http://fruitcake.listbot.com](http://fruitcake.listbot.com)

Here's a small example from it (guess who wrote it...)

Blaze PMac

This is one of our new products. It's Blaze Power Mac, witch is about 200 times faster than the fastest Power PC ever to be built.

/Specifications:/

Based on the most recent nuclear power plant designs this new board only weights 15 Kg and there is no more need to keep it in the refrigerator (unlike the first boards) because it now refrigerates on water (water not provided).

Speed Tests:

It can run 256 simultaneous emulations, ALL at the same time of:

Spectrum Emulator
Atari Emulator
C64 Emulator
Video Arcade Emulator
Pocket Game Boy Emulator
Game Gear Emulator
Mac OS
PC Emulator (Win98)
MainFrame Emulator
Nintendo 64 Emulator
Playstation Emulator
Sega Saturn Emulator
Casa Blanca Emulator
Hal 9000 Emulator
Casio Pocket Calculator

and you still can browse the web at an incredible 1.2 Gb minimum (using BlazeNet) transfer rate!

That's speed for you!

And 3D?

Playstation, Nintendo 64, Sega Saturn , they're too slow, this board can do 3D gfx in 64bits and at a screen resolution of 800x600 (100 frames/sec) or 1280x1280 (50 frames/sec), it calculates 256 quadrillion polygons in a nanosecond!

And 3d light effects?

* They are so real that the sun light gives you real sun burns if you don't use a sun blocker!

* Real lens flares are fired inside your monitor!

* Real charges of C4 are detonated inside your screen for explosion effects!

and many more...

What else?

It also pores coffee and can be used as a paper weight!

What about software for it?

All BlazeMonger software detects and uses this board!

--

Rui Carvalho

--

You cannot kill time without injuring eternity.

1.58 Blaze Squeeze!

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 31 Aug 1998 21:48:40 +0000

Organization: Dark Dreams Designs

Subject: Blaze Squeeze!

Blaze Squeeze

Our programmers (me) have discovered an encryption algorithm that's squeezes everything to 0 bytes!

It's 100% infalible!

Here it is, use it freely:

Start

Open requester and ask for file

If files exists

Make rambuffer

Open File

While not End-Of-File

read characters from file

save characters rambuffer

Repeat

Closefile

EndIf

Open requester and ask for savefile name

save rambuffer to NIL:(savefile name)

delete file (eh!eh!)

clear rambuffer

End

Then goto WB and type dir NIL: and see how large your file is now!

--

Rui Carvalho

--

Confidence: The feeling you have before understanding the situation.

1.59 Re: Blit + CyberGraphX

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Fri, 14 Aug 1998 14:56:45 +0100

X-SenderInfo: 1; address="Hauptstr. 15"; city="49835 Wietmarschen-Lohne";

country="Niedersachsen/Deutschland"; phone="05908/714"; dob=5081975

Subject: Re: Blit + CyberGraphX

Hello Daniel

>>> Am I right that the Blitz command Blit isn't CyberGraphX compatible?

>>

>> No, you're wrong, you can use blit, bblit, qblit and so on. At least on

> screens

>> which have been opened by screentags this is possible. I tried it.

> Or...you're opening your screen and blitting to the bitmap and copying it

> to the windowed screen using BitmapToWindow. You can't use Blit on a screen,

> only ChipRAM bitmaps.

OK, sorry. Of course I do everything on a bitmap and copy it with
bitmaptowindow to a CGX-screen/window.

Regards,

Andreas

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Homepage: <http://home.nordwest.net/shark>

Amiga4000T PowerPC604e-233MHz-64MB/Cybervision64

K6-233MHz-32MB-VoodooMania

1.60 Blit + CyberGraphX

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z6NNt-002pChC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Wed, 12 Aug 1998 00:59:17 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:smtp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z6NPK-001oGiC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Wed, 12 Aug 1998 01:00:46 +0200 (MET DST)

(Smail-3.2.0.101 1997-Dec-17 #1 built DST-Jul-17)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Wed, 12 Aug 1998 00:38:39 +0100

Organization: Airsoft Softwair

Subject: Blit + CyberGraphX

Encoding: quoted-printable

Hi !!

Am I right that the Blitz command Blit isn't CyberGraphX compatible?

think you'll find it will crash, like it does on my computer.

WBlit will of course work on a gfx card system. The only thing I can think that you're doing is opening an AGA screen on a multiscan monitor, and thinking that it's a CyberGfx screen. Are you using a gfx card screen id in your screen tags?

Or...you're opening your screen and blitting to the bitmap and copying it to the windowed screen using BitmapToWindow. You can't use Blit on a screen, only ChipRAM bitmaps.

>> What's wrong there?

>

> Dunno...

--

Cheers,

Daniel

<tsb>slash@thesnakepit.demon.co.uk

<tsb><http://homepages.enterprise.net/dallsopp/>

<tsb>or

<tsb><http://www.thesnakepit.demon.co.uk> (not up yet)

<tsb>

<tsb>Hiroshima *45* - Chernobyl *86* - Windows *95*

1.62 Blitting (properly)

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Fri, 07 Aug 1998 06:05:39 +1000

Subject: Blitting (properly)

Encoding: quoted-printable

Hey Blitz people,

to clarify what I wrote before. As an example if I was to blit a shape that was a circle say 100 pixels in diameter. Instead of getting a circle added to my bitmap, it wipes a block 100 x 100 pixels off the bitmap and draws only that circle. I need to see what's in that circle. The circle does use colour 0, so when I use it in Dpaint it just draws an empty circle leaving whatever was in it beforehand, still there.

So, how do I do this ?

Blitzwing=

1.63 Blitz Libs being used

From: "Andrew" <itme@assign.u-net.com>

Organization: Private User

Date: 18 Aug 98 08:08:00 +0000

Subject: Blitz Libs being used

Encoding: 7bit

Precedence: bulk

Is there any why of get an report that say's which Blitz libraries are being use in the sorce code?

It would be usefull when some one sends you some code and you find it wont work because you don't have that lib.

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V//AmigaV// Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.64 Re: Blitz Libs being used

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 19 Aug 1998 13:59:14 +1200

Subject: Re: Blitz Libs being used

On 18-Aug-98, Andrew wrote:

>Is there any why of get an report that say's which Blitz libraries

>are being use in the sorce code?

>It would be usefull when some one sends you some code and you find it

>wont work because you don't have that lib.

>

Paul Burkey made one, but I can't remember what it was called.

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

1.65 Re: Blitz Libs being used

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 19 Aug 1998 05:25:37 -0500

Subject: Re: Blitz Libs being used

Hi Anton,

On 18-Aug-98, Anton Reinauer wrote:

> On 18-Aug-98, Andrew wrote:

>> Is there any why of get an report that say's which Blitz libraries

>> are being use in the sorce code?

> Paul Burkey made one, but I can't remember what it was called.

It is CodeStats. It is a CLI command, and works on sources saved as ascii only.

It gives you a nice list of all libraries used, including which commands are used from each library and the number of times each command was used.

I don't know if it is on Aminet, but I have a copy if anybody else wants it.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.66 Blitz prog

(envelope-from D.McMinn@eee.rgu.ac.uk)

31 Aug 98 09:56:34 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 31 Aug 1998 09:56:23 +0100

encoding: 7BIT

Subject: Blitz prog

Hi all

Just thought I'd let you know that there is a new piece of Blitz bloatware on aminet in text/font called viewfont.lha. Its a font manager type program written by me in Blitz and if your interested in the source, you may want to check out the executable first. The source will be uploaded once I comment it and clean it up.

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.67 Re: BLITZ Web sites

(Netscape Messaging Server 3.0) with SMTP id AAB2836;

Wed, 5 Aug 1998 09:11:36 +0200

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Re: BLITZ Web sites

Encoding: 7bit

Date: Wed, 5 Aug 1998 08:11:12 +0100

Try my links:

<http://homepage.esoterica.pt/~grim/>

<http://www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM>

<http://www.nfinity.com/~amicom/blitz.html>

http://members.vol.at/amiga/blitz/bb2_faq.html

<http://members.vol.at/Amiga/blitz/index.htm>

<http://www.ldngedge.demon.co.uk/index.html>

<ftp://x2ftp.oulu.fi/pub/amiga/prog/blitz/>

<http://come.to/blitz2>

<http://freespace.virgin.net/jason.hayman/BlitzCBL/>

<http://www.sneech.demon.co.uk/blitz-os/index.html>

Good luck!

/// Christopher Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\\// eteacher@amiga.org.pl

\\XX/ <http://amiga.com.pl/eteacher/>

1.68 Re: Borderless & movable...

Fri, 7 Aug 1998 04:10:21 +0200 (MET DST)

From: Jon Lennart Berg <aniwiese@online.no>

Date: Fri, 07 Aug 1998 04:08:29 +0100

Subject: Re: Borderless & movable...

On 06-Aug-98, Mike Delling wrote:

>Am 06-Aug-98 schrieb Jon Lennart Berg:

>>How do i open up a borderless window, that i can move

>>around like a normal window?

>>If you take a look at "bars & pipes" or even "ppaint" you can

>>see that they have drawn their own interfaces on their

>>windows, but they are still able to move them about..

>>The same can be said about Dopusmagelan.

>>Can i set a window to borderless, and then send some signals
>>to intuition that activates the "movable" feature when
>>someone grabs the titlebar or something??
>>Jon Lennart Berg, aniwiese@online.no
>I had the same problem! but there is a really simple solution:
>I just read out the WmouxeX and WmouseY coordinates when the left mouse
button
>is pressed in the window.
>Then I used the Wmove command to replace it on the current screen.
>The same problem is the Back/Front- Gadget. Here is used the Systemcommands
>WindowTofront_ or WindowtoBack_
>Hope that helps u!
Not really my friend, but thanks for the reply.
You see, the result would be the same as "solid windowmoving".
The Wmove command just moves the thig.
I still want my window to act as normal, displaying its xor'ed frame
on whatever screen its on.
Basicly, i want the same functionality that a normal window has, exept
that i want to draw its looks, and control its "hotspot" zone.
Jon Lennart Berg

1.69 Borderless & movable...

From: Jon Lennart Berg <aniwiese@online.no>
Date: Thu, 06 Aug 1998 02:07:50 +0100
Subject: Borderless & movable...
How do i open up a borderless window, that i can move
around like a normal window?
If you take a look at "bars & pipes" or even "ppaint" you can
see that they have drawn their own interfaces on their
windows, but they are still able to move them about..
The same can be said about Dopusmagelan.
Can i set a window to borderless, and then send some signals
to intuition that activates the "movable" feature when
someone grabs the titlebar or something??
Jon Lennart Berg, aniwiese@online.no

1.70 Re: BVision

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Sat, 15 Aug 1998 19:28:56 +0100

Subject: Re: BVision

Encoding: quoted-printable

On 15-Aug-98, ridingwood@sheffield.ac.uk informed the world about:

>Hi,

>Anyone got a BVision yet?

>Do tell....

No, but i was suppose to have received my CyberVision PPC 8Mb

yesterday, but it never came. Hopefully I will get it next

week, and I will tell you all about it as soon as I have

installed and tested it out..

>Alex Smyth

-- =

—

/ \ NDREAS H=C5KANSSON - andy@bjuv.mail.telia.com - Founder

/ \ \ of Vivid Imagination - Phoenix Project Supervisor - TJoMMe

/ =AF=AF \ on DALnet/IRC - A4000 604e@200/060@50 50Mb RAM 3.5Gb HD

/ /=AF=AF \ \ 2 Internal Floppies 15" Monitor 28.8K Modem And More

=AF=AF=AF =AF=AF=AF

=

=

=

1.71 BVision

15 Aug 98 18:17:23 +0100

15 Aug 98 18:17:18 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: BVision

Date: Sat, 15 Aug 1998 18:15:10 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

Anyone got a BVision yet?

Do tell....

Alex Smyth

1.72 c2p

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 78 13:32:40 +0000

Subject: c2p

Encoding: 7bit

Hi.

I've been trying to implement a couple of the c2p routines into my game and am having problems with it. I have been trying to use the clearscreening c2p's for 030only and 040only, combined into a single statement with the necessary redirection of program flow. Trouble is the routines struggle to work. Sometimes they do, sometimes they don't. I think it may be that certain interrupts access the stack, whereas I am trying to use the stack to store a variable in order to facilitate the clearscreen. It plays havoc with it and is a bit temperamental.

Therefore, even though the clearscreening c2p's are faster when they work, I would suggest it probably safer to use a normal c2p with a separate clearscreen routine.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.73 c2p

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 1 Aug 98 18:44:22 +0000

Subject: c2p

Encoding: 7bit

Hi.

Either now or in the very near future a newly updated c2p package will be available at:

<http://www.stationone.demon.co.uk/blitzprogramming.html>

or

<http://www.stationone.demon.co.uk/Lhas/BlitzC2P.lha>

c2pGenericCLS and c2p030onlyCLS were bugged as I didn't realise that they make use of register a7. They are now recoded and work fine.

I have rewritten the .Readme file and all c2ps (normal and clearscreening) are in the same archive and referenced in the same Readme. There are a few new speedtest results, mainly for 030/50, and particularly for the clearscreening c2p's (040/25 results only though). I have also added additional information about using chunky in general.

I have also, as a bonus, added a demo program. It demonstrates how to have a chunky buffer that is not as high as the planar bitmap (for like when you have some panel at the bottom of the screen for example). The demo has masked and unmasked chunky cpu-blits of a specifyable number of objects, of a specifyable size. You can also alter screensize. There are some speed results in the sourcecode. An example for 040/25 is 85 32x32 masked shapes, and 300 16x16 masked shapes, or 900 8x8 masked shapes. Note that unmasked performs even faster.

I would be interested to know from anyone who has an 060 wether or not the clearscreening c2p runs at 66fps (same as non-clearscreening), or if not then how fast it does go. Also would like clearscreening results for 030's.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.74 c2p

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 1 Aug 98 21:05:26 +0000

Subject: c2p

Encoding: 7bit

Hi.

I would like to know if anybody is interested in 2x1 chunky-to-planar routines, and 64-colour (6 bitplane) chunky-to-planar routines.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.75 c2p

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 8 Jun 98 19:24:48 +0000

Subject: c2p

Encoding: 7bit

Hi.

As requested, the chunky to planar routines (bugfixed) and demo-programs have now been uploaded to Aminet and will be available there shortly. You will find it in dev/basic entitled BlitzC2P.lha

There were bugs in the clearscreening versions of the c2p030only and c2pGeneric routines, which was my fault, and is now fixed.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.76 Re: c2p

From: Rui de Carvalho <grim@esoterica.pt>

Date: Sun, 02 Aug 1998 16:10:34 +0100

Organization: Dark Dreams Designs

Subject: Re: c2p

Encoding: quoted-printable

Hello Paul

On 01-Aug-98, Paul West wrote:

> Hi.

> I would like to know if anybody is interested in 2x1 chunky-to-planar

> routines, and 64-colour (6 bitplane) chunky-to-planar routines.

Yes! These routines can be very handy and obviously faster than 256 colour=red

ones. Good for beta versions before full graphical implementation and/or =for

progs with 'low' graphics.

Best Regards

-- =

Rui de Carvalho =ABgRiM=BB

=ABBlitz Basic Source Code Site=BB

#[Http://homepage.esoterica.pt/~grim](http://homepage.esoterica.pt/~grim) - Last Update: 26.07.98#=#

1.77 Centering

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 16 Aug 98 22:18:54 +0000

Subject: Centering

Encoding: 7bit

Hi.

How do you center a screen to the middle of the display?

I am using screentags and a taglist and currently use a DClip (display clip) of 0,0,width,height. Changing the clip just clips the display and does not position the window in the center. The screen area I want to show is smaller than any of the overscan presets.

So how do I get, say, a 160x100 screen to center rather than appearing in the top left corner?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.78 Re: Chunky remap and DEPTH<>8

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 11 Aug 1998 21:42:24 -0500

Subject: Re: Chunky remap and DEPTH<>8

Hi Paul,

On 11-Aug-98, Paul West wrote:

>

> Ok. Seeing as you are reading points individuall from the planar
> bitmap and copying them to chunky, why don't you skip the part that
> creates the same size chunky and just do the remap straight from
> planar to chunky? Ie, instead of the remap reading bytes from the
> chunky buffer you just get points from the planar bitmap. Surely you
> have to go through all the planar points /anyway/ so you can only save
> time?

Yes, sorry. I looked at my code, and I had done it that way. Only 1 planar bitmap and 1 fast-ram chunky is used. It was a while ago, I forgot....

>

> You also said you got 23fps for doing the large remap. Have you tried
> doing an assembler routine?

No, not 23 fps - 23 seconds total to load, remap, and put the 724 * 480 * 256
colour pic in a WB window.

And no, no ASM routine. I don't know the first thing about ASM on the Amiga.
But I have put this example on my web site, if anybody is interested to make
an ASM routine of it, or use it in any way.

The example also tests saving and loading the picture in "raw chunky" format.
This reloads the pic and transfers it to a planar bitmap almost 3 times faster
than directly loading a standard ilbm pic. The saved file size is somewhat
larger than an ilbm, but this could be good for those making programs for CD
where storage space is not a problem. Also would allow using the same
graphics files for standard systems and RTG.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.79 Re: Chunky remap and DEPTH<>8

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 10 Aug 1998 22:36:13 -0500

Subject: Re: Chunky remap and DEPTH<>8

Hi Paul,

On 10-Aug-98, Paul West wrote:

>> I'm using simple chunky remap routine - thanks for Curt Esser for help!

>> It works VERY fast - I've seen a lot of remap routines but this one is

>> the fastest. Idea is quite simple: by BDGFX I'm finding the best colour

>> matches, then plot picture by chunky routine (GPlot) in loop.

>> The question is why it works only on screens with depth=8?

>> In theory it should works on all AGA screens... Any suggestions?

>

> Because chunky is normally stored as one byte per pixel which means

> 8-bit and I very much doubt that the routine would be coded for 3-bit

> or 5-bit data.

No, this routine is NOT a custom-coded ASM routine. I am only doing this:

* Load a standard planar bitmap into a chip ram bitmap

* Create same size 8 bit chunky (using standard Blitz chunky commands)

* Copy source bitmap to chunky by point & plot each pixel

- * Create look-up array for best match of each original colour in source to screen's palette using BDGFX library
- * Create second chunky
- * Point each byte in original chunky, and plot it's look-up-array value to the second chunky
- * Convert second chunky back to the original planar bitmap (with the Blitz ChunkyToBitmap command)

This is much faster, even with the conversion, than using 2 planar bitmaps and point & plot from one to the other, or using Blitz's remap command.

Also, as you can see, this should work OK for any depth pics and screen, as I am only really using the chunkies as byte arrays.

> For example, 64-colour chunky-to-planar routines are practically no
> faster than 256-colour ones because even though it only uses 64
> colours the chunky data is still stored in 8-bit format and all
> graphics operations still work in 8-bit format.

This is true, but still the whole thing goes much faster than using standard bitmap commands, even with 8 colours source pic and destination screen.

Almost twice as fast (on my 030 * 50), and needs only half the chip ram.

This was intended simply for remapping pictures to the WB colours, it is not fast enough for games. For example, remapping a full-screen (724 x 480 for me) pic to my 256 colour WB and displaying it in a window takes 23 seconds.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.80 Chunky remap and DEPTH<>8

(Netscape Messaging Server 3.0) with SMTP id AAB3712

for <blitz-list@netsoc.ucd.ie>; Mon, 10 Aug 1998 13:25:27 +0200

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Chunky remap and DEPTH<>8

Encoding: 7bit

Date: Mon, 10 Aug 1998 12:26:34 +0100

I'm using simple chunky remap routine - thanks for Curt Esser for help!

It works VERY fast - I've seen a lot of remap routines but this one is the fastest. Idea is quite simple: by BDGFX I'm finding the best colour matches, then plot picture by chunky routine (GPlot) in loop.

The question is why it works only on screens with depth=8?

In theory it should works on all AGA screens... Any suggestions?

PS. I won't send example to the BB list - if anybody interested - mail directly me 8)

/// Christopher Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\\// eteacher@amiga.org.pl

\XX/ <http://amiga.com.pl/eteacher/>

1.81 Re: Chunky remap and DEPTH<>8

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 10 Aug 98 14:13:28 +0000

Subject: Re: Chunky remap and DEPTH<>8

Encoding: 7bit

> I'm using simple chunky remap routine - thanks for Curt Esser for help!

> It works VERY fast - I've seen a lot of remap routines but this one is

> the fastest. Idea is quite simple: by BDGFX I'm finding the best colour

> matches, then plot picture by chunky routine (GPlot) in loop.

> The question is why it works only on screens with depth=8?

> In theory it should works on all AGA screens... Any suggestions?

Because chunky is normally stored as one byte per pixel which means 8-bit and I very much doubt that the routine would be coded for 3-bit or 5-bit data. 4-bit is sometimes common for 16 colours or 6-bit for 64 colours, but even then the data is often actually stored in 8-bit format simply because handling bytes is a lot more efficient than playing around with unaligned bits.

For example, 64-colour chunky-to-planar routines are practically no faster than 256-colour ones because even though it only uses 64 colours the chunky data is still stored in 8-bit format and all graphics operations still work in 8-bit format.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.82 Re: Chunky remap and DEPTH<>8

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 11 Aug 98 16:08:20 +0000

Subject: Re: Chunky remap and DEPTH<>8

Encoding: 7bit

> No, this routine is NOT a custom-coded ASM routine. I am only doing this:

>

> * Load a standard planar bitmap into a chip ram bitmap

> * Create same size 8 bit chunky (using standard Blitz chunky commands)

> * Copy source bitmap to chunky by point & plot each pixel

> * Create look-up array for best match of each original colour in source to

> screen's palette using BDGFX library

> * Create second chunky

> * Point each byte in original chunky, and plot it's look-up-array value to

> the second chunky

> * Convert second chunky back to the original planar bitmap (with the Blitz

> ChunkyToBitmap command)

>

> This is much faster, even with the conversion, than using 2 planar bitmaps and

> point & plot from one to the other, or using Blitz's remap command.

>

> Also, as you can see, this should work OK for any depth pics and screen, as I

> am only really using the chunkies as byte arrays.

Ok. Seeing as you are reading points individuall from the planar bitmap and copying them to chunky, why don't you skip the part that creates the same size chunky and just do the remap straight from planar to chunky? Ie, instead of the remap reading bytes from the chunky buffer you just get points from the planar bitmap. Surely you have to go through all the planar points /anyway/ so you can only save time?

You also said you got 23fps for doing the large remap. Have you tried doing an assembler routine?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.83 Re: Chunky remap and DEPTH<>8 -solution

(Netscape Messaging Server 3.0) with SMTP id AAE3983
for <blitz-list@netsoc.ucd.ie>; Wed, 12 Aug 1998 08:13:37 +0200
From: Krzysiek Jonko <eteacher@amiga.org.pl>
Subject: Re: Chunky remap and DEPTH<>8 -solution
Encoding: 7bit
Date: Wed, 12 Aug 1998 07:17:12 +0100

I finally have found bug in Curt's chunky remap procedure.
The error appears when you tried to remap shape with less colours than screen. To omit this problem is check if shape has really less colours than screen and then open 8bit bitmap instead of shape or screen depth. Then all is working properly and of course very fast - much faster than classic routines.

I would like to thanks Curt Essoer for good work!

/// Christopher Jonko
/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C
\\// eteacher@amiga.org.pl
\\XX/ <http://amiga.com.pl/eteacher/>

1.84 CIATrackerLib

Date: Tue, 25 Aug 1998 07:58:56 +0100
Subject: CIATrackerLib

Hello,

I recently upgraded my computer and came to an interesting problem. CIATrackerLib is the best lib (AFAIK) for playing tracker modules. With BlitzBasic 2.1 I got version 1.0 of this library. It worked okay on my 030, but now it doesn't work any more. Compiled programs don't playback the music and give recoverable alerts after quitting. If I try to compile the source, it crashes.

Is there a newer version of the library that fixes this or will I have to use something else (what?)?

Kind regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/040 @ 25MHz + PPC603e @ 240MHz, 32MB Fast RAM

--

?????????????????i ???yÿÿÿhere's one on BUM 10.

>>>

>>> --

>>> Anton Reinauer <anton@ww.co.nz>

>>>

>>>

>>>

>> please send me Bum 10 :)

>>

>> Matt P.

>

> Forget that texture-map example on BUM10. Its about 4 years old and

> renders directly

> into chipmem. Super-Duper-Slow and not well documented. It's not useable

> and lousy.

>

>

> Look out in the net for a document called "FATMAP.txt". ITs an excellent

> introduction

> into texturemapping. And quite easy to understand. You can get it from.

> ftp.cdom.com

>

> --

> -*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*

> Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

> <http://homepages.munich.netsurf.de/Manfred.Linzner/>

> <http://ABYSS.HOME.ML.ORG>

> -*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*

>

>

I can't seem to find any info about texture mapping, at all, not even

the ones you mentioned. Pleez send more info.

Thanx

Matt P.

1.85 Re: CIATrackerLib

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zBmeL-002pDJC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Wed, 26 Aug 1998 22:58:37 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zBmgV-001tEvC@insider.regio.net>

for <damir.arh@guest.arnes.si>; Wed, 26 Aug 1998 23:00:51 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

Wed, 26 Aug 1998 22:59:04 +0200

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 26 Aug 1998 22:49:46 +0100

Organization: Airsoft Softwair

Subject: Re: CIATrackerLib

Hi Damir

Am 25-Aug-98 schrieb Damir Arh:

> Hello,

>

> I recently upgraded my computer and came to an interesting problem.

> CIATrackerLib is the best lib (AFAIK) for playing tracker modules. With

> BlitzBasic 2.1 I got version 1.0 of this library.

yes, there IS in update of the library to version 1.04 or so. I found it

on some ftp site. But there is a much better PT replay library available:

the EML (EnhancedMusicLib) lib. I think it was on some BUM, 9 or 10.

>It worked okay on my

> 030, but know it doesn't work any more. Compiled programs don't playback the

> music and give recoverable alerts after quitting. If I try to compile the

> source, it crashes.

ciatrackerlib is buggy !!

>

> Is there a newer version of the library that fixes this or will I have to

> use something else (what?)?

>

> Kind regards

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since
the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of
Amiga CD

1.86 Clipping

ID# 0-52107U250000L250000S0V35) with ESMTP id net
for <blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 02:45:15 +0000

From: "Alastair Murray" <malcolm.murray@virgin.net>

Date: 13 Aug 98 03:42:09 +0100

Subject: Clipping

Encoding: 7bit

The only blit command that supports clipping is Blit.

I find that alternative methods of doing manual clipping tend to be
very slow.

Can anyone tell me exactly what they think the best and fastest method
of clipping many objects without destroying the background and without
using more than two bitmaps (for double buffering).

Thanks,

-Murray

--

```
+-----+-----+-----+
| Alastair Murray | malcolm.murray@virgin.net | ICQ:15173722 |
+-----+-----+-----+
| Homepage -----> http://freespace.virgin.net/malcolm.murray/ |
| Muzzasoft Productions --> http://welcome.to/muzzasoft |
| Monolith Design -----> http://surf.to/monolith |
| Backbone Support -----> http://welcome.to/backbone |
+-----+-----+-----+
```

1.87 Re: Clipping

ID# 0-52107U250000L250000S0V35) with ESMTTP id net
for <blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 17:46:44 +0000

From: "Alastair Murray" <malcolm.murray@virgin.net>

Date: 13 Aug 98 18:12:31 +0100

Subject: Re: Clipping

Encoding: 7bit

> Other than using ClipBlit for all your drawing,
which means you have to manually redraw all the backgrounds which
slows everything down...

> why not simply create

> your bitmaps with a small border around the outside?

I should have said... thats what I'm currently doing. However this is
terribly wasteful. I suppose its OK for small games but I'm using very
big objects in hires interlace mode. This runs out of chip memory VERY
quickly. Basically, I can't realistically do it at all.

> I simply create my bitmaps with an additional 48v and 64h pixels

Well I need 100x200 on each side for my large objects!

In hires interlace this gets to about 800x900 or something. Double
buffered too...

-Murray

--

```
+-----+
| Alastair Murray | malcolm.murray@virgin.net | ICQ:15173722 |
+-----+
| Homepage -----> http://freespace.virgin.net/malcolm.murray/ |
| Muzzasoft Productions --> http://welcome.to/muzzasoft |
| Monolith Design -----> http://surf.to/monolith |
| Backbone Support -----> http://welcome.to/backbone |
+-----+
```

1.88 Re: Coding VisualBasic(Blitz3?) for the Amiga.

From: "Andrew" <mramiga@assign.u-net.com>

Organization: Private User

Date: 2 Aug 98 11:45:14 +0000

Subject: Re: Coding VisualBasic(Blitz3?) for the Amiga.

Encoding: 7bit

> Simon wrote

>

> JLB> now, im working fulltime on my new AmigaOS front-end, called
CircleOS,

>

> Looks a little too much like a basic Window95 install to me :(
Dose as well to me. I bet lot Amiga ownes will go for it.

Jon said

>I also stated in my last letter, that i would not developpe the VBA

>for Amiga right now, im working fulltime on my new AmigaOS front-end,

>called CircleOS, and until that is finished, we have plenty of time

>to prone away errors and find solid ideas and ground to stand on. I

>will release the sourcecode for free, so that every Blitzer can join

>this project.

The system mine working would work on lingo. Contral data files
would just have to be changed.

It look's like to me you want to over complacte a rather simple
issue.

Any way you are using a *PC*.

Microsoft Internet Mail 4.70.1161

--

--

Founder AmiVisual Team

<mailto:amivisual@assign.u-net.com>

<http://www.assign.u-net.com/amivisual/> (Official site)

On dailnet (IRC) #AmiVisual (English) #AmiVisual-DE (German)

My nick is aMIGA_dUDE

--

Amiga first public showing on 25 July

--

[Mailto:mramiga@assign.u-net.com](mailto:mramiga@assign.u-net.com) --

V//AmigaV//

Team AMIGA

You all so find me on DalNet at #NetConnect, #Amiga, #AmIRC,

#Amiga-UK, #Amiga3D, #X_Files

I don't trust (8-o

1.89 Compiler Options...

From: <AMIG4@aol.com>

Date: Mon, 10 Aug 1998 14:44:06 EDT

Subject: Compiler Options...

encoding: 7bit

Hi,

I'm writing a program which uses 10 windows. In my Compiler Options, I have the Windows object maximum set to 10. When I save the program, closedown Blitz, and then reload Blitz, then my program, the compiler options shows the Windows object maximum at 5 (the default). Why doesn't it save the right value? By the way, for some reason, I have two Windows object maximums?? Any help would be appreciated...

Chris.

1.90 Re: Compiler Options...

From: Matt Daniels <mattd@underused.u-net.com>

Date: Tue, 11 Aug 1998 22:40:07 +0100

Subject: Re: Compiler Options...

HI,

Stuff about "Compiler Options..." kinda just happened, so AMIG4@aol.com got this together...

> Hi,

> I'm writing a program which uses 10 windows. In my Compiler Options, I have the Windows object maximum set to 10. When I save the program, closedown

> Blitz, and then reload Blitz, then my program, the compiler options shows the

> Windows object maximum at 5 (the default). Why doesn't it save the right value? By the way, for some reason, I have two Windows object maximums??

>

> Any help would be appreciated...

This information would be kept in the .extra file. Make sure that this exists and was changed at the same time as your code file when you save your prog.

I don't know about having about having two Windows maximums :-/ This sounds like it could be the source of your problems. Are you beta testing any third party libs that weren't on your blitz or BUM disks. If so, try remaking

your deflibs without the ones that open windows.

Ciao!

--

Matt Daniels

matt@d@underused.u-net.com

1.91 CpuBitmapCopy

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sat, 01 Aug 1998 03:33:25 -0000

Organization: NBS

Subject: CpuBitmapCopy

Hi all,

Here's a cpu bitmap scroll routine. There are some limitations, as it's designed for speed rather than versatility. It's mainly for use with my fastgfx routines, as a replacment for the blockscroll routine, to make fast>chip bitmap copying faster.

The limitations are, you can't overlap the copy on a single bitmap, you can only copy to 16 pixel aligned x postitions, and only 16 pixel aligned widths. You can have a source and destination offset. The width and height and depth of the scroll is fixed at the time of compilation using macros.

You can use multiple version of the scroll command in a single program for different copy widths/heights/depths.

; HardScroll V0.3a By David Newton (Dave@nbsamiga.demon.co.uk)

;

DEFTYPE.w

Macro SCROLLCODE

CNIF `1>16

MOVE.l (a0)+,(a1)+:!SCROLLCODE{`1-32}

CELSE

CNIF `1>0:MOVE.w (a0)+,(a1)+:CEND

CEND

End Macro

Macro HARDSCROLL

Statement `1 {srcbmap.l,destbmap.l,xoffsrc.w,yoffsrc.w,xoffdest.w,yoffdest.w}

MOVE.l d0,a0:MOVE.l d1,a1:MOVE.w #2 LSR 3,d0:

LSR.w #3,d2:EXT.w d2:MOVE.w (a0),d1:MULU d1,d3:ADD.w d2,d3:SUB.w d0,d1

LSR.w #3,d4:EXT.w d4:MOVE.w (a1),d2:MULU d2,d5:ADD.w d4,d5:SUB.w d0,d2

LEA.l 8(a0),a2:LEA.l 8(a1),a3:MOVE.w #4-1,d4

```
DOPLANE_`1: MOVE.w #3-1,d0:MOVE.l (a2)+,a0:ADD.l d3,a0:MOVE.l (a3)+,a1:ADD.l
d5,a1
```

```
DOLINE_`1:
```

```
!SCROLLCODE{`2}
```

```
ADD.w d1,a0:ADD.w d2,a1:DBRA d0,DOLINE_`1
```

```
DBRA d4,DOPLANE_`1
```

```
AsmExit
```

```
End Statement
```

```
End Macro
```

```
!HARDSCROLL{LORES_COPY,256,240,8} ;name, scroll width, scrollheight, depth
```

```
;scrollwidth must be divisible by 16
```

```
Screen 0,0,"test":ScreensBitMap 0,0
```

```
BitMap 1,320,256,8
```

```
Use BitMap 1
```

```
Cls 1
```

```
Boxf 0,0,320,256,2
```

```
For loop=0 To 10
```

```
Circlef Rnd(200)+50,Rnd(150)+50,Rnd(30)+20,Rnd(255)
```

```
Next loop
```

```
LORES_COPY{ Addr BitMap(1),Addr BitMap(0),16,16,32,13}
```

```
;src bitmap, dest bitmap, xoffset (divisible by 16 only) src,
```

```
yoffset src
```

```
;xoffset dest (divisible by 16 only), yoffset dest
```

```
MouseWait
```

```
End
```

Simply cut and paste the 2 macros into you own program, then use

```
!HARDSCROLL{LORES_COPY,256,240,8}
```

to setup the routine called LORES_COPY, for 256 wide and 240 high copy,
with a depth of 8 bitplanes.

Then use

```
LORES_COPY{ Addr BitMap(1),Addr BitMap(0),16,16,32,13}
```

which will copy from bitmap 1 (using the address of the bitmap 1 structure)

to bitmap 2, with a source offset of 16,16 to a dest offset of 32,13

Hope someone finds this useful....

The Macro Man

aka

Dave ;)

--

```
____ _
```

```
/ _ V ___/ _ \
```

```
//_//_//_//_//_
```

```
/____/____/____/____/ IRC - COolWAver
```

```
\____\____\____\____\ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)
```

1.92 CRC

(Netscape Messaging Server 3.0) with SMTP id AAA3328
for <blitz-list@netsoc.ucd.ie>; Fri, 7 Aug 1998 10:39:13 +0200
From: Krzysiek Jonko <eteacher@amiga.org.pl>
Subject: CRC
Encoding: 7bit
Date: Fri, 7 Aug 1998 09:38:45 +0100

I wonder if BLITZ Chcecksum is based on CRC32 or any other algorith?

Maybe someone have ready to use in BLITZ CRC32 procedure?

If anyone is interested - I've source in C.

But I'm not sure if I good understand this code...

/// Christopher Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\\// eteacher@amiga.org.pl

\\XX/ <http://amiga.com.pl/eteacher/>

1.93 CRC32 Algorithm

(envelope-from D.McMinn@eee.rgu.ac.uk)
11 Aug 98 16:40:10 GMT+1
From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>
Organization: The Robert Gordon University
Date: Tue, 11 Aug 1998 16:40:05 +0100
encoding: 7BIT
Subject: CRC32 Algorithm

For anyone who's interested, I've uploaded some functions that
implement the CRC32 algorithm to Aminet. Hopefully it should be
there in a few days time in dev/basic.

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.94 Re: CtrlC OR Break

From: eNTiTy <entity@zeelandnet.nl>
Date: Fri, 07 Aug 1998 23:59:58 +0100
Subject: Re: CtrlC OR Break

On 06-aug-98, Kent Larsson wrote:

> 1. How do my door recognise the break signal(generated by either the
> Break command or by a CtrlC keyboard press in the CON: the program
> is running from.

The solution is very easy:

make amigalibs.res resident, then insert the following code in your
program's main loop

----- cut here -----

```
sigrecvd.l = SignalSet_(0,0)
```

```
If sigrecvd.&#x26;SIGBREAKF_CTRL_C Then <do your cleanup/exit stuff>
```

----- cut here -----

alternatively, you could just use \$1000 instead of that constant, and forget
about

including amigalibs.res :)

> Therefore the signal may be generated anytime during the program
> execution. So some sort of interrupt would be ideal.

That won't be ideal as you'd have to sync everything around that interrupt,
and the interrupt would burn cycles even when not needed :^(

> 2. Has anyone had any experience of makeing bbs doors with blitz? Is
> there anything i should think about when programming, that will
> make my door better/more system friendly and so further?

hmm, never programmed a door myself, but a nice cursor controlled menu is
nice to have, but you'd have to know about escape sequences etc..

Greets..

* *eNTiTy.

1.95 Re[2]: CtrlC OR Break

via SMTP by maskin, id smtpdBAAa007Da; Sat Aug 8 00:56:34 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 08 Aug 1998 00:51:41 +0100

Subject: Re[2]: CtrlC OR Break

Encoding: quoted-printable

On 07-Aug-98, eNTiTy wrote:

> On 06-aug-98, Kent Larsson wrote:

> =

> =

> ----- cut here -----

> sigrecvd.l =3D SignalSet_(0,0)

> If sigrecvd � Then <do your cleanup/exit stuff>
> ----- cut here -----
Okey, i haven't tried that one out yet, but i will, hope it works.
> alternatively, you could just use \$1000 instead of that constant, and
forget
> about
> including amigalibs.res :)
Yes, i might do it, it depends though. It may be handy to do some more
things which requires it resident.
> hmm, never programmed a door myself, but a nice cursor controlled menu =
>
is
> nice to have, but you'd have to know about escape sequences etc..
I have programmed several doors in Arexx, so i know about escape codes and
d
such. I was more thinking about any problems with blitz(if there are any)=
and how to get around them.
Thank you very much for your help!
Regards,
Kent Larsson, Skinnskatteberg, Sweden

1.96 CtrlC OR Break

via SMTP by maskin, id smtpdAAAAa0053q; Thu Aug 6 15:29:10 1998

From: Kent Larsson <kentl@oden.se>

Date: Thu, 06 Aug 1998 15:26:33 +0100

Subject: CtrlC OR Break

I am about to write a BBS door, and i thought i might write it in Blitz so
that i wont have to mess around with C everytime i would like to change it.
However, before i may begin writing this door, i must know the answer to two
questions(the first one is the one which is really important):
1. How do my door recognise the break signal(generated by either the
Break command or by a CtrlC keyboard press in the CON: the program
is running from.
The signal is generated by the BBS system when a user hangs-up for
some reason, so that the door may close itself in a nice way.
Therefore the signal may be generated anytime during the program
execution. So some sort of interrupt would be ideal.
(a working example would be the ideal answer to this question)

2. Has anyone had any experience of making bbs doors with blitz? Is there anything i should think about when programming, that will make my door better/more system friendly and so further?

Regards,

Kent Larsson, Skinnskatteberg, SWEDEN

1.97 CTRL^C

From: "Alvaro Thompson" <alvaro@teammango.demon.co.uk>

Subject: CTRL^C

Date: Sat, 29 Aug 1998 23:13:30 +0100

Importance: Normal

Hiya ppl!

Has anyone got any working source code on how to break an application (eg, send a CTRL^C signal) from within Blitz? Could they send it to me? thx!

--

A L B I R O

Quake, Unreal and 'Net freak

<http://www.teammango.demon.co.uk>

Alvaro Thompson

alvaro@teammango.demon.co.uk

ICQ # 9244266

1.98 CU Amiga...

From: <AMIG4@aol.com>

Date: Fri, 14 Aug 1998 06:56:33 EDT

Subject: CU Amiga...

encoding: quoted-printable

Hi,

It's all very sad that CU Amiga is closing down. Although I buy Amiga=0AFormat, my mate buys CU Amiga and will be saddened to see that it is c=losing=0A down. However, I think this could be a time of great happiness.= If everyone=0A who buys (bought) CU Amiga would now go out and buy Amiga=0AFormat, we wouldn't=0A see Amiga Format die either. What do you think? = Support Amiga Format and=0A continue to have a good mag out there on the s= tands, or save your measly =A36.00=0A each month and see AF die too? The = choice is yours.

Thanks,

Chris.=0A

1.99 Re: CU Amiga...

with ESMTP id <0EXO00LEGFMMZU@hermes.ucd.ie> for blitz-list@netsoc.ucd.ie;

Fri, 14 Aug 1998 12:24:27 +0100 (BST)

14 Aug 1998 12:16:41 +0100 (BST)

14 Aug 1998 12:16:33 +0100

Date: Fri, 14 Aug 1998 12:16:33 +0100

From: Colin Saunders <colin@ahl.co.uk>

Subject: Re: CU Amiga...

(message from AMIG4 on Fri, 14 Aug 1998 06:56:33 EDT)

encoding: 8BIT

> It's all very sad that CU Amiga is closing down. Although I buy
> Amiga Format, my mate buys CU Amiga and will be saddened to see that
> it is closing down. However, I think this could be a time of great
> happiness. If everyone who buys (bought) CU Amiga would now go out
> and buy Amiga Format, we wouldn't see Amiga Format die either. What
> do you think? Support Amiga Format and continue to have a good mag
> out there on the stands, or save your measly £6.00 each month and
> see AF die too? The choice is yours.

Although I'm a die hard CU Amiga fan I had starting thinking along the
same lines ... the UK Amiga community NEEDs a good magazine to guide
us through all the changes etc over the coming months and years. I'm
inclined to say that CU Amiga readers should buy AF.

colin.

1.100 Re: CU Amiga...

Sun, 16 Aug 1998 02:47:50 +0200 (MET DST)

via SMTP by maskin, id smtpdCAAA001sX; Sun Aug 16 02:47:31 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 15 Aug 1998 14:20:02 +0200

Subject: Re: CU Amiga...

> Although I'm a die hard CU Amiga fan I had starting thinking along the
> same lines ... the UK Amiga community NEEDs a good magazine to guide
> us through all the changes etc over the coming months and years. I'm
> inclined to say that CU Amiga readers should buy AF.

And not only the UK Amiga community, but the whole world(i read both CU and
AF and live in Sweden).

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se

1.101 Re: CU Amiga...

id 0z7Hj1-0001jO-00; Fri, 14 Aug 1998 12:08:51 +0100

From: "Nigel Hughes" <nigelhughes@bug-face.demon.co.uk>

Subject: Re: CU Amiga...

Date: Fri, 14 Aug 1998 12:08:29 +0100

charset="iso-8859-1"

Encoding: 7bit

All though I don't do any Amiga development work anymore, I am very sorry to see this happen. Diversity is a healthy feature of any market, and it is a sad say for magazines AND computing in general. CU Amiga were, in my opinion, the best Amiga magazine in production.

Nigel Hughes - RED When Excited LTD

1.102 Re: CU Amiga...

From: Paul Morris <Comunion@plmorris.demon.co.uk>

AMIG4@aol.com

Date: Sun, 16 Aug 1998 12:17:14 -0500

Organization: Team Comunion

Subject: Re: CU Amiga...

Encoding: quoted-printable

On 15-Aug-98, Kent Larsson Blurtd Out :

>> Although I'm a die hard CU Amiga fan I had starting thinking along the=
>> same lines ... the UK Amiga community NEEDS a good magazine to guide
>> us through all the changes etc over the coming months and years. I'm
>> inclined to say that CU Amiga readers should buy AF.

>And not only the UK Amiga community, but the whole world(i read both CU =
and

>AF and live in Sweden).

I brought BOTH magazines but now since CU-Amiga is Dead i have a Extra =A3=

6 to

save to buy more Amiga Product's , I woukld rather settle for the Magazin=

e

than a Xtra =A36.00 .

>-- =

>Kind regards,

>Kent Larsson from Skinnskatteberg, Sweden

>E-mail: kentl@oden.se

-- =

Bye ,

Paul Morris

Visit <http://www.plmorris.demon.co.uk/>

(This Page is Being Updated)

" Where do you want to go Today ? " Amiga Land

1.103 Re: CU Amiga...

14 Aug 98 21:54:44 +0100

14 Aug 98 21:54:28 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: CU Amiga...

Date: Fri, 14 Aug 1998 21:21:47 +0100

charset="iso-8859-1"

Encoding: 8bit

Hi,

> It's all very sad that CU Amiga is closing down. Although I buy Amiga

>Format, my mate buys CU Amiga and will be saddened to see that it is
closing

>down. However, I think this could be a time of great happiness. If
everyone

>who buys (bought) CU Amiga would now go out and buy Amiga Format, we
wouldn't

>see Amiga Format die either. What do you think? Support Amiga Format and

>continue to have a good mag out there on the stands, or save your measly
£6.00

>each month and see AF die too? The choice is yours.

Yes I agree totally, in fact I have been saying the same to
a lot of people. We must stop AF from dying as well - mags
play a vital role in the amiga scene, they are a focus, a link
between amiga developers and users and perhaps more
importantly when they are sitting on shelves in newsagents
across the country (and indeed the world) they sit proud
and say to non-amiga owners, possible future amiga owners,
that the amiga is still alive and is going places!

So the people who didn't buy CU Amiga...

PLEASE BUY AMIGA FORMAT!

It's life or death IMHO.

Regards,

Alex Smyth

PS Spread the word to all the amiga owners you know - buy AF!

1.104 Re: CU Amiga...

(Netscape Messaging Server 3.52) with ESMTP id AAA736D
 for <blitz-list@netsoc.ucd.ie>; Fri, 14 Aug 1998 08:07:11 -0500
 (Netscape Messaging Server 3.52) with ESMTP id AAA8F0;
 Fri, 14 Aug 1998 08:07:09 -0500
 Date: Fri, 14 Aug 1998 08:07:48 -0500
 From: "Robert R Mason" <rrmason@hti.com>
 Organization: Raytheon Training Systems
 Subject: Re: CU Amiga...

This is a multi-part message in MIME format.

-----D7B235C7AD834F3249CC25F8

Encoding: 8bit

All,

I also am a heavy user of CU Amiga, as they are less game oriented than AF. Being in the US makes things all the worse, as we don't have local (US) mags with disks. I can only hope that AF will cover Amiga wares on a more equal basis (less games, more productivity).

Hats off to CU, Long Live AF!

Bob Mason

*Work - Gateway GP6-350 Pent II * Home - 2x A500/GVP A530's, 10 Meg, 1

Gig*

*128 Meg, 4 Gig, 8 Meg Video, 21"*500 Meg, EZ135, Toshiba 2.2x CD,

14.4 *

*ISDN

*

*

Colin Saunders wrote:

> > It's all very sad that CU Amiga is closing down. Although I buy
 > > Amiga Format, my mate buys CU Amiga and will be saddened to see that
 > > it is closing down. However, I think this could be a time of great
 > > happiness. If everyone who buys (bought) CU Amiga would now go out
 > > and buy Amiga Format, we wouldn't see Amiga Format die either. What
 > > do you think? Support Amiga Format and continue to have a good mag
 > > out there on the stands, or save your measly £6.00 each month and
 > > see AF die too? The choice is yours.
 >

> Although I'm a die hard CU Amiga fan I had starting thinking along the
> same lines ... the UK Amiga community NEEDS a good magazine to guide
> us through all the changes etc over the coming months and years. I'm
> inclined to say that CU Amiga readers should buy AF.

>

> colin.

-----D7B235C7AD834F3249CC25F8

Encoding: 7bit

Content-Description: Card for Robert Mason

Content-Disposition: attachment; filename="vcard.vcf"

begin: vcard

fn: Robert Mason

n: Mason;Robert

org: Raytheon Training Systems, Inc

adr: 621 Six Flags Dr.;;P.O. Box 6171 M/S 402;Arlington;Tx;76005-6171;USA

email;internet: rrmason@west.raytheon.com

title: Test Engineering Technician

tel;work: (817) 619-4093

tel;fax: (817) 619-1371

note: Pager # 817-513-0558

x-mozilla-cpt: ;0

x-mozilla-html: TRUE

version: 2.1

end: vcard

-----D7B235C7AD834F3249CC25F8--

1.105 Current screen size

Date: Wed, 12 Aug 1998 09:28:30 +0100

From: Adam Lounds <adaml@tcp.net.uk>

Subject: Current screen size

I'm sure I've seen this posted loads of times before, but
is there an easy way to find out the current screen dimensions
of workbench? And the current screen font?

Or will I have to look at the env:screenmode.prefs or something...

TIA,

--

Adam Lounds | Email: adaml@tcp.net.uk

Network Assistant | Tel: +44 1703 571300

Total Connectivity Providers | WWW: <http://www.tcp.co.uk/>

1.106 Re: Current screen size

(envelope-from D.McMinn@eee.rgu.ac.uk)

12 Aug 98 09:38:35 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Wed, 12 Aug 1998 09:38:29 +0100

encoding: 7BIT

Subject: Re: Current screen size

On 12 Aug 98, at 9:28, Adam Lounds's head exploded because...

> I'm sure I've seen this posted loads of times before, but

> is there an easy way to find out the current screen dimensions

> of workbench? And the current screen font?

; You will need the amigalibsii.res file for this

Wbtoscreen 0

```
*myscreen._Screen = peek.l(addr screen(0))
```

```
fontname$ = peek$(*myscreen\Font\ta_Name)
```

```
_screenwidth.w = *myscreen\Width
```

```
_screenheight.w = *myscreen\Height
```

```
__oO_David_McMinn_Oo__
```

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.107 cut, copy, paste,delete

Date: Tue, 04 Aug 1998 18:59:50 +0100

From: Christophe Auger <christophe_Auger@deadalus.demon.co.uk>

Subject: cut, copy, paste,delete

Encoding: 7bit

Hi everyone,

How can you go about making a small editor with cut, copy, paste
and delete feature?

any help or example welcome

Thank you

--

Bonjour d'Ecosse

Christophe

1.108 Re: Datatypes

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 06 Aug 1998 21:08:17 -0500

Subject: Re: Datatypes

Hi Gavin,

On 06-Aug-98, Gavin Williams wrote:

> Does anyone have any information on how to load GIFs and JPGs using datatypes under Blitz?

If you look at this site (BadDolls Productions):

<http://www.a2points.com/homepage/3698138/eindex.html>

I think there are some datatypes examples there.

Also, Blitz Support Suite has some datatype loading commands.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.109 Datatypes

From: "Gavin Williams" <gavin@micro-media.demon.co.uk>

Subject: Datatypes

Date: Thu, 6 Aug 1998 21:54:30 +0100

boundary="----=_NextPart_000_0012_01BDC184.CA141700"

This is a multi-part message in MIME format.

-----=_NextPart_000_0012_01BDC184.CA141700

charset="iso-8859-1"

Encoding: quoted-printable

Does anyone have any information on how to load GIFs and JPGs using = datatypes under Blitz?

-----=_NextPart_000_0012_01BDC184.CA141700

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =

http-equiv=3DContent-Type>

<META content=3D'"MSHTML 4.72.3110.7"' name=3DGENERATOR>

```
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT color=3D#000000 size=3D2>Does anyone have any information on =
how to load=20
GIFs and JPGs using datatypes under Blitz?</FONT></DIV></BODY></HTML>
-----=_NextPart_000_0012_01BDC184.CA141700--
```

1.110 Db with windows on 2 screens

11 Aug 98 23:39:30 +0100

11 Aug 98 23:39:19 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Db with windows on 2 screens

Date: Tue, 11 Aug 1998 23:39:10 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

I want to run bitmap animations through windows that

I open...

I've been trying to do the double buffering by using 2 Screens

and having 2 sets of Windows (with their own ID's) and

then switching the screens like I would blitz-mode bitmaps.

The problem is that there is tremendous window flicker, but

the weird thing is that it's only the front screen where the
windows flicker! The screen behind, the windows are stable.

Has anyone tried (and succeeded) with what I am trying to
do and can offer any advice to a weary soul!

Alex Smyth

1.111 Debugger 2.50

Paris Mon, 31 Aug 1998 23:32:51 +0200 (MET DST)

Paris Mon, 31 Aug 1998 23:32:46 +0200 (MET DST)

From: Gigandet Jean-Marc <HURRICAN@wanadoo.fr>

Date: Mon, 31 Aug 1998 23:30:55 +0100

Subject: Debugger 2.50

Encoding: quoted-printable

Does someone knows why the RED Debugger 2.50 only give GURUS on my machin=
e. Each time the Bliz compiler activate this program, our well known GURU=

is visiting my A1200. I even tried to remove every patches, but the resu=
Its is always the same. My BlitzSuite is correctly installed, everything =
seems OK, the OLD debugger works (well I shall say sometimes), so help me=
!

Perhaps my configuration will help :

A1200, Mtec 1230/28+68881+8Mo, Quantum Fireball 635Mo, M1438S (using DbIP=
al), external floppy.

1.112 Display.lib

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Tue, 04 Aug 1998 12:59:51 +0100

X-SenderInfo: 1; address="Hauptstr. 15"; city="49835 Wietmarschen-Lohne";
country="Niedersachsen/Deutschland"; phone="05908/714"; dob=5081975

Subject: Display.lib

Hello,

does someone have a (more or less) complete Documentation
for the Display.lib? I can't get it to work as it should.

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Homepage: <http://home.nordwest.net/shark>

Amiga4000T PowerPC604e-233MHz-64MB/Cybervision64

K6-233MHz-32MB-VoodooMania

1.113 Display.lib

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Tue, 04 Aug 1998 12:59:51 +0100

X-SenderInfo: 1; address="Hauptstr. 15"; city="49835 Wietmarschen-Lohne";
country="Niedersachsen/Deutschland"; phone="05908/714"; dob=5081975

Subject: Display.lib

Hello,

does someone have a (more or less) complete Documentation
for the Display.lib? I can't get it to work as it should.

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Homepage: <http://home.nordwest.net/shark>

Amiga4000T PowerPC604e-233MHz-64MB/Cybervision64

K6-233MHz-32MB-VoodooMania

1.114 Re: displaywidth = 321?

(EMWAC SMTPRS 0.81) with SMTP id <B0000383759@mailhost.sosbbs.com>;

Thu, 20 Aug 1998 11:52:46 -0400

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: displaywidth = 321?

Date: Thu, 20 Aug 1998 12:14:10 -0400

Encoding: 7bit

> BitMap 0,352,256,6 ; a pritty wide bitmap, 64 colours

> Cls 1 ; fill the entire bitmap with col.

1(red)

> Boxf 0,0,319,255,0 ; draw a black box in the entire

display,

> ; though, it doesnt work! (a small

> ; vertical line of red remains in the

> ; right border... why???? =(

Sorry for the delay, I apparently overlooked the message until now...

You are creating a bitmap 352 pixels wide, using Cls to fill the entire bitmap with colour 1 (red) then you are drawing a black box which is only 320 pixels wide (0 to 319)... leaving a small band of 32 red pixels on the right side.

Garfield Benjamin e-mail:gbenjam@sosbbs.com

Website(<http://www.sosbbs.com/~gbenjam>)

1.115 Re: displaywidth = 321?

via SMTP by maskin, id smtpdAAAa000Hr; Thu Aug 20 21:48:52 1998

From: Kent Larsson <kentl@oden.se>

Date: Thu, 20 Aug 1998 21:48:45 +0200

Subject: Re: displaywidth = 321?

> which is only 320 pixels wide (0 to 319)... leaving a small band of 32

> red pixels on the right side.

Yes, i was kind of drunk when i wrote that, thanks anyway! =)

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

Success is like a fart - only your own smells nice.

-- James P. Hogan

1.116 Re: displaywidth = 321?

via SMTP by maskin, id smtpdAAAa005M.; Fri Aug 21 14:09:07 1998

From: Kent Larsson <kentl@oden.se>

Date: Fri, 21 Aug 1998 12:01:17 +0200

Subject: Re: displaywidth = 321?

Encoding: quoted-printable

> 0,0,320,256,0"? I amn't able to check this in Blitz just now, but I

No, it=B4s like i wrote..

-- =

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones.

-- Albert Einstein

1.117 displaywidth = 321?

via SMTP by maskin, id smtpdAAAa002QD; Tue Aug 18 15:06:53 1998

From: Kent Larsson <kentl@oden.se>

Date: Tue, 18 Aug 1998 01:03:06 +0200

Subject: displaywidth = 321?

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.2014246032.1

Hello,

i am writing a scroll-routine, but have stepped on a virtual mine so that i need help.

I thought the display displayed 320 pixels in width in lowres, but it seems to be 321 if i trust my example.

Below is the code in ASCII form(i have also attached it in bb2 form ready to run).

ascii-code:

BitMap 0,352,256,6 ; a pritty wide bitmap, 64 colours

InitPalette 0,64 ; 64 colours as we wrote above..

```

AGAPalRGB 0,1,255,0,0 ; colour 1 is red, all others are black
Cls 1 ; fill the entire bitmap with col. 1(red)
Boxf 0,0,319,255,0 ; draw a black box in the entire display,
; though, it doesnt work! (a small
; vertical line of red remains in the
; right border... why???? =(
InitCopList 0,42,256,$10!$6!$10000,8,64,0 ; define a coplist for it all
BLITZ ; faster... faaaaster...
CreateDisplay 0 ; show display
DisplayPalette 0,0 ; with palette 0
DisplayBitMap 0,0,0,0 ; and the bitmap pasted in the top-left
; corner...
Repeat ; show the example
Until Joyb(0)<>0 ; until a mousebutton is pressed..
; (below, not needed, but it looks kind of nice soo..)
; -----
AMIGA ; return to amigamode
Free BitMap 0 ; free the bitmap
Free Palette 0 ; and the palette
End ; and this is the end friend...

```

--

Kind regards,
Kent Larsson from Skinnskatteberg, Sweden
E-mail: kentl@oden.se

I think that God in creating man somewhat overestimated his ability.

-- Oscar Wilde

--BOUNDARY.2014246032.1

Content-Disposition: attachment; filename="why.lha"

Encoding: base64

Content-Description: kentl@oden.se seek an answer here! =(

```

HfAtbGg1LRQCAAAGBQAAUAcsJQAAB3doeS5iYjI+AwHyY3extqY8CBgMRqNfiWYSO7RS4tqB
UA8Det78s5XpPxd3TTVLMKGEeC41w3zOodngZ/pLVjCyVWBDAQtmFdGQbdybT328ATJ9OPkT
yY8icgdnZQUFbmQhqC1ixDMYFKq0hkxBnJpWOehGzzHAT/gG851BgU8LRC1xQEFZi5RIIRs8
pmeCJznGmZM3YbvMBhBjwcK0gprQKFAxhjjopqs+ICPp4zBf3soTsMyZgBqgx26xDtCFEZLKG
GQ5BgQjo+R0eaG4fXfSe+FLCq00SunYZi5gZV1xlbH1tVqSgO/splys0UJBkAWQvqgFpO0+c
JFA+k7s4QTIF0GZ1NBrKhAp4pUfmlTKn7ac4QdzNFEDtFyxdLLKFtGr3nwe2RCON4Gi2K/CH
iwzc/Fk5z9j5PqN9zSY0XGeM/Uan1tY+ATk6NsRsZGvF3NAP8L5tOo+2/oc4+ITfog+grdy2
I6fmE3a1dzv1qaMDxymR03u5vxoVUu5w9uC1cZ+vc7ECr42jPDgomcnVba619H+FXWDDhzzK

```

praKNf1D7+KSbB7PdN2j7Dxgaav0lY8c1kIFVHRitwveK4zHrGyZhaVqQqKAVCK46fGUiyLS
LS8NLDvQ8LamZxB5FLLg/MA4//x3pj7sZRhY41YIFUs0KpJYmV9AR+IT+YNUefwz0Ruzyfsb
lOVtfU434e9tLyZqWfi/cpZzRh+1zkAiES1saDUtdwAAAMYEAABQBxIIAAAMd2h5LmJiMi54
dHJhh+MAXVJRooa/3sFgiWyEpIwTMrI5XJTEZCYkKRiQkIjGNqiJKli4F3CvwW3AS5lfZRNS
TiX9+L43edLL6vHc8i8xBBBB/NRiNq6CUtX3Z/F9l7jAcnz6s+Dvo3sd816TCem9TPw//t35
NZsJjezpXWvQSGd3OvKSGAA=
--BOUNDARY.2014246032.1--

1.118 Re: displaywidth = 321?

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 21 Aug 98 01:36:33 +0000

Subject: Re: displaywidth = 321?

Encoding: 7bit

> I assumed from the example that the visible display was 320 pixels, so
> the unfilled 32 on the right shouldn't be displayed anyway. If that
> is the case then I think the problem might be the boxf command. I
> can't remember the correct syntax off hand but aren't the 3rd and 4th
> params the width and height of the box rather than the exact co-ords?
> If this is the case then shouldn't the correct command be "boxf
> 0,0,320,256,0"? I amn't able to check this in Blitz just now, but I
> think this *might* be the problem.

The problem of additional columns being visible beyond the size of the
bitmap is something I have seen before myself. It is not a bug in the
drawing commands and nor is the screen strangely 321 width. I noticed
it first in my old tanks game as I was trying to do a trick with the
wraparound when hardware scrolling. I noticed what seemed to be about
half a pixel showing on the right of the display. I don't know if its
the way that the screen works or whatever. Maybe it is something to do
with the `border blank` system, but it is a hardware thing and there
is nothing you can do about it.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.119 Re: displaywidth = 321?

From: "Steven Wojciechowski" <stevie-woj@boy-woj.demon.co.uk>

Date: 20 Aug 98 23:08:30 +0100

Subject: Re: displaywidth = 321?

Encoding: 7bit

Previously in life Garfield Benjamin(gbenjam@sosbbs.com) had this to say:

> > BitMap 0,352,256,6 ; a pritty wide bitmap, 64 colours

> > Cls 1 ; fill the entire bitmap with col.

> 1(red)

> > Boxf 0,0,319,255,0 ; draw a black box in the entire

> display,

> > ; though, it doesnt work! (a small

> > ; vertical line of red remains in the

> > ; right border... why???? =(

>

> Sorry for the delay, I apparently overlooked the message until now...

>

> You are creating a bitmap 352 pixels wide, using Cls to fill the

> entire bitmap with colour 1 (red) then you are drawing a black box

> which is only 320 pixels wide (0 to 319)... leaving a small band of 32

> red pixels on the right side.

>

I assumed from the example that the visible display was 320 pixels, so the unfilled 32 on the right shouldn't be displayed anyway. If that is the case then I think the problem might be the boxf command. I can't remember the correct syntax off hand but aren't the 3rd and 4th params the width and height of the box rather than the exact co-ords?

If this is the case then shouldn't the correct command be "boxf 0,0,320,256,0"? I amn't able to check this in Blitz just now, but I think this *might* be the problem.

--

Stevie Wojciechowski

<http://www.boy-woj.demon.co.uk/>

1.120 divisibility check

From: Jake Frederick <gonzo@acadia.net>

Date: Mon, 06 Jul 1998 21:52:01 +0500

Subject: divisibility check

How do I check if a number is divisible by another? Would I simply divide the first number by the second and check if it came out even? If so ho do I check that?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

1.121 Re: divisibility check

(envelope-from tucks@pavilion.co.uk)

Date: Wed, 12 Aug 1998 12:25:30 +0100

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: divisibility check

Encoding: 7bit

Jake Frederick wrote:

>

> How do I check if a number is divisible by another? Would I simply divide the
> first number by the second and check if it came out even? If so ho do I check
> that?

If FirstNumber MOD SecondNumber=0

;number is diviable

Else

;number is not divisible

EndIf

This works because MOD returns the remainder of the division so if a
number

is divisible by the second there will be no remainder.

See you,

Liz.

tucks@pavilion.co.uk

Amiga Programmer Blitz/C/Asm

Corruption Software - Team Leader <http://www.thehub.u-net.com>

Email us at..... deskcorruption@thehub.u-net.com

Current Project..... Dafel:Bloodline

1.122 Re: divisibility check

From: Matt Daniels <mattd@underused.u-net.com>

Date: Wed, 05 Aug 1998 21:10:24 +0100

Subject: Re: divisibility check

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.2017550248.3

HI,

Stuff about "divisibility check" kinda just happened,

so Jake got this together...

> How do I check if a number is divisible by another? Would I simply divide the

> first number by the second and check if it came out even? If so ho do I check

> that?

I've included a prog that uses the MOD (Modulus) command to find the remainder of 6/4.

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

--BOUNDARY.2017550248.3

Content-Disposition: attachment; filename="mod.bb2.txt"

NPrint "6/4 = " + Str\$(Int(6 / 4)) + " Remainder " + Str\$(6 MOD 4)

MouseWait

End

--BOUNDARY.2017550248.3--

1.123 Re: divisibility check

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 4 Aug 98 02:55:03 +0000

Subject: Re: divisibility check

Encoding: 7bit

> How do I check if a number is divisible by another? Would I simply divide the

> first number by the second and check if it came out even? If so ho do I check

> that?

> --

> -If the doors of perception were cleansed everything would appear to man as it

> truly is, infinite.-

>

remainder=first mod second

where first is the first number and second is the second number.

remainder will hold how much remainder there was in the division. if

it's 0, they divide perfectly

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.124 Re: doom wad

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 28 Aug 1998 13:42:59 +1200

Subject: Re: doom wad

On 28-Aug-98, Paul wrote:

>hi,

>Does anybody here know how to create a full doom wad, with totally new

>graphics and sound and map(s), preferably on the Amiga?

It's probably not a help, but I think I saw a Quake editor on Aminet

the other day.

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

1.125 doom wad

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 27 Aug 98 17:42:31 +0000

Subject: doom wad

Encoding: 7bit

hi,

Does anybody here know how to create a full doom wad, with totally new

graphics and sound and map(s), preferably on the Amiga?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.126 Re: doom wad

From: Rui Carvalho <grim@ip.pt>

Date: Thu, 27 Aug 1998 19:00:45 +0000

Organization: Dark Dreams Designs

Subject: Re: doom wad

Hello Paul

Somewhere Paul wrote:

> hi,

>

> Does anybody here know how to create a full doom wad, with totally new

> graphics and sound and map(s), preferably on the Amiga?

>

Here's the problem:

The people who made doom never give out a simple tutorial on how the levels are made and organized. So the only way there is right now is to use the level editor in a PC.

I myself would mind programing a level editor for Doom, if i had all the info on the structure of levels!

Cya...

--

Best Regards,

Rui Carvalho <gRiM>

<[Blitz Basic Source Code Site](#)>

#[Http://ip.pt/~ip234558](http://ip.pt/~ip234558) - Last Update: 26.07.98#

#Fruit Cake Mailing List - Subscribe at [Http://fruitcake.listbot.com#](http://fruitcake.listbot.com#)

1.127 Re: doom wad

From: S Beardwood <scott@online.u-net.com>

Date: Thu, 27 Aug 1998 21:03:48 +0000

Organization: aMiGa wORID oRDER

Subject: Re: doom wad

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.2016578504.1

Encoding: 8bit

Hello Rui

There is a doom 1 editor for the amiga, its a unix port of DEU as far as i know it only dose doom 1 wads see the read me attached to this email

scott

On 27-Aug-98, Rui Carvalho wrote:

{RC}-> Hello Paul

{RC}->

{RC}-> Somewhere Paul wrote:

{RC}-> > hi,

{RC}-> >

{RC}-> > Does anybody here know how to create a full doom wad, with totally new

{RC}-> > graphics and sound and map(s), preferably on the Amiga?

{RC}-> >

{RC}->

{RC}-> Here's the problem:

{RC}->

{RC}-> The people who made doom never give out a simple tutorial on how the levels are

{RC}-> made and organized. So the only way there is right now is to use the level

{RC}-> editor in a PC.

{RC}->

{RC}-> I myself would mind programing a level editor for Doom, if i had all the info

{RC}-> on the structure of levels!

{RC}->

{RC}-> Cya...

Regards

--

/

.....//.....

; .-. .-. .-. .-. .-. // FidoNet(xxx/xxx.xx)FidoNet ;

¡`---. ¡¡¡¡¡|// http://www.online.u-net.com ¡
|`---'`---'`---' .. // MailTo:scott@online.u-net.com!
`-----//-----'
//

--BOUNDARY.2016578504.1

Content-Disposition: attachment; filename="DEU.readme"

Short: Doom Editor Utilites 5.20 revision 3 (NOT DOOM II)

Uploader: Sitsofe Wheeler (sitsofe@iName.com)

Author: Ian Gledhill (IanG@amiganet.org)

Type: game/shoot

Replaces:

Version: 5.20

The current version of DEU is AN ALPHA VERSION. As such, stability is not perfect and it may produce Enforcer hits. However, it has been tested on several systems and has proven quite reliable. If you have delicate information on your hard drive, it may be an idea to use a temporary partition to assure yourself.

This version of DEU is a port from the Unix version which was written by Brendon Wyber (b.wyber@csc.canterbury.ac.nz) and Raphal Quinet (quinet@montefiore.ulg.ac.be).

You may use it with both the registered and the shareware versions of DOOM, but you won't be allowed to save your changes if you are using the shareware version (this is ID's will, since it might otherwise discourage people from registering).

DISCLAIMERS

DEU IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK.
NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

id Software cannot and will not provide support for DEU.

id Software will not provide support for ANY file that has been modified or created by DEU.

DEU will not allow you to modify the shareware version of DOOM. It is illegal to alter DEU to operate on the shareware version of DOOM.

It is illegal to distribute any registered version of DOOM (DOOM.WAD, DOOMU.WAD, DOOM2.WAD or any others) in any form, original or modified.

INSTALLATION

By far and away the easiest thing to do is use the installer. However if you wish to do it manually:

Copy the correct DEU executable and DEU.INI file where you want to install

DEU. Edit the DEU.INI file to match your specifications. Make sure that when you run DEU the stack size is AT LEAST 500000. Don't come crying if you forget to do this and it falls over...

USAGE

For the meantime, try reading deu.txt as this explains all of DEU's options. If you've never used DEU before then look through the tutor.txt as this explains the basics. If you're still stuck try emailing Sitsofe.

KNOWN BUGS

- The shift key currently doesn't work. This will be fixed in future versions of DEU.
- The right mouse button doesn't work.
- Doesn't work with Doom 2. This may also be fixed in future releases.
- Creating an anti-clockwise sector within an existing sector doesn't work. This problem can be sidestepped by inserting a polygon (F9) inside the required sector.
- There's no sound.

CONTACT

The original DEU was written by:

Brendon Wyber (b.wyber@csc.canterbury.ac.nz)

Raphal Quinet (quinet@montefiore.ulg.ac.be)

If you know of any other bugs/problems in the DEU executable contact:

Ian Gledhill

Doom Editor Utilities: <http://www.aber.ac.uk/~img4>

IanG@amiganet.org img4@aber.ac.uk

The latest version of DEU will also be available from the above site.

The installer script and Amiga documentation were written by:

Sitsofe Wheeler

Wadworld: <http://surf.to/wad>

sitsofe@iname.com

The DEU icon was modified by Sitsofe Wheeler. The original was drawn by:

Philip Kaulfuss

<http://www.boehme.demon.co.uk>

phil@boehme.demon.co.uk

--

DOOM is a trademark of id Software.

DEU has been created by Brendon Wyber and Raphal Quinet and ported to the Amiga by Ian Gledhill.

DEU is NOT an id Software product.

--BOUNDARY.2016578504.1--

1.128 Double buffering in window

11 Aug 98 00:21:06 +0100

11 Aug 98 00:20:55 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Double buffering in window

Date: Tue, 11 Aug 1998 00:19:52 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

I apologise if I am repeating a recent question - I can't remember the answer!

How/what is the best way to do double buffering in an OS window?

I want to show animation in a window and

I'm not sure how to do the db?

Alex Smyth

1.129 doublepal

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 2 Aug 98 19:31:57 +0000

Subject: doublepal

Encoding: 7bit

hi.

What is a good way of testing for the availability of doublepal, so that I can automatically adjust to it if it is available?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.130 Re: Dual playfield

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z72A4-002pHpC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 20:31:44 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:smtp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z72Ba-001tEKC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 20:33:18 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Thu, 13 Aug 1998 20:29:00 +0100

Organization: Airsoft Softwair

Subject: Re: Dual playfield

Encoding: quoted-printable

Hi Paul

Am 13-Aug-98 schrieb Paul West:

>> Hi !!

>> =

>> I've two bitmaps with the same palette. Bitmap 1 is 320x256x8 and Bitm=
ap 2

>> 640x256x8.

>> Now Bitmap 2 shall be scrolled in background and bitmap 1 shall be sta=
tic

in

>> foreground.

>> If I do this with something like this:

>> =

>> For k=3D0 to 640

>> DisplayBitmap 0,0,0,0,1,k,0

>> Vwait

>> Next

>> =

>> There are always palette errors. Note: Color 0 shall be transparent. S=
o if

>> I've an area

>> with color 0 on my bitmap 1 there shall always be bitmap 2 be visible.=

>> =

>> Anyone got an example how to do this?

>> =

>> BTW: Bitmap 2 is some kind of clouds...

> =

> I sense a shadow of the beast inspired engine.

yo

> =

> Anyway, how come displaybitmap has 7 parameters? I thought it only had

> 4.

the last 3 parameters are optional: DisplayBitmap

Coplist,Bitmap,X,Y[,Bitmap,X,Y]

> =

> Are you trying to do a dual playfield? If you are you are not allowed

> to have 256-colour bitmaps. You can have 2 bitmaps of 16 colours each,

> maximum. If you want two 256-colour playfields you will have to merge

> them in software.

hmmm, do I need to use a dualplayfield or is there an other solution?

As I said, the bitmap 2 is only needed to scroll some clouds in the

background. Bitmap 1 does the rest.

> =

Regards

-- =

Andreas

=BB=BB=BB New email address: Andreas.Falkenhahn@gmx.de. The old one won't= work any longer !!! =AB=AB=AB

=

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

***** POWERED BY AMiGA *****

A1200/040T, 18MB Ram, 1,7GB HD Space

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D

1.131 Dual playfield

with SMTP id <0EXM00KCDQSE1P@hermes.ucd.ie> for blitz-list@netsoc.ucd.ie; Thu,

13 Aug 1998 14:29:06 +0100 (BST)

(sender: <Andreas.Falkenhahn@gmx.de>) id <m0z6x6h-002pFiC@rhoen.regio.net> for

<blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 15:07:55 +0200

(sender: <Andreas.Falkenhahn@gmx.de>) id <m0z6x8C-001oGkC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 15:09:28 +0200

(ppp12.waldhessen-online.net [62.152.24.172])

by beryllium.regio.net (8.8.5/8.8.5) with SMTP id PAA05337 for

<blitz-list@netsoc.ucd.ie>; Thu, 13 Aug 1998 15:08:13 +0200

Date: Thu, 13 Aug 1998 15:05:09 +0100

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Subject: Dual playfield

Organization: Airsoft Softwair

encoding: quoted-printable

Hi !!

I've two bitmaps with the same palette. Bitmap 1 is 320x256x8 and Bitmap =

2

640x256x8.

Now Bitmap 2 shall be scrolled in background and bitmap 1 shall be static=

in

foreground.

If I do this with something like this:

For k=3D0 to 640

DisplayBitmap 0,0,0,0,1,k,0

Vwait

Next

There are always palette errors. Note: Color 0 shall be transparent. So i=

f

I've an area

with color 0 on my bitmap 1 there shall always be bitmap 2 be visible.

Anyone got an example how to do this?

BTW: Bitmap 2 is some kind of clouds...

Greetings,

-- =

Andreas

=BB=BB=BB New email address: Andreas.Falkenhahn@gmx.de. The old one won't=

work any longer !!! =AB=AB=AB

=

=3D=

=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

1.134 Examine DF0:

with smtp (ident 1038 using rfc1413) id m0z3LZZ-000UuHC
for <blitz-list@netsoc.ucd.ie> (<blitz-list@netsoc.ucd.ie>)
(Debian Smail-3.2.0.92 1997-Feb-9 #2); Mon, 3 Aug 1998 16:26:49 +0200 (CEST)
Date: Mon, 3 Aug 1998 16:26:49 +0200 (CEST)
From: Gustav Gnosspeilius <gosweede@lindesign.se>
Subject: Examine DF0:
How can I find out if the disk in DF0: is dos-formatted or not?
//Gustav Gnosspeilius, A dedicated Amiga user, Sweden

1.135 Examining DF0:

with smtp (ident 1038 using rfc1413) id m0z3n9p-000UuKC
for <blitz-list@netsoc.ucd.ie> (<blitz-list@netsoc.ucd.ie>)
(Debian Smail-3.2.0.92 1997-Feb-9 #2); Tue, 4 Aug 1998 21:54:05 +0200 (CEST)
Date: Tue, 4 Aug 1998 21:54:05 +0200 (CEST)
From: Gustav Gnosspeilius <gosweede@lindesign.se>
Subject: Examining DF0:
I seem to have been excluded from this list so I send this message again.
If you have already recieved it, I apologize. Anyway; here is my
question!:
How can I find out if the disk in DF0: is a DOS-formatted disk, NDOS,
???? or what ever? I've tried using ElmoreDoslib and disk.library &
dos.library but none of them was much help to me (I might have made
something wrong of course). Any tips?
//Gustav Gnosspeilius, A dedicated Amiga user, Sweden

1.136 Re: Examining DF0:

with smtp (ident 1038 using rfc1413) id m0z3puO-000UuHC
for <blitz-list@netsoc.ucd.ie> (<blitz-list@netsoc.ucd.ie>)
(Debian Smail-3.2.0.92 1997-Feb-9 #2); Wed, 5 Aug 1998 00:50:20 +0200 (CEST)
Date: Wed, 5 Aug 1998 00:50:20 +0200 (CEST)
From: Gustav Gnosspeilius <gosweede@lindesign.se>
Subject: Re: Examining DF0:
Encoding: QUOTED-PRINTABLE
On Tue, 4 Aug 1998, Rui de Carvalho wrote:
> Hello Gustav

>=20

> Try reading whats on track 00, you should get one of the following result=

s

>=20

> DOS0

> DOS1

> DOS2

> NDOS

>=20

> I don't remember the diference between the DOS but it's got to do with th=

e

> file system the disk was formatted.

> Best Regards

> --=20

> Rui de Carvalho =ABgRiM=BB

Thanxs, I can find out which one is which without any bigger problems..

But I think that the disk is said to be a DOS-disk even if it can't be

accessed but booted! Weel, I'll try and see!

//Gustav Gnosspelius, A dedicated Amiga user, Sweden

1.137 Re: Examining DF0:

Tue, 4 Aug 1998 22:45:56 GMT

From: Rui de Carvalho <grim@esoterica.pt>

Date: Tue, 04 Aug 1998 22:40:12 +0100

Organization: Dark Dreams Designs

Subject: Re: Examining DF0:

Encoding: quoted-printable

Hello Gustav

On 04-Aug-98, Gustav Gnosspelius wrote:

> I seem to habe been excluded from this list so I send this message agai=

n.

> If you have already recieved it, I apologize. Anyway; here is my

> question!:

> How can I find out if the disk in DF0: is a DOS-formatted disk, NDOS,

> ??? or what ever? I've tried using ElmoreDoslib and disk.library &

> dos.library but none of them was much help to me (I might have made

> something wrong of course). Any tips?

> //Gustav Gnosspelius, A dedicated Amiga user, Sweden

Try reading whats on track 00, you should get one of the following result=

s

DOS0

DOS1

DOS2

NDOS

I don't remember the diference between the DOS but it's got to do with th=

e

file system the disk was formatted.

Best Regards

-- =

Rui de Carvalho =ABgRiM=BB

=ABBlitz Basic Source Code Site=BB

#Http://homepage.esoterica.pt/~grim - Last Update: 26.07.98#=

1.138 FastGFX and shapes

(envelope-from rml-blitz@ramses.frmug.org)

Date: 07 Aug 98 19:18:01 +0200

Organization: RAMSES BBS (France:01-30502414)

From: philippe.bovier@ramses.frmug.org (Philippe Bovier)

Subject: FastGFX and shapes

TITLE: A CPU routine with 7 bitplans with inside 3 bitplans shapes,....

Hello,

Bubble Bobble AGA is a 128 colors games with all the objets are shapes in 128 colors. We used now the David Newton FastGfx to increase the number of shapes at the same time in the screen with the CPU.

A speedy test show us It's possible to use more shapes in the screen if the shapes are less then 128 colors. Often, the CPU found in the ML-BLITZ used the same bitplans for the screen and the shapes. When the bullets,enemy... moved in the background, some colors are wrong because the CPU source continue to use 7 bitplans (no mask pssible).

- We want to know if an updated version of fastGFX exist with this possibility available (a miracle)????

I don't have an access to internet, It's impossible to me to see your site.

Could you answer me with a personnal mail because I have 7 days of holiday now :-)))

-> A question for ALL:

If David Newton doesn't have updated his FastGFX, an other CPU routine with this possiblity already exist or nobody need his feature before ???
 + It's very important for us because I'm sure we can multiply by 2 the shapes moving in the screen in a 128 colored game in blitz and generally for all persons who made this kind of platform game with lots of object in the screen at the same time.

Philippe Bovier (*Mrod*) #E-MAIL#: Philippe.Bovier@ramses.telis-sc.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE BOBBLE AGA -> Stand by

1.139 File Editor

Fri, 28 Aug 1998 19:11:52 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: File Editor

Date: Fri, 28 Aug 1998 19:05:30 -0700

Hi Blitz Pals,

I think I got the concept down...now. My article and article display are one and the same thing. The display has the coding (depending on conditions) to reconstruct the article, but needs certain empty variables to be filled in. Thus, I am concentrating on a file editor first to create a file. My problem:

I do not have a manual, and unable to get the input commands to work correctly. Can you help?

openfile

closefile

edit

edit\$

Rudy

I can also be contacted directly at

childrenofsun@msn.com

begin 666 NewFile.asc

```
M>6)O>#(N=PIX8F]X9C$N=PIY8F]X9C$N=PIX8F]X9C(N=PIY8F]X9C(N=PI
M;VQO<F)O>"YW"F-O;&]R8F]X9BYW"D5N9"!15=465!%"@H*"E)!1B0](DY%
M5T9)3$4B"DEF($]P96Y&:6QE*# L4D%&)"D*.VYU;6)E<F]F<&%G97,]3L@
M=VAA="!E>&%C=&QY(&ES($)L:71Z3U,@;&EB(&9O<C*" @(" @(" @(" @
M(" @.R!L971S(&%S<W5M92!P86=E(#$*" @(" @(" @(" @(" @.R!H;W<@
M;6%N>2!L:6YE<R!F;W(@82!P86=E/PH[1&EM('!A9V5S*&YU;6)E<F]F<&%G
```

M97,I"CM";W@@>\$)O>#L>4)O>#L>\$)O>#(L>4)O>#(L8V]L;W)B;W@*.T)O
M>&8@>\$)O>&8Q+'A";WAF,2QX0F]X,BQY0F]X,BQC;VQO<F)O>&8*1FEL94EN
M<'5T(#*.U)E<&5A= H@268@161I=" H,"PX,"DZ3E!R:6YT(")W:&%T(&ES
M('AB;W@Q/2(*(!%;F0@268*(\$EF(\$5D:70@*'EB;W@Q+#@P*3I.4')I;G0@
M(G=H870@:7,@>6)O>#\$(@H@(\$5N9"!)9@H@268@161I=" H>&)O>#(L.# I
M.DY0<FEN=" B=VAA="!I<R!X8F]X,CTB"B @16YD(\$EF"B!)9B!%9&ET("AY
M8F]X,BPX,"DZ3E!R:6YT(")W:&%T(&ES('EB;W@R/2(*(!%;F0@268*(\$EF
M(\$5D:70@*&-O;&]R8F]X+#@P*3I.4')I;G0@(G=H870@:7,@8V]L;W(@;V8@
M8F]X/2(*(!%;F0@268*(\$EF(\$5D:70@*'AB;WAF,2PX,"DZ3E!R:6YT(")W
M:&%T(&ES('AB;WAF,3TB"B @16YD(\$EF"B!)9B!%9&ET("AY8F]X9C\$L.# I
M.DY0<FEN=" B=VAA="!I<R!Y8F]X9C\$](@H@(\$5N9"!)9@H@268@161I=" H
M>&)O>&8R+#@P*3I.4')I;G0@(G=H870@:7,@>&)O>&8R/2(*(!%;F0@268*
M(\$EF(\$5D:70@*'EB;WAF,BPX,"DZ3E!R:6YT(")W:&%T(&ES('AB;WAF,CTB
M"B @16YD(\$EF"B!)9B!%9&ET("AC;VQO<F)O>&8L.# I.DY0<FEN=" B=VAA
M="!I<R!C;VQO<B!O9B!F:6QL960@8F]X/2(*(!%;F0@268*(\$EF(\$5D:70@
M*' @L,2D(*(!%;F0@268*.U5N=&EL(' @],0I#;&]S949I;&4@, I%;F0@268*
036]U<V5786ET"D5N9 H*" @``

,

end

1.140 File Editor-Gone From Hurt, Pain to now Agony!!

Sat, 29 Aug 1998 12:29:03 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: File Editor-Gone From Hurt, Pain to now Agony!!

Date: Sat, 29 Aug 1998 12:22:35 -0700

Hi Blitz pals,

I have beating my head against a wall for several hours now, trying to figure out error messages received on proto-type article editor. I have included source with the hope that maybe someone could spot easily my errors in thinking. Thanks,

Rudy

I can be contacted also directly at

childrenofsun@msn.com

begin 666 NewFile.asc

M.T9I;&4@161I=&]R(%1E>'0@9&%T960@."TR."TY. H[(" @(" @(" @(" @
M(" @(" !=7-I;F=S"CMN=6UB97)O9G!A9V5S/3\$[('=H870@97AA8W1L>2II
M<R!";&ET>D]3(&QI8B!F;W(_"B @(" @(" @(" @(" @(" [(&QE=',@87-S
M=6UE('!A9V4@,0H@(" @(" @(" @(" @(" @.R!H;W<@;6%N>2!L:6YE<R!F

M;W(@82!P86=E/PH[1&EM('!A9V5S*&YU;6)E<F]F<&%G97,I"CM";W@ @>\$)O
M>#L>4)O>#L>\$)O>#(L>4)O>#(L8V]L;W)B;W@*.T)O>&8>\$)O>&8Q+'A"
M;WAF,2QX0F]X,BQY0F]X,BQC;VQO<F)O>&8*"@H[(%-A=FEN9R!A;F0@;&]A
M9&EN9R!D871A+B @5&AE<V4@<F]U=&EN97,@:;&%V96XG="!B965N('1E<W1E
M9 T*.R!A;F0@=&AE(&QI<W1I;F<G<R!N;W0@<V5T('5P('1O(')U;B!O;B!I
M=',@;W=N+@T*"DYA;64D/2)W;W)K.F)L:71Z+V]V97)S8V%N+U1E<W1&:6QE
M(@IX/3 *1E,], I21CTP"D%2/3 *"BY-86EN3&]O<#H*(%=H:6QE(' @], H@
M(\$EF(\$93/3 *(" @1V]S=6(@4V%V949I;&4*("!%;F1)9@H@(\$EF(%)&/3 *
M(" @1V]S=6(@4F5E9\$9I;&4*("!%;F1)9B @(" @(" @(" @(" [(\$1I9"!M
M:7-P96QL(\$5N9"!)9@H@(\$=O<W5B(&%R=&EC;&4@(" @(#L@0V%S92!S96YS
M:71I=F4_"B @(" @(" @(" @(" @(" @(" @.R!';W0@97)R1FQA9SU&86QS
M92!T;R!W;W)K/PH@5V5N9 I%;F0*"BY3879E1FEL93H*('A";W@Q/3 *('E"
M;W@Q/3 *('A";W@R/34P"B!Y0F]X,CTU, H@8V]L;W)B;W@]-0H*(#ME<G)&
M;&%G/49A;'-E(" @(" @.R!&86QS92!H87,@=F%L=64@;V8@, T*(" @(" @
M(" @(" @(" @(" @(" [(\$=A<F)A9V4@870@14],(&5R<F]R/PH@.U-E=\$5R
M<CIE<G)&;&%G/51R=64Z16YD(%-E=\$5R<@T*(" @(" @(" @(" @(" @(" @
M(" [(%1R=64@:;&%S('9A;'5E(&]F("TQ"B @(" @(" @(" @(" @(" @(" @
M.R!3>6YT87@&97)R;W(_"B [268@97)R1FQA9SU&86QS90T@.R!386UE"B!)
M9B!E<G)&;&%G/49A;'-E"B @(\$EF(%=R:71E1FEL92@P+\$YA;64D*0T*(" @
M(\$9I;&5/=71P=70@, T@(" [(\$/1B!G87)B86=E(&5R<F]R/PH@(" @(\$Y0
M<FEN="!X0F]X,2 @(#L@4V%V92!V87)I86)L92X-"B @(" @3E!R:6YT('E"
M;W@Q(" @#0H@(" @(\$Y0<FEN="!X0F]X,@H@(" @(\$Y0<FEN="!Y0F]X,@H@
M(" @(\$Y0<FEN="!C;VQO<F)O> H@(" @0VQO<V5&:6QE(#-"B @("!0<FEN
M=" B1FEL92!3=6-C97-S9G5L;'D@4V%V960A(CH@1E,],0H@("!%;'-E#0H@
M(" @0F5E<%-C<F5E;B P(" @.R!7<FET949I;&4@97)R;W(N#0H@("!%;F1)
M9@T*(\$5L<V4-"B @(\$E97!38W)E96X@," @(" [(\$5R<F]R('1R87 @8V%U
M9VAT(&%N(&5R<F]R+@T*(\$5N9\$EF#0H@0VQR17)R#0H@1&5F875L=\$]U='!U
M= T*4F5T=7)N#0H-"BY2965D1FEL93H-"B!E<G)&;&%G/49A;'-E#0H@4V5T
M17)R.F5R<D9L86<]5')U93I%;F0@4V5T17)R#0H@(\$EF(&5R<D9L86<]1F%L
M<V4-"B @(\$EF(\$5X:7-T<R@B=V]R:SIB;&EZ="]O=F5R<V-A;B]497-T1FEL
M92(I#0H@(" @268@4F5A9\$9I;&4H,"PB5&5S=\$9I;&4B*0T*(" @("!&:6QE
M26YP=70@, T*(" @(" @>\$)O>#]5F%L*\$5D:70D*#@P*2D*(" @(" @>4)O
M>#]5F%L*\$5D:70D*#@P*2D*(" @(" @>\$)O>#(]5F%L*\$5D:70D*#@P*2D*
M(" @(" @>4)O>#(]5F%L*\$5D:70D*#@P*2D*(" @(" @8V]L;W)B;W@]5F%L
M*\$5D:70D*#@P*2D*(" @(" @.W9A<FD]5F%L*\$5D:70D*#@P*2D@.R!'970@
M=F%R:6%B;&4N#0H@(" @(" [<W1R:20]161I="0H,3,I(" @(" [(\$=E="!S
M=')I;F<@;V8@=7 @=&@,3,@8VAA<F%C=&5R<RX-"B @(" @0VQO<V5&:6QE
M(#Z(%!R:6YT("&):6QE(%-U8V-E<W-F=6QL>2!296%D(2(Z(%)&/3\$-"B @
M("!%;'-E#0H@(" @(\$E97!38W)E96X@," @(" @(" @(#L@4F5A9\$9I;&4@

M97)R;W(N#0H@(" @16YD268-"B @(\$5L<V4-"B @("!"965P4V-R965N(# @
M(" @(" @(" @.R!&:6QE(&1O97-N)W0@97AI<W0N#0H@("!%;F1)9@T*("!%
M;'-E#0H@("!"965P4V-R965N(# @(" @(" @(" @(#L@17)R;W(@=')A<"!C
M875G:'0@86X@97)R;W(N#0H@(\$5N9\$EF#0H@0VQR17)R#0H@1&5F875L=\$EN
M<'5T#0I2971U<FX-"@T*+F%R=&EC;&4Z#0I";W@ @>\$)O>#L>4)O>#L>\$)O
F>#(L>4)O>#(L0V]L;W)";W@*36]U<V5786ET"E)E='5R;@H*"@H`
`
end

1.141 Re: FINAL DOOM

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 10:34:26 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 10:34:15 +0100

encoding: 7BIT

Subject: Re: FINAL DOOM

Apologies once again, for filling the list with rubbish (hey, some
guys were complaining about the lack of mails...)

It seems that its worth checking the screen code that I sent about
three minutes ago, as I've just tried the same thing with a coplist
and get the same results.

I'm on the net on a PC at uni, but I have WinUAE. Anybody else
use it and could they tell me any problems they've had while
Blitzing with it (reply personally).

___oO_David_McMinn_Oo___

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.142 Re: FINAL DOOM!

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 13 Aug 1998 21:09:10 -0500

Subject: Re: FINAL DOOM!

Hi Alex,

On 13-Aug-98, ridingwood@sheffield.ac.uk wrote:

> Hi,

>
> Ya may have noticed I have been trying to do
> double buffered animation in OS windows.
>
> Well I have now conclusively proven that it is
> in fact IMPOSSIBLE to do so.
>
> The example program will show you.
>
> It is impossible to work on an un-selected window on
> the un-shown screen and have a selected window
> on the shown screen. It just can't do it, I can't explain,
> I don't know, ask Mulder.
>
> The only solution is to have the window selected/window
> un-selected colours the same but then you wouldn't be able
> to see if a window is selected! That would suck.
>
> If anyone can prove me wrong I will give them a box of
> delicious lollipops. If no one can then I would like some
> nice chocolate trifle with custard and cream and those
> 100's and 1000's.

A question: why must there be two screens? You could put both windows on the same screen, one directly on top of the other. Then draw on the hidden one, switch this to the front, draw on the other one, etc.

I have done this for a different purpose than animation (simply to hide the flicker of a large bitmap being BitMapToWindow'd to a large window) but this should work for what you're doing too. I don't know if this would be fast enough for animation, but worth a try.

Is this worth 1 lollypop, at least? ;)

Later...

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.143 Re: FINAL DOOM!

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 10:19:16 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 10:19:08 +0100

encoding: 7BIT

Subject: Re: FINAL DOOM!

On 13 Aug 98, at 23:25, ridingwood@sheffield.ac.uk's head exploded because...

> Ya may have noticed I have been trying to do

> double buffered animation in OS windows.

>

> Well I have now conclusively proven that it is

> in fact IMPOSSIBLE to do so.

>

I modified your source and gues what...

it still didn't work. However, I did manage to get a flicker free thing

working with 2 screens (animation takes place on their bitmaps)

and two windows (the first window in your example). The code is

attached below if its any use to you.

```
-----8<-----8<-----8<-----8<-----8<-----
```

```
Screen 0,0,0,320,256,4,0,"",1,2
```

```
Window 0,0,205,320,51,$800,"",-1,-1
```

```
NPrint "Status bar window"
```

```
Screen 1,0,0,320,256,4,0,"",1,2
```

```
Window 1,0,205,320,51,$800,"",-1,-1
```

```
NPrint "Status bar window"
```

```
ScreensBitMap 0,0
```

```
ScreensBitMap 1,1
```

```
db.w = 0
```

```
x.w = 160: xs.w = Rnd(5)+1
```

```
y.w = 100: ys.w = Rnd(5)+1
```

```
While Joyb(0)=0
```

```
ScreenToFront_ Peek.l(Addr Screen(db))
```

```
db=1-db
```

```
Use BitMap db
```

```
Boxf 0,0,320,205,0
```

```
x=x+xs: y=y+ys
```

```
If x<5
x=5: xs=-xs
End If
If x>315
x=315:xs=-xs
End If
If y<5
y=5: ys=-ys
End If
If y>195
y=195: ys=-ys
End If
Circle x,y,10,2
VWait
Wend
End
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====
```

1.144 FINAL DOOM!

13 Aug 98 23:26:15 +0100

13 Aug 98 23:26:07 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: FINAL DOOM!

Date: Thu, 13 Aug 1998 23:25:37 +0100

boundary="----=_NextPart_000_0008_01BDC711.AD4CB9A0"

This is a multi-part message in MIME format.

-----=_NextPart_000_0008_01BDC711.AD4CB9A0

charset="iso-8859-1"

Encoding: 7bit

Hi,

Ya may have noticed I have been trying to do
double buffered animation in OS windows.

Well I have now conclusively proven that it is
in fact IMPOSSIBLE to do so.

The example program will show you.

It is impossible to work on an un-selected window on the un-shown screen and have a selected window on the shown screen. It just can't do it, I can't explain, I don't know, ask Mulder.

The only solution is to have the window selected/window un-selected colours the same but then you wouldn't be able to see if a window is selected! That would suck.

If anyone can prove me wrong I will give them a box of delicious lollipops. If no one can then I would like some nice chocolate trifle with custard and cream and those 100's and 1000's.

I'm now going to do something else because I'm sick of this bollocks, or go mad (whichever comes first).

Alex Smyth

-----=_NextPart_000_0008_01BDC711.AD4CB9A0

name="Balls"

Encoding: quoted-printable

Content-Disposition: attachment;

filename="Balls"

;Window Flicker (c) Alex Smyth 1998=00=00;ENJOY THIS BEAUTIFUL OS WINDOW =
 FLICKER - YOU'RE WELCOME!=00=00;TWO INNOCENT SCREENS=00=CF=01 =
 0,0,0,320,256,8,\$0000," ",1,1=00=CF=01 1,0,0,320,256,8,\$0000," =
 ",1,1=00=00;OPEN WINDOW ON FIRST SCREEN=00=80, =CF=01 0=00=C5=01 =
 0,0,112,320,144,\$4!\$80!\$400!\$200000," ",1,2,0,0=00=00=80=BB=00=00 =
 ;HIGHLIGHT SHOWN WINDOW=00 =C5=1F db=00=00 =807=00=00 ;SHOW SCREEN=00 =
 =CF=07 db=00=00 ;SWITCH TO SCREEN NOT SHOWN=00 db=3D1-db=00=00 ;WORK =
 ON SCREEN NOT SHOWN=00 =80, =CF=01 db=00 ;OPEN WINDOW ON SCREEN NOT =
 SHOWN=00 =C5=01 db,0,112,320,144,\$4!\$80!\$400!\$200000," =
 ",1,2,0,0=00=00=80=BC =DF=04(0)=3D1=00=00;ENJOY THE FLICKER!=00
 -----=_NextPart_000_0008_01BDC711.AD4CB9A0--

1.145 Re: FINAL DOOM!

14 Aug 98 21:54:43 +0100

14 Aug 98 21:54:27 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: FINAL DOOM!

Date: Fri, 14 Aug 1998 21:10:17 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>I havent looked at your code yet, but im not sure where you

>have problems.

>Its quite simple 2 do double buffering in windows.

>This is what the extra #bitmap parameter for the window

>command is for. You use a superbitmap to render the next

>frame, then you do the "drawsuper" command to show it.

>Then you simply repeat the process until there are no more

>frames there...

You mean its possible!

Have you got an example of it please? :)

What is this "drawsuper" command?

Regards,

Alex Smyth

1.146 Re: Font YSize/XSize

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 28 Aug 1998 07:10:28 -0500

Subject: Re: Font YSize/XSize

Hi Roger

On 27-Aug-98, Roger Beausoleil wrote:

> Hi all...

>

> I would like to know how I can find the 'Width' of a font like describe in
the

> newtype "TextFont"...

>

> I already know how to find the Height of a Font but I still unable to find
its

> width...

The problem is that each character in a font can have it's own width, unless
you are using a Fixed Width font (like Topaz). So there is really no set
width for a proportional font.

You can use the Textlength_ command to find the length (in pixels) of a
string.

If you are using a Fixed Width font, you could use this on a 1 character
string to determine the font's width.

There is also the TextFit_ command that will tell you if a given string will fit into a given rectangle in your window.

Yours electronically,

Curt Esser

cange@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.147 Re: Font YSize/XSize

28 Aug 98 09:59:03 +0200 (EET)

From: "Ott Aaloe" <ott@mail.lbi.ee>

Organization: Arvutisalong Enter

Date: Fri, 28 Aug 1998 09:58:55 +0300 (EETDST)

encoding: 7BIT

Subject: Re: Font YSize/XSize

> I would like to know how I can find the 'Width' of a font like describe in the
> newtype "TextFont"...

well...a good way to to determine the length of the text in pixels
is TextLength_(RastPort, Text,numchars)

So you have to set your font to a cerain rastport and after that you can
check the size of the txt...

P.S. amigalibs.res should be resident I think...

*** Ott (ott@lbi.ee)

1.148 Font YSize/XSize

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Thu, 27 Aug 1998 20:08:23 +0500

Subject: Font YSize/XSize

Hi all...

I would like to know how I can find the 'Width' of a font like describe in the
newtype "TextFont"...

I already know how to find the Height of a Font but I still unable to find its
width...

Thx all

Roger

1.149 foreign

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 17 Aug 98 17:48:49 +0000

Subject: foreign

Encoding: 7bit

Hi.

When using GetDisplayInfoData_ to obtain .DimensonInfo, and looking at PropertyFlags from that structure, is it possible to use the flag #DIPF_IS_FOREIGN to list only graphics-card screenmodes?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.150 Game Advice

via SMTP by maskin, id smtpdGAAa005tA; Wed Aug 12 16:32:42 1998

From: Kent Larsson <kentl@oden.se>

Date: Wed, 12 Aug 1998 16:30:22 +0200

Subject: Game Advice

Hello everyone!

I am about to start writing a little game, it will use a 640*416*5 bitmap and run in a lowres 320*208 coplist.

What i am wondering, is how to proceed so that i get it right from the beginning.

If i create it like this, i am worried that it will be to slow:

info: bitmaps 0 = the one that is viewed through the coplist

1 = blank(filled with zeros)

2 = blank(filled with zeros)

3 = the background

1. Blit all the enemies on Bitmap 1
 2. Blit the human-controlled character on Bitmap 1 and check for a collision. (in reverse order(1. collistiondetect 2. blit))
 3. copy bitmap 3 to bitmap 2 (with col0 as invisible on bitmap3)
 4. copy bitmap 2 to bitmap 0
 5. (do a little AI and some more)
-

6. goto 1 until dead

The above solution seems quite dumb and slow, is there any other faster way to do this?

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se

1.151 Re: Game Advice

via SMTP by maskin, id smtpdEAAa001sX; Sun Aug 16 02:47:34 1998

From: Kent Larsson <kentl@oden.se>

Date: Sun, 16 Aug 1998 02:25:49 +0200

Subject: Re: Game Advice

On 13-Aug-98, MinuteMan wrote:

<SNIP SNAP SNUP>

> OK? Obviously this is not perfect (Its a quadratic "radius"),

> but something you can play with and optimize.

Okey, thanks! I will check it out! =)

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se

1.152 Re: Game Advice

with ESMTP (Apple Internet Mail Server 1.0); Wed, 12 Aug 1998 16:58:55 +0000

Date: Wed, 12 Aug 1998 17:36:45 +0200

From: Manfred Linzner <manfred.linzner@munich.netsurf.de>

X-Accept-Language: en

Subject: Re: Game Advice

Encoding: 7bit

> I am about to start writing a little game, it will use a 640*416*5 bitmap

> and run in a lowres 320*208 coplist.

>

> What i am wondering, is how to proceed so that i get it right from the

> beginning.

>

> If i create it like this, i am worried that it will be to slow:

- > info: bitmaps 0 = the one that is viewed through the coplist
- > 1 = blank (filled with zeros)
- > 2 = blank (filled with zeros)
- > 3 = the background
- >
- > 1. Blit all the enemies on Bitmap 1
- > 2. Blit the human-controlled character on Bitmap 1 and check for
- > a collision. (in reverse order (1. collisiondetect 2. blit))
- > 3. copy bitmap 3 to bitmap 2 (with col0 as invisible on bitmap3)
- > 4. copy bitmap 2 to bitmap 0
- > 5. (do a little AI and some more)
- > 6. goto 1 until dead

Way too slow if you want 50fps. Only use 2 Bitmaps.

Blit everything on the 2nd one and swap in the Vertical Blank.

To be honest, i dont understand why you use 4 bitmaps?! Please explain.

For collision detection?!

--

+*

Manfred Linzner aka Pink/abYSs

AMIGA,PC,BB2,C++,68xASM.PT,FT2,THX,Himex

Email: manfred.linzner@munich.netsurf.de

<http://homepages.munich.netsurf.de/Manfred.Linzner/>

responsible for: HiMeX,tHX,PreTracker,R.o.t.R 1+2,..

+*

1.153 Re[2]: Game Advice

From: MinuteMan <atomic-interactive@nwn.de>

Date: Thu, 13 Aug 1998 09:49:56 +0200

Subject: Re[2]: Game Advice

Hi!

<SNIP SNAP SNUP>

- > Way too slow if you want 50fps. Only use 2 Bitmaps.
- > Blit everything on the 2nd one and swap in the Vertical Blank.
- > To be honest, i dont understand why you use 4 bitmaps?! Please explain.
- > For collision detection?!

If you use it for collusion detection, here is the way I do it in

my game:

I set up a newtype holding the info of a unit (or character/monster),

like:

Newtype .munsta

id.w

type.b

status.b

x.w

y.w

energy.b

hitrad.b <---- This is the important bit.

End Newtype

Then I create a list munstalist.munsta(), add monsters to it,
and give every monster a unique id number.

Then I cycle to the list to blit them and detect collusion:

px - player x pos

py - player y pos

pr - player "hit radius"

Resetlist munstalist()

While NextItem(munstalist())

<Do blitting here>

x=munstalist()\x

y=munstalist()\y

r=munstalist()\hitrad

id=munstalist()\id

If $px-r \leq x+r$ or $px+r \geq x-r$ or $py-r \leq y+r$ or $py+r \geq y-r$

<player <> monster collusion!!>

<You have the monster`s id in the variable id!>

Endif

Wend

OK? Obviously this is not perfect (Its a quadratic "radius"),
but something you can play with and optimize.

Yours,

Lukas Hartmann

1.154 Re: getreg

(envelope-from rsdm@eee.rgu.ac.uk)

3 Aug 98 15:18:35 GMT+1

From: "David McMinn" <rsdm@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 3 Aug 1998 15:18:29 +0100

encoding: 7BIT

Subject: Re: getreg

On 3 Aug 98, at 15:12, Paul West gave this nugget of information:

> I have just been trying to use

>

> GetReg d7,ClearScreenTo

>

> at the start of an asm statement. It puts \$00000000 into d7 regardless of
> what the variable holds, and the variable is set to \$FFFFFFFF normally. I
> have got around it by passing the variable as another parameter to the
> statement, but even so, is getreg supposed to work in asm-only statements
> or is it only for general use in the main program flow?

I hope you remembered to do a SHARED ClearScreenTo at the
start of your statement, otherwise it will create a new local variable
called ClearScreenTo.....

.oO_David_McMinn_Oo.

lrsdm@eee.rgu.ac.uk

1.155 getreg

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 3 Aug 98 15:12:03 +0000

Subject: getreg

Encoding: 7bit

Hi.

I have just been trying to use

GetReg d7,ClearScreenTo

at the start of an asm statement. It puts \$00000000 into d7 regardless
of what the variable holds, and the variable is set to \$FFFFFFFF
normally. I have got around it by passing the variable as another
parameter to the statement, but even so, is getreg supposed to work in
asm-only statements or is it only for general use in the main program
flow?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.156 Gfx Cards

13 Aug 98 19:43:03 +0100

13 Aug 98 19:42:53 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Gfx Cards

Date: Thu, 13 Aug 1998 19:42:53 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

How easy is it to get Blitz to output through a graphics card? Is a new library needed?

Will there be any probs along the way?

I may be getting one you see! :)

Alex Smyth

PS It's very sad that CU Amiga will close, the amiga needs print mags to be out there.

I am hoping and praying that Amiga Format survives.

1.157 Graphics

via SMTP by maskin, id smtpdCAAa005PV; Tue Aug 11 23:09:45 1998

From: Kent Larsson <kentl@oden.se>

Date: Mon, 10 Aug 1998 21:43:18 +0200

Subject: Graphics

Encoding: quoted-printable

I would like to program a (small freeware) game, but everytime i load up PersonalPaint to draw the graphics i get bored due to my lack of graphic mana! ;) (i simply can=B4t draw something witch looks okey and moves okey=)

Therefore, i would like to know if there is any public domain game graphi=cs

witch i could use during the initial development(until i get hold of some=one

willing and capable of drawing for me, but i would like to search for suc= h a

person with something to show him/her).

A couple of years ago, when i programmed in AMOS, there where something

called AMOS PD, where you could find graphics to use. And something of th=
at

kind is what i am looking for(and i don=B4t have any Amos PD discs, so if=
anyone knows where to get=B4em please tell).

Some game-sounds would be ideal to, but they aren=B4t as important as the=
graphics.

Kind regards

Kent Larsson, Skinnskatteberg Sweden

E-mail: kentl@oden.se
-----=

1.158 Re: GTCycle

Paris Thu, 20 Aug 1998 22:57:36 +0200 (MET DST)

Paris Thu, 20 Aug 1998 22:57:29 +0200 (MET DST)

From: Gigandet Jean-Marc <HURRICAN@wanadoo.fr>

Date: Thu, 20 Aug 1998 22:58:27 +0100

Subject: Re: GTCycle

Encoding: quoted-printable

For me GTStatus works correctly. Don't forget to use gadget numbers not l=
ess than 50 (Gadtools bug).

You can also try something like this :

Result.l=3D GTGetAttrs(#NumGadgetList,#NumGadget,#GTCY_Active)

#GTCY_Active is a constant figuring in Amigalibs.res.

1.159 Re: GTmenu

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Tue, 04 Aug 1998 13:20:37 +0100

X-SenderInfo: 1; address="Hauptstr. 15"; city="49835 Wietmarschen-Lohne";
country="Niedersachsen/Deutschland"; phone="05908/714"; dob=5081975

Subject: Re: GTmenu

Hello

sorry David...I pushed a wrong button - so you will get this message twice.

>> Can anybody tell me what library has the GTmenu commands, and where I can

>> find it? I have a source that has these commands, but they don't tokenize

>> :(

>

> Its the RIGTMenuLib, but I don't know if its part of BSS of what.
Yes, it's part of the BSS. But I have found a 1.0beta-Version of it
on Aminet (together with a GUI-Toolkit). If you want it I could send
it to you.

Regards,

Andreas

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Homepage: <http://home.nordwest.net/shark>

Amiga4000T PowerPC604e-233MHz-64MB/Cybervision64

K6-233MHz-32MB-VoodooMania

1.160 GTmenu

From: Curt Esser <camage@ix.netcom.com>

Date: Mon, 03 Aug 1998 20:17:06 -0500

Subject: GTmenu

Hi All,

Can anybody tell me what library has the GTmenu commands, and where I can find
it?

I have a source that has these commands, but they don't tokenize :(

Later...

--

Desk: A wastebin with drawers.

Yours electronically,

Curt Esser

camage@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.161 Re: GTmenu

(envelope-from rsdm@eee.rgu.ac.uk)

4 Aug 98 09:12:07 GMT+1

From: "David McMinn" <rsdm@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Tue, 4 Aug 1998 09:11:57 +0100

encoding: 7BIT

Subject: Re: GTmenu

On 3 Aug 98, at 20:17, Curt Esser gave this nugget of information:

> Hi All,
 >
 > Can anybody tell me what library has the GTmenu commands, and where I can
 > find it? I have a source that has these commands, but they don't tokenize
 > :(
 Its the RIGTMenuLib, but I don't know if its part of BSS of what.
 .oO_David_McMinn_Oo.
 lrsdm@eee.rgu.ac.ukl

1.162 GTSetAttrs and Kick 2.0

(Netscape Messaging Server 3.0) with SMTP id AAA2463
 for <blitz-list@netsoc.ucd.ie>; Mon, 3 Aug 1998 09:59:08 +0200
 From: Krzysiek Jonko <eteacher@amiga.org.pl>
 Subject: GTSetAttrs and Kick 2.0
 Encoding: 7bit
 Date: Mon, 3 Aug 1998 08:58:32 +0100
 I'm not sure - the manual says that GTSetAttrs works only on Kick 3.0
 Is this true?
 /// Christopher Jonko
 /// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C
 \\// eteacher@amiga.org.pl
 \\XX/ <http://amiga.com.pl/eteacher/>

1.163 Guru

From: Rick Hodger <rick.thehub@bigfoot.com>
 Date: Fri, 07 Aug 1998 14:37:26 +0000
 Organization: Corrupted Software
 Subject: Guru
 Can anyone remember what "GURU! Line 1111 Emulator Error!" means?
 /Rick/

--

=====
 Rick Hodger - Comms Programmer for #Corruption Software#

~~~~~\_ICQ UIN\_

Visit us at ..... <http://corruption.home.ml.org> 12861907

E-Mail us at ..... [/corruption@thehub.u-net.com/](mailto:/corruption@thehub.u-net.com/)  
 ~~~~~

PGP Key now available - Mail "getpgpkey" in body to -
/corruption@thehub.u-net.com/

=====
 If you're gonna' panic, panic constructively.

1.164 GURU with VisualPrefs

From: Benjamin VERNOUX <bvernoux@inforoutes-ardeche.fr>

Date: Tue, 11 Aug 1998 00:02:14 +0100

Subject: GURU with VisualPrefs

HI

I have some Gurus with VisualPrefs and GTlistview who can help me for make VisualPrefs compatible with the GTListeView.

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@inforoutes-ardeche.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.165 Re: GURU with VisualPrefs

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: GURU with VisualPrefs

Date: Sun, 16 Aug 1998 18:28:43 +1200

charset="iso-8859-1"

Encoding: 7bit

Hi Benjamin,

>I have some Gurus with VisualPrefs and GTlistview who can help

>me for make VisualPrefs compatible with the GTListeView.

Before you free the GTList, put the code 'SetErr:End SetErr'. That might help.

1.166 Re: Half-fade

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zBmeN-002pDhC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Wed, 26 Aug 1998 22:58:39 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zBmgY-001tEvC@insider.regio.net>

for <damir.arh@guest.arnes.si>; Wed, 26 Aug 1998 23:00:54 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

Wed, 26 Aug 1998 22:59:07 +0200

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 26 Aug 1998 22:49:29 +0100

Organization: Airsoft Softwair

Subject: Re: Half-fade

Hi Damir

Am 25-Aug-98 schrieb Damir Arh:

> On 24-Avg-98, Andreas Falkenhahn wrote:

>

>> How can I make my display "darken". For example if I want to fade my

> palette 1

>> to black (=fadeout)

>> and I stop the routine in the middle I've got a darken display. Is there a

>> possibility to do this without

>> a long fade ? (for example for a pause screen). Anyone got some code?

>

> How about using:

>

> FadePalette 0,0,0.5

> Use Palette 0

>

> and after disabling pause again:

>

> FadePalette 0,0,2

> Use Palette 0

>

> to get the original colours back. It's what I use.

yeah, that`s what I have looked for. Thanks mate!

>

> Regards

Regards

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.168 Re: Half-fade

Tue, 25 Aug 1998 08:10:27 +0200

with SMTP id IAA09592 for <blitz-list@netsoc.ucd.ie>;

Tue, 25 Aug 1998 08:10:22 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Tue, 25 Aug 1998 07:54:09 +0100

Subject: Re: Half-fade

On 24-Avg-98, Andreas Falkenhahn wrote:

> How can I make my display "darken". For example if I want to fade my palette 1

> to black (=fadeout)

> and I stop the routine in the middle I've got a darken display. Is there a

> possibility to do this without

> a long fade ? (for example for a pause screen). Anyone got some code?

How about using:

FadePalette 0,0,0.5

Use Palette 0

and after disabling pause again:

FadePalette 0,0,2

Use Palette 0

to get the original colours back. It's what I use.

Regards

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/040 @ 25MHz + PPC603e @ 240MHz, 32MB Fast RAM

--

I like work ... I can sit and watch it for hours.

1.169 Re: Half-fade

From: Rui de Carvalho <grim@ip.pt>

Date: Tue, 25 Aug 1998 18:46:41 +0000

Organization: Dark Dreams Designs

Subject: Re: Half-fade

Hello Andreas

Somewhere Andreas Falkenhahn wrote:

> Hi !!

>
> How can I make my display "darken". For example if I want to fade my palette
1
> to black (=fadeout)
> and I stop the routine in the middle I've got a darken display. Is there a
> possibility to do this without
> a long fade ? (for example for a pause screen). Anyone got some code?
>
> Greetings,
Ever tried using sunglasses?
Cya...
--
Best Regards,
Rui Carvalho <gRiM>
<Blitz Basic Source Code Site>
#Http://ip.pt/~ip234558 - Last Update: 26.07.98#
#Fruit Cake Mailing List - Subscribe at Http://fruitcake.listbot.com#

1.170 Help with DisplayAdjust

via SMTP by maskin, id smtpdAAAa006sm; Sun Aug 9 00:43:56 1998

From: Kent Larsson <kentl@oden.se>

Date: Sun, 09 Aug 1998 00:40:09 +0100

Subject: Help with DisplayAdjust

Encoding: quoted-printable

I would like to know how the DisplayAdjust command works, it=B4s a pity =
that

the manual tells a joke instead of beeing informative as this command is =

so

vital for a lot of programs.

What i want to do, is to show a bitmap with overscan on the x axis but no=

t

on the y axis(the bitmap has the size 352*256).

If the DisplayAdjust command is to advanced to explain, could someone ple=

ase

tell me how to achive the above?

Kind regards,

Kent Larsson, Skinnskatteberg Sweden

1.171 Re: Help with DisplayAdjust

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 9 Aug 98 03:57:46 +0000

Subject: Re: Help with DisplayAdjust

Encoding: quoted-printable

> I would like to know how the DisplayAdjust command works, it=B4s a pity =
that

> the manual tells a joke instead of beeing informative as this command is =
so

> vital for a lot of programs.

>=20

> What i want to do, is to show a bitmap with overscan on the x axis but no=
t

> on the y axis(the bitmap has the size 352*256).

>=20

> If the DisplayAdjust command is to advanced to explain, could someone ple=
ase

> tell me how to achive the above?

For only hope of a sensible-looking 352x256 display is as follows:

```
InitPalette 0,256
```

```
Bitmap 0,352,256,8
```

```
InitCopList 0,42,256,$11018,8,256,0
```

```
DisplayBitmap 0,0,16,0
```

```
DisplayAdjust 0,0,0,-16,16
```

```
DisplayPalette 0,0
```

```
CreateDisplay 0
```

You HAVE to use fetchmode 1, which is \$1000 in the type parameter of InitCoplist. DisplayBitmap HAS to have an X offset of 16 otherwise the display will be 32 pixels further to the left than a normal 320-width display. The displayadjust parameters widen the screen by 32 pixels, 16 to the left and 16 to the right. All this in combination will produce a 352x256 display nicely centered. You are then allowed to use scroll offsets 16..31 in order to do any hardware scrolling horizontally. You are not permitted to scroll beyond that otherwise things will begin to cock up.

Fact is this: To have 256 colours you have to use at least fetchmode

1. Fetchmode 2 does something very wierd so ignore it. Fetchmode 1 is

a 32-bit datafetch which means that the X coordinate in hardware at which the display begins must be aligned to the nearest 32 pixels. Normally this places your display 32 pixels to the left if you move the datafetch leftwards, or 16 pixels too far to the right if you leave the datafetch alone. So you have to position your bitmap with a scroll of 16 in order to get things in the right place.

A 384-width bitmap is another story, and by the way 64-bit fetch allows you to write to chipram up to twice as fast, at least that's what it looked like when I plotted a bunch of circles. If you are thinking of doing horizontal scrolling that you would normally use DisplayBitmap CopList#,Bitmap#,X,Y for, you can only scroll X between 16 and 31.

An alternative setting for DisplayAdjust is 0,0,-4,0,-16,16. In the end the display looks the same but in hardware something negligibly different occurs, ie it moves the datafetch to the left. This would allow you to have DisplayBitmap 0,0,0,0 and then scroll between 0..31, except that now your display will be 16 pixels to the left. I think the only mode that the Amiga will let you display 256 colours in with Fetchmode 0 is NTSC 320x200.

The settings I mentioned at the start will do you a 352x256 display with 32-bit datafetch which isn't too bad. I completely gave up trying to get a 384x256 64-bit display to work.

--=20

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.172 HELP!! (040/060 only)

From: "Matthew Parsons" <billyray@enterprise.net>

Organization: Private User

Date: 5 Aug 98 00:51:40 +0000

Subject: HELP!! (040/060 only)

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=_8<==MD235C7AC9C-7501A3C8==8<=_=

Encoding: 7bit

I've made a Chunkytoplannar lib for blitz.

it's for 040/060 owners only.

If has only two commands at the moment:

C2P Width,Height,Copmod,Linemod,SourceAddr,DestAddr

CPlot BitmapAddr,x,y,Colour ; this doesn't work yet so don't use

my problem is that I can't get the CPlot to work.

I've included some example code which is supposed to draw a filled square coll by row.

But with an x value of 1 it plots 4 pixels along???

x=2, it plots 8 pixels????

x=3, it plots 16 pixels along?????

x=4, it plots 2 pixels along?????

x=5, it plots 5 pixels along????

x=6, it plots 9 pixels along????

x=7, it plots 17 pixels along????

x=8, it plots 25 pixels along?????

Please figure out what's going on!!!

Those of you who understand ASM and Blitz can look at the lib, please sort it out.

The CPlot has not been looked at in any way, the code in it is not for Chunky plotting.

--=_8<==MD235C7AC9C-7501A3C8==8<=_=

Encoding: base64

Content-Disposition: attachment; filename="Chunky040.lzx"

X-MD2-FilePath: Work:NetConnect/Data/MailOut/Chunky040.lzx

TFpYAAAACgAAAA8AuGYAAAAAAAKAgEAKQoAAOK5Wabktdrt3cn0sRFDaHVua3kwNDAvMDQwXzEu

c2Zyb20gT29rIChAZGllwLTE5NS03NC02Ni03Ny50aGVuZXQuY28udWspDwBpAgAAAAAAoCAQAA

CgAAI7l69NJAY1wk5LQ8GkNodW5reTA0MC9DaHVua3kwNDBsaWIuYmIyDwBQAwAAKhgAAAoCAQAA

CgAAK7gH5EeN11Xg//7yGENodW5reTA0MC9jaHVua3l0ZXN0LkJCMmACE4uAAKmZMqEAAJqyNkQr

UhWhrWQl8JAn5zbntr79Nu8aPdPDWJ6WQpkjhse4QPczzM7PtO9M6Z0bTGoiAMtpEQsXgrQjABLQ

CyJ4WIEJv9AAEJmAKZkAAAwIAAXtNuW2W3u3Nr6dsHTAk4LLt77xkvap56BTWBXW/rb39SctcBDBT

yCdS/01k9mgkEISccXtGU5u5NydqODi8brFuOV1MBwCATadE272xHVcr0MTqsThVLYD0oZ2tv+DY

K18HoADoZIEbGU6oFegLAYoRo1RyA4JPg3qNfLQD6CcZHE+IPfB0As5DAdF0iWpAikoyU+zbBS4s
8GFI6moV9yk8ce8F+eCgn/tQAAVqVJjTKWkF2XdmvQHswynbgdFiLxTZgJTgJdq9h/JM3ddqLn26
St5dpWRTCfckc3J6NdZmlncD81UD2AOK7fgCshRKO1UFwXOQzlhUBz3e8GuPBV3Jvg+GkTZw+vBf
3YSqQ/vmfJ3+bIV0zmik1V6y7lym8YOPGMskoqrHacgNZorBVpZ5fnpSmT4Oieg/BQ2Q2MZEj2UA
kEKHRmGh8oeD9JgFHNqqX4Bz5tkVcwKV9W+Q4pJc0dpMDuClxXCoq7Hgw+YSpCu7HBMsvLPILkmi
q6JNlu8u7CuQZqlUh8N6OPTXj7TuimssDHVuwSHT6ANrZwTsmCre92wVOMrn8emPPq3HNXqHwIFl
agoUiGgBsNUZQ7smJn0Sh1VeppaWm3p5kpSUoq4o1NQkzqmpgcNVWa8kMAJK8IwnWzbMOHbhTzsE
rWaNw7d05/9Viz5RRRedPdi0jhwkJKNVVcNKh1pl29LVLmcGakadzLWA+jPWcKMK96GS5tED9uSn
BSr2l6c04c97tUocJ/29OGF+R6MocureVVaSnDPHBXoMF7JpYBvTxqt1XdOEooaOxmAZBOGBKkPb
p2qnKBlzNeX0VLIsmCRkSaSCuP0y4enJq8py0SbMAqVsiXOGtgOjEmqBQVkJkgLiAoYcpgIeAsC1
Q4REBSQEGAqYcFgJcTAcXhAXEBRQFYCWgLFaUUCgUQRIQExAh0CYClgICBRwqgWCBcKFCszMt8wc
WzIpZBRqOqaHTp5XsvmoxUyPJ5eC4rIhlPsVMwlc1eEERcabqMgoFaRGL3AX+mBK0DY3+KgnOJWh
46+0lFfiU/LQTQ57RW7758ep71m0OX4VTMrYPO0eph5AtfIqgybTYoeuNHXXAlayIYOgg3NXCw8f
6y9tjuuH2NNYCO7nv1bAenJ6oh6bV+PueJOLIG5IJHk6/Cb8IokVWoRwDhICwLmQGTDLHECivnG
vJObZo4AwCB5WKK005FmoFuzqbwzqYQvovFL0BK3vMlz4T1NCILUR24pDfUDfc1Tp4sl1i878Iur
IhWEmXWLKOfVp0Wl6Qq3d0mlu3DGzQTd6PMqggulemsyFjit5efmly3oFeEG9nLz47MBYTTwXph
40mQwd7+pUaYpONdQNwrIR311YLscl8uq8+fZTXDYdNU1BXzvFakCWhznx6t8cOuDO/j8J3iMrNv
07V8NPWruwSLAMhxHxnJzabXbpL4yd6ChcU2tW5XeWfaSDIUnyq43TrPsq4x6ruedv45VB0z1BKX
YThuzUVP2GXbNSLM0euSvK3qZg7DulM+7q/j+Z+U6UBNqfGKXTGjkoGJy435oBhU1udZ5FfchcG+
yEszWkrzJ1Xx3TvEXVV7411IDEQnGPNWanUyk6MeQUoxCsae80PTpFuXgrO9gck9WHeBvKcmg0w4I
vzkKF5NKCoKaEhGleMi4NBDQb1Mwgb1dOTBU2Eq2hgZ6AlTtQmKaRknmuK8stGRhthu296PjWhfn
HTnyE0MdepR4WUYf/PGV8RiRixG1MujWn0x9RCluhAsZVgkZ4XWZmgMqZir1KNqVRyy+HYYv5cgW
7mRRFFepCw4LljIqbVm6QibP+N9WM0M2Q8VomtdDRMrO402sNizEzavGLiG7HxnpIUPDj8VtU7t
W/ohvCsOHQphQAAIEjEuSonCRJISCB2i2duanZ2J0dsCHbFil5iiswxacYppMWCGLFS15RSskpa
cUoqKZWF1QtEmTcTEzERNTYTEyGFBCFiZC+0hRSQQuIIVCqBXXkoqZYIVVYpCpCZQ8ZZWMstGGUHD
LnVlzriaLJm5qZmYmRmxIZkSKHiLKxFFogikoRcIIIe0GuOo0zRGlayCDTEc54ccsEOacHLKDiOp
snVzKMmZJISWmgyRQ4FwdHMHb1BgcXIH4EC9Fvc1Ly8S4vYELyK5Dy55Zdc0ouSUXMdbIothURM
KwqhsFEUgpwIk6KZOzqTE4mROwIT6J8+46Pm4j4+w4PkTyDjzCx55o88kYec6vKdWLRFC3BQs7EL
C2BAshLg3F1cxUXU2FchZQQJYiEvNCVUHJLggIQ+QQ+YmfPNPnkn3zjX5Trx6KsW5WVmYlaWxUV
kbcC5ujmbm6mxuLkbgCe6L1+56fm4n5+x4fkQKDgLKwFFoACkIBc6gpYlxNn3G1sxbkU2GxshngQ
D0Qw9/UPDxA9g9QPMQEDwEAsJAMDgAAoCMEeccEf0EZKER4ERoEWwBy2WcvQkVhxPV91MoI4CEaQ
A71KOnF7mnTj9zTpxu5o041c0VD5CavidE5eidE5eydF5e6dFJe4IIoEbBuj9SZLEvaASxL2gEsS
9oBLElaA0j4Cagtdn5ctdX5ctdb5cNdZ5cKI5yEaQA71Lkhd98xIXffMSF33zEhdV8zWPgJqX11
e3l01e3l0Ve1l0de14idIRtACepR0100aU1P0ac1Pkad1PsadHyqt2J0Ce7F1G27FVG37FdG3rFd
bO/uBEMHgi00AbhIaRpXDBpb1cNjSNq4GNJGrsMaltVwxt11rhg+VjU0GNLWwhFBZuwEUAdbsEVB
m2wRFB1uwUUGdbAEUCL7xhCERogCLUk63MIpk624WIJ1W4S1J+twCKROt+FqSdZuEVSDSpkjq09E
d/Sk9B350T3R3+aT9Hd/RE9H35oT0R39uT2N6BGpaY1X8+it6PM+irOfz6Iro3z6is6PPuiufP6
K7o8z6IfKzVrqIHEXWon4te1E/iL7UR8WnainxFdqE+LLtQT4lu1g+gRuQCRpRJ6OaERXqhoRF6O
KEQXqpoRF6OKEUXq5oRF6KKEEXrKobYnQJo4tBjSbi2MaUcWoxotxdGNSOK0Y6W4WjFpHBaM0d/q

CECHhiM8ASTVRZpUWYtEFWhibVCwEiyiHXRTbokj0VUGE1GivSxP/RFAYpYMOYmuYieYi+biBbEI
ofKa1jc3M3G5ly3CytXaa152i8iDuLk7u4uweauY41zuXiXjz9ylg4y88OeeXPPHAXkjr4jYAFEa
R4mZmZkUzGFmZlYhY0LuxFbMHFzJzcwsPDKoeY2PmTCVCz9gsMsZuWGPLLPLNgJVgtI+7VoTUVm1
KplC1LStbeaFp4i0qDq6k5uoiwZKqeo1PqVCWjT9S1hoy80OeaWfNNAWQjoYjTAHro+ImMiZiURi
FjYILBJFJEHEXJzCRUPEKoKI0fiXCUiT8QkAkZaSHPJLPkkgKUgjY+XVrTYeM2Gxli2Citg+Q1x2
i4gDsLE7uwuwcasYw1jsXiXDj9ilgwy44OecXPOHAXEjrojcWENGoZkJGZBIrZBRWQ0Nq9WFRAH
ISJychcPI6oKQ0jkXiVDP8h19l6syhm5QQ8oo+U0AIUCsT7atSaDhnhUMgWgYVrRqAsOEWFAdHQn
N0EWDBVD0Gp9CwSwYfoUsMGWmBzzCz5ggCwZrSff2S8vx1J58WTmfRtCXa85MqKT7r4lw/p94rMC
U7PWikiS+DuTXE9uJQmgZ9dsyESYJDLJWmNqm1i7SnmqNVd0Tn3OrLzqWi+bOv6ESyyD1/DJhTc8
s4ZCTCAQ1vQBpbZwOWH318WMkQDDy5BIAt5IJm307GO3Js4OOx1Qa9iAN1vNuS59GbwBy9cSYxQg
4cXzXATnwZmmGMS8AoCmC1a2G+wzWM/wDDm1proFAA1XesnZzms82tCucr2dO2HIA+WMIwArty6U
oCY+CtQnJiQQEPa02SicsGLjYsauQOHNBTv25LeFoo6z0wUGXYQNKZkp5JqOVpMMSOCimwMqMTWz
NVo2GorX89kd8acos3UNvd+ZHzd2fmuDuhP87IfHOK5oKUVI0Qb3bS7eHbJ7dPbZpErvu18zcDD
oQ8RQ4sO2uPYrGp2pfBxX+JWtJjjj/GXrpJqvz9f730v1ZBsO2y/7pdB8PIbru+IWGJG40kHAnfv
+c5nLRpIMhOyLtCwiM5WbF0nZDras5vwXvEgXud/3KEaqF2tYb+Mr2VC2USDk3eXxsMYwkGhpW7V
xcNRzKvxRwvPdivReC4jVR6rdA0V1vw8VtFbgPAqtsERRrdnEByfsV0Kcw0hWorihxkOVwDATTr
Q95hLR1cmniUzCXjumP1jSGErHdpXrIKiXRpTCXTuo/1WAa4/1s7FX/94O6jA/xsMIOmChn6Bx3O
XGikcdvEK+3oTxGjd4HwaqlmDhZFGd7oYADG1z/Vk3f0Yt5pvt98vjiGT6ve73l3LeL3ndkuGn+
ONDxppfK6N6vO2IH8G//J4yH+54YnbQnbJ2xdsZ7Hr/w2Ae8N2PMtpNaa7aSLaPbSZbRti10w20k
tNdtJfHtpIto2xb6YfaSGmu2km2jm0kW0fYttMOTJHTXbSSbR3aSbaOsWymHWkjprtpJdo7tJt
HWLZTDvSR0120ku0dmk12jvFspH2pI6a7aSWaO3SS7R2i2Uw7UkdNdtJLdHbpJZ07zfl121xvZo6
ZOGO3NBmtkzZo8Z0aO1n3tu7LEvaASxL2gEsS9oBLEu6AXbP77diQu++YkLvvmJC775iQp9+bu2a
n6NOan2NOqn2NOmn2tOm1+gXbt4e+1vGMIf+9PX4P/g/Z/8/esl0YKs7VVNuBILbXHuxG108/l+o
6Rnt3MaX4vbL+NKAV6+lieykXJ4MPv+oyhtxvq+Ur/Kffv8AgePtdj3g46ftr/t5QMTtdvuChXWk
fRsAwwsJ/epf8j9slw/wA0Ml//w4MoUH3MqHqe7oh9//+INV/+ncPdHuwU5y/I1KgcEkiwd5nb9
aCgbqQ9lyp8N//ptuhXrFAW5KHZkfgkqXGbaSSYblTq79gIJPz01/OewYaaW6YI7PEnbFOI4iRuF
7v+IbzWI45eGujbpGV1fHjabxfx2CC36jBlD65LbGvI83b2A+jflb3B5BBYgbfKS2L1NtsHBdOcm
vqjgoW02psFg37rbE2AwdOGrNuDBbuCmW2Bgu3STqzDgkW82psFg4bvbE2DQdRgOI2mdf9swXtz1
8fGzfXLzB4j1g7By+Q995dN6+lqI+FePd4JAR7JBICPZoJAR7DRsUblyZm19aOx8TK9eEwgdN8uN
Oj/rGmkhAV094IIVnvPEqk954IVT/OBVpn5ToMLjVR15Ddq4N5AbVTHy19V9Q9q4h5ANq1N5IbVX
D/IbiHrbWhor6C6moR6CFwpQ9EFThQ96C6moh6AFwrQ90KBzSNAj3aThol6EJwpLmkThqU2HXS16
0JzhS3NEncIL0EthJD3trQ0X9VdTeI9Vq4e8eqqpW8c9VVTe49Wq4f8eFVB91GAeYUzYJxVUU01+
jtJe049Mo/pxUHk8/3+p1T3PP+fq/WGtFh3quGa6PYsXvMj3kPWOTohUprkPOKfuvSKaU/T+ov
Smuvr5r6vNKfrPWyaxrYChPPkftfZjPTWwvuY9JzEt7FDxmMppL0xLMZsObXG5xetYOM5jOHTgv
TFcxnSx18b8+G7mcVWMPmZHQrMhppOPXjNdzZ56mjd76mtw8cbG16noY6uMxjOazlZ6G1XHj3XN
imIzRU0+6JlidWmJzjO4zWs3GcFnF5yMog6J17YreM6fO+L/Ko2Hz2cxioB54IGMUjPLFHxmoZv2
ooZv4oqM4zOVFFJnU52cdzGKqhqmFn6RD1RKzRs0+NVjiTwoLG0xucbrWXbN1nAzis5OOZgoHYRS
sVzGdunfNfkgcYfOaDEqhtTjWYxSM9sZvGahm/bKhndjKozlM50ZUmdjndx4MSpG9jMTOsY3/jkA
6Jx7QPD1morEN9Inz2cbHCLl6130h2xyeiPXrt7+v3gRY5/UsDPrCv9YLozy4avW+t8PnAf4NC+X

SDbIjSp/0P58iv1XH44dTEAYf42mvQrVeN2Gv3x+LRPRc9sHRjcO7Ane/vdOw7qkJP01u2SfaPac
IG0vshO13hZoKztRViv+8YbbTVVRRWP/q0NR33x1o7hv1Clr4pCndT2z9UVYLkdl+1Iv4F89h9e8v
xXKHd20UwOcN5klg+fRyVehk29z/P29GL9e17NIPnt2F83y+75WJ/z1T662zxG5//8X+5vT3Do0R
fitiItBIgXkXm5eETwKvmlKfO1S9cDv8eFMpd3E9vOdkwZDb472r5Ja0FaN+9XuKy66oywLyHC/e
kct3omI7ADqvbukIALUbx67X8Q5XtTwKXbyESpubtTZjLXjZeI013+VCGQsnxN19mV6GZjY/tz1
Xh9NQjpN2BMfrxJ2Dcq2s9YUhsN3tguWS58eZ/hg8JKjp/vQWAadzPvcvQBcPB65TgnShdC5JHGt
BSemByfdr/KJDaG6BYVmb0vocY2vyfJ3Ulr8rNyPNwm9ddPB6remtQnhPebkuNfCwts3gbg9RXX
zyaQJeNGv0hdgcImUc2R5B3V5qVr+spi++y/fXbL/n40018i/O9/OLhv/v/hF70bv/039XsqUsV
uvV/c633YHfv7DYRyOxiPN6z+pztSzDbXA2NvH7iybfW6wPZ7xdzWwO8ZxeSq/NzscXHdXA7tnE5
MI83Wxy8excDq2dzk8Xz9bE7x3FwQrZ3OTxfUdcN9A96utP19JKqoN4w965de9+8caLONw9/llus
r1/pOsbhj/LGji4HHm72OtD//4n/B68HnrtIBt8SY93yWR260q3qDUte2817SpwV5z9PYHCS8GvF
fa5xX9s89x917gr9r9jUPDXcNGb9/vh5HDTn/5u4IX/Prf4S6/em38bAbO24Nj4H9op0+2of+Kn
QAD95dXsWCrB3vb37PSoAZuT3d9X87O4ZIBPRzfH9AN9fdg79giJH6ztLPu96W/BJhdxibfw/cvP
BGLza/ooJYETqV+HDk/ZD1KPHrEyqKG7LiHbDBlqQzh1mfEpGBgxcA5N2HG2FfKo9U5LXfgrB3eO
z20qJqcS8uJCjmq1DUcbOQiLzH/z8FnoM0IQHBzrqO3zI3cOvbJL864B73E6jppwFA7MDtuNZzGA
op4RPCzIRX17OQLo8K+PdF923YfDWN+Hx81XxSceptiY8pS7oqqx5Fls3vvC0HgLiX8rNJ+y2vyOj
oLu0qbsWcMtmbM29IDYtP76OWQwmHlZBUppaRqYkyhtwf8wp38Av34DP/KFAKUoa+fiBVZ9zZrrK
GaR/Nv6ySZ8nwB8BM5BX/KGx6comUNh/ns/cTxBn5iFamqNRiMRcCp40hnLuz743ER+UWT0LyM43
ZrbjIXTSI4LkTedFX8eaMGP64vV+N6ZitOnbP22ZH5aQbMeqwEN+gVq3/ZTJcqBzYuEZ8QkbhobX
dicZF747Q41002nIeyZvWH2hik+LmjuDjxnhT/siLfg3BAL9tSxTl/ZB3bbs5KpAHEv2bWn/Zloi
xhVAb768f2fi81hWSyTGeGI+fSj8sWZy0xRp+LZUY2tKuebPizvNJRpwBI/+sEGg9ODn4eGB+9nx
VRixzGHAQmLgKWMnf0j680D2qGmR4G5AV2uR4UILdtrwbibVFTvt1Pyr01hPJ1kUskfwBwyTtstU
qUmzRbIpWeFS35dhwyLuT3J38obgod9ZXgYDSKNRIKOZ+4H7n/LOfppvlzSYX5jhnadb7ezoIPEg
RDysGr/8NLFmpl/kT+I3gCXbJtnvPDYIo4V9emSpEYXfmM2eMx0gQ/4Xwv0oTiCgcfZH+yVHsBD
AQzxp4+ZIDArfzgiTR+h0PygkYCDGvxtc5AiWIDPoWusvnUqugqc9uO20ieeNaW75XKD0CrCMBL
s21H/ygwDIAKnf7BgCuTnu1gPAwMBkVz95DZelYzSH00wGj4YP3ZAsZDNLqHZAX8MNPogkDhedn1
Z/0sBjHs8xwQiMoE/sqnuROCor75+qRHdMFqI8qP/ePtI7KJxcKrMuzZR8MMBVX6E8wwAn8ry4B
3ce+al3hmkmgAGsAAA8A0AsAAAAAAAKAgEAAAoAACO5evuHeVzk5+7JzxpDaHVua3kwNDAvQ2h1
bmt5MDQwbGliLm9iag8AkAoAAM4EAAAKAgEAAAoAALq45pM2bz5t5PiWDQ9DaHVua3kwNDAvMDQw
XzFVUwV1ALAAEwAAGZkAKgKA23hJLYqQIHuODbj4nGO552trVSm2JErWQfO26mBcB93bcOmG3Ut
6x8mu3BdvXaXJU0ig8B+CE8SIEqKbQKqkLLJtFuKESqK0ujEVfqIAIEBOQAAMZAAMhgAdrJSgJff
BVpRXYpA5pgSpeh3WoCigzpbHEDT8Eu0iN4INqhtMjNIQuAgrJACyOadeAGCDcS4dTHuibgILcU8
D50ELeILeALvAVz2ABgMgRfEYz7Bh7qCsDsCELh+/DKfhgnHYSPI5a9P+SnKWTKQGGRtSipZrIMG
LI2vJnMiJizdi+R2x4C53loOmU4EWhuWTA2pOY2myivwfmfsAxYxqemadCGnQn6MVX8ldNQzUZHx
d6B7lkoCW4FA0eb563sCDjJzQDBTWgcl0Cralbmq3QB5t9MruZdWQ3Qor4LJ/31gvVRAHrQ7IED
HqI8SLB6oMiLB+2fkUmZX8V7MKUtOer5mBRMoniGIRpdQn6SyAFIgnbltfMhq4FjU1a5iQeBFm3T
Owf/V0siw6GaMG0sv2Sv0aWErFaFWMasYQ2kGvANi2emAggzr+Uy4vCL1I1K0IxaNegrJQRZ1Fat
jYuEqVTp7AZ4cxJpGIYrzTRMsGVL2HRNA7hoNq41TaJKIXqQ4Blzz5ue3ajvxsHGGuPKnRgG5WY4
Itip3anvzrdexfG+cM/WeT+Q/9pJPhZSEDLrGQ87JjnVJMe3aIHyewIu4TH+NnnuLt7ytsGxNOIj

nUXxnakBKZtOybyq13qmjscKWipZ5dLzqFKXYWfa2IdOcvU0Enxu96IONWkptR6FE7rqOtQ8qikeP
Np65LlOKmJB7qq225mzUkvmf4jWxSnA00Qc4FVGRy93Y3mPD/nrgW/bvSxNejrfI2tZ29wXiGsII
MdYU7ypsQc5gj2rbeLYDT8oszjXMRRGYFTMg96X7pbnD92oyCiM91B3MByjrwgg2FTYg1+wSmq68
e4GnyijOOS9yq0eYAUNRTKmXKqQqllGqkPGK2WJARfPuuMcQFPz2Kt2Swf5885hIQv59r5i3wufE
fY9eE8+iAT9PPvtChL0sBQgecQ+cJPcejXBuHEgucqAiQAWVUJZA2WlKEkAMtUpA5AWHMT/PVra2
25Mnrh7ztSO44l38Pa4+0V93Pb24U9ALvN+9Br8dgXnyD3vMeg10OUOvBl/nnTBwsFUSi/z+pAm
2diAk5A/JJhwxbk5ZYlQdbPwsi+jmjc9rUeV+/JzBatUKhSMXCpSFWWnqupqg+cipqa2h9Uf1nOB
hEIDSzddQv9eG9tQ2MOTeI1LPIPsJSGpsIVxWWqHN7nwKKol6P5E2Xfs4JcMekUAM6gntQzitwTg
iEuMf1zLre1qZ1xlC3tuLqseDeFRYM6utFozb4i+dJBqoHMkZ/egWOPGZiLu1VUIeCzN0Am5oHGa
umCN2v1be+SPROF9uKwNOPFzFbrkTEi2xu63vXAFkh4CA6+mX+Nt8BM3/B5LuwYU4S9xc0n+DnaR
w9C+OtKNfpoF23+7iLMDbflgnPoHGZGGd7Jx0KuWCIHa0t6sDPrxkj8js0XSqTqVepPJu98JYzH
H7aer4KOI+7Kp2F/8X8rj/zx//4//8cf+OP//H83/wADAAAPAMYEAACgIBAAAKAAAJuXr0
T9BeCfZuPsfQ2h1bmt5MDQwL0NodW5reTA0MGxpYi5iYjIueHRyYQ8AxgQAAPQAAAAKAgeEAAoA
ACu4B+QJY2kTjsYRPR1DaHVua3kwNDavY2h1bmt5dGVzdC5CQjIueHRyYATA2BgSAAMAACSADg5
uoBO+4kX4Hujeonp2B53DSQhE9YQPZG9u7bVuNIWQ2eGE/kk6Stzgf3O+4SX/YHuAAAAALGYADKB
oE8fCfNBuih3op26lzdQ90iRj9IDTD8qep3oKddQJMGw1s5IguceXFOGGrplZb4sGtvLA/qcU8Ma
ye/J18QkrC9ukgnayaxZL8nsy2zmr/u2pHXk3RsO9RldctK/6gnhYKIXDiIrsYo/zSN5JGbk4dC
9OpTmS6NhM+oEJVLw4DYXxalejxnjaJ8BHKqkMcp2gkYkulkMEAtg9Y3PvAZQe7vuL8vxfp+ArY
AAA=
--=_8<==MD235C7AC9C-7501A3C8==8<=_=--
(end of MIME multipart message)

1.173 Re: Hooks

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 17 Aug 1998 07:14:05 -0500

Subject: Re: Hooks

Hi David,

On 17-Aug-98, David McMinn wrote:

>> Anyway, the requester seems to work fine the first time around, so what is

>> this `hooks' thing doing?

> In my code, the ASLSM_FilterFunc tag is used to

> specify a hook function, which allows the programmer to filter out

> selected screenmodes. This hook function is called for every

> screenmode that could be used, and if it returns true then the

> screenmode is displayed, if it returns false then the screenmode is

> not displayed in the screen mode requester.

> The code I done is quite simple - all it does is get rid of the Low-

> res screenmode. However, thinking about it, I tried this code on my

> Amiga which uses PAL modes, so it maybe only filters out
> PAL:Lowres. Could someone check this on an NTSC or something
> else please?

Sorry, I meant to send this before...

Yes, NTSC lo-res still shows here (A1400T - NTSC system)

But PAL lo-res does not.

NTSC lo-res screenmode = \$11000

Also PAL lo-res laced \$21004 and NTSC lo-res laced \$11004 still show.

Is it possible to filter these 3 out too?

Thanks...

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.174 Re: Hooks

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 17 Aug 1998 17:36:50 -0500

Subject: Re: Hooks

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747490264.2

Hi Paul,

On 17-Aug-98, Paul West wrote:

>

> Would it be possible using this hook thing to aquire only the
> following modes?:

>

> AGA Any monitor, dimensions multiplied together must not be larger
> than 264144, depth of 8 only, no ham, no ehb, size not smaller than
> 160x128.. .. and also any graphics card screenmodes in 8-bit of any
> size.

The hook function is simply to accept-reject the ScreenModeID #'s.

The rest of what you want can be done using the appropriate tags in the taglist.

I've attached the explanation of all the tags for the screenmode requester.

For example, if you only want a depth of 8 allowed, just leave out the colours

slider and hard code your screen for depth 8 only. You can also limit the width and height gadgets to any minimum and maximum size you want.

I think the Ham and EHB modes are filtered out by default - I never see them here on my screenmode requesters.

The GFX card stuff could probably be done with the filterfunction bit, but you would need to know some information about the GFX card modes you want to allow.

>

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1747490264.2

Content-Disposition: attachment; filename="sm"

Tags used for the screen mode requester (V38):

ASLSM_Window (struct Window *) - Parent window of requester. If no ASLSM_Screen tag is specified, the window structure is used to determine on which screen to open the requesting window. (V38)

ASLSM_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by ASLSM_Window. (V38)

ASLSM_Screen (struct Screen *) - Screen on which to open the requester. This overrides the screen used by ASLSM_Window or by ASLSM_PubScreenName. (V38)

ASLSM_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requesting window.

If not specified or set to FALSE, and if ASLSM_Window is provided, the requesting window will share ASLSM_Window's IDCMP port. (V38)

ASLSM_IntuiMsgFunc (struct Hook *) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:

A0 - (struct Hook *)

A1 - (struct IntuiMessage *)

A2 - (struct ScreenModeRequester *)

(V38)

ASLSM_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by ASLSM_Window to be "put to

sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

ASLSM_UserData (APTR) - A 32-bit value that is simply copied in the sm_UserData field of the requester structure. (V38)

ASLSM_TextAttr (struct TextAttr *) - Font to be used for the requesting window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen on which the requesting window opens will be used. This font must already be in memory as ASL calls OpenFont() and not OpenDiskFont().

(V38)

ASLSM_Locale (struct Locale *) - Locale to use for the requesting window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is NULL, the system's current default locale will be used. (V38)

ASLSM_TitleText (STRPTR) - Title to use for the requesting window. Default is no title. (V38)

ASLSM_PositiveText (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

ASLSM_NegativeText (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters.

(V36)

ASLSM_InitialLeftEdge (WORD) - Suggested left edge of requesting window. (V38)

ASLSM_InitialTopEdge (WORD) - Suggested top edge of requesting window. (V38)

ASLSM_InitialWidth (WORD) - Suggested width of requesting window. (V38)

ASLSM_InitialHeight (WORD) - Suggested height of requesting window. (V38)

ASLSM_InitialDisplayID (ULONG) - Initial setting of the Mode list view gadget (sm_DisplayID). Default is 0 (LORES_KEY). (V38)

ASLSM_InitialDisplayWidth (ULONG) - Initial setting of the Width gadget (sm_DisplayWidth). Default is 640. (V38)

ASLSM_InitialDisplayHeight (ULONG) - Initial setting of the Height

gadget (sm_DisplayHeight). Default is 200. (V38)

ASLSM_InitialDisplayDepth (UWORD) - Initial setting of the Colors

gadget (sm_DisplayDepth). Default is 2. (V38)

ASLSM_InitialOverscanType (UWORD) - Initial setting of the

Overscan Type cycle gadget (sm_OverscanType).

These values are the OSCAN_#? values from

<intuition/screens.h>.

User-space naming of overscan types is different than

programmer-space:

Under V38:

0 --> "Regular Size"

OSCAN_TEXT --> "Text Size"

OSCAN_STANDARD --> "Graphics Size"

OSCAN_MAXIMUM --> "Maximum Size"

Under V39 and above:

OSCAN_TEXT --> "Text Size"

OSCAN_STANDARD --> "Graphics Size"

OSCAN_MAXIMUM --> "Extreme Size"

OSCAN_VIDEO --> "Maximum Size"

OSCAN_VIDEO is not supported prior to V39. The value

0 corresponds to "Regular Size" under V38. Since this

value isn't supported by Intuition's SA_Overscan

tag, it was removed from ASL in V39. Asking for 0

under V39 will yield OSCAN_TEXT.

Default is OSCAN_TEXT. (V38)

ASLSM_InitialAutoScroll (BOOL) - Initial setting of the AutoScroll

cycle gadget (sm_AutoScroll). Default is TRUE. (V38)

ASLSM_InitialInfoOpened (BOOL) - Whether to open the property

information window automatically. Default is FALSE.

(V38)

ASLSM_InitialInfoLeftEdge (WORD) - Initial left edge of information

window. (V38)

ASLSM_InitialInfoTopEdge (WORD) - Initial top edge of information

window. (V38)

ASLSM_DoWidth (BOOL) - Set this tag to TRUE to cause the requester

to display the Width numeric gadget. Default is FALSE.

(V38)

ASLSM_DoHeight (BOOL) - Set this tag to TRUE to cause the requester

to display the Height numeric gadget. Default is FALSE.

(V38)

ASLSM_DoDepth (BOOL) - Set this tag to TRUE to cause the requester to display the Colors slider gadget. Default is FALSE.

(V38)

ASLSM_DoOverscanType (BOOL) - Set this tag to TRUE to cause the requester to display the Overscan Type cycle gadget.

Default is FALSE. (V38)

ASLSM_DoAutoScroll (BOOL) - Set this tag to TRUE to cause the requester to display the AutoScroll checkbox gadget. Default is

FALSE. (V38)

ASLSM_PropertyFlags (ULONG) - A mode must have these property flags to appear in the list of modes. Only the bits set in

ASLSM_PropertyMask are considered. See the description

of ASLSM_PropertyMask for more info. Default is

DIPF_IS_WB. (V38)

ASLSM_PropertyMask (ULONG) - A mask to apply to ASLSM_PropertyFlags to determine which bits to consider. The use of these

two values is identical in concept to how Exec uses

the two flag parameters in exec.library/SetSignal().

Default is DIPF_IS_WB. This is how this tag and the

ASLSM_PropertyFlags tag interact:

```
if ((displayInfo.PropertyFlags & propertyMask) ==
```

```
(propertyFlags & propertyMask))
```

```
{
```

```
/* Mode accepted */
```

```
}
```

```
else
```

```
{
```

```
/* Mode rejected */
```

```
}
```

where "displayInfo" is a filled in DisplayInfo

structure for a given mode. (V38)

ASLSM_MinWidth (ULONG) - The minimum display width to let the user choose. Default is 16. (V38)

ASLSM_MaxWidth (ULONG) - The maximum display width to let the user choose. Default is 16368. (V38)

ASLSM_MinHeight (ULONG) - The minimum display height to let the user choose. Default is 16. (V38)

ASLSM_MaxHeight (ULONG) - The maximum display height to let the user

choose. Default is 16384. (V38)

ASLSM_MinDepth (UWORD) - The minimum display depth to let the user choose. Default is 1. (V38)

ASLSM_MaxDepth (UWORD) - The maximum display depth to let the user choose. Default is 24. (V38)

ASLSM_FilterFunc (struct Hook *) - A function to call for each mode encountered. If the function returns TRUE, the mode is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

A0 - (struct Hook *)

A1 - (ULONG) mode id

A2 - (struct ScreenModeRequester *)
(V38)

ASLSM_CustomSMList (struct List *) - Custom list of modes to let the user choose from. This is a list of DisplayNode nodes, see <libraries/asl.h> for the definition. (V38)

?[0m?[1m?[31m?[40m RESULT?[0m?[31m?[40m
result - FALSE if the user cancelled the requester or if something prevented the requester from opening. If TRUE, values in the requester structure will be set depending on the particular type of requester.

Under V38, If the return value is FALSE, you can look at the result from the dos.library/IOErr() function to determine whether the requester was cancelled or simply failed to open. If dos.library/IOErr() returns 0, then the requester was cancelled, any other value indicates a failure to open. Current possible failure codes are

ERROR_NO_FREE_STORE which indicates there was not enough memory, and ERROR_NO_MORE_ENTRIES which indicates no modes were available for display in the screen mode requester (usually because the application filter hook filtered them all away)

?[0m?[1m?[31m?[40m WARNING?[0m?[31m?[40m

All ASL requester data structures are READ-ONLY and can only be modified by using tags!

?[0m?[1m?[31m?[40m BUGS?[0m?[31m?[40m

Under V38 and V39, the filtering functions for the file requester were only asked to filter drawer selections if the ASLFR_FilterDrawers

tag was set to TRUE. The compatible behavior, reestablished in V40,
is to always pass drawers for filtering.

?[0m?[1m?[31m?[40m SEE ALSO?[0m?[31m?[40m

AllocAslRequest(), FreeAslRequest()

--BOUNDARY.1747490264.2--

1.175 Re: Hooks

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 17 Aug 1998 07:32:45 -0500

Subject: Re: Hooks

Hi David,

OK, I got it working - I just added the other mode id's like this and now it
filters them all:

> #LOWRESMODEID = \$21000 ; This is the mode ID of a low-res screen

#NTSCLORESID = \$11000

#PALLOLACED = \$21004

#NTSCLOLACED = \$11004

> Function.l bfunc{*h.Hook, modeID.l, *smr.ScreenModeRequester}

> ; THESE VALUES ARE HARDCODED FOR THE POSITIONS OF THE LOCAL VARIABLES

> ; IN THIS FUNCTION:

> ;

> ; variable at address (value in a4 - >12): Any variables defined after *smr

> ; variable at address (value in a4 - 12): *smr

> ; variable at address (value in a4 - 8): modeID

> ; variable at address (value in a4 - 4): *h

> ; variable at address (value in a4) : Value to return from function?

> ;

> ; Basically what I'm saying is don't define any local variables before *h

> ; without changing the offsets in these MOVEs. And I tried PutRegs but they

> ; didn't work for some reason.

> MOVE.l a0,-4(a4)

> MOVE.l a1,-8(a4)

> MOVE.l a2,-12(a4)

If modeID=#LOWRESMODEID or modeID=#NTSCLORESID or modeID=#PALLOLACED or
modeID=#NTSCLOLACED

> Function Return False

> Else

> Function Return True

> End If

> End Function

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.176 Re: Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 13:38:09 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 13:38:02 +0100

encoding: 7BIT

Subject: Re: Hooks

On 17 Aug 98, at 7:14, Curt Esser got hit by a cattleprod! Ow...

> Yes, NTSC lo-res still shows here (A1400T - NTSC system)

> But PAL lo-res does not.

>

> NTSC lo-res screenmode = \$11000

>

> Also PAL lo-res laced \$21004 and NTSC lo-res laced \$11004 still show.

>

> Is it possible to filter these 3 out too?

It was only meant to demo the use of the tag, so I only put code in for Lowres filtering (although we now know that was only PAL). The function can be used any way you want as long as you keep the bit at the bottom of the code (calls the function) and the 3 ASM MOVEs at the top of the code.

For example to filter out more modes, you could have an array of modes the user shouldn't be allowed to pick and check the current mode against each. Or you could specify some bits in the modeID that each mode should have. Basically you can do anything.

You could even filter out modes randomly based on the probability of the Blitz manual being good (although no mode would ever get left out :)

___oO_David_McMinn_Oo___

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.177 Re: Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 16:53:08 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 16:52:57 +0100

encoding: 7BIT

Subject: Re: Hooks

OK people (and thanks to Paul West - you win a prize for being the first to point it out), my hooks code doesnt work. But this version does - I've just tried it.

;

; ASL FontRequester and ScreenRequester Demo

; (c) 1997 Ott M. Aaloe (ott@lbi.ee)

;

; Butchered by David McMinn (d.mcminn@eee.rgu.ac.uk)

; to provide example of the ASLSM_FilterFunc tag

; YOU NEED TO USE BLITZLIBS:AMIGALIBS.RES

NEWTYP.E.SMode

DisplayID.l

DisplayWidth.l

DisplayHeight.l

DisplayDepth.w

OverscanType.w

End NEWTYPE

#LOWRESMODEID = \$21000 ; This is the mode ID of a low-res screen

DEFTYPE.Hook hook ; The hook you supply to the ASL tag as &hook

funcrct.l = 0 ; Global used by the hook stub to return value from B2 function

Function.l bfunc{*h.Hook, modeID.l, *smr.ScreenModeRequester}

; THESE VALUES ARE HARDCODED FOR THE POSITIONS OF THE LOCAL VARIABLES

; IN THIS FUNCTION:

;

; variable at address (value in a4 - >12): Any variables defined after *smr

; variable at address (value in a4 - 12): *smr

; variable at address (value in a4 - 8): modeID

; variable at address (value in a4 - 4): *h

; variable at address (value in a4) : Value to return from function?

;

; Basically what I'm saying is don't define any local variables before *h

; without changing the offsets in these MOVEs. And I tried PutRegs but they
; didn't work for some reason.

MOVE.l a0,-4(a4)

MOVE.l a1,-8(a4)

MOVE.l a2,-12(a4)

If modeID=#LOWRESMODEID

Function Return False

Else

Function Return True

End If

End Function

Dim SMRtags.TagItem(17)

SMRtags(0)\ti_Tag=#ASLSM_InitialLeftEdge,10

SMRtags(1)\ti_Tag=#ASLSM_InitialTopEdge,10

SMRtags(2)\ti_Tag=#ASLSM_InitialWidth,300

SMRtags(3)\ti_Tag=#ASLSM_InitialHeight,200

SMRtags(4)\ti_Tag=#ASLSM_InitialDisplayID,\$29004

SMRtags(5)\ti_Tag=#ASLSM_InitialDisplayDepth,3

SMRtags(6)\ti_Tag=#ASLSM_InitialDisplayWidth,640

SMRtags(7)\ti_Tag=#ASLSM_InitialDisplayHeight,512

SMRtags(8)\ti_Tag=#ASLSM_InitialOverscanType,3

SMRtags(9)\ti_Tag=#ASLSM_InitialInfoOpened,1

SMRtags(10)\ti_Tag=#ASLSM_InitialInfoLeftEdge,350

SMRtags(11)\ti_Tag=#ASLSM_InitialInfoTopEdge,50

SMRtags(12)\ti_Tag=#ASLSM_DoDepth,1

SMRtags(13)\ti_Tag=#ASLSM_DoOverscanType,1

SMRtags(14)\ti_Tag=#ASLSM_DoWidth,1

SMRtags(15)\ti_Tag=#ASLSM_DoHeight,1

*sreq.SMode=0

*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)

ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)

If ok<>0

NPrint "ModeID:",Hex\$(*sreq\DisplayID)

NPrint "X Size:", *sreq\DisplayWidth

NPrint "Y Size:", *sreq\DisplayHeight

NPrint "Depth :", *sreq\DisplayDepth

NPrint "OScan :", *sreq\OverscanType

NPrint " "

Else

```
NPrint "Aborted/Error!"
EndIf
If (*sreq) Then FreeAslRequest_(*sreq)
;
; ScreenMode requester returns the ScreenMode structure
; THIS ONE USES THE HOOK AND EXACTLY THE SAME CODE AS BEFORE
;
; Fill out hook structure
;hook\h_MinNode is reserved for system use
hook\h_Entry = ?hookfunc ; Hook stub address
;hook\h_SubEntry should be the address of the high level function
;hook\h_Data is for the user to use
SMRtags(16)\ti_Tag=#ASLSM_FilterFunc,&hook
*sreq.SMode=0
*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0
NPrint "ModeID:",Hex$(*sreq\DisplayID)
NPrint "X Size:",*sreq\DisplayWidth
NPrint "Y Size:",*sreq\DisplayHeight
NPrint "Depth :",*sreq\DisplayDepth
NPrint "OScan :",*sreq\OverscanType
NPrint " "
Else
NPrint "Aborted/Error!"
EndIf
If (*sreq) Then FreeAslRequest_(*sreq)
ClickMouse
ClickMouse
End
; The function that is called by the filter hook callback (hook stub)
hookfunc: funcret=bfunc{0,0,0} ; Call actual blitz function (dummy parameters)
GetReg d0,funcret ; Return result
RTS
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====
```

1.178 Re: Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 09:22:27 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 09:22:18 +0100

encoding: 7BIT

Subject: Re: Hooks

On 14 Aug 98, at 18:57, Paul West's head exploded because...

> What I did do was replace all the .SMode references with

> ScreenModeRequester. It seemed to work :)

What I seem to find strange is that the original code (ASL screenrequester demo) used amigalibs.res, but some stuff was duplicated and the names changed with no references to what they really were.

> Anyway, the requester seems to work fine the first time around, so what is

> this `hooks' thing doing?

The OS uses hook callback functions as a means to extend the capabilities of some OS functions, for example the ASL screen mode requester. In my code, the ASLSM_FilterFunc tag is used to specify a hook function, which allows the programmer to filter out selected screenmodes. This hook function is called for every screenmode that could be used, and if it returns true then the screenmode is displayed, if it returns false then the screenmode is not displayed in the screen mode requester.

The code I done is quite simple - all it does is get rid of the Low-res screenmode. However, thinking about it, I tried this code on my Amiga which uses PAL modes, so it maybe only filters out PAL:Lowres. Could someone check this on an NTSC or something else please?

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.179 Re: Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

18 Aug 98 10:20:09 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Tue, 18 Aug 1998 10:19:59 +0100

encoding: 7BIT

Subject: Re: Hooks

On 18 Aug 98, at 3:50, Paul West got hit by a cattleprod! Ow...

> This bombs out on the first blitz instruction it encounters, in this

> case IDhandle.l=FindDisplayInfo_(modeID)

It bombs out with any blitz instruction...

> I didn't bother to quote the subsequence GetDisplayInfoData_ lines

> which also wont work within the function. I know the routine works

> because I have it working elsewhere but it wont work in the hook. Why? Are

> hooks pure assembler only? If so, why does Function Return work?

...that seems to need to JSR out of the function. Which is why

stuff like If..End if, x=1*3 etc will work as they will have stright no-

nonsense ASM replacements. I can only assume that Function

return is the same.

They shouldn't be pure assembly only as you can do the functions

in C. It may just be that the way Blitz works doesn't work with

hooks.

I don't have much time just now but I'll try to get this sorted soon.

___oO_David_McMinn_Oo___

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.180 Re: Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 14:22:50 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 14:22:42 +0100

encoding: 7BIT

Subject: Re: Hooks

```
>> #LOWRESMODEID = $21000 ; This is the mode ID of a low-res screen
> #NTSCLORESID = $11000
> #PALLOLACED = $21004
> #NTSCLOLACED = $11004
or you could do #IGNOREMODEBITS = $11000
> If modeID=#LOWRESMODEID or modeID=#NTSCLORESID or modeID=#PALLOLACED or
> modeID=#NTSCLOLACED
>
```

and alternatively

```
if (modeID & #IGNOREMODEBITS) = #IGNOREMODEBITS
and also see the last mail I sent to the list. It doesn't have to be
'hardcoded' like my example.
```

```
___oO_Da149; 3704 &#149; 2535 &#149; 6536</B></FONT></FONT></TD></TR>
</TABLE>
<BR>
```

1.181 Hooks

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 12:27:16 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 12:27:10 +0100

encoding: 7BIT

Subject: Hooks

I have now added my hook code to the asl screenmode demo from aminet and conclude that
 it worked first time. Miracles do happen. Anyway, the code is below, so enjoy.

```
-----8<-----8<-----8<-----8<-----8<-----
```

```
;
```

```
; ASL FontRequester and ScreenRequester Demo
```

```
; (c) 1997 Ott M. Aaloe (ott@lbi.ee)
```

```
;
```

```
; Butchered by David McMinn (d.mcminn@eee.rgu.ac.uk)
```

```
; to provide example of the ASLSM_FilterFunc tag
```

```
; YOU NEED TO USE BLITZLIBS:AMIGALIBS.RES
```

```
#LOWRESMODEID = $21000 ; This is the mode ID of a low-res screen
```

```
DEFTYPE.Hook hook ; The hook you supply to the ASL tag as &hook
```

```
funcret.l = 0 ; Global used by the hook stub to return value from B2 function
```

```
Function.l bfunc { *h.Hook, modeID.l, *smr.ScreenModeRequester }
```



```
MOVE.l a0,-4(a4)
MOVE.l a1,-8(a4)
MOVE.l a2,-12(a4)
If modeID=#LOWRESMODEID
Function Return False
Else
Function Return True
End If
End Function
Dim SMRtags.TagItem(17)
SMRtags(0)\ti_Tag=#ASLSM_InitialLeftEdge,10
SMRtags(1)\ti_Tag=#ASLSM_InitialTopEdge,10
SMRtags(2)\ti_Tag=#ASLSM_InitialWidth,300
SMRtags(3)\ti_Tag=#ASLSM_InitialHeight,200
SMRtags(4)\ti_Tag=#ASLSM_InitialDisplayID,$29004
SMRtags(5)\ti_Tag=#ASLSM_InitialDisplayDepth,3
SMRtags(6)\ti_Tag=#ASLSM_InitialDisplayWidth,640
SMRtags(7)\ti_Tag=#ASLSM_InitialDisplayHeight,512
SMRtags(8)\ti_Tag=#ASLSM_InitialOverscanType,3
SMRtags(9)\ti_Tag=#ASLSM_InitialInfoOpened,1
SMRtags(10)\ti_Tag=#ASLSM_InitialInfoLeftEdge,350
SMRtags(11)\ti_Tag=#ASLSM_InitialInfoTopEdge,50
SMRtags(12)\ti_Tag=#ASLSM_DoDepth,1
SMRtags(13)\ti_Tag=#ASLSM_DoOverscanType,1
SMRtags(14)\ti_Tag=#ASLSM_DoWidth,1
SMRtags(15)\ti_Tag=#ASLSM_DoHeight,1
*sreq.SMode=0
*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0
NPrint "ModeID:",Hex$( *sreq\DisplayID)
NPrint "X Size:",*sreq\DisplayWidth
NPrint "Y Size:",*sreq\DisplayHeight
NPrint "Depth :",*sreq\DisplayDepth
NPrint "OScan :",*sreq\OverscanType
NPrint " "
Else
NPrint "Aborted/Error!"
EndIf
```

```
If (*sreq) Then FreeAslRequest_(*sreq)
;
; ScreenMode requester returns the ScreenMode structure
; THIS ONE USES THE HOOK AND EXACTLY THE SAME CODE AS BEFORE
;
; Fill out hook structure
;hook\h_MinNode is reserved for system use
hook\h_Entry = ?hookfunc ; Hook stub address
;hook\h_SubEntry should be the address of the high level function
;hook\h_Data is for the user to use
SMRtags(16)\ti_Tag=#ASLSM_FilterFunc,&hook
*sreq.SMode=0
*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0
NPrint "ModeID:",Hex$( *sreq\DisplayID)
NPrint "X Size:",*sreq\DisplayWidth
NPrint "Y Size:",*sreq\DisplayHeight
NPrint "Depth :",*sreq\DisplayDepth
NPrint "OScan :",*sreq\OverscanType
NPrint " "
Else
NPrint "Aborted/Error!"
EndIf
If (*sreq) Then FreeAslRequest_(*sreq)
ClickMouse
ClickMouse
End
; The function that is called by the filter hook callback (hook stub)
hookfunc: funcret=bfunc{0,0,0} ; Call actual blitz function (dummy parameters)
GetReg d0,funcret ; Return result
RTS
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====
```

1.182 Re: Hooks

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 14 Aug 98 18:57:18 +0000

Subject: Re: Hooks

Encoding: 7bit

> OK people (and thanks to Paul West - you win a prize for being the first to point it out), my

> hooks code doesnt work. But this version does - I've just tried it.

> NEWTYPE.SMode

> DisplayID.l

> DisplayWidth.l

> DisplayHeight.l

> DisplayDepth.w

> OverscanType.w

> End NEWTYPE

Oh well :-)

What I did do was replace all the .SMode references with

ScreenModeRequester. It seemed to work :)

Anyway, the requester seems to work fine the first time around, so what is this `hooks` thing doing?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.183 Re: Hooks

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 18 Aug 98 03:50:05 +0000

Subject: Re: Hooks

Encoding: 7bit

> The hook function is simply to accept-reject the ScreenModeID #'s.

Ok. Why won't the following work?

```
Function.l bfunc{ *h.Hook,modeID.l,*smr.ScreenModeRequester }
```

```
move.l a0,-4(a4)
```

```
move.l a1,-8(a4)
```

```
move.l a2,-12(a4)
DEFTYPE.DisplayInfo DisInfoBuf
DEFTYPE.DimensionInfo DimInfoBuf
DEFTYPE.MonitorInfo MonInfoBuf
DEFTYPE.NameInfo NamInfoBuf
IDhandle.l=FindDisplayInfo_(modeID)
Function return true
end function
?
```

This bombs out on the first blitz instruction it encounters, in this case IDhandle.l=FindDisplayInfo_(modeID)

There is nothing wrong with the syntax or the information that is being passed because the parameter it wants is a modeID. It sais there is a GURU: Illegal Instruction.

I didn't bother to quote the subsequence GetDisplayInfoData_ lines which also wont work within the function. I know the routine works because I have it working elsewhere but it wont work in the hook. Why? Are hooks pure assembler only? If so, why does Function Return work?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.184 Re: Hooks

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 17 Aug 98 15:06:09 +0000

Subject: Re: Hooks

Encoding: 7bit

> The OS uses hook callback functions as a means to extend the
> capabilities of some OS functions, for example the ASL screen
> mode requester. In my code, the ASLSM_FilterFunc tag is used to
> specify a hook function, which allows the programmer to filter out
> selected screenmodes. This hook function is called for every
> screenmode that could be used, and if it returns true then the
> screenmode is displayed, if it returns false then the screenmode is
> not displayed in the screen mode requester.

> The code I done is quite simple - all it does is get rid of the Low-
 > res screenmode. However, thinking about it, I tried this code on my
 > Amiga which uses PAL modes, so it maybe only filters out
 > PAL:Lowres. Could someone check this on an NTSC or something
 > else please?

Would it be possible using this hook thing to aquire only the
 following modes?:

AGA Any monitor, dimensions multiplied together must not be larger
 than 264144, depth of 8 only, no ham, no ehb, size not smaller than
 160x128.. .. and also any graphics card screenmodes in 8-bit of any
 size.

?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.185 Re: Hooks

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 19 Aug 1998 21:54:29 +0200

Organization: Diverse

Subject: Re: Hooks

Encoding: quoted-printable

On 17-Aug-98, David McMinn wrote:

>>> #LOWRESMODEID =3D \$21000 ; This is the mode ID of a low-res screen=

>> #NTSCLORESID =3D \$11000

>> #PALLOLACED =3D \$21004

>> #NTSCLOLACED =3D \$11004

> =

> or you could do #IGNOREMODEBITS =3D \$11000

> =

>> If modeID=3D#LOWRESMODEID or modeID=3D#NTSCLORESID or modeID=3D#PA=
 LLOLACED or

>> modeID =3D#NTSCLOLACED

>> =

Just adding some bits and peaces. :)

The ID mode is constructed from peaces so if you filter out all XxXxXxX4

then you wont have any laced screens you can found all modes (except GFX-card ones) from the OS includes graphics/modeid.i/h

So the quite important part is the fifth hex value from the right!!!

It will show the monitor ID so if you want all NTSC screens of then check= if currentmodeID and \$F0000 =3D \$10000 then return false

At the include file there are also those tags to use for BestModeID!!!!

Hope this makes things a littlebit easier.

||

| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |

| EMail: sami.naatanen@dlc.fi |

||

`-----`

1.186 How do you input by mouse to file then read file to reconstruct article?

Thu, 27 Aug 1998 20:00:10 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: How do you input by mouse to file then read file to reconstruct article?

Date: Thu, 27 Aug 1998 19:54:04 -0700

Hi Blitz Pals, especial thanks to Rui Carvalho for sending list postings to me.

I am working an article editor for a disk mag called ShareWorld which is produced out of New Zealand.

In order to save in time and work, it would be nice if contributors could compile their own articles.

I would like the writer to be able to position pics and text using the article editor. The positions and var's would be inputted into a file via mostly the mouse and maybe some key entries. How do you get var's inputted to file via the mouse and keyboard?

Now the editor can load the file, read those variables (specs), then re-construct the article. How would you produce the output (the article) without compiling a program via the Blitz editor? The article editor/displayer is already compiled by Blitz and would be used in place of the Blitz editor.

I definitely need help in my logic here. Any suggestions or advice?

Thanks

Rudy Sanchez

you can also contact me directly at

childrenofsun@msn.com

begin 666 Menu1.asc

M<75I=\$9L86<], IE=D9L86<], IF;VYT4&%T:"0](G-Y<SI&;VYT<R]T:6UE
M<R(*9F]N=%-I>F4]. IF;VYT)#TB=&EM97,B"CLM+2TM+2TM+2TM+2TM+2TM
M+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM
M3U=,(\$U%3E4*.RTM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM
M+2TM+0HN365N=3(Z"DUE;G5#;VQO=7(@,@I-96YU5&ET;&4@,2PP+"(@4')O
M:F5C=" B"DUE;G5)=&5M(\$L,"PP+# L(E%U:70B+)1(@H[+2TM+2TM+2TM
M+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM
M(" @1T%\$1T544PH[+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM
M+2TM+2TM"BY'861S.@I';W)D97)S(#(L,0H[1V%D9V5T4&5N<R!S:&%D97LQ
M?2PP.R @(" @(" @3F@<')O8V5D=7)E"CM";W)D97)096YS('H861E>S)]
M+'-H861E>S%](!1386UE"E1E>'1'861G970@,"PT+#\$R+#\$L,2PB3&]A9" @
M(" B"E1E>'1'861G970@,"PT+#(R+#\$L,BPB4V%V92 @(" B"E1E>'1'861G
M970@,"PT+#,R+#\$L,RPB4V%V92!!<R B"E1E>'1'861G970@,"PT+#0R+#\$L
M-"PB26YS97)T(" B"E1E>'1'861G970@,"PX,"PQ,BPQ+#4L(D-O;&]R(" @
M("(*5&5X=\$=A9&=E=" P+#@P+#(R+#\$L-BPB0F]X(" @(" @(@I497AT1V%D
M9V5T(# L.# L,S(L,2PW+).97<@(" @(" B"E1E>'1'861G970@,"PX,"PT
M,BPQ+#@L(D9O;G1S(" @("(*5&5X=\$=A9&=E=" P+#\$V,"PQ,BPQ+#DL(B @
M(" @(" @("(*5&5X=\$=A9&=E=" P+#\$V,"PR,BPQ+#\$P+"(@(" @(" @(" B
M"E1E>'1'861G970@,"PQ-C L,S(L,2PQ,2PB(" @(" @(" @(@I497AT1V%D
M9V5T(# L,38P+#0R+#\$L,3(L(B @(" @(" @("(*5&5X=\$=A9&=E=" P+#(T
M,"PQ,BPQ+#\$S+"(@(" @(" @(" B"E1E>'1'861G970@,"PR-# L,C(L,2PQ
M-"PB(" @(" @(" @(@I497AT1V%D9V5T(# L,C0P+#,R+#\$L,34L(B @(" @
M(" @("(*5&5X=\$=A9&=E=" P+#(T,"PT,BPQ+#\$V+"(@(" @(" @(" B"E1E
M>'1'861G970@,"PS,C L,3(L,2PQ-RPB(" @(" @(" @(@I497AT1V%D9V5T
M(# L,S(P+#(R+#\$L,3@L(B @(" @(" @("(*5&5X=\$=A9&=E=" P+#,R,"PS
M,BPQ+#\$Y+"(@(" @(" @(" B"E1E>'1'861G970@,"PS,C L-#(L,2PR,"PB
M(" @(" @(" @(@I497AT1V%D9V5T(# L-# P+#\$R+#\$L,C\$L(B @(" @(" @
M("(*5&5X=\$=A9&=E=" P+#0P,"PR,BPQ+#(R+"(@(" @(" @(" B"E1E>'1'
M861G970@,"PT,# L,S(L,2PR,RPB(" @(" @(" @(@I497AT1V%D9V5T(# L
M-# P+#0R+#\$L,C0L(B @(" @(" @("(*5&5X=\$=A9&=E=" P+#0X,"PQ,BPQ
M+#(U+)\$;W=N(%=I;F0B"E1E>'1'861G970@,"PT.# L,C(L,2PR-BPB(" @
M(" @(" @(@I497AT1V%D9V5T(# L-#@P+#,R+#\$L,C<L(B @(" @(" @("(*
M5&5X=\$=A9&=E=" P+#0X,"PT,BPQ+#(X+"(@(" @(" @(" B"E1E>'1'861G
M970@,"PU-C L,3(L,2PR.2PB57 @(!7:6YD(@I497AT1V%D9V5T(# L-38P
M+#(R+#\$L,S L(B @(" @(" @("(*5&5X=\$=A9&=E=" P+#4V,"PS,BPQ+#,Q
M+"(@(" @(" @(" B"E1E>'1'861G970@,"PU-C L-#(L,2PS,BPB(" @(" @
M(" @(@H[0F]R9&5R4&5N<R!S:&%D97LQ?2QS:&%D97LR?2 @4V%M90H*.RTM

M+2TM+0H[" @(" @
M(" @(" @(%=)3D1/5U,*.RTM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM+2TM
M+2TM+0H[" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M+2TM+0H[" @(" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M<#H*(\$QO861&;VYT(# L(G1I;65S+F9O;G0B+#@*(\$QO861&;VYT(\$L9F)N
M="0K(BYF;VYT(BQF;VYT<VEZ90H*(%#H:6QE(' %U:71&;&%G/3 *('!';W-U
M8B!#:&5C:T5V96YT<PH@5V5N9 I%;F0*.RTM+2TM+0H[" @(" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M+2TM+0H[" @(" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M<#H*(\$QO861&;VYT(# L(G1I;65S+F9O;G0B+#@*(\$QO861&;VYT(\$L9F)N
M="0K(BYF;VYT(BQF;VYT<VEZ90H*(%#H:6QE(' %U:71&;&%G/3 *('!';W-U
M8B!#:&5C:T5V96YT<PH@5V5N9 I%;F0*.RTM+2TM+0H[" @(" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M+2TM+0H[" @(" @(" @(" @(" @(\$U!24X@3\$]/4 H[+2TM
M, H@(&5V/5=A:71%=F5N= H@16QS90H@(&5V/45V96YT"B!%;F1)9@H@268@
M978VC *(!W:6Y.;SU%=F5N=%=I;F1O=PH@(\$EF("AE=B!!3D0@)#\$P,"D]
M)#\$P,"!4:&5N(\$=O<W5B(\$UE;E)E<W!O;G-E"B @268@*&5V(\$%.1" D-# I
M/20T,"!4:&5N(\$=O<W5B(\$=A9%)E<W!O;G-E"B!%;F1)9@I2971U<FX*"BY-
M96Y297-P;VYS93H*(&UE;CU-96YU2&ET"B!I=#U)=-&5M2&ET"B!396QE8W0@
M;65N*\$S*(#!#87-E(#\$*(@4V5L96-T(&ET*\$S*(@(\$-A<V4@,0H@(" @
M(' %U:71&;&%G/3*\$*(@16YD(%-E;&5C= H@16YD(%-E;&5C= I2971U<FX*
M"@HN1V%D4F5S<&]N<V4Z"B!G860]1V%D9V5T2&ET"B!396QE8W0@=VEN3F)*
M("!#87-E(#0*(@4V5L96-T(&=A9 H@(" @0V%S92 Q.R B3&]A9")*(@
M("!4;V=G;&4@-"PQ+\$]N.E)E9')A=R T+#\$*(@("!4;V=G;&4@-"PR+\$]F
M9CI2961R87<@-"PR"B @(" @5&]G9VQE(#0L,RQ/9F8Z4F5D<F%W(#0L,PH@
M(" @(%1O9V=L92 T+#0L3V9F.E)E9')A=R T+#0*B @("!#87-E(#([")3
M879E(@H@(" @(\$=O<W5B(\$=A9%5P9&%T90H*(@(\$-A<V4@,SL@(E-A=F4@
M07,B"B @(" @1V]S=6(@1V%D57!D871E"@H@(" @0V%S92 T.R B26YS97)T
M(@H@(" @(\$=O<W5B(\$=A9%5P9&%T90H*(@16YD(%-E;&5C= H@16YD(%-E
M;&5C= I2971U<FX*"BY'8615<&1A=&4Z"G-T>6QE/4%B<RA'861G9713=&%T
M=7,H,"PR*2HT*T=A9&=E=-T871U<R@P+#,I*C(K1V%D9V5T4W1A='5S*# L
?-"DI"E)E='5R;@H*5T)E;F-H5&]86-K7PI%;F0*"@``
,
end

1.187 Re: How do you input...

From: Rui Carvalho <grim@ip.pt>

Date: Fri, 28 Aug 1998 20:55:47 +0000

Organization: Dark Dreams Designs

Subject: Re: How do you input...

Hello Rudolf (hope every thing is cool)

Somewhere Rudolf Sanchez wrote:

> Now the editor can load the file, read those variables (specs), then
> re-construct the article. How would you produce the output (the article)
> without compiling a program via the Blitz editor? The article
> editor/displayer is already compiled by Blitz and would be used in place of
> the Blitz editor.

For that you would have to make another prog that reads the specs (file) and
outputs the result.

It's like a level editor, you make the levels in it, and then the
game reads them...

Cya...

--

Best Regards,

Rui Carvalho <gRiM>

<Blitz Basic Source Code Site>

#[Http://ip.pt/~ip234558](http://ip.pt/~ip234558) - Last Update: 26.07.98#

#Fruit Cake Mailing List - Subscribe at [Http://fruitcake.listbot.com#](http://fruitcake.listbot.com#)

1.188 I need this stuff

From: OPi^Plastic! <emilopi@kki.net.pl>

Date: Sat, 01 Aug 1998 13:42:35 +0100

Organization: Plastic!

Subject: I need this stuff

X-YAM-Header-Amiga Anarchy Azkee

Yello,

I need some Blitz stuff

NeilsCIATrackerLib.obj - 100% working

RIAppLib.obj - look up

RIToolTypesLib.obj - :)

If You got one, please send me :)

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>*Amiga Programmer*

<sb>www.kki.net.pl/emilopi

<tsb>EMail: emilopi@kki.net.pl

1.189 I'm go to army tomorrow...

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Tue, 04 Aug 1998 19:29:48 +0100

Organization: Fantaisie Software

Subject: I'm go to army tomorrow...

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747902112.4

Encoding: quoted-printable

Hi Blitzers,

Yop, I go to army tomorrow, so I will be offline during at least 2 weeks... Too bad :(I've decided to release the New Xpk library support = for

Blitz2. It's not fully finished, but it works so...

Goodbye all,

Fred.

PS: If you like it, mail me...

-----=
 ^^^^ Fr=E9d=E9ric Laboureur (Fred)

__/_ =

/ ^ u ^ n ^ \ E-Mail Address: alphasnd@hol.fr =

(o o _ /(o o)\ _o o) =

/ /// || \ \ _\ Only Amiga makes it possible

(o_o)// (o o) \ (o_o) Quality software for the Amiga

`_-' `_' `_' `_' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=
 --BOUNDARY.1747902112.4

Content-Disposition: attachment; filename="NewXpkLibSet.lzx"

Encoding: base64

TFpYAAwACgQAAA8A7AEAAAAAAAAAKAgEAAAoAACO5Nx+BUUYwqzd4gBdOZXdYcGtMaWJTZXQv

WHBrTGliLmRvYw8AEAgAAB4EAAAKAgEAAAOAAC05NtZYMrlB/AKAIIRROZXdYcGtMaWJTZXQv
WHBrLm9iakcTBHHgSAAPgAChmQOyA4De+G3d+4kKgyKqmfh1qtO2rEBiZ1u7rpdeWd2WExq+
wfd73b291733vefa90TthJwfyDEE5UEqD2YICCLiIDWog0KhhfyyqVLEOD/nbQAAMgAGQwA
ANIMnAe0uVp3zVMHDIYRQUZxSC3sY1AGuHcEQIILo7ikBPUqkA4dGdyRYxSzkMOBRy4C+pw
iLX8004VGRt88074NXx8TiyygN5/9xlZPC0HF40DQ4P1GI+nUGBoCQQkeIRqg8AqdX1As/1V
4yQC/gCoThC4JGqINZd95q6ha2KqUtgpyB+ceXzUJWZhqmACU0U+1jSNYV+MIVIqYwG5e48F
nYOq5Io1En/n8/6yKlMmd0CFH4z1oxoJuLNWLEbXtIIRPEwf1VmlhLknyBiMys3VCR6iDbFN
hGPdIor20UnOtEEmet8qjw4v5S0dWFWZ25alguhVRiqD3ilgJ072BvQbqr2HGlg90/ZT7RPz
I+OkOGNOneyEow84t4M0Nt2zLiEKm1N4jt0k/oNjpn/t17YWD62VGG096Gu/ZUA8S6mKdA
mrYOHLiMlsaqGxSusV4vMZo5HKK3cit/xt5FzvUUH/PZN+3WFjSvaVCMWUCaK0A9h0Ptc08s
MNX/bsxb+39E37bNkrxmfeBtrVTuzkmN+MvF1XLOUwKoiJpqYQ3sAfgolqqyXRHif4n5M2io
gl8g7ZB7B8zmklgBFC8bPeVAYjaa6z7Nshd6/Vf4smfed7T3yvbjRCsKkTCUc6F5H0/WbEti
nuT8NMegMXK+hsCIW7I7Nc3PmCNLcpLmCrLr0c3ef+B7bOu3ZCwX2V345tCXsb1UmYOnjDTI
y1X6L73v25XDZ18Fh4RFtLHn087PFfeTLsvPiDs6fH3ls4Wu4RmruPvbKjHie1AciWKIhqL
r2wV1S3GFeyIkZiO11CKwwYui5U3IVSx7me1XcixE0N1mfjC2tdZ2EOxG3+tDhVnvgPXETU3
bg/c3mEPLDtxokqe+P7dkJJKTaJpYrpT+1B5jN4fs4Z2y1FwZSH3oVppNx9AXRzkRoS2Gtzm
x4bkFD++gJBJ42DoyVSwS2tNcpfSpqamtWCFNONnuKVGBLXZRnHpvM0AcPvBwKgJpkt0000g
rDpsoy7lrfQh8+BvCRxYBwvObpvDqI+6TWufMdD6Eri0lhax3Aq9M3pm4curjurEJzE57EJo
ke7zKLTrZmhTqtCatGcm3ABraDVLy4Q5XK5pCIHP6pWodVa6OhYT4kxwHYJ2exaoI+S7qHpU
Tm8Hwnos58ValBvc5NvYWoTQ0X7g/y8dK7tqdYxog4kuNfp1rJeivuXsqfRA44LnPR5Zy6to
eu3/UeVYt8Y7K6huo7awWcR1GnW16O/czWoz1Z3FwINAAAPALoEAAAAAAAAACgIBAAAKAAAj
uTbgQTXnG19TMckjTmV3WHBrTGliU2V0L1hQS19FeGFtcGxIXzEuYmIyLnh0cmEPALMIAAAA
AAAACgIBAAAKAAAjuTbg+DrDTXZkr2geTmV3WHBrTGliU2V0L1hQS19FeGFtcGxIXzEuYmIy
BwBEBAAA4gUAAAOCAQAACgAAI7kxhCcZhr9AwUpyEU5ld1hwa0xpYINldC5pbmZvxxMDbYil
ABU4AKGRA7oDgO342rbS3JZPBpav0IfHy3m69cUNK3Xm50UaNu1WtmJt33e+3Xu73fVnWu9
xCsinZKhlioSgEBOREAf9KAowLQgv4iQAwKBYYaggYBpaie1AAAIaABUAADwU8fC5d1eVeHX
DwrsiDzucM9bx69Qy6hoJA2E85BmiByXRwJkZeBJFoheSIWnxDiZCZCQs00SESIC0K4Jcfih
AgWcDgzg+GecAS0hiHAaS2fjL/AV9AA8b+xaWpWr5H4AyRFmNUDV5JOhIhqczLA8lztPKNN1
IrHglWz3fNwTMMPHXC35MrwjsdXcF6P86Ht3/xHHRguScgtJzf+tvT6mU53FiaZqTSwQpVf8
Q7L19Avgod0METp0Yc+jhc5AHHNA+MdfuaXtXGF0ly4uOWHK07CO+UErZw8GOHLIRMnlXxi4
YLzTiLIZdHQF8oQV22IrP3+/jphgptjvWG5VFOIk6oAqnKnoEx5gB9m4JGox8boJbEjqhwCk
6gwh0KMELwhOEyijgkpOQSIhsD2D174DH5NVBljYkAvNvEs4TJE9aPU2yQGDGWJ7FnJxaRG
okTm2F5ABg9BGDMtux666vj2K0tv2IgdKqMszWazhOxHmYwAFzgImWcbo9aKzU2CHsSSVLij
ACJlltcmKngcy7yfZaoaBw5mNYNKaMFEIoBStZOZ/rn1FCZED/nBQofum0M1qciBxIjVorGt
AJkcQI3qyBrewU0Cgp1+0KTMITyIT84je8GpBiVNb2bSWYcqGH2dwOWqjE18qSz3FryGIYxi
EckjZX59TRWZJGiKI349g2BPmjUR4wk5gg3XjXEjrBknlCn6YhwqmcLyhn4TV5ymJYnEkINK
TqYwyKC4BBa81gimCIUgg1LO8FkkrNTJxt6JW7UJAu3NYJsTAtc81LiqXFWJmRHWDQulYI/5
VtxPsvBDYfetUxKmZlflqaVKS6vW6NmZdGIGKEAP6QOIL7ycR3xKxacFpNa/17UqJX+IHAMz
LHazz6STkC3eBCv6n8y+2P2N2goS+JHa8eY7JSKQrfOvrKNPpanWsnuzTyKQddCmec3/ev63

F58XxU/qDaJti2wjclZevfZc1Lyb/iB11movNPxZ0cpWnCdYQnUSof/JKIRqUpIWzli8CQmW
 16xG6siM403MTzFYTu0teaE+jZkg6gYfvioaf1zDX2WfUZM8T0XApCcfGMmIHITQapsZD5T
 Ww/Jn2LU8Nd0Ynx47Bcbyr+ExZeSR6//lsAX5arvZlxOK2re1f/RYgA02FZXb2o6GLZFnrBR
 q5+jt8dS9qx9M9PeG2F++bfeP+3Zh5V6KFOhdsUiihTsBX4voqX0VCS8i7OEI2U6lfrOkolm
 NV2hBcsmpsoiLPm7/pAzhEST1TMfMqaTbHHaP20Ffyjh5v/5DfGvZbP17a/wJgllYWWmsaRd
 1v8MM9xUSpXHFJzGnGMOHWdhYWN81oyWwROIU2iBZbMvtM7ycbEL6oXnoteqZOEfsF5SyTu
 37BZimpewE1Nk9gwcFVTb4Dwb2JC0FPib6KeDGHg0WzVI/9J8V1Q9WRtll+AE+WxPtnCm1EE
 4UBFNJGZmgoZhd2b036MDPuqqa6nU6RDYTL68hCkDmjGnnaW3vDTNuKUcHEcykCbKp/xal7Q
 CjC7WlQeXdIrD65h0kdc0pWj1zQlaEajg1bfoMV1f9fsGGwuoy5AluAHC1MP2Gq8BjTjdFd5
 ll/0B6N115pREzWGfAjHK7+1S+VoH5y9YtR+zFYwcMleM4FZTs6vS6QGAVfcfYOMBrCJwcUJ
 8LE6y4Q36rhmpq9yuBIBrvpeH7GQsecQtcG2eBjrn+VR67hlMd59BsY8ZbC9I3YVZIB49IF
 3iNZXfr37GDPzju96aC0utGdLUN7VKqBJ4Z1NHHjpr92GhVndfPKDn3Io4BHK6/P3oWRrjsA
 9YMJWoQVS63CvL24vGDlklmsblhGl/Dx7YBVKvtrQEB9336vOMAJwAA
 --BOUNDARY.1747902112.4--

1.190 Re: IncBin&Statement problem(s)

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 14 Aug 1998 20:21:49 -0500

Subject: Re: IncBin&Statement problem(s)

Hi OPi^Plastic!

On 14-Aug-98, OPi^Plastic! wrote:

> _Y_ello,

>

> For playing pt modules i'm using litte command from c: called ptp

> I allways including this stuff to my execute file...Today I write 2

> statements to make all dirty job :)

>

> Statement ptp{mname\$}

> q=OpenFile (0,"ram:ptp"):WriteMem 0,?ptp,6948:CloseFile 0

> Delay_2:exe\$="ptp "+mname\$+" >NIL:"

> Execute_ exe\$,0,0

> DeleteFile_ ("ram:ptp")

> End Statement

>

> Statement ptpq{ }

> q=OpenFile (0,"ram:ptp"):WriteMem 0,?ptp,6948:CloseFile 0

> Delay_2:exe\$="ptp q >NIL:"

> Execute_ exe\$,0,0

> DeleteFile_ ("ram:ptp")
> End Statement
>
> ptp{ } should making a ptp executable on ram: and run it whit module name
> but it don't work :(
> I get 'Label reference out of context'
> This 2 statements are include by xinclude on begining of scr. I try to
> move incbin"c:ptp" to meany places but all i get was corrupted ptp in ram:
> I change ?ptp in writemem to ptp but it seems dosen't work too :(
> I got no idea!!! When I use this i normal way (no including&no statements)
> IT WORKS FINE!! Any ideas are welcome :)

I am not sure about the Statement part - maybe you can't do this in a statement?

Anyway, a couple things to try:

Before the IncBin, put Even like this:

Even

.ptp

IncBin "SYS:c/ptp"

Also, I always put any IncBins at the very end of the code.

For the WriteMem command, try:

a.l=?ptp

WriteMem 0,a,6948

And you must put full pathname in Execute_ , so exe\$ should be "RAM:ptp
mysongname"

And try putting:

ClearCacheU_ after writing the program into ram.

Maybe these will help.

>

> Poozdrofka OPi/Plastic

Later...

--

A man's tie should never be louder than his wife.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.191 Re: Intuition Questions

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 22 Aug 1998 14:36:07 -0500

Subject: Re: Intuition Questions

Encoding: quoted-printable

Hi Kent,

On 22-Aug-98, Kent Larsson wrote:

> On 22-Aug-98, Paul West wrote:

> =

>>> Hello blitzers!

>>> =

>>> Once again i have a questions(i am working on more then one project a=
t a

>>> time(so that i won=B4t get bored).

>>> =

>>> 1. How do i hide the mousepointer from an intuition screen?(i open

>>> it using ScreenTags, so if there are any sufficient tags for this=

>>> it would be great)

>>> =

>>> 2. (when the mousepointer is hidden)

>>> How do i read the XMouse and YMouse in Amigamode?

>> =

>> To hide the mousepointer you must create a shape that is a minimum

>> size of 16x1 in 4 colours, but make it so that it's all colour 0, so

>> it will just appear as transparent.

> And how do change the mousepointer, and how do i change the hotspot of =
the

> mousepointer(it=B4s just as well to ask both questions together in case=

> someone else is looking for this kind of information)

I don't know how to do this with a screen only, but if you are using a wi=
ndow

it is easy by using the Wpointer command. I make a borderless window that=
covers the whole screen. You don't have to do any graphics to the window=
, you

can use Showbitmap for double buffering as normal. But the window allows=
you

to use the mouse commands and show requesters too. Just load your "invis=
ible"

1.193 Re: Intuition Questions

(envelope-from D.McMinn@eee.rgu.ac.uk)

27 Aug 98 09:03:17 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Thu, 27 Aug 1998 09:03:07 +0100

encoding: 7BIT

Subject: Re: Intuition Questions

On 24 Aug 98, at 14:51, Kent Larsson got hit by a cattleprod! Ow...

> Thank you very much, is there any more fun things witch can be read from
> the screenstructure? (hm, i could probably find som information in the
> autodocs)

Theres so many fun things you want to stay forever and ever and ever
and ever and.....

Also looking at the Newtypes from the Compiler Options menu can give
you some clues.

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.194 Re: Intuition Questions

via SMTP by maskin, id smtpdBAAa003m1; Mon Aug 24 14:40:02 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 22 Aug 1998 23:13:08 +0200

Subject: Re: Intuition Questions

> To set the hotspot, use the Handle command on the shape before using
Wpointer

> to attach it to the window's pointer. The handle and the hotspot will be
the

> same.

Okey, thanks! (the manual says zero about this(hotspot for m-pointer, i
think anyway, i might have missed out on something).

> I don't know how to get it from the screen structure. But you can use
WmouseX

> and WmouseY to get the pointer position relative to the window, or SmouseX
and

> SmouseY to get it in relation to the screen.

Okey, thanks once again! =)

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

You cannot kill time without injuring eternity.

-- Thoreau

1.195 Re: Intuition Questions

via SMTP by maskin, id smtpdAAAa002jz; Wed Aug 26 17:57:33 1998

From: Kent Larsson <kentl@oden.se>

Date: Mon, 24 Aug 1998 14:51:55 +0200

Subject: Re: Intuition Questions

/MouseX and Y fetching from an intuition screen/

> ; You need amigalibsii.res for this

> *myscreen._Screen = peek.l(addr screen(#whatever))

> x_pos.w = *myscreen_MouseX

> y_pos.w = *myscreen_MouseY

Thank you very much, is there any more fun things witch can be read from the screenstructure? (hm, i could probably find som information in the autodocs)

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

Anyone can make mistakes, but only an idiot persists in his error.

-- Cicero

1.196 Re: Intuition Questions

via SMTP by maskin, id smtpdCAAa005cZ; Sat Aug 22 18:54:12 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 22 Aug 1998 18:45:41 +0200

Subject: Re: Intuition Questions

Encoding: quoted-printable

On 22-Aug-98, Paul West wrote:

>> Hello blitzers!

>> =

>> Once again i have a questions(i am working on more then one project at=
a
>> time(so that i won=B4t get bored).
>> =
>> 1. How do i hide the mousepointer from an intuition screen?(i open
>> it using ScreenTags, so if there are any sufficient tags for this
>> it would be great)
>> =
>> 2. (when the mousepointer is hidden)
>> How do i read the XMouse and YMouse in Amigamode?
> =
> To hide the mousepointer you must create a shape that is a minimum
> size of 16x1 in 4 colours, but make it so that it's all colour 0, so
> it will just appear as transparent.
And how do change the mousepointer, and how do i change the hotspot of th=
e
mousepointer(it=B4s just as well to ask both questions together in case
someone else is looking for this kind of information)
> I once found out that you can get the x and y mouse coordinates from
> the screen structure of the current screen.
How do i fetch those values? (i guess that you couldn=B4t find your code =
as
you didn=B4t write it, someone else might know?)

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

Man invented language to satisfy his deep need to complain.

-- Lily Tomlin

1.197 Intuition Questions

via SMTP by maskin, id smtpdAAAa006iR; Sat Aug 22 11:24:06 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 22 Aug 1998 01:32:49 +0200

Subject: Intuition Questions

Encoding: quoted-printable

Hello blitzers!

Once again i have a questions(i am working on more then one project at a

time(so that i won=B4t get bored).

1. How do i hide the mousepointer from an intuition screen?(i open it using ScreenTags, so if there are any sufficient tags for this it would be great)

2. (when the mousepointer is hidden)

How do i read the XMouse and YMouse in Amigamode?

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

Politicians should read science fiction, not westerns and detective stories.

-- Arthur C. Clarke

1.198 Re: Intuition Questions

for blitz-list@netsoc.ucd.ie; Sat, 22 Aug 1998 13:24:16 +0000

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 22 Aug 98 14:16:02 +0000

Subject: Re: Intuition Questions

Encoding: quoted-printable

> Hello blitzers!

>=20

> Once again i have a questions(i am working on more then one project at a time(so that i won=B4t get bored).

>=20

> 1. How do i hide the mousepointer from an intuition screen?(i open it using ScreenTags, so if there are any sufficient tags for this it would be great)

>=20

> 2. (when the mousepointer is hidden)

> How do i read the XMouse and YMouse in Amigamode?

To hide the mousepointer you must create a shape that is a minimum size of 16x1 in 4 colours, but make it so that it's all colour 0, so it will just appear as transparent.

I once found out that you can get the x and y mouse coordinates from the screen structure of the current screen.

--=20

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.199 Re: Intuition screens

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 09:34:09 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 09:33:58 +0100

encoding: 7BIT

Subject: Re: Intuition screens

On 15 Aug 98, at 15:30, Gavin Williams's head exploded because...

> I want to open a 256 colour intuition screen but the manual states that
> the max bitplanes is 6. Is it possible to create with 8 bitplanes? I need
> to use the windows and gadget commands. So far the only way I have found
> is to set the Workbench colour palette to 256 and use the
> Workbenchtoscreen command, but this slows down things somewhat.

It is possible, the manual lies...

If you use the long version of the screen command then you can
open an 8 plane screen. I don't think there are any special flags for
8 planes either, i.e.

Screen 0,0,0,320,256,8,0,"My screen",-1,-1

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.200 Intuition screens

From: "Gavin Williams" <gavin@micro-media.demon.co.uk>

Subject: Intuition screens

Date: Sat, 15 Aug 1998 15:30:09 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi.

I want to open a 256 colour intuition screen but the manual states that the
max bitplanes is 6. Is it possible to create with 8 bitplanes? I need to use
the windows and gadget commands. So far the only way I have found is to set
the Workbench colour palette to 256 and use the Workbenchtoscreen command,
but this slows down things somewhat.

1.201 Re: Intuition screens

15 Aug 98 18:17:23 +0100

15 Aug 98 18:17:16 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: Intuition screens

Date: Sat, 15 Aug 1998 18:14:31 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>I want to open a 256 colour intuition screen but the manual states that the
>max bitplanes is 6. Is it possible to create with 8 bitplanes? I need to
use
>the windows and gadget commands. So far the only way I have found is to set
>the Workbench colour palette to 256 and use the Workbenchtoscreen command,
>but this slows down things somewhat.

I wondered about this, the answer that I got was that the
manual is wrong - you can get 8 bitplanes...and thats what
I did!

The manual really is a load of bollux.

Alex Smyth

1.202 RE: Irc

From: "Alvaro Thompson" <alvaro@teammango.demon.co.uk>

Subject: RE: Irc

Date: Wed, 12 Aug 1998 01:13:39 +0100

Importance: Normal

> It is/was Dalnet (several default servers set up in Amirc) #Blitz.
> Try around 8pm to 10pm GMT on weekdays.
... and also 10-11pm GMT too, cus I'm always there, weekdays + weekend!

--

A L B I R O

Quake, Unreal and 'Net freak

www.teammango.demon.co.uk

Alvaro Thompson

alvaro@teammango.demon.co.uk

ICQ # 9244266

1.203 Irc

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Wed, 12 Aug 1998 05:58:43 +1000

Subject: Irc

Encoding: quoted-printable

Hey Blitzers,

can someone give me an irc server and a channel name for Blitz, I can't find one at all. Not from shortage of trying either

Blitzwing

P.S If the old one (that I can't find) isn't being used, don't worry about it

1.204 Re: Irc

From: Daniel Allsopp <slash@thesnakepit.demon.co.uk>

Date: Wed, 12 Aug 1998 01:44:01 +0000

Subject: Re: Irc

Hi Alvaro

On 12-Aug-98, you wrote:

>

>> It is/was Dalnet (several default servers set up in Amirc) #Blitz.

>> Try around 8pm to 10pm GMT on weekdays.

>

> ... and also 10-11pm GMT too, cus I'm always there, weekdays + weekend!

No one really appears there until about 1am. Between 1am and 2.30am a lot of helpful people arrive. Myself, Paul West, Dave Newton (sometimes), Paul Burkey. Mostly talking about CGfx systems and CPU blitting although we'll help with anything else :)

--

Cheers,

Daniel

<tsb>slash@thesnakepit.demon.co.uk

<tsb><http://homepages.enterprise.net/dallsopp/>

<tsb>or

<tsb><http://www.thesnakepit.demon.co.uk> (not up yet)

<tsb>

<tsb>Hiroshima *45* - Chernobyl *86* - Windows *95*

1.205 Re: Irc

From: Matt Daniels <mattd@underused.u-net.com>

Date: Tue, 11 Aug 1998 23:25:32 +0100

Subject: Re: Irc

HI,

Stuff about "Irc" kinda just happened,
so Blitzwing got this together...

> can someone give me an irc server and a channel name for Blitz, I can't find
one at all. Not from shortage of trying either

It is/was Dalnet (several default servers set up in Amirc) #Blitz.

Try around 8pm to 10pm GMT on weekdays.

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

1.206 Re: Is there a disk in DF0: ?

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 03 Aug 1998 13:52:08 +1200

Subject: Re: Is there a disk in DF0: ?

On 03-Aug-98, Gustav Gnosspelius wrote:

> Does anyone know which the most easy way to check if there is a disk

>present in DF0: is?

```
If Exists("DF0:")
```

```
...
```

```
Endif
```

--

Anton Reinauer <anton@ww.co.nz>

1.207 Is there a disk in DF0: ?

with smtp (ident 1038 using rfc1413) id m0z35tv-000UuHC

for <blitz-list@netsoc.ucd.ie> (<blitz-list@netsoc.ucd.ie>)

(Debian Smail-3.2.0.92 1997-Feb-9 #2); Sun, 2 Aug 1998 23:42:47 +0200 (CEST)

Date: Sun, 2 Aug 1998 23:42:47 +0200 (CEST)

From: Gustav Gnosspelius <gosweede@lindesign.se>

Subject: Is there a disk in DF0: ?

Does anyone know which the most easy way to check if there is a disk
present in DF0: is?

//Gustav Gnosspelius, A dedicated Amiga user, Sweden

1.208 Re: Is there a disk in DF0: ?

(Netscape Messaging Server 3.0) with SMTP id AAD2441
for <blitz-list@netsoc.ucd.ie>; Mon, 3 Aug 1998 09:34:59 +0200
From: Krzysiek Jonko <eteacher@amiga.org.pl>
Subject: Re: Is there a disk in DF0: ?
Encoding: 7bit
Date: Mon, 3 Aug 1998 08:37:09 +0100
> On 03-Aug-98, Gustav Gnosselius wrote:
>> Does anyone know which the most easy way to check if there is a disk
>> present in DF0: is?
On Mon, 03 Aug 1998 13:52:08 +1200
Anton Reinauer <anton@ww.co.nz> wrote:
> If Exists("DF0:")
This isn't the best idea I think.
System probably gives you request ("Insert disk...").
Some time ago I saw simple example to checking existing of disks - some
kind of PEEK instruction... I'll look at home.
The other thing: you SHOULD'N'T use device names! Some users is using
different configs - few disk drives etc. Try using Disk names instead
of DF0: DF1: HD0: etc. It's much more system friendly ;-)
/// Christopher Jonko
/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C
\\// eteacher@amiga.org.pl
\\XX/ <http://amiga.com.pl/eteacher/>

1.209 Re: Is there a disk in DF0: ?

From: Marcin Nowak <nvk1@friko5.onet.pl>
Date: Tue, 04 Aug 1998 04:22:51 +0100
Subject: Re: Is there a disk in DF0: ?
Encoding: quoted-printable
Hi!
>> If Exists("DF0:")
> This isn't the best idea I think.
> System probably gives you request ("Insert disk...").
> Some time ago I saw simple example to checking existing of disks - some=
> kind of PEEK instruction... I'll look at home.
Try:

Poke.l Peek.l(Peek.l(4)+276)+184,-1

before Exists() command. No more "No disk present..." requester! :)

Best regards,

-- =

Marcin Nowak

nVk/InSomNiA <http://www.kki.net.pl/~insomnia/>

A1k2=B7040=B718MB=B72GB=B7CD <mailto:nvk1@friko5.onet.pl>

<sb>

1.210 I`m back

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Falkenhahn52324@waldhessen-online.net>)

id <m0z3HSq-002pDgC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 3 Aug 1998 12:03:36 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Falkenhahn52324@waldhessen-online.net>)

id <m0z3HTq-001oGKC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 3 Aug 1998 12:04:38 +0200 (MET DST)

(Smail-3.2.0.101 1997-Dec-17 #1 built DST-Jul-17)

From: Andreas Falkenhahn <Falkenhahn52324@waldhessen-online.net>

Date: Mon, 03 Aug 1998 12:01:03 +0100

Subject: I`m back

Hi!!

I finally changed my provider and I`m now back on the list with my new

email address: Falkenhahn52324@waldhessen-online.net

have a nice day

Greetings,

--

Andreas

=====
email: Falkenhahn52324@waldhessen-online.net

WWW: www.airsoft.home.pages.de

***** POWERED BY AMiGA *****

A1200/040T, 18MB Ram, 1,7GB HD Space
=====

1.212 Re: Less messages on the list

From: Matt Daniels <mattd@underused.u-net.com>

Date: Tue, 11 Aug 1998 23:25:47 +0100

Subject: Re: Less messages on the list

HI,

Stuff about "Less messages on the list" kinda just happened,
so Andreas got this together...

> Hi !!

>

> Here an off-topic problem.....are there less messages on the list the last

> days?

Yes there is less mail on the list these days, with even less of it being "how
can I do this with blitz 2.1" on topic mail. We still haven't recovered from
the

post WOA announcement lull in interest :-(

Today (before 9pm Uk time, 8 CET?) I picked up 7 emails.

Yesteday I picked up 5.

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

1.213 Logic expressions

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Tue, 18 Aug 1998 22:31:20 +1000

Subject: Logic expressions

Encoding: quoted-printable

Hey Blitzers,

I'm having a little hassle with a logical expression

Is it possible to simplify this expression :

if a=3D1 or a=3D5 or a=3D17 or a=3D49 or a=3D63

to something like

if a=3D(1 or 5 or 17 or 49 or 63)

or

if a=3D(1|5|17|49|63)

these numbers are irrelevant, they were just for example, or am I limited =
to doing it the long way. I have found other more complicated alternative=
s like converting to a string and use instr, but it's a messy way to do i=
t. Any ideas ?

Blitzwing

1.214 Re: Logic expressions

(EMWAC SMTPRS 0.81) with SMTP id <B0000382239@mailhost.sosbbs.com>;

Wed, 19 Aug 1998 01:31:34 -0400

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Logic expressions

Date: Wed, 19 Aug 1998 01:51:54 -0400

Encoding: 7bit

> I'm having a little hassle with a logical expression

> Is it possible to simplify this expression:

> to something like

> if a=1 or a=5 or a=17 or a=49 or a=63

> if a=(1 or 5 or 17 or 49 or 63)

> or

> if a=(1|5|17|49|63)

> these numbers are irrelevant, they were just for example, or am I

> limited to doing it the long way.

More or less... if you're looking for something like the second or third examples you're basically out of luck.

> I have found other more complicated alternatives like converting to

> a string and use instr, but it's a messy way to do it. Any ideas?

It all depends... I'd try to organize this data to minimize the amount of conditional checks, but this isn't really possible in your example.

There's nothing inherently wrong with using the long version (as you put it)... it's clear and it's effective.

However, if you find yourself performing many such multi-conditional checks, it might be worth using another approach...

The problem is that you are not showing what the conditionals are being used for... and it does make a difference.

For example, let's assume the above values represent the valid keys for a menu...

First, it'd be more effective and clear to break them down like...

```
If ( a=1 ) Then Do_MenuA{ }
```

```
If ( a=5 ) Then Do_MenuB{ }
```

```
If ( a=17 ) Then Do_MenuC{ }
```

```
If ( a=49 ) Then Do_MenuD{ }
```

```
If ( a=63 ) Then Do_MenuE{ }
```

OR, use the Select-EndSelect approach as suggested by Kent Larsson.

However, if all the above values are for one logical condition (as I think you mean), then I'd go with something like the following:

```
; DEFINE VALID KEYS...
```

```
Dim vkeys1.b[6];
```

```
vkeys1(0)=1; vkeys1(1)=5; vkeys1(2)=17; vkeys1(3)=49; vkeys1(4)=63;
```

```
vkeys1(5)=-1;
```

Now, the above conditional line can be replaced with...

```
If Check_Keys{ &vkeys1(0), a } Then What_Ever
```

```
Function.b Check_Keys{ vkeys.l, key.b }
```

```
keyvalid=False
```

```
Repeat
```

```
If ( peek.b(vkeys) <> key )
```

```
vkeys+1
```

```
Else
```

```
keyvalid=True
```

```
EndIf
```

```
Until ( peek.b(vkeys) = -1 ) Or ( keyvalid )
```

```
Funtion Return keyvalid
```

```
End Function
```

I know that's a bit messy, but I haven't use BLITZ in months so I have gone with a direct memory access through peeking (same as pointer access anyway). If you're familiar with BLITZ pointer syntax then you can use that...

Anyway, this might appear to be a lot of typing for a little work, but once you have this implemented, you can easily predefine all your multi conditional checks then use a single function call to test them all...

Example:

```
; DEFINE VALID KEYS...
```

```
Dim vkeys1.b(6), vkeys2.b(4), vkeys(7)
```

```
vkeys1(0)=1 : vkeys1(1)=5 : vkeys1(2)=17
```

```
vkeys1(3)=49 : vkeys1(4)=63 : vkeys1(5)=-1
```

```
vkeys2(0)=3 : vkeys2(1)=7 : vkeys2(2)=19 : vkeys2(3)=-1
```

```
vkeys3(0)=7 : vkeys3(1)=11 : vkeys3(2)=23 : vkeys3(3)=55
```

```
vkeys3(4)=69 : vkeys3(5)=88 : vkeys3(6)=-1
```

Now, using the long If check, we'd have something like this...

```
If (a=1) Or (a=5) Or (a=17) Or (a=49) Or (a=63) Then What_Ever1
```

```
If (a=3) Or (a=7) Or (a=19) Then What_Ever2
```

```
If (a=7) Or (a=11) Or (a=23) Or (a=55) Or (a=69) Or (a=88) Then...
```

...What_Ever3

However, using the new design, we'd do...

```
if Check_Keys{ &vkeys1(0), a } Then What_Ever1
```

```
if Check_Keys{ &vkeys2(0), a } Then What_Ever2
```

```
if Check_Keys{ &vkeys3(0), a } Then What_Ever3
```

Again, it really depends on how many of these lines you'll be needing.

If there are many, it might be worth using this type of design.

Keep in mind that the above is for illustration purposes only and is currently limited to values in the range of a signed byte (-128 to +127).

I'm not saying this is the best approach, I'm just throwing some ideas out there and you can use them or drop them as you see fit...

Garfield Benjamin e-mail: gbenjam@sosbbs.com

Website(<http://www.sosbbs.com/~gbenjam>)

1.215 Re: Logic expressions

via SMTP by maskin, id smtpdAAAa006H_; Tue Aug 18 23:34:03 1998

From: Kent Larsson <kentl@oden.se>

Date: Tue, 18 Aug 1998 20:52:29 +0200

Subject: Re: Logic expressions

> Hey Blitzers,

> I'm having a little hassle with a logical expression

> Is it possible to simplify this expression :

> if a=1 or a=5 or a=17 or a=49 or a=63

Try a Select-End Select if you think that it looks better, something similiar to below maybe:

```
a=2
```

```
Select a
```

```
Case 1
```

```
NPrint "a is 1"
```

```
Case 2
```

```
NPrint "a is 2"
```

```
Case 4
```

```
NPrint "a is 4"
```

```
Case 10
```

```
NPrint "a is 10"
```

```
Default
```

```
NPrint "a is not 1 or 2 or 4 or 10"
```

```
End Select
```

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se

Man invented language to satisfy his deep need to complain.

-- Lily Tomlin

1.216 Re: Logic expressions

From: "Steven Wojciechowski" <stevie-woj@boy-woj.demon.co.uk>

Date: 18 Aug 98 20:19:12 +0100

Subject: Re: Logic expressions

Encoding: 7bit

Previously in life Blitzwing(blitzwing@goldweb.com.au) had this to say:

> Is it possible to simplify this expression :

>

> if $a=1$ or $a=5$ or $a=17$ or $a=49$ or $a=63$

>

> to something like

>

> if $a=(1$ or 5 or 17 or 49 or $63)$

>

AFAIK you can't, you have to do it the first way.

--

Steven Wojciechowski

<http://www.boy-woj.demon.co.uk/>

1.217 Re: Logic expressions

for blitz-list@netsoc.ucd.ie; Tue, 25 Aug 1998 01:27:18 +0000

From: "Steven Wojciechowski" <stevie-woj@boy-woj.demon.co.uk>

Date: 25 Aug 98 01:10:20 +0100

Subject: Re: Logic expressions

Encoding: 7bit

Previously in life Blitzwing(blitzwing@goldweb.com.au) had this to say:

> Well, thanks for all the responses peoples..... but, comments on this would be nice

>

> how about

```
>  
> a$=right$("0"+str$(a),2)  
> if instr("01.05.17.49.63",a$)>0  
> ;code to execute of a is any of the numbers  
> end if  
>  
> This works and is quite quick. Thanks for the other replies....  
>  
I'm not entirely sure about this, but I think that even if it is  
quick, numerical comparisons will always be faster than string  
comparisons and conversions. Although if there are quite a few Or  
possibilities to be checked then maybe the string method would be  
faster. Anyone know for sure?  
--  
Stevie Wojciechowski  
http://www.boy-woj.demon.co.uk/
```

1.218 Looking for D. Reeve

From: MinuteMan <atomic-interactive@nwn.de>
Date: Mon, 10 Aug 1998 13:20:12 +0200
Subject: Looking for D. Reeve

Hi!

This mail is kinda off-topic, all that I need is the
right email address of Donovan Reeve, who is subscribed to the
blitz list.

I wanted to reply to an email from him, but got the answer
"user unknown".

Yours,
Lukas Hartmann

1.219 Re: Loss of CU-Amiga and the future.

From: bobal@avalon.net (Bob Akerberg Team *AMIGA*)
Date: 16 Aug 98 07:55:06 -0600
<bubby.lnk@ispi.net>
Subject: Re: Loss of CU-Amiga and the future.
Organization: SMAUG & Team *AMIGA*
(<http://www.lls.se/~volley>)

On 15 Aug 1998 10:11 +0500 (+1100), Donovan Reeve wrote to the list:

- > To all...
- > This was part of a discussion on the Amiganutta games list an is kinda
- > off
- > topic (unless you value your Amiga, Blitz, and your freedom) but I
- > thought
- > it ought to be said in the presence of ALL Amigans so therefor I am
- > posting
- > it here as well...
- > The discussion was started by the demise of the beloved CU Amiga
- > magazine.
- ... clipped for brevity...
- > DUMP the apathy! Cut the CRAP! Cease all the griping and
- > complaining and DO SOMETHING CONSTRUCTIVE!
- > SUPPORT Amiga Inc., Amiga Int., the magazines, the dealers,
- > your users group, the software developers AND YOURSELF!
- > A TEAM effort WILL BRING VICTORY!
- > If you want to be left behind, keep complaining and withdrawing...
- > If not...
- > It's YOUR FUTURE! DO something about it!
- > ;) Courage!
- > Donovan Reeve (bubby.lnk@ispi.net)

Donovan (and all):

I was just out for dinner with Darreck Lisle and his wife last night and the demise of CU Amiga was one of the things we discussed. Darreck is an Amiga lover from WAY back, and I guarrantee that he, and everyone at Amiga, Inc. are as frustrated as the rest of you are. Things are going as quickly as possible and the future IS very bright. Hang on, everyone. It will be worth it! I have forwarded your mail to Darreck at Amiga, Inc. It will make his day, I guarrantee. Way to go, Donovan!
Bob Akerberg

1.220 Loss of CU-Amiga and the future.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 15 Aug 1998 10:11:31 +0500

Subject: Loss of CU-Amiga and the future.

To all...

This was part of a discussion on the Amiganutta games list and is kinda off topic (unless you value your Amiga, Blitz, and your freedom) but I thought it ought to be said in the presence of ALL Amigans so therefore I am posting it here as well...

The discussion was started by the demise of the beloved CU Amiga magazine.

>> I hope this Doesn't happen or all Amiga users who do not have Internet Access

>> will not be able to find out What's Going on or Heavens Forbid what if

>Amiga

>> Format dies where are we all going to get Impartial Advice on New Products ?

>.

>> I guess we will all have to Buy then Try and Not Get Reviews of Products

>from

>> AF . I hope AF doesn't go the way of CU-Amiga .

>and Amiga Inc is watching all of this..sitting there and laughing at us...:(

>Their plan is working nicely...

>But they'll be sorry...but it'll be too late

Amiga Inc. is NOT laughing. They are very concerned about the magazine situation also. In fact, I have noticed that in the latest issues of some magazines they have taken out VERY large advertisements (several pages) which don't say much and therefore are there mainly for only two purposes: To encourage the Amiga community and to HELP SAVE THE MAGAZINES. Amiga Inc. and Amiga Int. are working as hard and as fast as they can.

Gateway has little to lose and everything to gain by pressing forward with the Amiga, which they are doing. Don't give up now people... we now have a future and it is being shaped as we speak. We need to understand that things must be largely kept under wraps for a while yet if they are to succeed. Let's HELP the Amiga and ourselves by supporting it as best we can and keeping a stiff upper lip for a little longer. The rewards will be GREAT! I personally don't plan on sinking into the window cesspool.

In fact, I don't even plan on going near the stinking thing. I get to much of that at work now. When the reinforcements arrive I intend to be one of those still fighting the fight with the Amiga banner held high! Don't be silly wooses! If this was a game you wouldn't give up and quit just because of some serious setbacks would you? Of course not! you would try even harder and grit your teeth and push on until you prevailed. So why give real life less of a commitment. Shucks, is it

worth giving up the opportunity to be one of the select loyal bunch who bring about the revolution and taste the sweet victory just to play a few games now which we will have forgotten by then? NO!

I want the new, cutting edge, stomp all over the competition next-generation Amigas to come into existence. I am willing to give up some things in the present to see it happen. Why?

Because the alternative is to lose ALL our freedom. To die in a stinking quagmire of bloated, flawed, scam-ridden clonishness while being robbed, drowned and eaten by billigators.

Buck up! Tighten your belts. Grab your weapons and your Amiga banners and let's go into battle. I'm not about to quit when the cavalry is just coming over the hill!

I'm serious about this. Grab ALL the old troops. Bring in new recruits. Hold the banner high and thunder out the battle cry!

I've had much more success lately than ever before in interesting other people in the Amiga. Why? because they are all sick of their situations. Sick of microbrains blatant push for monopoly and usurpation of freedom. EVERYBODY wishes there was a good alternative and they are VERY interested to hear that there soon WILL be.

DUMP the apathy! Cut the CRAP! Cease all the griping and complaining and DO SOMETHING CONSTRUCTIVE!

SUPPORT Amiga Inc., Amiga Int., the magazines, the dealers, your users group, the software developers AND YOURSELF!

A TEAM effort WILL BRING VICTORY!

If you want to be left behind, keep complaining and withdrawing...

If not...

It's YOUR FUTURE! DO something about it!

;) Courage!

Donovan Reeve (bubby.lnk@ispi.net)

1.221 Re: Loss of CU-Amiga and the future.

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: Loss of CU-Amiga and the future.

Date: Mon, 17 Aug 1998 13:05:06 +1200

charset="iso-8859-1"

Encoding: 7bit

Hi,

>I disagree about Amiga Inc, they are doing good
>long-term work but they aint doing anything for
>the short-term situation - which is desperate!
>
>Also, they say one thing to the amiga community
>and then say another to the non-amiga media.
>That's a bit sinister in my book.
Actually, they say one thing and the non-amiga media misquotes them.
Ciao,
Julian Kinraid

1.222 Re: Loss of CU-Amiga and the future.

15 Aug 98 18:17:23 +0100
15 Aug 98 18:17:15 +0100
From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>
Subject: Re: Loss of CU-Amiga and the future.
Date: Sat, 15 Aug 1998 18:12:21 +0100
charset="iso-8859-1"
Encoding: 7bit

Hi,
I disagree about Amiga Inc, they are doing good
long-term work but they aint doing anything for
the short-term situation - which is desperate!
Also, they say one thing to the amiga community
and then say another to the non-amiga media.
That's a bit sinister in my book.
People should stop blindly defending Amiga Inc, they
aren't buddha and they haven't done anything yet that
has helped the present situation, all they done so far
is try to scuppa the PPC!
The best thing people can do is buy Amiga Format, keep
buying products from amiga developers and try to hang
in there. I have already heard of people leaving the amiga
after the CU Amiga news, if AF went down then it would be
a lot worse!
The net won't save the amiga, I've said it before - most amiga
owners aren't on the net, developers won't like not having a
magazine to advertise in.
At the risk of repeating myself I will end there! :)
Alex Smyth

1.223 Re: Lots of stuff

From: Anton Reinauer <anton@ww.co.nz>

Date: Sat, 29 Aug 1998 19:36:02 +1200

Subject: Re: Lots of stuff

On 29-Aug-98, Paul wrote:

>> 5) Scrolling and double buffering in OS mode - I heard

>> people suggest that it doesn't work properly in OS, is

>> this true?

>Doublebuffering works fine. I have it working.

>Scrolling is a slightly different matter. If you are going to redraw

>the whole screen every frame then it might be better to do scrolling

>in software rather than using a hardware scroll, not that a hardware

>scroll wouldn't work.

I haven't been able to get hardware scrolling working well- I used

Putsuperbitmap, and PositionSuperbitmap on one window in ECS, and AGA,

and it fickered, and was very slow- maybe if you used two windows or

screens you might get it working- give us a yell if you do.

Maybe if you played with the windows bitmap pointers, you could get it

to work with Showbitmap.

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200 WB3.0,25/040,200/PPC,CD-Rom - From 1-280 Mips in 15 secs!

My ICQ page: <<http://www.mirabilis.com/15349462>>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.0)

<<http://www.ww.co.nz/home/anton>>

1.224 Re: Lots of stuff

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 29 Aug 98 01:17:18 +0000

Subject: Re: Lots of stuff

Encoding: 7bit

Alex!

> 1) If I do my game in OS using Screens, will I lose

> fetchmode 3, is it possible to select it using

> Screentags?

It is not possible to choose fetchmode directly using anything in amigamode. The operating system adjust the mode automatically depending on certain conditions and even if you could alter it by hacking into the hardware there would be no point because the o/s provides optimim fetching wherever possible.

What I have observed is that modes which would be classed `OCS' (old chipset, a500 etc) still use fetchmode 0 (16-bit). This seems to includes 64-colour ntsc, but not sure about pal. Anything higher, that wouldn't be possible on OCS, seems to use a higher fetchmode, and is only possible with a higher fetchmode. So if you wanted 320x256 in 256 colours you would have to move up to fetchmode 1 or 3. I don't think that generally fetchmode 2 is ever used as it does something peculiar with the arrangement of the data.

If the memory that your o/s screen is using for the bitmaps is aligned to the nearest 64 pixels (nearest 8 bytes), which it seems to ALWAYS be, and your bitmap width is a multiple of 64, then the o/s will use fetchmode 3, regardless.

The amiga is generally a 32-bit computer. The 64-bit datafetch just fetches two longwords. So if you do a hardware scroll horizontal any greater than 32 pixels (0..31), the first longword will not be 64-pixel aligned, and the o/s will have to use fetchmode 1 instead. This somewhat decreases the time that you have to access chipram, which in some cases seems to be halved. Fetchmode 1 will also be used if the bitmap width is only a multiple of 32 not 64. For >OCS modes you will not generally see any use of fetchmode 0.

> 2) Yeah, Screentags, is there a full list of them with descriptions
> on the Amiga Developers CD? It seems I can't do anything
> cool without using them!

Pressing shift/help or whatever brings up pretty much all of them.
There is a full list on the developers cd.

> 3) Do Graphics Cards hold the display in FAST memory?
> (I want to do CPU blitting etc. but at full speed - not 25fps!)
> Is it just a matter of having FAST bitmaps, blitting on them
> and then copying them over to the FAST Gfx card display
> area?

Yes, or you could blit directly to the video display ram. But that means the rendering has to be send over the zorro bus which is generally thought to be less efficient. So you would normally have a

fastram buffer to which you do all your graphics work, and then copy the whole buffer to the graphics card. Depending on the cpu, fastram speed, zorro revision (2 or 3) and the gfx card, you generally will get better than AGA performance.

Mr Allsop reported that his game ran over 100fps in lores 320x240, I think that's with zorro3 and 060/50. That suggests 25fps for 640x480 or maybe higher.

> 4) I heard people say that Blit doesn't work with Gfx cards
> but WBlit does. This is bad because I will be using Screens
> and I want to use BBlit and not WBlit (I won't be using
> Windows). What about if you Blit to a bitmap that is not
> being displayed, will that work?

You could make an invisible backdrop window and use WBlit. I thought you just said you wanted to use cpu blit anyway?

> 5) Scrolling and double buffering in OS mode - I heard
> people suggest that it doesn't work properly in OS, is
> this true?

Doublebuffering works fine. I have it working.

Scrolling is a slightly different matter. If you are going to redraw the whole screen every frame then it might be better to do scrolling in software rather than using a hardware scroll, not that a hardware scroll wouldn't work.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.225 Lots of stuff

28 Aug 98 19:46:50 +0100

28 Aug 98 19:46:38 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Lots of stuff

Date: Fri, 28 Aug 1998 19:46:30 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi everyone,

Some questions:

- 1) If I do my game in OS using Screens, will I lose fetchmode 3, is it possible to select it using Screentags?
 - 2) Yeah, Screentags, is there a full list of them with descriptions on the Amiga Developers CD? It seems I can't do anything cool without using them!
 - 3) Do Graphics Cards hold the display in FAST memory? (I want to do CPU blitting etc. but at full speed - not 25fps!) Is it just a matter of having FAST bitmaps, blitting on them and then copying them over to the FAST Gfx card display area?
 - 4) I heard people say that Blit doesn't work with Gfx cards but WBlit does. This is bad because I will be using Screens and I want to use BBlit and not WBlit (I won't be using Windows). What about if you Blit to a bitmap that is not being displayed, will that work?
 - 5) Scrolling and double buffering in OS mode - I heard people suggest that it doesn't work properly in OS, is this true?
- Regards,
Alex Smyth

1.226 Low CPU - front screen test?

From: "Andrew" <mramiga@assign.u-net.com>

Organization: Private User

Date: 1 Aug 98 08:51:59 +0000

Subject: Low CPU - front screen test?

Encoding: 7bit

I need a way of testing that current screen is the front screen constantly, with using very little CPU power.

Idea I would like it work with Wait Event but I can not work out how this would be done.

The Wait Event would as well have to respond to any changes to the Active Window

Mouse Buttons/Movement

Joystick Buttons/Movement

including is current screen the screen to front still.

Any ideas out there?

This would have to happen in Amiga mode.

--

--

Founder AmiVisual Team

mailto:amivisual@assign.u-net.com

http://www.assign.u-net.com/amivisual/ (Official site)

On dailnet (IRC) #AmiVisual (English) #AmiVisual-DE (German)

My nick is aMIGA_dUDE

--

Amiga first public showing on 25 July

--

Mailto:mramiga@assign.u-net.com --

V//Amiga//

Team AMIGA

You all so find me on DalNet at #NetConnect, #Amiga, #AmIRC,

#Amiga-UK, #Amiga3D, #X_Files

I don't trust (8-o

1.227 Low CPU - front screen test?

From: "Andrew" <mramiga@assign.u-net.com>

Organization: Private User

Date: 1 Aug 98 21:30:29 +0000

Subject: Low CPU - front screen test?

Encoding: 7bit

I need a way of testing that current screen is the front screen
constantly, with using very little CPU power.

Idea I would like it work with Wait Event but I can not work out how
this would be done.

The Wait Event would as well have to respond to any changes to the
Active Window

Mouse Buttons/Movement

Joystick Buttons/Movement

including is current screen the screen to front still.

Any ideas out there?

This would have to happen in Amiga mode.

--

--

Founder AmiVisual Team

mailto:amivisual@assign.u-net.com
http://www.assign.u-net.com/amivisual/ (Official site)
On dailnet (IRC) #AmiVisual (English) #AmiVisual-DE (German)
My nick is aMIGA_dUDE
--
Amiga first public showing on 25 July
--
Mailto:mramiga@assign.u-net.com --
V//AmigaV//
Team AMIGA
You all so find me on DalNet at #NetConnect, #Amiga, #AmIRC,
#Amiga-UK, #Amiga3D, #X_Files
I don't trust (8-o

1.228 Re: Macro Params

From: Blitzwing <blitzwing@goldweb.com.au>
Date: Mon, 24 Aug 1998 18:45:16 +1000
Subject: Re: Macro Params
Encoding: quoted-printable
> Hello Matt
> Don't even bother typing any examples from the manual!
> Unless of course you like sadomasoquism...
> Another small tip: Throw the manual away! You'll have to fly by wire
> here...
Matt, don't bag out the Blitz manual,
I've found it most helpful, I have an unstable coffee table ;)
Seriously, we really need a new manual, even an electronic one, if some o=
f you guys will help me with the commands syntax, I'll try and write one.=
Someone else on this list is attempting it also, not sure who though....=
=2E
Blitzwing=

1.229 Re: Macro Params

From: Matt Daniels <mattd@underused.u-net.com>
Date: Mon, 24 Aug 1998 23:27:09 +0100
Organization: maragas
Subject: Re: Macro Params

Hi Blitzwing,

> Seriously, we really need a new manual, even an electronic one, if some of you guys will help me with the commands syntax, I'll try and write one.

Someone else on this list is attempting it also, not sure who though.....

Maybe a series of tutorials posted to aminet would be Better...

Thanks

--

Matt Daniels

1.230 Re: Macro Params

From: Matt Daniels <mattd@underused.u-net.com>

Date: Thu, 20 Aug 1998 20:53:41 +0100

Organization: maragas

Subject: Re: Macro Params

Hi,

> On 19 Aug 98, at 22:14, Matt Daniels got hit by a cattleprod! Ow...

Beer, Exhaustion, Blitz and Nirvana records don't mix.

> It could be that you've just typed the wrong ' things. You know,

> cos theres two on the keyboard both angled at different directions

> but the one in the manual goes straight up and down!

I thought that the amiga had only one, but after a while messing

with the keyshow util I found the other one (alt + key above tab).

I will now retreat into a pit of self loathing after proving that I don't even know the layout of my own keyboard.

Thanks.

--

Matt Daniels

1.231 Re[2]: Macro Params

From: Rui de Carvalho <grim@ip.pt>

Date: Mon, 24 Aug 1998 19:43:02 +0000

Organization: Dark Dreams Designs

Subject: Re[2]: Macro Params

Hello

Somewhere Blitzwing wrote:

> Matt, don't bag out the Blitz manual,

> I've found it most helpful, I have an unstable coffee table ;)

That's just too bad (eh! eh!)...
I've just started a new mailing list (see below) and i'm /inviting/
people to join it (/orwillbreakyourlegskindofstuff/)...
It's all about baking cakes... I think...
There isn't much activity (yet) but i hope that my two goons get more
people to cooperate (/orwillblowyourcomputerkindofstuff/)...
It's a liberal kind of list, so you can do your Beavis and Butthead
impressions there... Uh! Uuh! Uh!
The only thing you can't really talk about is Monica Lewinsky B.J. to
Bill Clinton (That message got to the list by mistake... Honest...)
If your not in it, you ain't a fruit cake!
That reminds me... I got to go and take my medication... The blue and
white pill, the green and orange pill...
Don't forget to tell your friends about it or else... ;)

--

Best Regards,
Rui Carvalho <gRiM>
<Blitz Basic Source Code Site>
#Http://ip.pt/~ip234558 - Last Update: 26.07.98#
#Fruit Cake Mailing List - Subscribe at Http://fruitcake.listbot.com#

1.232 Re: Macro Params

From: Rui de Carvalho <grim@ip.pt>
Date: Thu, 20 Aug 1998 21:33:52 +0000
Organization: Dark Dreams Designs
Subject: Re: Macro Params
Hello Matt
On 19-Aug-98, Matt Daniels wrote:
> I give in, for the first time i've typed out one of the manual
> examples,
> only to find that I can't get it to compile.
Don't even bother typing any examples from the manual!
Unless of course you like sadomasoquism...
Another small tip: Throw the manual away! You'll have to fly by wire
here...
Best Regards
--
Rui de Carvalho <gRiM>
<Blitz Basic Source Code Site>
#Http://ip.pt/~ip234558 - Last Update: 26.07.98#

1.233 Re: Manuals for Blitz Basic

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 31 Aug 1998 13:36:02 +0500

Subject: Re: Manuals for Blitz Basic

On 20-Aug-98, Rui de Carvalho flashed:

>There is an extension for Blitz called BlazeCompiler from BlazeMonger,

>it's so good it compiles the code even before you type it, and you

>don't even have to bother about line numbers cause all code is

>squashed into a single line!

--clip--

>(Sorry about this, but the list as been quite grim the last few days,

>and well, i just couldn't help it...)

's ok Rui, 's ok. #;u>

--

Donovan Reeve (bubby.lnk@ispi.net)

1.234 Re[2]: Manuals for Blitz Basic

From: Rui de Carvalho <grim@ip.pt>

Date: Tue, 25 Aug 1998 18:44:30 +0000

Organization: Dark Dreams Designs

Subject: Re[2]: Manuals for Blitz Basic

Hello Andre

Somewhere Andre Beer wrote:

> Hi Rui!

>

>> Yes, BlazeCompiler transforms all code into a custom chip that is

>> imediatly burn into your Amiga so that your code can run at the

>> fastest possible speed!

>

>

>> This extension is available at:

>

>> #HTTP://www.blazemonger.com/sihtroflaftnod/blitz/#

>> (If you get */unable to get URL/* its because the site is full at the

>> moment, just wait for a while a try again.)

>

> Are you sure this URL is right. IBrowse failed always with "No DNS entry

> found".

Try reading sihtroflaftnod backwards (righ to left)

Sorry if you feel for this one...

(You can get even at my mailing list...)

Cya...

--

Best Regards,

Rui Carvalho <gRiM>

#Fruit Cake Mailing List - Subscribe at [Http://fruitcake.listbot.com#](http://fruitcake.listbot.com#)

1.235 Manuals for Blitz Basic

via smtpd (for orca.ucd.ie [137.43.4.16]) with SMTP; 19 Aug 1998 08:57:21 UT

From: tytn.hays@cyberlife.co.uk

Subject: Manuals for Blitz Basic

Date: Wed, 19 Aug 1998 09:57:48 +0100

charset="iso-8859-1"

Hello,

I've just subscribed to this list, sorry if this question has been asked before. Are there any good books on the Blitz Basic Language. The manual I got with the disks was terrible, there was a list in the first page of all the mistakes in the manual and that didn't fill me with too much confidence. I have programmed in Basic before and I would say I am quite well versed in it, however, it is new to me to work without line numbers and also to have the program compile each time it is run.

Any help would be gratefully received.

Tytn Hays

1.236 Mario Bros 1 (but both ways)

via SMTP by maskin, id smtpdAAAa000MR; Thu Aug 20 21:51:45 1998

From: Kent Larsson <kentl@oden.se>

Date: Thu, 20 Aug 1998 21:51:38 +0200

Subject: Mario Bros 1 (but both ways)

Hello,

Is there any examples of a fast(near lightning would be great) 2-way scrolling routine. Like in Mario Bros 1, but i want to scroll in both directions.

I might try to do some kind of Mario Bros game with this, so all help and

tips is good.

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat us as equals.

-- Winston Churchill

1.237 Re: Mario Bros 1 (but both ways)

via SMTP by maskin, id smtpdCAAa006vX; Fri Aug 21 22:02:52 1998

From: Kent Larsson <kentl@oden.se>

Date: Fri, 21 Aug 1998 21:24:50 +0200

Subject: Re: Mario Bros 1 (but both ways)

Encoding: quoted-printable

On 21-Aug-98, Rui de Carvalho wrote:

> It's a fact that it takes the same time to copy 20 blocks one by one
> to a screen as to copy a single row with those same 20 blocks =
> (sometimes even faster).

Is this in Assembler or Blitz? (you mentioned that you only had tried this

routine in your .asm programs below)

> If you have to move back you only have to paste the previously
> buffered row back on the screen and scroll the screen the other way
> (don't forget to buffer the last row on the opposite side).

> =

> This is really fast... in assembler, i don't know if it is usable in
> blitz...

> Try not to use BlitzMode, it's system unfriendly, all software should
> run under wb. It may be slower, but it's the only way to ensure
> compatibility...

If i am able to use Amigamode i will, but i don't think that i am. As this is

my first action-game to, i really need all the speed i can gain.

-- =

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I think that God in creating man somewhat overestimated his ability.

-- Oscar Wilde

1.238 Re: Mario Bros 1 (but both ways)

via SMTP by maskin, id smtpdBAAa005M.; Fri Aug 21 14:09:09 1998

From: Kent Larsson <kentl@oden.se>

Date: Fri, 21 Aug 1998 12:30:25 +0200

Subject: Re: Mario Bros 1 (but both ways)

Encoding: quoted-printable

> A very wide bitmap would be nice and fast if it could be wide enough
> to hold an entire level.

Yes, but i am afraid that the chipmem. will run out. I thought that i
should use 6 bitplanes, but i may lower it if it=B4s needed.

Does anyone know how many screens a "normal" level in Super Mario Bros 1 =
is?

> Otherwise you will want to use a block/tile method.

Yes, but it=B4s quite cpu demanding, and the one i wrote myself didn=B4t =
work as
it should.

-- =

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I think that God in creating man somewhat overestimated his ability.

-- Oscar Wilde

1.239 Re: Mario Bros 1 (but both ways)

via SMTP by maskin, id smtpdDAAa006vX; Fri Aug 21 22:02:55 1998

From: Kent Larsson <kentl@oden.se>

Date: Fri, 21 Aug 1998 21:34:59 +0200

Subject: Re: Mario Bros 1 (but both ways)

Encoding: quoted-printable

On 21-Aug-98, Paul West wrote:

>> Does anyone know how many screens a "normal" level in Super Mario Bros=
1

is?

>> =

>>> Otherwise you will want to use a block/tile method.

>> Yes, but it=B4s quite cpu demanding, and the one i wrote myself didn=B4=

t work

as

>> it should.

> =

> What cpu are you aiming to run on? And didn't supermario run in a kind
> of dual playfield? I don't know, I've only ever seen it once.

Maybe the later ones, i am aiming at Super Mario Bros 1 (on 8-bit nintend=

o)
quality(and it=B4s quite a high goal, i=B4ll see if i make it).

> Let's say you have a maximum scroll speed of 8 pixels horizontally per
> frame. If your blocks are 32 pixels wide then you have 4 frames in
> which to plot a strip of blocks, so if you had a screen height of 256
> then you might have 16 blocks, so would only have to draw 4 per frame.

What do (all) you think of this type of scroll:

The bitmap is 352*256

(the scrolling-code in a pseudo-way)

1. Scroll a little to the right using "DisplayBitmap" with a
X-range from 0 to 15. On each step a new "Block" is pasted
in the right corner of the bitmap(the stripe witch can=B4t be
seen at all during the scroll.

2. When the X reaches 15 this is preformed:

BlockScroll 16,0,336,256,0,0 ; (the whole screen is
moved 16 blocks to the
left)

3. GoTo step number one

This would only require (a lot?) of CPU during the BlockScroll moment,
i have tried it. But during the blockscroll it made a quick stop(it was
without double buffer though, and without all other CPU demanding
things(baddies, controlled character(s) etc).

-- =

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

What happens to the hole when the cheese is gone?

-- Bertolt Brecht

1.240 Re: Mario Bros 1 (but both ways)

via SMTP by maskin, id smtpdDAAa005cZ; Sat Aug 22 18:54:14 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 22 Aug 1998 18:51:57 +0200

Subject: Re: Mario Bros 1 (but both ways)

> No. Don't do that. That's more horrifying than a snapped morning
> glory. No, what you have to do is take advantage of the fact that
> memory in the display wraps around. Once the raster beam gets to the
> right of the display it starts off at the left again, consecutive
> addresses. Just keep scrolling to the right adding higher and higher
> offsets and plotting the blocks further and further to the right. This
> is only possible though so long as the block plot routine does not try
> to clip the operation otherwise it won't work. Then you add an extra
> invisible line to the height of the bitmap for every screen that you
> want in width for your game environment.

It sounds like a good idea, is there any examples around showing this kind
of scrollroutine in action? (perhaps with a lot of comments, so that it will
be more easy to understand it)

> No, that's a horrible way to do it. If you cannot use the above method
> then what you do is have a double width screen, 352*2 x 256. Whatever
> blocks you draw to 336,y, you also draw to (352*2)-16,y. When the
> horizontal scroll gets to 320 you reset it to zero.

It was more easy to understand, wich one of the mentioned scroll-routines is
the quickest and most effecient one?

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

The only thing that stops God from sending another flood is that
the first one was useless.

-- Chamfort

1.241 Re: Mario Bros 1 (but both ways)

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 20 Aug 98 22:57:00 +0000

Subject: Re: Mario Bros 1 (but both ways)

Encoding: 7bit

> Is there any examples of a fast(near lightning would be great) 2-way
> scrolling routine. Like in Mario Bros 1, but i want to scroll in both
> directions.

>

> I might try to do some kind of Mario Bros game with this, so all help and
> tips is good.

A very wide bitmap would be nice and fast if it could be wide enough
to hold an entire level.

Otherwise you will want to use a block/tile method.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.242 Re: Mario Bros 1 (but both ways)

for blitz-list@netsoc.ucd.ie; Fri, 21 Aug 1998 15:00:02 +0000

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 21 Aug 98 15:23:18 +0000

Subject: Re: Mario Bros 1 (but both ways)

Encoding: quoted-printable

> Does anyone know how many screens a "normal" level in Super Mario Bros 1 =
is?

>=20

> > Otherwise you will want to use a block/tile method.

> Yes, but it=B4s quite cpu demanding, and the one i wrote myself didn=B4t =
work as

> it should.

What cpu are you aiming to run on? And didn't supermario run in a kind
of dual playfield? I don't know, I've only ever seen it once.

Let's say you have a maximum scroll speed of 8 pixels horizontally per
frame. If your blocks are 32 pixels wide then you have 4 frames in
which to plot a strip of blocks, so if you had a screen height of 256
then you might have 16 blocks, so would only have to draw 4 per frame.

--=20

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.243 Re: Mario Bros 1 (but both ways)

for blitz-list@netsoc.ucd.ie; Sat, 22 Aug 1998 13:24:19 +0000

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 22 Aug 98 14:21:28 +0000

Subject: Re: Mario Bros 1 (but both ways)

Encoding: quoted-printable

> The bitmap is 352*256

>=20

> (the scrolling-code in a pseudo-way)

> 1. Scroll a little to the right using "DisplayBitmap" with a

> X-range from 0 to 15. On each step a new "Block" is pasted

> in the right corner of the bitmap(the stripe witch can=B4t be

> seen at all during the scroll.

If you are using fetchmode 1 you are allowed lores scroll positions of

0..31.

=20

> 2. When the X reaches 15 this is preformed:

> BlockScroll 16,0,336,256,0,0 ; (the whole screen is

> moved 16 blocks to the

> left)

No. Don't do that. That's more horrifying than a snapped morning glory. No, what you have to do is take advantage of the fact that memory in the display wraps around. Once the raster beam gets to the right of the display it starts off at the left again, consecutive addresses. Just keep scrolling to the right adding higher and higher offsets and plotting the blocks further and further to the right. This is only possible though so long as the block plot routine does not try to clip the operation otherwise it won't work. Then you add an extra

invisible line to the heigki0Í²TÒ²±pFM'Ö0à?K ùÝÝÙ*πpiGr{ '#ã' àà-õ=HπÐØÜm?sQT?? ?D?©"DPçêz^a-qF?NOhçóß;èý;1?çÐAàý+

<i818©μæû>İ@êÆÇ¹ÊÇG\ñ?<óE××¾ÉY÷

ÈäüJ6jkaÚîw±

_î8q\ãIÄbý?'-] ?ð,,öFE=×]ý`k,%@'BÄü`4p^a·\$dyMÔ¾4?*ÆC?lfÄS?,ÛP?yXê÷sEñ?ùâ6»;9k;>7ø££?ZUUU>??SÍ`,KGGúV??F1?-S ?wúÖqP,dv/?A^a»»=\au3zπ=ÐÑAXÆ9?=-~

r?éüt7WV??a±ÒG²N=èàú¾ç;er©ðç??£©Ó\$?μ9UU?vyl??Ôà?S;|?çmWW?ö ?ù??"Ò^aG;##?mIx°FIK«ó¥U+VÔ°?YAA²Ö?xÔ{N;16 Ý`W`Ä-j?Ç??KØi?

Ú?°4[uëë°ÓÁ??ç¶]Óh?R??;ñA³??²ö°?λ=Q++ÑèVöÚ??fiË?&iPM°\$?iÂ[Aî®\$??C

ê*ja(v?? v??F

Xÿçþ?þ}|g~"©Ç1N)üVÊμRπ{;_?² 6-?½³³??iÎEn?5çÁ?? ?Üç°è\$gM:úþpT?ç?? ?g8½lçÿ-??½Eüö`?2²·×ÀÁýÁc\$6tp

?W2?Ê?t?D-` NÁ

1.244 Re: Mario Bros 1 (but both ways)

From: Rui de Carvalho <grim@ip.pt>

Date: Fri, 21 Aug 1998 12:42:38 +0000

Organization: Dark Dreams Designs

Subject: Re: Mario Bros 1 (but both ways)

> Is there any examples of a fast(near lightning would be great) 2-way
> scrolling routine. Like in Mario Bros 1, but i want to scroll in
> both directions.

>

> I might try to do some kind of Mario Bros game with this, so all
> help and tips is good.

The fastest way is to use a block paste routine.

There is an example of this in Blitz Examples disk under Blitzmode.

My technique is slightly different...

It's how most of the scroll games are made (Turrican 2 uses this
technique)

Imagine you have 16x16 blocks, you open a screen that as 2 more rows
of blocks 352x200 one on each side and another smaller screen to paste
those blocks 32x200 before copying them as an entire row on to the
main screen.

When the character moves to a position where the screen has to move
you paste the row of blocks in the buffer and copy the entire row that
is going to be deleted from the screen back to the buffer. Then you
paste the new row from the buffer into the screen and scroll the
entire screen.

It's a fact that it takes the same time to copy 20 blocks one by one
to a screen as to copy a single row with those same 20 blocks
(sometimes even faster).

If you have to move back you only have to paste the previously
buffered row back on the screen and scroll the screen the other way
(don't forget to buffer the last row on the opposite side).

This is really fast... in assembler, i don't know if it is usable in
blitz...

Try not to use BlitzMode, it's system unfriendly, all software should
run under wb. It may be slower, but it's the only way to ensure
compatibility...

Best Regards

--

Rui de Carvalho <gRiM>

<Blitz Basic Source Code Site>

#Http://ip.pt/~ip234558 - Last Update: 26.07.98#

#Fruit Cake Mailing List - Opens Next Week! Stay tuned...#

1.245 move16

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 78 13:53:26 +0000

Subject: move16

Encoding: 7bit

Hi.

I know it's been asked and responded to before, but I don't have the old mail...

Can somebody tell me what to do to use a move16 (a0)+,(a1)+

Ta.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.246 MUI

From: OPi^Plastic! <emilopi@kki.net.pl>

Date: Sat, 01 Aug 1998 18:29:18 +0100

Organization: Plastic!

Subject: MUI

X-YAM-Header-Amiga Anarchy Azkee

Yello,

I need some *_/#MUI#/_* examples

Pretty please.....

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>*Amiga Programmer*

<sb>www.kki.net.pl/emilopi

<tsb>EMail: emilopi@kki.net.pl

1.247 MUI Menus?

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 08 Aug 1998 19:07:41 +0000

Organization: Corrupted Software

Subject: MUI Menus?

Has anyone had any experience at creating menus in MUI? I can't seem to get them attached to a window....and example would be nice...Andreas? :)

/Rick/

--

=====
Rick Hodger - Comms Programmer for #Corruption Software#

~~~~~ \_ICQ UIN\_

Visit us at ..... <http://corruption.home.ml.org> 12861907

E-Mail us at ..... [/corruption@thehub.u-net.com/](mailto:/corruption@thehub.u-net.com/)

~~~~~  
PGP Key now available - Mail "getpgpkey" in body to -

/corruption@thehub.u-net.com/
=====

If life's a trip, then where's my ticket?

1.248 Multiple Key presses

Thu, 13 Aug 1998 14:58:36 -0400 (EDT)

From: <Dobbsee@aol.com>

Date: Thu, 13 Aug 1998 14:58:36 EDT

Subject: Multiple Key presses

encoding: 7bit

could somebody please tell me how to recognise multiple key presses in amiga mode?

Dobbs

1.249 Re: Multiple Key presses

13 Aug 98 20:20:23 +0100

13 Aug 98 20:20:12 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: Multiple Key presses

Date: Thu, 13 Aug 1998 20:20:46 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>could somebody please tell me how to recognise multiple key presses in
amiga

>mode?

I think there is a command called Qualifier which lets you do multiple
keypress.

Alex Smyth

1.250 New info on CU Amiga dying and the future

15 Aug 98 18:37:40 +0100

15 Aug 98 18:37:27 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

"PowerUpList" <powerup@lists.best.com>

Subject: New info on CU Amiga dying and the future

Date: Sat, 15 Aug 1998 18:37:56 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

On the Amiga Flame website there is some
very interesting new info on the CU Amiga
closure and the future of the amiga.....

<http://www.amigaflame.co.uk/amiwhy.htm>

Regards,

Alex Smyth

1.251 Next AmiVisual meeting

From: "Andrew" <amivisual@assign.u-net.com>

Organization: Private User

Date: 9 Aug 98 11:51:23 +0000

Subject: Next AmiVisual meeting

Encoding: 7bit

AmiVisual next meeting

Sunday 16-August 1998 on dialnet.

Goto channel #AmiVisual.

The meeting will take place at 9:00PM (21:00)-10:00PM (22:00) approx. UK time, Euro time 22:00-23:00, NYC/EST Time 4:00PM-5:00PM. CHI/CST 3:00PM-4:00PM (I think that's correct time in the US)

The meeting might have to be Moderated. Every one will get there say, please be pre-prepared what to say, THK

Any one changing there nick's for no reason will be BANED from meeting!

Any bad behaviour of any sort and you will be BANED from meeting!

You won't be banned for saying your minded.

Hope to see you at next meeting!

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

//Amiga// Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.252 NTT's SouceCode: [FIX] ReadArgs() implementation

From: eNTiTy <entity@zeelandnet.nl>

Date: Sat, 29 Aug 1998 16:14:45 +0100

Subject: NTT's SouceCode: [FIX] ReadArgs() implementation

Hi,

Oops, overlooked one tiny thing... I did not reset the CS_CurChr variable in the function, so it would only work ok the first time it is used. Here's how to fix it:

In the function readargs{ }, find the following line:

```
\RDA_Source\CS_Length = Len(string)
```

Add the following line below that one:

```
\RDA_Source\CS_CurChr = 0
```

(that's case sensitive, so enter it exactly as shown here)

That's all!

Bye!

1.253 NTT's SourceCode: ReadArgs() Implementation

From: eNTiTy <entity@zeelandnet.nl>

Date: Fri, 28 Aug 1998 21:05:10 +0100

Subject: NTT's SourceCode: ReadArgs() Implementation

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1196854048.2

Hi all,

Another something I wrote for my bot, but useful for numerous other things:

ReadArgs() made a little easier to use. The include-file provides you with a function that does the complex stuff for you, and parses an argument string to an array using a specified template (in the usual AmigaOS 2+ style).

Docs and example provided. Take a look and if you find it useful, let me know!

Greetz..

[eNTiTy]

--BOUNDARY.1196854048.2

Content-Disposition: attachment; filename="NTTReadArgs.lha"

Encoding: base64

Content-Description: ReadArgs() Implementation

Jd0tbGg1LTYHAACfEgAAasowcJQAAD05UVFJIYWRBcmdzLmFzY+6sBe5zu9G226Z5z8Af2bBK
jmmUINfBalG5U0yrEKmkwkoINq6HeRPJrhCTyHdxaqmu+N3//EkIJ1uXSYYC4byXwYT132Si
973tY222/Xn+T5fj7l78g+X5+RE/Jo0Zjmivq7Vh3XH7YcgQGxu5GJ5JlnCnrsPAiTzGeQ8r
DMQmULGB659X1fSGncB8mhGjdOT/5R/m/hn/nJH4Om/ix3aUy84qchm76/ac8ZpYpTsfj5v
iz8AxZsF0vjIdgfNfkr2myY7ISoh9IJI/+T/w/hb/ncvBzc3MHQmX52BqSrtFIWJBR/aBiSe
NGIb6jr4nLwhWc5+EBR8SYsFAkSo4II1JfaDZMUiC6FrpBCwsQzKULQo9zxc4Lm2bEqYeIip
jkaoUIBp+ItisgLXwNGtIkOf80nhMUMeIikREKUpXGUMC68JpabGaxMu1EcYhgah+xAAnqGaw
2JRKw6l2u40cx12tusD9x1FEdXFmJDDJB69H9uqB/N0X1KNucE8GV2vx/dct2/vcCAUVoAt
5yH+JIFdWHkBOoJNwJ2yKlZFIAsfEiVwLt/EIWRcQtew8IPxheDaZc5PpGQLrRqQeL0EFrYp
EvaD6xC4UiqBFsTf3GUg2mMUA1AzdsO0kSpYFrJZC1nAXK2tBEBq+hObP+EAWoUjxqTiRAyN
LXgweOidDUy4aCQKiM37vBsMtYt+F6tLYOwWw94gLFgiBfd6l1+9yJCAiKJAUahmQWBCo8Ad
4eLb9hlLJKVJmYiU4i3zZr/P6sOff/eAOULlvzfQSJqTpFZ9woqkJJoddkNMzBgsYMDgLNqG
IXWaUFpUrdxNInT2c/VozCQrbVTUaQ5BYuknY3QB5cuMjME8VjrfkQPSIMZxKFi1nFxOh6cN
x5cn2CG+bxDZZpNilsQ319TC6cXUJjDVNLVCUcoRMNHmLxlCykm4f4FjWyMY0312aEYfX/kn
5Z/TfzQdFDI7NLbh8DNa4F4v7wbiM3a0LKBeUZYdsYtNCHWK8Qku5mAcYABgzIntNHFQRaDv
x4NavILpd5dRKhiBofo7VQogrEOmhZMo7779JC9WeDqv6PTQlxcPWib2Z0zKhP14M/Zzzat
QoNy1N99wDjPL2jPjyPhYnBXqgaoevxxph6TydliuCeyHkGFy3c7w7Oj2iHVglXXhjMKiC/
PHnx+YuVguP5d7SfLS5Pq3VqrMGIZq3Gv5Ot/aUMF0F1eIg0LSfbcacXp/kIkgbaMlzaaup
qBbTjy1VDyqi6zw+zeKhShDUeHxhP5LfaOO2r7o/Lr37Bn2/EM6fiGYaAz8w3jds/0dFeRqF
HiF5w3JxWM8aJESkTFpkOB/xYo068L/NmAz5QnWNViBciU3w1sZWxFVsbNiCqZgKPHNQ50Y1
yfmDfHcp4DlwYpRhcrT90f1a3qQIXunW5VerJ5wj9XBer8QbdmpY1XRhbb/2bBpWb151nUVy
hP+iRTWr5Q6URb2sLXZOvkFGuN192tAQVI/pbTWuzrBOp85Esu2nXm1YhQSRMRWglVjQq4ve
rnBBCiiJppCobVqZSQ6LifwGRwUYzwsD1YDLGBlqi0IcJu47lm488534gJBAO5HboqY2aSeq

17wTPwBCrW+8E0f+BOg+o00bOHIVwydNq+WCNfBYt5RKyReG6zPekqvt3Su5lf1CuqhWX8Wr
e7Sqo+awUKW9h/XRgkE9ETJ17+mi/rR08gQjaSU2P5FGEJQEVQgulLha/3FdKna271UQJ6Ra
hYL3GHCyiMwwalJkpp6v/CKwzabtAF1ipn3EqHJc+9zxgPVI54upquiXq8SosLQsO9qN0KT5
aMPFqQxpnsXh3xjmc8M1atpFz3dVTSeo5/Y/HYWZ73AdTRM7BuDziXgC+L1d6q0QR96qm327
P3TypGGp4v9E8/6ixYb/i2yjJY/VuRYfzn7JBW1vxVXwajf0rpaq85+sxE6mzyajraxjWP5S
xw5m+kZl/CrrRYuPE5wYhPhjFHETEBYlhYC34bWM9gaTT2lSkSXuXPKreovyz38+GD9o1nlD
Co5ywgP077Phg3FgU+7X9qlbcGwcEogmnIZG2AOKwOTszmtlXHKyWqfiXNC24e1oM+ebSKuO
OYmMLC3LpuBBkv8+OAcra2HRizt8xzvOnLkz6M1/Riy5AwZeiAOeDH19YnyvKAKh/hzZem1f
s6Mo/AqTa+0ZmcOXNggtZytB5OoXosB3qnagiXYOcLXqXSGZDrJ+RNP1JHGq2t9aDE64E4/X
d8ugRWaR2oBBEhnsfS3KEJwXjmTWZwtuZDShmEqWY3DXb11Xbj3XXLpSA6Ek3mgB83vArEB
WA/1e66Gy7zIkqb0UAH0VAFNjOo0lC6O3M3WGaw7vwruJ1yqJykS9KCzmijDLEeF60R5Elf
Tb/i/8RMfw/YdmDsG/SK9dgvk8/I3E4H/GILBlkLEi9ZkMFI4Gkgd1gjM5ggydAwOCU9LWxo
NS2ECAAAZBQAAAONHCUAAA9OVFRSZWFkQXJncy5kb2NVPgazc+t2jbbdQ/OvAH6rfgaQCabT
kGFjlsGVbTkWkiUqRQogGG25E8kurJPLd3FqKa3eNv/7uJKSbbku0wout2AwwGG8E93h991j
bTesFiiijJRJfZpaXGVX5fwtWymRIkkobtula6Ld7yeT5yz7STiiVFtu2LBYJkKl56fAX0Jn
cp239nvSmVE8k6XXZ5fNYLD0ZCLnLDk6MSXF+q/MrSjF6rhTqj66e3YsWMOKLJj6c3RFhx4u
cJvgw6mkgbtEudtLWvYlmiiUtFE8bLlNuE7Ukm7WuTMTkdaWlaRLMtrrZIIIP22C2LZ1kuhx
L0FtXQwtQaFpbNSZz/cp0pkJyy1oY0IxcySQzTRMHSbcLOOwof42wTEBHn3mP59A5v20NcUq
utIVSHXB3Swwh07UG5VPHLQP00KlSfSmQ/kqn0hHIHYc4eiZbKY1CBfThy9Hqv4fXgyHANDo
JE+1/RC3160zt5wx3E0vbjzZC0IolcfV9WDz3/UWwLNL1dR9a15rYvSxExxB10Z5VRIIS0n
ulhcGJ2lixxFnSbjyFoWwo1zTJZGpEo6DNa2pDS7FO1HDyba+G/HsYG0EOdaWTKa0SEuvWBw
0j1K7EvTQS0imuYoQ+NOsAF9twkNKVYcof/nWbQaHxaLSGWHGz7bAaM3rau72pP15ssXglFT
wgStitKp0S3ConmXIrQqDnzGzH2VTIOVr5JxrEkFTwAVTCo4WuUSASuBEyBkpvhweJps1G8C
qDD0JLycghojOchWJ/IQkCFYGNJbwTMTKnsROAPLjRUKxDjRBIawiAnWcuvRj+wosZZsuAsM
RYcUJs+zJj8+S/68rwCUhFMdbwkmKMC+ANUOf5XL11jdXsne8dyoS6mmhCCa6PVM6cBWd59L
ufPzWR7bXtElpjGY1HZBU8OKhsZyz+oCw9/MF9QyNL4j6FMHTzp0GMI4zRonCrqHuc3Z6ohN
+a2HuzZb/nwUjaYE+C1N/mDfa5UODZ115+82y8ojnB1Wuo0aBR1lamHor5B8KdZjRdHqKpEj
lTgBQU/0VeLzQol9iJVSv0Yi3LquFxlntCGVnqyY/XyX7kWPkv2X+ExKaFyyr2GKYUMkTJOe
1IeGCKByEvWc72ikGcouwVKEZ5Qkh37Sjgi542mAlCp5E+4QIFOFr3NP1K4nahDsU06eXU0l
t7BlyYjqqb14brghk7k6R+s9E2dLIcmH8xFpVv9wNbrTGRcfmLjvErQcndgmqflgTQC75d3o
n4hRa8EIIe0JJ6E3dd/k+PLM1QhJ+HLuAUM/YljoVeYcgyGPd3L8XdJopDx6vzdREuxG0Wxr
3+G0g/L7Gr0i+AKZzk/Jc4P6YU/zdKzesnDCzy2aW2i/BtnL06ZU9rbJaK2Yjqg7M7Q9tPev
/DvZMH15sOTB03DZUxxboiuOmtWT77xWIFFLQA0XaUb6e5G9adouDSQPEKo7RTEN8Dr7J9yA
F2ke07+ePv6en0Xudwps2R4aYcVCMfCWBIftUR4uT19y4E52itm06T0wfhQVLxtC61F6MOUH
/h2h8ub2ezHkiwdIpTb2HOkJgv9N/J58pfM/+sFBT9Xcp3wAzwpCiMT79lVCKkL8GgwnEoSs
uGGcP6C19xBKS5Vpq53fscmF6Hop23WkXc8mHF57h2Dt51ti6JZBX5X1+FYY/5kv7FmqKI+R
CITvqFHUirqmPqRwcbth2+u3sU3VXiUQqX01Jun0cvPEcdTBcf4QAb9dCwDuunhG6gYLVKQO
o0eCgC7mQZPuDdASXOAYsYPy12lznYvhVxpx79w5xBN674zTTE1GxByl0adQvgDFU2vawZGI
wC3sCsfo+8Vdq7O4ZgFQ4YQoYljFsbDgoKyBs8AzUqb4Au74X7u9i8O8gYmmk8O19bKFo2El

bTwVIqhCH+qQnp4ISRUGAOIedhIJBWdv8WTpcw8DWGSSkXRS0rEmtjDxjvLbqxKXcI2SDgmg
UzxronNdDKLpg/4WmTFRUr7FLgwIoBeJFerbvXWw4UDG11DMxpwNAB2NLTD3vvs6GLmsQOKi
1bgVqGcieJplkZh0h3rRnlniEGY4H2rhS2vH4g1litrbtQWNyXhSUroj1y1Nevk8+mEf6vwa
O2/6MDLvge/QJhjXniQPv12grL1u3BRaly703Umn82xwo2eCWCD5vBBNGMXOK5iXR3adDPvD
mdWH/QsrndSTtPyYA7FVBF7hwwW7dcJuUrXUgTSt3IZeooRPx9aveKatqJICbY0dBkMRnmhx
6xV6MDQuZQjr2rl/bpvmdqCPZ1rtVgaUVMFefvxqbn1ZuoWksVwXPsEXJIs91tg/77t//vuq
8Y41+sBXO+pjetlTHIf98VuFUbx2//JD/fG/jxwSINZuqHRvmZVXxfuUjtO2N/xKD+eRdL9I
sIY6Wr4H10L+2zRd/y1v090HC8Xa4VNVDeOStWfojDwae+mAVrD1fC43b/Js/x9MGp5q7mv9
2qPEXP9RrMVlJ/qrVj4oKC9/1QGLbgojGvlW/HxGkLTgjw+CZs1XXCO7d0LXKQHR9Pj5fJ+u
E2bL96yGmFXQxCPf4IIndiQJGLfdAg1m/CIhmgdrhv81a+slT1+b5dfm+HXg1tmnreL5dbxd
/WN17Nfq34W5H6aUX4/ki/H3ou9Zr8/BEDnWLAqN4H7sxfiPMcHwgmtUp9p9PSnbIzoZoa/4
kRBf0+cfFde5MdDj0NX16eHwFMLIYR2d+88fwK7n7/JZ1abp1nX4pZ/AMjCe4tl0/ph8AglN
FDPVwk2jTpOc274LY9vPh8YpuvRKpxKxhcuHAOq5Q3vb2FzKHwPgb/OoWYn/FigOBX5QHecY
ivY/4aE1edj2PrFDYM/IkfcJHW13PiTVe9JeX954zozwYseT2nD7svXeUYMvU+3gfwfg6oGe
AA==
--BOUNDARY.1196854048.2--

1.254 NTT's SourceCode: RSA MD5 Encryption Implementation

From: eNTiTy <entity@zeelandnet.nl>

Date: Fri, 28 Aug 1998 21:10:22 +0100

Subject: NTT's SourceCode: RSA MD5 Encryption Implementation

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1196854048.3

Hi all,

While working on my IRC bot I figured I had to encrypt the passwords of the users (or not, but I hate security holes) So I went searching for suitable encryption schemes, and I ended up with the MD5 algorithm (by RSA Data Security, inc.)

With the help of RFC1321, I made an MD5 based encryption thingy, and I thought it might be of use for some of you too! So here it is :)

Instructions on how to implement it into your programs and example usage is included in the code.

For those not familiar with the concept of MD5: It is an advanced checksum algorithm; the original data CANNOT be reconstructed from of the checksum, (called 'message digest', or plain 'digest') returned, and it is near impossible to create a sequence that yields the same digest. It is mainly used

for storing passwords (the digest of the passwords actually) in a safe way.
Now, what can you do with this thing? Well, If you are making a program that needs to store passwords (say, an IRC bot ;), you can use this to create an unique digest for the password, and store THAT instead of the password. When you need to compare (verify) the user's password, then just digest the user's input and compare that to the stored digest.

You could also use it to check if your executable has been modified by some wannabe-eLiTE-cRaCkEr/hAcKeR-tYPe-d00d.

Anyway, use this code as you see fit, and feel free to spread it around.

Enjoy!

[eNTiTy]

--BOUNDARY.1196854048.3

Content-Disposition: attachment; filename="NTTCrypt.lha"

Encoding: base64

Content-Description: MD5 Implementation for Blitz2

```
IqotbGg1LY4QAABvKgAAayEcJQAADe5UVENyeXB0LmFzY5czDRp8m9XE5HVLc+APmc6DMgjG
kl5JJY9e9AMwDJQxugNrQ3ees8kvIFGsSIksY8Zp8bv///JLAGzFHI92TZ0krqlhJJYSz611
xKqWc7Dusbbbk8+DZ/j9/pn+AXqef8zenE2b0pppR0JNik6E01G2peiejpz1dOU2Exto23LJ
V8TbaKZITMmyZeqVOVM1SKpJ5jQZzJ4eSTkzm/MSd/H7Cb/j4ide3L5uLj2jYkVINxphzUSV
Z1jZJocGgnY8qJcJvsBEwzf6filMqJopk1YJpft8Cd/sjuTi3B8w/3Cmo37trLJ0I4eA16a
SH3VrXfEnc/+bXvy/5cVr6nn1PObFk49zg2snpx8WE3CmSrpTQbIa9YcwVT9WGQoBxSTdKZY
gJFCaeqeamSCVJo56AGc5okZQfH5ohHJZ6aTID8EJzS1GnjNmpkm6DVdMIJoZ4k4CRHapNJU
alGelZWUH5tcJpJu+ANYQOKdNJUH1chuiT3pALSArITWXXNgE0cWeiTokmRKZGiGWNMNEkC
YgLBuLd3GGmWFjQZqgLGvSb+vMESgJamONMNQF7AbIBNhnzSxTa9Ro5OjNQBZAP6+nPYhg5P
0QvuLHVRPAiCXOBMpnypBYAYDTIMcBpZPckGPwZ6hTOJNA5YiALwGABM96aKQTLI9XEplf3c
e1vY8Jv6hS3Jw7nB92LGpmccgE9FRIRVP1C2zPPmoU2Y3NPmJ3oZsxs1UksnxTWyuOeWWfrE
8R5poRbVSLISHAQrooRlweoim4wUm9Azn8dRJJZ2UI/8FPbpAfSCHh92IiiBilOCVYF2+KcE
vb3E43XJLKMkiDNMkwikIOBZCovwzG/+SZUGqTa8PSmH3U5suuphwQFgw2QlrN0T1d7CwhE4
9zJkWLL6UC6ScHRh/5CfSVHEnK5qIUiycBiikXdphRmpSofIm0qSeYTDP7kzSBm9YtLrcHEp
DuIIR8sCaMJt4YFIaExSDBemi30BHoswOR4kiq4qoBKARYqPGL0ZfqwkZhR9ghUtmdscxFP8
PNJNHPr04NQBX+zMDShdz5oZxkxp80GbopKjRs/apocNQEjAK3dSMvmjICKsAWfLBT5h85gd
CIWNOUWT7YrdvIBxxKzs/+Agg2ENn9KM6xZ2VVi/ZrgnKckKVuUm0bk/VnCePpqKt4w++xs
srfrS33KEgpMRA+ALPMo0vRHaRmuTR701u/4AcLNSUFEIGEm/DAQUKtM8dXWgHkh5hIrMJRC
SD3yRB4VdKBnvAhjS/iGxLHIGOEM4xb6v6I13XGdIVxkaiFi16ovvQDicoJ/RIFNAXug+gZD
yoPxC1NDbVUsSMCIGcQyudX5LCGQiWme1SAXHKgaRla4jSL96BqDm656PdTatJUNQWunND
015RMT8Fy1SHg846J8pMAsX8B7/VgP+K/gPfsWgtNwPAozXMn9W8it1IS8gQuoYBa7M42mJo
U0EYFXHq6iGVNEPSDLUQBU+qzjVh+UC5NxCwNmk8QMqMtYLZcq6kUBPpmlQFWbNR1T0jZxKg
/bCpqoG4XqgO9YIQNnpPwFK6RNQ2QRbcBUf4ZGsSv7pJq4zeTvotmyjYygG1ANHhVwYQ8I6J
Azqx0UV7k1inhzaNMEDnmA82KVgsoL6mob93GwwFfYzuEfJkPJhkvJofJWKcPJlkQtktgsc
```

VkQsz5eRBZy8iC1xC2iCyxWiK7BeRBbheRBbQhZyCyxTkFrI5EFkbTkFsAmG7ZItKbd7OULT
nMH7+AWnMNUUNaPNRMa9e5dbmv/neCzZe5b+t+F+/hNjCSeW8CZvfyJn4ATObWEnAS/2Jm/
8yZy+jInovcq3NfuLCSn8P2J2TxJ35qQP9CZzfsTOL1cHtsJ4EsPYMSJhaJdQpxhBoWm+N5z
fZs26dif3Ge/K/qFFAq34VD7KEgCtSUFImKco8A0CdLxYaKujRPhoygjWAghMfEAm6BE6Ci
opNh/K8BcN6UQ0Tm3d03Ox6OdjY3eznZW52luc/bsct7nbv7HO7hHKZ2CUjnYW53O3CKcEM2
EDE3qyBvfzIG/v1kDf/mQA0QKiBk/7IBNjGq8OgAT8Kh0qeaEHvpFkHDj+/k5vXjwAAe3c5O
XUDQVhq7AdcDxvxMz7BwKReGrAOWBBmjD+4IDfi4OAJrrI4SpYse73IE39FZ3UhGLNIyhtxp
h0tHmiSrVLqpRRSFrYqUhqMVP+CkUrWUaKksudYCKFpuPNKa8BaDWNBTQk6PMFWmoIBezRSI
mvhSeDZnhXUIRCV5gCoUJsaKairmDfaDTThpO7YIbNdIZhVPwNNcOoBpKtaoE8N0iMXk6tfz
FJGVoKq3ZDee+LX9Ef+Hs7Arf9WaodYMGzZ7vCVM3aLWx0aYazP2qxVjKD9AJqfKVbU7zFj
m//MVsiUBb5ioLNNIMSykwQHfWe9NcFQAwNzHfYyzwleA7kkAj2iHZXA2KRBCoOwUBH+Pf2u
LHitg4whs7sfr2uTf0QIACWeYVybYYAxsUmUwUjjXmG76sBTdtblvL3yMixnD9pZW0AP6Dfw
JM/xX9mE2334DAYG5gl9FfsyHti0ezXsEhecf01ASYBqVq/c3k3d3s2lttbcWxLGMusVxVY3
lidcQg7r3aAkQaQTiWUFhhEEhqwPKI6F2B1twglmwJEniFhhEEtAEsnZXdxigIJasCVHvaAJ
aJOATCxBFCIKSCT3JOe1J423YV40RkEt3JO3ak4KY7C4yggly5J3LUnQ80udxhogl25J3bU
njiO4+2uwQS9ck71qTuPvLvvrKae/ck79qTvQHPG6pUWF9KtsL2pPGHzcEBH1hjSk7DFqTvP
twxOwE09hnSk7DOhJ4H12GGWSCWtKtsNWpPHE+86w+TJWD3JOfQ09x187Tyj63ck7dqTnfgO
u8ypUXPGLRm2LTe3u5shLMYUBjjCWW3FJ47YE6GyE+JkU8hXOvA0dcl6wJ0J4oplFo42ltD
akSfsCdEBhOOZFPEvOQuoKGBle5J27UnicZjYXbiIJY0pOp8RJOUyc7B2ybIyzck7dqTxPI
YS48StstXJOfQk7sTUcEJRfMnuSd+1J2WEsQxJKdplu5Jz6GntNORuxKCXNKTqnaJJ4zxNrx
POKEu3JO9ak5220MHSprk2IJ1RFEk6H0tJfXbIJfufuzak8cKY0NRkvbS9yTu2pO465GuzE+
QSxpSdUmRJO9Eyg8LxP3aZ8YtGrYtN/f8YDGMFTioafOUWjTVgToTwmINFQZddYjrfE0ewJ+
cWjRJ5E/E5XOK03YE6E8J3DSqYKW2nl4SCXLknYtSdB4EpQc5BLtyTntSc8AaSuNCmdPaUnU
2QknjcgPA4UwzT9yTr2pPAmAls3SCTr6UnVAYSTsvPwOphKIo7FyTr2pOICGGXYydwdm5J2
rUniOmNpd4oYDtaUnVRYJJ1zvPMRKiKoe5p79qTg6I8S7RMIO3pSdUMCKncigffSopuXP3bt
SdiNDLsKo3ju3JOzak8JOqtuOKKb3jFoe2LTJk8dA8cotDsvssqgMO/YE6GyE+I5QGNMojff
Ke9tewJ+diY5WJoAkFaQoJYsCdCeEsxyi0hfaRWzptnSk6mdEk7jbcDb8JVP22rknatSd6Ne
GGF8pMmz3JOvak4azuOM7pUI227knYtSd5t47cURTYNuXNPe0JPGh51Jyv6Nu6UnU+IknjSz
ClxJSENvaUnVEUpp7S7B2mCdG2/pSdUmRJOdK7zDCCSdx5Jz6H7uttOpeJkrjFyTsWpPBE0
iNlooYHGbknZtSdIETsTMBahZxq5p79qTpgeciafUk5y1i1usQ2NrDo1hmxt2+jPs2Ny30a9
mxi1NOwxs2GAc9nUHHYSfGvYVbaQ6ZEOQrmLNn6k0V9Ot1hxyY7elBpk9dmvRu2HOQCfo2Gn
02Fpv99hcK1Fu6wWoMzfuwGFYHgW0MELYJ22QgD7sggrypjhiRA8/3ZDJZD70CioY092Q0WQ
wu0y2d1z9WdFtOzZuqIdqjaykObGBPPjg5+qxovy5yIeXz0NWDdohx+pdbcgOErHr5aw5RfW
Vy9QmSvIoY3jP1b79xIZ37bTTuYP/HKDJSV9pIW2NjywcmZ8LcG9a7Xa4+Jq/reVrdEDHGIw
QBQG4fZETHHq7ybaNeD/di9YnwdPZwNXxzMgcAB9nzxx4KibRBHsMeEGXgReINJrYR7cf0fb
WkhZN2+I1v4Bun/xFOPYtYp6gnw3mljNrBBf2dqgXdHmEAWWxhXJPa5fZcaB5aaoZ5K2IfUp
kI7ElZS4a3VVuDrdfjlpTXi24U0WSO7gXdiT5qtaien+HAzRj22ttDMAX6x1/SiAqMJXPUqj
os6joDZ8U0TyfGzoJf1jn3RP/ZX2Y4Ruf5UcP+qN48E7BJVSHGdXni4J/zg6yIu5PDiSW3DZ
Z4gdFg0R6fOPI3hHmELggv2AMFE0BLKYMBJtwpASdV347DK6pGiPhdoRNmHsrR4viUbu8xXC

aD7lwM+tagCxnlcJ7ooH6IO/3+vaxYsnDvLVnHt/QI0FIRNBCapw5gFXEfh0SddMzQhasAUJ
 srILBsGqxxT10/3V2vQHNE2zR+goqxknFzK4yQmaNbbMqKvuHvZHt4BLghIFkYzfkElAtbCC
 rnPSTv3qnArYsHEgwg/ryvLj4wB5ONLL+Mg//3azFKr9wdm/bznOGvvl6+6sFLKfpJiPUGV2
 hg8g5SuejPWJh1xuceZIQPafhRADqCIu7npi5SueZPkAM9aA6qke9rrJkRRF1XozIF1Ilu5
 r5W9RtB/8GcO50Wr7woe+6yyUIDmAZ81IHnoTUrr51JRQSh19WYKLBPDgwB1/vX5Bnbt6K6m
 teOwjNWg5cj2PuEV/RV01zyePNi90LNdBekIAOMjV5b2qbVWaZv2SLjopTG7NasU+cgutbIL
 3oN4IJYIISIAkWR+WlAom/n01u+n4eW960p92CW9WI37+x/bi7B/rjvfXHYZv39T5dQH9YVV
 MQ/lCxTm6ldlxW62wnjzw1CoXkopz4DcwP76rYQlBtsHVh7rgBpKC9WjmrCRZiHZ0W9wwp3e
 AyOIY0skdffjJHuyp8qapASk2G/dBqpWOytLae36OArhc1lAixuBM15Xnf7fFn2pucOTdDoZ
 xpesGx8O1t8GPjWCijycZeZuTfxm5MfHyG3PVixm28fB6vv8l7oRXrGvgMjMk0MuaJNffz
 ySIU/DIoHT+h37OVZXfqA0BcVbDp9PWCKVG1Ruo5PD00Q5y7KHwTVKuqhfLiT5NUH2GCy+rp
 IxdxOPPvVT1t1NiOxie3MT726uvtsrnxyhzc7772Pc3Xjsu4x53YO7SHVNB06qaR6eUOndq6
 UVYBthCogX8lXBuypzk96OT4K6bcw1/hopJHpb1PQhqCFL5KXq6PLX162SegJltDu9XV7e/s
 cL1Id6XLFFMENlik1T1FD1p6c0ux5VoWkS9E9HSHVMZRYdeCMsLLIFKb4dRYBWPtNSGiJ949
 4v3I9rp4eSTkz6/iasYEZ0BOMNe/VcEqxvAJT/eEpuCcfDyZOTmuKZY3eE9zRt8IMAJQSlg
 +oOtWNF3wN4NUe8+3k1bntNkHTp+1XbwhSeoCE8bD2UWs/eiSoLouMSQFMDMF95PT+9TuwkS
 CQjHwhuQNQAA
 --BOUNDARY.1196854048.3--

1.255 NTT's Tips&Trix, Part 1: Branch tables

From: eNTiTy <entity@zeelandnet.nl>

Date: Sat, 08 Aug 1998 03:19:51 +0100

Subject: NTT's Tips&Trix, Part 1: Branch tables

Hi blitzers,

I might be fresh to this list, but sure as hell not to Blitz, so I thought

I'd start by giving a handy tip:

When you're making a bot, shell or other thing that handles commands, you'd probably end up with a large *Select*...*End Select* to jump to the issued command subroutine. Well, nothing wrong with that, at least, not until you get the need to LIST the available commands. Taking as example a bot (I'm building one at the moment): Users have to be able to list the commands they can do, so you end up with:

- * A huge *Select* statement for the actual commands
- * An array holding the commandnames and descriptors
- * Problems if you want to rename a command
- * Problems if you want to use aliases
- * Hard to add external aliases/commands

Well, what if you'd just have the descriptors and nothing else?

* yes that would be great, wouldn't it? :^)

*HOW:*

Make a *NEWTTYPE* containing the command, its data and (watch it now, here's the smart part): the address of the routine! (which must be a subroutine that ends with an *RTS*, not a *Return*) An example (not very different from what I'm going to use in my bot)

NEWTTYPE.descriptor ; what a descriptive name for our type :)

name .s ; command name (preferably all caps)

syntax .s ; syntax template thing

help .s ; help text (description)

minlevel .w ; min level required to use command (includes minlevel)

maxlevel .w ; allowed upto level (including level), or -1

address .l ; address of the subroutine!

End NEWTYPE

;

; Linked list of commands (but you could use fixed size array if you want..)

;

Dim List command.descriptor (255)

;

; We'll use a handy macro to generate the commands.

;

Macro addcommand

If AddItem(command())

command()\name = `1

command()\syntax = `2

command()\help = `3

command()\minlevel = `4

command()\maxlevel = `5

command()\address = `6

EndIf

End Macro

;

; you could get in trouble with these long statements if they get any longer,

; that bloody blitz editor can't handle long lines :^/ you'd have to split

; the stuff or predefine the helptexts to shorten the lines.

;

; for those not familiar with '?blah' expressions: ?label returns the address

; of the specified label. Remember that labels are case sensitive.


```

;
!addcommand{"GIVEOP","<nick>","bleh",20,-1,?giveop}
!addcommand{"USERADD","<nick> <level> [flags]","blah",200,-1,?useradd}
; later on in the code, you get the command and arguments entered, and put
; them in variables called 'command' and 'args' for the sake of simplicity.
;
command.s = "USERADD" ; example. get the command entered here
args .s = "eNTiTy 255 -F RSD" ; example. get the arguments here
;
; this would be the subroutine handling the commands
;
.DoCommand:
*ResetList* command()
*While NextItem*(command())
*If* command=command()\name
*Call* command()\address ; we jump directly to the command!
*LastItem* command() ; this just causes the loop to finish.
; I hate using Pop to exit loops.
*EndIf*
*Wend*
*Return*
;
; and these the actual routines
;
.giveop:
; insert code that ops a person here :)
*RTS* ; IMPORTANT!!!! DON'T USE RETURN AS IT WON'T WORK THEN!
.useradd:
; insert useradd routine
*RTS*
-----
Did you get it? Sure you did!
_Advantages:_
- Aliases of commands are created with great ease. Just copying the
descriptor and changing the name is enough! Scanning which commands
are aliases is then easy, just check if the address is the same.
- Command names are defined ONCE. no mismatching names (etc) anymore! An
added effect is that renaming is also very easy :^)
- You can dump all command definitions in a separate include (well, you

```

always could have done that anyway, but you'd still have the large Select statement in the main program :^P).

- Code resembles C-style in a frightening way :^)
- Not even a single pointer :^)
- You can still use a *Select* statement for special cases. just trap those first, then check the descriptor array. Don't forget to include dummy descriptors for the commands in the *Select*, because you still want them to show up in the command list (if you need a list that is).
- Generating a list of the commands is a doddle.

Disadvantages:

- If this method is implemented properly, there are no significant disadvantages. Looking up a command with the *NextItem*() loop is just about as fast doing a *Select*, so no slowdown there.

Final notes:

Put least used and least important commands LAST in the list!

This method has plenty of other uses, just use your imagination! e.g.:

A plug-in system. Alloc your memory, load the code and create a matching command descriptor for it (far fetched and hard, but possible anyway)

Well that concludes my first contribution to this list. (uhm, second even :)

Feel free to tell me what you think about this tip. I hope someone finds it useful (I do! :) If you do, then tell me!

Greets...

PS: Although the topic suggests more tips, I don't guarantee that :)

PPS: The space in front of each line? hehe, programming habit, makes the subroutines look a little bit nicer :^)

1.256 Off Topic...

From: Rui de Carvalho <grim@ip.pt>

Date: Thu, 20 Aug 1998 21:35:08 +0000

Organization: Dark Dreams Designs

Subject: Off Topic...

Hello,

I'm writing this cause i'm sick about the way the USA use and abuse there power in this planet.

I've just seen the press conference about the bombing of the terrorist bases, and i wonder if the USA are any diferent of the terrorists that planted those bombs...

When what is the UN position about this?

Not even a squeak...

The only thing they are going to achieve is the anger of all other anti-american terrorists and as a result the USA are very likely to be stormed by an avalanche of terrorist attacks during the next few weeks...

USA have been very lucky so far because the terrorists haven't thought of launching a cyber attack on them... yet...

In no way I agree with violence and terrorism, but some actions make me even more sick than others.

Best Regards

--

Rui de Carvalho <gRiM>

<Blitz Basic Source Code Site>

#[Http://ip.pt/~ip234558](http://ip.pt/~ip234558) - Last Update: 26.07.98#

1.257 Off-Tooopic!!!

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zB3BH-002pDLC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 24 Aug 1998 22:25:35 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zB3DI-001tEpC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 24 Aug 1998 22:27:40 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Mon, 24 Aug 1998 22:22:30 +0100

Organization: Airsoft Softwair

Subject: Off-Tooopic!!!

Encoding: quoted-printable

Hi !!

Is there any Amiga-News Mailinglist which I can join? (I should inform of new

releases, betas etc.)

Greetings,

-- =

Andreas

HI,

I want to make a soft who open a directory, (with a Listview or other) like when i double click on a Workbench Directory or HD Volume.

Who can help me for do that please ?

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@inforoutes-ardeche.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.260 Re: Open Directory like WB

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 16 Aug 1998 18:13:33 -0500

Subject: Re: Open Directory like WB

Hi Benjamin

On 16-Aug-98, Benjamin VERNOUX wrote:

> HI,

>

> I want to make a soft who open a directory, (with a Listview or other) like

> when i double click on a Workbench Directory or HD Volume.

> Who can help me for do that please ?

There is an example on my web page that gets all the file names from a selected directory, and puts them into a string array. The example only shows a list of them in a window, but you could make up a GTlistview from the names instead.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.261 Re: oscilloscope

Sun, 12 Jul 1998 14:32:27 +0100 (BST)

From: "Matthew Parsons" <billyray@enterprise.net>

Organization: Private User

Date: 9 Aug 98 17:53:01 +0000

Subject: Re: oscilloscope

Encoding: 7bit

> I need an example for an oscilloscope or a little example for reading audio
> from my sampler...
>
> I'm going to make a program which decodes morse code... So I only need to read
> the top peak of a sample.. or a specific frequency
>
> +127
> *** **
> * * * *
> 0-----*-----*-----
>
>
> -127
>
> Anyone???

>
>
>
> Kai Gunter Brandt - KGB^X
> kai.brandt@dataguard.no <http://www.dataguard.no/~kgb>
> Kai.Brandt@odont.uib.no <http://www.uib.no/people/oodkr>
> Send me an e-mail with subject: PGP KEY REQUEST Og Thor/Eudora sender deg min
> public key return snarest.

>
>
I tried to do something similar (writing sampler software), but I
couldn't figure how to read directly from my parallel port, so I gave
up.
If you find out how to do this, please send me the info, thanx :)
Matt P.

1.262 Re: positionsuperbitmap and something very evil

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 08 Aug 1998 07:52:29 -0500

Subject: Re: positionsuperbitmap and something very evil

Hi,

On 07-Aug-98, ridingwood@sheffield.ac.uk wrote:

> I still haven't got the hang of Screentags, it just looks
> like gibberish to me! I think that's another one where
> the manual is less than revealing.

I have made an example of this which you will find on my website tomorrow. I
already posted it to the list before, so I don't want to send it here again.

But if you need this right away, write to me direct.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.263 Re: positionsuperbitmap and something very evil

(Post.Office MTA v3.5 release 217 ID# 0-52107U250000L250000S0V35)

with SMTP id net for <blitz-list@netsoc.ucd.ie>;

Fri, 7 Aug 1998 11:49:35 +0000

Date: Fri, 07 Aug 1998 12:42:47 +0100

From: Dave <d.boaz@virgin.net>

Subject: Re: positionsuperbitmap and something very evil

Encoding: 7bit

ridingwood@sheffield.ac.uk wrote:

>
> Hi,
>
> The Window command has 2 optional parameters -
> gadlist # and bitmap # (superbitmap) attachments.
>
> Well, the problem is that I want to use the bitmap
> parameter but I DON'T want to use the gadlist
> parameter, only I can't use the bitmap parameter
> unless I use the gadlist one because the gadlist one
> is in front of the bitmap one! If I just do one it assumes
> it's the gadlist.
>
> So my question is: Is there something that I can put in
> that says don't attach gadlist #, a filler if you like,
> something that won't have an effect but will let me get
> to the bitmap # parameter?

I just put 0 in for the gadlist if I don't use it.

Then the bitmap number after.

> Also, the window flag IS \$80 for the superbitmap? I tried that
> and it didn't work.

I think it is, I will need to check.

> Something else annoying is that not only doesn't it work but
> now when I call a superbitmap window it turns the menu fill
> colour to black FOR NO APPARENT REASON!!!

Yes, this was annoying for me also, but now the problem
has disappeared I think this is because I use the
`screentags` command instead of the older `screen`

Also you should set the Newlookmenus flag in the
window command, I think it is \$200000 or \$20000

Cya

Dave

1.264 Re: positionsuperbitmap and something very evil

(Post.Office MTA v3.5 release 217 ID# 0-52107U250000L250000S0V35)

with SMTP id net for <blitz-list@netsoc.ucd.ie>;

Fri, 7 Aug 1998 23:07:57 +0000

Date: Sat, 08 Aug 1998 00:01:32 +0100

From: Dave <d.boaz@virgin.net>

Subject: Re: positionsuperbitmap and something very evil

Encoding: 7bit

ridingwood@sheffield.ac.uk wrote:

> I still haven't got the hang of Screentags, it just looks
> like gibberish to me! I think thats another one where
> the manual is less than revealing.

No the manual is no good for that.

but it's not difficult really, I have seen some good
examples from the net, (somewhere).

> Btw, do you have a complete list of all the window flag
> values?

I just use the Blitz online help, All I've needed are
there apart from the superbitmap one.

> Or does anyone have this (or know where to get complete
> lists of that and other OS flag sets)?

<http://www.redrobe.demon.co.uk/amiga/index.html>

Here ^ you can can down load the Amiga Rom Kernal Manuals (RKMs)

All info should be there,

cya

Dave

1.265 positionsuperbitmap and something very evil

6 Aug 98 23:42:25 +0100

6 Aug 98 23:42:09 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: positionsuperbitmap and something very evil

Date: Thu, 6 Aug 1998 23:42:11 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

The Window command has 2 optional parameters -
gadlist # and bitmap # (superbitmap) attachments.

Well, the problem is that I want to use the bitmap
parameter but I DON'T want to use the gadlist
parameter, only I can't use the bitmap parameter
unless I use the gadlist one because the gadlist one
is in front of the bitmap one! If I just do one it assumes
it's the gadlist.

So my question is: Is there something that I can put in
that say's don't attach gadlist #, a filler if you like,
something that won't have an effect but will let me get
to the bitmap # parameter?

I can't get the positionsuperbitmap command to work, I don't
know whether it is because of the above or something else. I
found a little example of it and that works but when I put it into
my program it doesn't work (sods law I guess :/).

Does anyone know of anything that may clash with the
positionsuperbitmap command?

Also, the window flag IS \$80 for the superbitmap? I tried that
and it didn't work.

Something else annoying is that not only doesn't it work but
now when I call a superbitmap window it turns the menu fill
colour to black FOR NO APPARENT REASON!!!

Sorry for the long message but I searched the net and couldn't
find any examples or docs that could help me :/

Alex Smyth

1.266 Re: positionsuperbitmap and something very evil

7 Aug 98 19:44:59 +0100

7 Aug 98 19:44:52 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: positionsuperbitmap and something very evil

Date: Fri, 7 Aug 1998 19:44:20 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi Dave,

Thanks for the info, it seems to work now! :)

> I just put 0 in for the gadlist if I don't use it.

> Then the bitmap number after.

Yeah, I don't think the gadlist# had any effect

after all (which is good to know) :)

>> Also, the window flag IS \$80 for the superbitmap? I tried that

>> and it didn't work.

> I think it is, I will need to check.

Yeah, it seems it was.

> Yes, this was annoying for me also, but now the problem

> has disappeared I think this is because I use the

> `screentags` command instead of the older `screen`

> Also you should set the Newlookmenus flag in the

> window command, I think it is \$200000 or \$20000

I believe it is \$200000, that's what worked anyway, I

now have black and white menus but I'm not complaining,

it's better than before!

I still haven't got the hang of Screentags, it just looks

like gibberish to me! I think that's another one where

the manual is less than revealing.

Btw, do you have a complete list of all the window flag

values?

Or does anyone have this (or know where to get complete

lists of that and other OS flag sets)?

Regards,

Alex Smyth

1.267 PPC

ID# 0-52107U250000L250000S0V35) with ESMTP id net
 for <blitz-list@netsoc.ucd.ie>; Tue, 11 Aug 1998 02:10:59 +0000
 From: "Alastair Murray" <malcolm.murray@virgin.net>
 Date: 11 Aug 98 03:07:01 +0100
 Subject: PPC
 Encoding: 7bit

I heard some mention of a PPC addition/extension/whatever for Blitz a while back.

Is this true? If so where can I get hold it?

Also...

this isn't really Blitz related but I know many people on this list are also C coders.

I've been using VBCC to code a few PPC programs. I'm more used to C++ rather than C so am having a few problems.

VBCC doesn't seem to like #define GLOBAL

I can't simply remove it and yet I can't use it as it says it can't be redefined.

Can anyone help?

Can anyone recomend a good AMIGA C mailing list?

I'd rather use the PPC version of SAS but I can't get the install program working. It says I have the wrong version of sas when I definately don't.

Thanks,

-Murray

--

```
+-----+-----+-----+
| Alastair Murray | malcolm.murray@virgin.net | ICQ:15173722 |
+-----+-----+-----+
| Homepage -----> http://freespace.virgin.net/malcolm.murray/ |
| Muzzasoft Productions --> http://welcome.to/muzzasoft |
| Monolith Design -----> http://surf.to/monolith |
| Backbone Support -----> http://welcome.to/backbone |
+-----+-----+-----+
```

1.268 Re: PPC

id 0z6hZL-0003pV-00; Wed, 12 Aug 1998 20:32:27 +0000

Date: 11 Aug 98 23:07:57 +0000

From: "Andy Macklin" <andy@toadhall.u-net.com>

Subject: Re: PPC

encoding: 7bit

Organization: Badgers Den in The Wild Wood

X-No-Archive: Yes

Alastair typed some of the following:

/<snip>/

> I've been using VBCC to code a few PPC programs. I'm more used to C++

> rather than C so am having a few problems.

> VBCC doesn't seem to like #define GLOBAL

> I can't simply remove it and yet I can't use it as it says it can't be

> redefined.

> Can anyone help?

err... No.

> Can anyone recomend a good AMIGA C mailing list?

Amiga C Programming Mailing List - <http://www.azstarnet.com/~midian/amiga/>

Andy

--

K: (n., adj.) a binary thousand, which isn't a decimal thousand or even really a binary thousand (which is eight), but is the binary number closest to a decimal thousand. This has proven so completely confusing that it has become a standard.

1.269 Probs with System Date,Time,Day

From: Benjamin VERNOUX <bvernoux@inforoutes-ardeche.fr>

Date: Sun, 16 Aug 1998 21:20:13 +0100

Subject: Probs with System Date,Time,Day

HI, all Blitzers

have a problem with system date (DateToStr_ and DateStamp_).

This source give me just the day but i want the Day, the Date and the Time (i don't want to use the blitzbasic command (Date\$, SystemDate...etc)).

who can help me and explain me that please?

Source Code:

SetErr

```
End
End SetErr
DEFTYPE.DateStamp dastt
DEFTYPE.DateTime dati
jour.s=""
date.s=""
temps.s=""
dast.l=0
Delay_(10)
dast=DateStamp_(&dastt)
dati\dat_Stamp\ds_Days = dastt\ds_Days;
dati\dat_Stamp\ds_Minute = dastt\ds_Minute;
dati\dat_Stamp\ds_Tick = dastt\ds_Tick;
dati\dat_Format = #FORMAT_DOS; /* jj-mmm-aa */
dati\dat_Flags = 0;#DTF_SUBST
dati\dat_StrDay = jour
dati\dat_StrDate = date
dati\dat_StrTime = temps
success.l=DateToStr_(dati);
Stop
date1.s=Peek$ (dati\dat_StrDate)
temps1.s=Peek$ (dati\dat_StrTime)
jour1.s=Peek$ (dati\dat_StrDay)
NPrint jour1
NPrint date1
NPrint temps1
End
--
--- . .
||\ /
|--- \ / *Benjamin Vernoux*
||\ / *E-Mail: bvernoux@inforoutes-ardeche.fr*
--- | *Page WEB: http://www.chez.com/titan*
```

1.270 Prog name???

From: Luca Carminati <toffi@spm.it>
Date: Mon, 31 Aug 1998 21:13:37 -0500
Subject: Prog name???

```
-----8<-----8<-----8<-----8<-----8<-----8<-----
; Beginning of WBStartup code
*WBenchMSG.WBStartup = 0
*myprocess.Process = FindTask_(0)
If *myprocess\pr_CLI; If called from CLI
from_cli.w = True
from_wb.w = False
Else; If called from WB
WaitPort_ *myprocess\pr_MsgPort
*WBenchMSG = GetMsg_(*myprocess\pr_MsgPort)
from_cli.w = False
from_wb.w = True
End If
;
;
; PROGRAM CODE GOES IN HERE
;
;
WbToScreen 0
WBenchToFront_
Window 0,0,0,320,160,$100f,"HO HI HE",-1,-1
While WaitEvent<>$200
Wend
; Beginning of End code
If *WBenchMSG; If was started from WB
Forbid_; then need to reply to WBenchMSG
ReplyMsg_ *WBenchMSG
End If
End
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====
```

1.272 Re: Program startup

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 10 Aug 98 14:17:58 +0000

Subject: Re: Program startup

Encoding: 7bit

```
> ; Beginning of WBStartup code
> *WBenchMSG.WBStartup = 0
> *myprocess.Process = FindTask_(0)
> If *myprocess\pr_CLI; If called from CLI
> from_cli.w = True
> from_wb.w = False
> Else; If called from WB
> WaitPort_ *myprocess\pr_MsgPort
> *WBenchMSG = GetMsg_(*myprocess\pr_MsgPort)
> from_cli.w = False
> from_wb.w = True
> End If
```

Why are you doing this at all? Why not just use the WBStartup instruction which does the handling of the wb-message for you?

Do you especially want the message to be stored someplace for some reason? I didn't think it was the kind of message to hold any useful information other than to say whether the program was run from cli or wb.

And if you want specific routines for, say, cli-run program to output help about syntax, then ... well, I don't know about that ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.273 questions

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 2 Aug 98 18:42:13 +0000

Subject: questions

Encoding: 7bit

Hi.

For my current project there are a number of ambiguous questions that I need to sort out. Any help would be much appreciated. Please respond privately. As many people as possible please.

1. Are you able to display normal PAL resolution screens on your output device (monitor/tv), or do you have to use scandoubled modes as a minimum?
2. Do you have a graphics card, and if so, what is the screen dimension of your `lores` setting (320x240)?
3. If you have a graphics card, what is the Hz rate of your lores 256-colour screen (ie frames per second)?
4. What cpu do you have?
5. How much fastram do you have?
6. Do you prefer to play games in PAL or DoublePAL?

ta.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.274 Re. CU Amiga...

From: mike.child@sbu.ac.uk

Date: Fri, 14 Aug 1998 16:32:13 +0100

Subject: Re. CU Amiga...

>> It's all very sad that CU Amiga is closing down. Although I buy
>> Amiga Format, my mate buys CU Amiga and will be saddened to see that
>Although I'm a die hard CU Amiga fan I had starting thinking along the
Its a great shame. I considered CU better than AF, but I've always bought
both for ages. I find it slightly heartening to realise that not everyone
bought both and AF might therefore be strengthened by new sales. I hope so.
Mike Child

1.275 Recieving ARexx messages in blitz

From: Eoghann Irving <eoghann@thenet.co.uk>

Date: Sun, 23 Aug 1998 18:02:34 +0100

Subject: Recieving ARexx messages in blitz

Hi :)

This is one of those things that keeps coming up on the list. Does anyone
have some good example code of recieving Arexx messages?

What I want to be able to do is run an ARexx script from IBrowse (or any

other browser for that matter) which sends the current URL to my program.

So I guess there's two things I need really. :)

- 1) Sample Blitz code for receiving messages
- 2) An ARexx script for IBrowse that shows me how to grab the URL

Have fun

--

Eoghann Irving

ICQ:14497218

<http://www.thenet.co.uk/~eoghann/web>

WEBSPINNER - information on website hosting, design and promotion

<http://www.thenet.co.uk/~eoghann/>

SOLAR FLARE - Amiga, Science Fiction, Writing and more

1.276 Re: Redraw commamd

From: Luca Carminati <toffi@spm.it>

Date: Fri, 31 Jul 1998 23:06:48 -0500

Subject: Re: Redraw commamd

Encoding: quoted-printable

On 30-Lug-98, David McMinn wrote:

>On 4 Sep 95, at 12:41, Luca Carminati gave this nugget of information:

>> I'm using the gadtools commands to create gadgets but when I

>> disable/enable some of them, I have to use the 'Redraw' command which =
is

>> part of another library. Since this command is the only one I use from=
its

>> library, I'd like to know if there is another way to redraw a gadget,

>> maybe by using an OS function (if I avoid to use that library, the

>> executable would be about 4k shorter).

> Yep, its part of the intuition library and is used to redraw gadget =

>lists (but gadtools gadgets get converted to gadgets with fancy bits =

>before they are used so it works), and it is

>RefreshGList_(gad, window, NULL, 1);

>gad is a pointer to the first gadget to refresh

>window is a pointer to your window

>NULL is for <can't remember>

>1 is number of gadgets to refresh

> You will need to find the pointer to your gadget, which could be =

>done by going through the GTList until you find it, although I'm not =

1.278 Sad announcement (fwd)

From: Rick Hodger <rick.thehub@bigfoot.com>

andewb78@hotmail.com,

Blitz Mailing List <blitz-list@netsoc.ucd.ie>,

amiganutta@bessie.mojo.org

Date: Thu, 13 Aug 1998 19:05:01 +0000

Organization: Corrupted Software

Subject: Sad announcement (fwd)

Encoding: quoted-printable

*** Forwarded message, originally written by Tony Horgan on 13-Aug-98
at 16:48:55 ***

<fontfamily><param>Geneva</param><smaller>Hello

It is with great regret that I have to inform you that the October
1998

issue of CU Amiga will be the last ever published. CU Amiga Magazine
recently dipped into a state of unprofitability, from which it looked
unlikely to emerge. The decision to close the magazine was taken by
EMAP in light of the magazine's overall financial performance and the
lack of prospects for any immediate or short term recovery.

It is ironic that CU Amiga should close as the world's best selling
Amiga magazine, but recently its financial returns have started to
outweigh its overheads. While it has been customary for costs to be
cut

in order to stave off the closure of magazines, it was decided that CU
Amiga would be laid to rest without suffering the indignities of
having

half its pages removed and the remainder printed on toilet paper in
black and white. Neither will it be sold off to another company to be
published on a shoe string and run into the ground.

The CU Amiga editorial team were obviously very sorry to hear the news
and would like to pass on their sincere thanks to everyone who has
helped make CU Amiga such a success and so much fun to work on over
its
many years of existence.

Further details can be found on the CU Amiga website:

www.cu-amiga.co.uk

CU Amiga Magazine Closes

FAQ

Q: Why is CU Amiga closing?

A: Because it is no longer making a profit and therefore cannot continue to be published.

Q: How can the best selling Amiga magazine not make a profit when other smaller magazines manage to do it?

A: Smaller magazines have different publishing set-ups, different costs and different distribution channels. Many are run at a slight loss or at break-even by dedicated people as extended hobbies. CU Amiga is published by a major magazine publishing company (EMAP), and as a Publicly Limited Company (PLC) EMAP must show its shareholders that it is making their money work, which means they cannot publish magazines that make a loss.

Q: Why are costs not cut in order to save the magazine?

A: We feel it is better to leave on a high note than continually reduce the size of the magazine, remove the disks, reduce staff and investment in the title to keep it going regardless of quality.

Q: Surely though something can be done?

A: We could reduce the magazine to a low quality pamphlet that was poorly researched and written but then it wouldn't be worth the =A34.50/=A35.99 cover price.

Q: Why don't the staff all take a pay cut?

A: Would you do the same?

Q: Why have you lead us to believe the magazine would not close?

A: We never did that. We have always been honest and said that there would come a time (if things did not pick up) when the magazine would no longer be profitable. No-one knew when that time would be. Only very recently did it become apparent that the time was now.

Q: Is this a ploy to get Amiga users to buy PCs?

A: No. CU Amiga's publisher has no PC magazines anyway.

Q: Will "CU Amiga" be turned into "CU PC"?

A: No.

Q: I have a subscription. How do I get a refund on issues I will not get?

1.279 Sad announcement (fwd)

From: Rick Hodger <rick.thehub@bigfoot.com>

andewb78@hotmail.com,

Blitz Mailing List <blitz-list@netsoc.ucd.ie>,

amiganutta@bessie.mojo.org

Date: Thu, 13 Aug 1998 19:05:01 +0000

Organization: Corrupted Software

Subject: Sad announcement (fwd)

Encoding: quoted-printable

*** Forwarded message, originally written by Tony Horgan on 13-Aug-98
at 16:48:55 ***

<fontfamily><param>Geneva</param><smaller>Hello

It is with great regret that I have to inform you that the October
1998

issue of CU Amiga will be the last ever published. CU Amiga Magazine
recently dipped into a state of unprofitability, from which it looked
unlikely to emerge. The decision to close the magazine was taken by
EMAP in light of the magazine's overall financial performance and the
lack of prospects for any immediate or short term recovery.

It is ironic that CU Amiga should close as the world's best selling
Amiga magazine, but recently its financial returns have started to
outweigh its overheads. While it has been customary for costs to be
cut

in order to stave off the closure of magazines, it was decided that CU
Amiga would be laid to rest without suffering the indignities of
having

half its pages removed and the remainder printed on toilet paper in
black and white. Neither will it be sold off to another company to be
published on a shoe string and run into the ground.

The CU Amiga editorial team were obviously very sorry to hear the news
and would like to pass on their sincere thanks to everyone who has
helped make CU Amiga such a success and so much fun to work on over
its
many years of existence.

Further details can be found on the CU Amiga website:

www.cu-amiga.co.uk

CU Amiga Magazine Closes

FAQ

Q: Why is CU Amiga closing?

A: Because it is no longer making a profit and therefore cannot continue to be published.

Q: How can the best selling Amiga magazine not make a profit when other smaller magazines manage to do it?

A: Smaller magazines have different publishing set-ups, different costs and different distribution channels. Many are run at a slight loss or at break-even by dedicated people as extended hobbies. CU Amiga is published by a major magazine publishing company (EMAP), and as a Publicly Limited Company (PLC) EMAP must show its shareholders that it is making their money work, which means they cannot publish magazines that make a loss.

Q: Why are costs not cut in order to save the magazine?

A: We feel it is better to leave on a high note than continually reduce the size of the magazine, remove the disks, reduce staff and investment in the title to keep it going regardless of quality.

Q: Surely though something can be done?

A: We could reduce the magazine to a low quality pamphlet that was poorly researched and written but then it wouldn't be worth the =A34.50/=A35.99 cover price.

Q: Why don't the staff all take a pay cut?

A: Would you do the same?

Q: Why have you lead us to believe the magazine would not close?

A: We never did that. We have always been honest and said that there would come a time (if things did not pick up) when the magazine would no longer be profitable. No-one knew when that time would be. Only very recently did it become apparent that the time was now.

Q: Is this a ploy to get Amiga users to buy PCs?

A: No. CU Amiga's publisher has no PC magazines anyway.

Q: Will "CU Amiga" be turned into "CU PC"?

A: No.

Q: I have a subscription. How do I get a refund on issues I will not get?

1.280 Scanning for FPU

From: "Andrew" <mramiga@assign.u-net.com>

Organization: Private User

Date: 23 Aug 98 16:29:15 +0000

Subject: Scanning for FPU

Encoding: 7bit

How do you test for FPU?

Please you use lib please say the name of it.

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V//AmigaV// Team AMIGA

aMIGA_dUDE talks on's DalNet at verious locations

I don't trust (8-o

1.281 Re: Scanning for FPU

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 25 Aug 1998 13:21:47 +1200

Subject: Re: Scanning for FPU

On 24-Aug-98, David McMinn wrote:

>> How do you test for FPU?

>>

>> Please you use lib please say the name of it.

> Sorry, not an answer, just another question - do blitz floating

>point variables make use of an FPU (if its there)?

There is no floating point variables in blitz- the .q are just a hack
using integers (.l's) - Seeya

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

1.282 Re: Scanning for FPU

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 26 Aug 1998 15:47:58 +1200

Subject: Re: Scanning for FPU

On 25-Aug-98, Paul wrote:

>> > Sorry, not an answer, just another question - do blitz floating
>> >point variables make use of an FPU (if its there)?
>>
>> There is no floating point variables in blitz- the .q are just a
>hack
>> using integers (.l's) - Seeya
>What about .f
Oops, that's right- spot the games programmer who's never gone near a
.f in his life! :-)
--
Anton Reinauer <anton@ww.co.nz> ICQ #15349462

1.283 Re: Scanning for FPU

(envelope-from D.McMinn@eee.rgu.ac.uk)
24 Aug 98 09:34:17 GMT+1
From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>
Organization: The Robert Gordon University
Date: Mon, 24 Aug 1998 09:34:03 +0100
encoding: 7BIT
Subject: Re: Scanning for FPU
> How do you test for FPU?
>
> Please you use lib please say the name of it.
Sorry, not an answer, just another question - do blitz floating
point variables make use of an FPU (if its there)?
__oO_David_McMinn_Oo__
|D.McMinn@eee.rgu.ac.uk|
| ICQ#: 16827694 |
=====

1.284 Re: Scanning for FPU

via SMTP by maskin, id smtpdBAAa002jz; Wed Aug 26 17:57:34 1998
From: Kent Larsson <kentl@oden.se>
Date: Mon, 24 Aug 1998 14:53:35 +0200
Subject: Re: Scanning for FPU
Encoding: quoted-printable
> Sorry, not an answer, just another question - do blitz floating =

> point variables make use of an FPU (if its there)?

No, but there is a special FPU lib on Aminet(i haven=B4t tried it though,=
couse i haven=B4t got a FPU), so you could make use of an FPU if you use =

that

lib.

-- =

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat
us as equals.

-- Winston Churchill

1.285 Re: Scanning for FPU

From: Matt Daniels <mattd@underused.u-net.com>

Date: Sun, 23 Aug 1998 18:53:12 +0100

Organization: maragas

Subject: Re: Scanning for FPU

Hi,

> How do you test for FPU?

>

> Please you use lib please say the name of it.

I don't know any blitz commands, but if your really stuck
then why not Execute_`cpu` and scan the results.

Thanks

--

Matt Daniels

1.286 Re: Scanning for FPU

for blitz-list@netsoc.ucd.ie; Tue, 25 Aug 1998 03:07:20 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 25 Aug 98 03:52:54 +0000

Subject: Re: Scanning for FPU

Encoding: 7bit

>> Sorry, not an answer, just another question - do blitz floating

> >point variables make use of an FPU (if its there)?
>
> There is no floating point variables in blitz- the .q are just a hack
> using integers (.l's) - Seeya
What about .f
?
--
Paul.
IRC: #amiga, Dalnet: #blitz
WWW: <http://www.stationone.demon.co.uk>
E-M: paul@stationone.demon.co.uk

1.287 Screen

via sendmail with P:smtp/R:inet_hosts/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m0zDX4W-002pDwC@rhoen.regio.net>
for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:44:52 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)
via smail with P:esmtpp/R:smart_host/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m0zDX6w-001tEqC@insider.regio.net>
for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:47:22 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>
Date: Sun, 30 Aug 1998 19:16:48 +0100
Organization: Airsoft Softwair
Subject: Screen
Hi !!
How can I display a new palette on a screen opened with the new NScreen()
command.
I searched through the autodocs but I couldn't find any tags for it. And btw:
Use Palette and
ShowPalette etc. aren't working of coz!!
--
Greetings,
Andreas
email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft
Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

1.288 Screenmode Requesters

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 10:06:23 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 10:06:12 +0100

encoding: 7BIT

Subject: Screenmode Requesters

There is an example on Aminet (dev/basic/GetScreenMode.lha) that shows an example of creating your own screenmode requester, filtering out modes and stuff. Its supposed to be a replacement for the ASL screenmode requester, but it seems like more work for nothing, when you could probably change the code to use the ASL screenmode requester. You could use this as an example of using the BestModeID_, which could also be used with the ASL and my hooks example.

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.289 Re: screenmodes

(envelope-from D.McMinn@eee.rgu.ac.uk)

17 Aug 98 09:24:16 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 17 Aug 1998 09:24:02 +0100

encoding: 7BIT

Subject: Re: screenmodes

On 14 Aug 98, at 19:21, Paul West's head exploded because...

> All very well
> filtering the input after it's obtained but I want some filtering to
> take place before the user gets to choose.

Thats exactly what the ASL_FilterFunc tag does in teh
screenmode requester :)

__oO_David_McMinn_Oo__

ID.McMinn@eee.rgu.ac.ukl

| ICQ#: 16827694 |

=====

1.290 Re: screenmodes

(envelope-from D.McMinn@eee.rgu.ac.uk)

18 Aug 98 09:14:12 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Tue, 18 Aug 1998 09:13:56 +0100

encoding: 7BIT

Subject: Re: screenmodes

On 17 Aug 98, at 15:01, Paul West got hit by a cattleprod! Ow...

> Ok but for this you have to know in advance the screenmodeID's that
> you want in the list? How can you get it to narrow down available
> gfx-card modes for example to those which are viable for your
> software, when you don't know what the modeID's will be?

The BestModeID_ command may be what you need (its used in
the GetScreenMode.lha (aminet/dev/basic)). I think its supposed to
match screenmodes to certain features that you want.

__oO_David_McMinn_Oo__

ID.McMinn@eee.rgu.ac.ukl

| ICQ#: 16827694 |

=====

1.291 Re: screenmodes

(envelope-from D.McMinn@eee.rgu.ac.uk)

14 Aug 98 17:05:40 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Fri, 14 Aug 1998 17:05:35 +0100

encoding: 7BIT

Subject: Re: screenmodes

On 14 Aug 98, at 16:49, Paul West's head exploded because...

> I want to be able to go through the list of available screen modes and
> process it myself to select only viable modes that have certain
> properties. I don't want to use the asl screenmode requester because it
> doesn't narrow down the options enough. I have looked at BestModeID but it
> looks complicated. Is there some way of accessing the list of screenmodes
> and parsing the data for stuff such as depth, frequencies, size, overscan,
> ham, etc, so that I can produce my own requester with only those
> screenmodes that are within my requirements?

You could try using the GetDisplayInfoData_ function. And now that I've fixed that stupid error in my asl example, you could use GetDisplayInfoData_ (or whatever other method you use for determining the parameters) within the function to determine whether or not to return true (show mode) or false (don't show mode).

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.292 screenmodes

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 14 Aug 98 16:49:15 +0000

Subject: screenmodes

Encoding: 7bit

Hi.

I want to be able to go through the list of available screen modes and process it myself to select only viable modes that have certain properties. I don't want to use the asl screenmode requester because it doesn't narrow down the options enough. I have looked at BestModeID but it looks complicated. Is there some way of accessing the list of screenmodes and parsing the data for stuff such as depth, frequencies, size, overscan, ham, etc, so that I can produce my own requester with only those screenmodes that are within my requirements?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.293 Re: screenmodes

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 17 Aug 98 15:01:14 +0000

Subject: Re: screenmodes

Encoding: 7bit

> On 14 Aug 98, at 19:21, Paul West's head exploded because...

>

>> All very well

>> filtering the input after it's obtained but I want some filtering to

>> take place before the user gets to choose.

>

> That's exactly what the ASL_FilterFunc tag does in teh

> screenmode requester :)

Ok but for this you have to know in advance the screenmodeID's that you want in the list? How can you get it to narrow down available gfx-card modes for example to those which are viable for your software, when you don't know what the modeID's will be?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.294 Re: screenmodes

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 14 Aug 98 19:21:05 +0000

Subject: Re: screenmodes

Encoding: 7bit

> You could try using the GetDisplayInfoData_ function. And now

> that I've fixed that stupid error in my asl example, you could use

> GetDisplayInfoData_ (or whatever other method you use for

> determining the parameters) within the function to determine

> whether or not to return true (show mode) or false (don't show

> mode).

All very well but I don't want screenmodes being displayed that are

only clutter and unuseable in the given application. All very well filtering the input after it's obtained but I want some filtering to take place before the user gets to choose.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.295 ScreensBitmap bugged

Paris Mon, 3 Aug 1998 19:17:33 +0200 (MET DST)

Paris Mon, 3 Aug 1998 19:17:33 +0200 (MET DST)

From: Mathias PARNAUDEAU <Mathias.P@wanadoo.fr>

Date: Thu, 30 Jul 1998 22:41:17 +0100

Subject: ScreensBitmap bugged

Encoding: quoted-printable

Hello,

I just found (after 3 days :- (an error in my program : I need to load an image which width is 321 pixels. So I open a 328-wide screen and using screensbitmap , it opens a screen with a width of 384 (48 bytes per row instead of 41 needed).

Anyone already found this out ? Others : be careful.

Bye,

Mathias

-- =

email : Mathias.P@wanadoo.fr

site web : [bient=F4t ...](http://bient=F4t...)

1.296 Re: ScreensBitmap bugged

From: "Paul West" <paul@stationone.demon.co.uk>

Organization: private

Date: 3 Aug 98 18:37:00 +0000

Subject: Re: ScreensBitmap bugged

Encoding: 7bit

> Hello,

>

> I just found (after 3 days :- (an error in my program : I need to load an

> image which width is 321 pixels. So I open a 328-wide screen and using
> screensbitmap , it opens a screen with a width of 384 (48 bytes per row
> instead of 41 needed).

>

> Anyone already found this out ? Others : be careful.

Unless you're using OCS or ECS it is very unwise to try and have
screens that are only multiples of 16 wide because it will use
fetchmode 0 which is relatively very slow. Generally you should make
your bitmaps multiples of 32 wide or better still 64.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

1.297 Serial! It's dosen't work!

From: OPi^Plastic! <emilopi@kki.net.pl>

Date: Sat, 01 Aug 1998 13:25:34 +0100

Organization: Plastic!

Subject: Serial! It's dosen't work!

X-YAM-Header-Amiga Anarchy Azkee

Warning: This is a message in MIME format. Your mail reader does not
support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1207873800.5

Yello,

I need to write some like IRC and FTP via serial..I try and I can't
do it correct :(Please if somebody doing it in past look at this
attachments and correct this scr :)

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>*Amiga Programmer*

<sb>www.kki.net.pl/emilopi

<tsb>EMail: emilopi@kki.net.pl

--BOUNDARY.1207873800.5

Content-Disposition: attachment; filename="serial.lzx"

Encoding: base64

TFpYAAwACgQAAA8ArgEAAAAAAAAAKAgEAAoAAAU41R+duq7jXKObkAxGVFBfTk9URU5ERUQP
ABkCAAAAAAAAAACgIBAAKAAALuNWW6hDBL0SN82YIRIRQX1NVWFgPAKUBAAAAAAAAACgIBAAK
AAALuNWvRELn+YQI8qMJRIRQX1NVWFgyDwC4AAAAAAAAAAoCAQAACgAAC7jVMUretPQPTcfV
A2ldA8ALAEAAAAAAAAAKAgEAAoAAAU41fL3suUVbJhNWQZpcmNfTk8PAEcFAABUBQAACgIB
AAAKAAALuNVqUjvj65ZQe70PaXJjX1RPVEFMRIVDS1VQYAIkuAAAGgAhkQAD+Cvua/mBduw6
J2mIZA1JoSXZxCIQGU0X2ZgIIndp7vE9bUK9peaj9/0anAABEAADGAABMqDbCubfb79W+qY4X
PoVtEt6DTTZF6K9MhKV/W8sihNhmjyoC8fzNFdWDeVkaEOuYr2iQeIeRhOIIUDsV8filI/7L
4dFYixhAQGhnWHCHIqjWGluP0VnNrILDAJDKBmRTs4GoEOuhaWa5IDRFQ65Vn/XA2p4dMJSL
QywmGxwhEIFJj603Nh0ysNtB24ubIW46ijgm3giHFxB3wr2PI14L42kq8uvJXq8h7hAAQkrH
MG5sk7uHopk0E7Z1h8idNHVOSENtjapwW95LbDJKRkxVD5ZC2NQykMbZkPQuGJjafzJzhes
WG6YKc9RUhoJ2Rp7MSUJ+QkkwEOYFVfmdNoXpIohWJ6ArTTINKjwdQ4ZXAI/5gnhMFxw5Qd5
3/vczhBbpNvlFnaX7ZluIR2wqOqWQ9Nr8e5DBVhf6dK+cJ8LjgncyA+1ta41DT8iKBmtojX
aIOqsFvk97DTJYe8sMu1QaWDOKR3S+LJxdbfHVqCfi9tZlwkFnHvna48adS1KV+nSzV1zrI/
FO89Piu9H6RCUTIIKH+vmO6Vsx9DDUIyizlIPqf/fXj/Lu1rdM4MoHTrK+UqtTOX2wG9rZTW
5LK9gk5qWDeYRt8Syx7SfGMSHJbl1uiesqPCXAeZAoKzoz2qN5foO6QPQA1APv5Wq1DKbh8t
AFdb9H3/9+SIb2U2ZpAxIhqy8hOF25W/SLPcij2tIsmQhrwz/52mBOZBekvjPt6wr5aq7aRP
bgxNZoOkcjai3VLdxueZ4yQdeVo5dtvmu/trAbBtDTvTjxvzyoT81r3jTA5ZsHhAjRYOd3g+
SliJO6ZMnaYdi7owxrTUqyAQymEzhEqNnDC2HE1vICvWYA9zGDL8H8n7N56rvBuuy3t3eNqj
nzHXreYX57/2mY/RyJK0z3vn0MNTj7c95F4/H7sP8ZPES/Zf6I7PpXwPKwxPs5MzZjIb7ILK
9+V+aOqK/a3fvdU1PyJj/n7X1jLc+UkrRI5eGexNDkpv2Shap/5aMFQYu7oyLzC77q99E6w5
hGLNjxxi5W9eDie8GBrjn1eSrcG1LbbENBVNi1hIFhq+YwhWFqchiC6Iz7MFNhHrX8TiYTY
VkdJZajt13CG0Yw+2dVLpR71LwLIDL1ZvbfelUhsyA/qmh1RzbM3j3hzwGRoX3RPsIvB53P1
dv+Nyv59j190WKhemHCSx2GIDp1Q86WzELJoIQvhY1GGp8HwXKh0UC3FGUY2n5segfmfMJ/
VGFC/NEITQWk5w3QOM2/LZD9cxOYFMICQnvTtT+4+nDp75+K2/Ctw6SvuL1/NwpTJWaMsTDq
nh3fuPIWjGAfzOmWutNohyCpFr6X+QIX0iGxGBCGoC0tyKJ4y5TNxDcLIFfxvnWyi9LhmJP
V5QRkybwm/32Oed1yrVvse9iNDRqf7IH5I1s1Q+gX5ZPjd3m8gL96Wj5ohE74R59JLFicZqa
VTi5O9Gx7ONJ6A8u8i+B/J9IcLTDwPnfLurgO+YI8IhEmKXKXTU1TGfe1GYTbybSvejJUK7R
cfLNsVJa4p1N6Za8ZDgz6xepgAKhWSffzqjrL0qY4rpmYZI0TzF1gZ+X3A0pamrakIv5uaap
5+rNLdLXmedA6Jgg6VhoGsrVOztC6jMS4M+uOnjmnaai5WXFoWjRdpLXUeE9YIYrS9ZsDRWG
tT5/IKoubWYBTSTESJByxca+GedgUdy/hBI3Chql0WtBIhclsA66mtk3WwAAAAA=
--BOUNDARY.1207873800.5--

1.298 SetInt & AMIGA mode

via sendmail with P:smtp/R:inet_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zCUj9-002pCjC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Fri, 28 Aug 1998 22:02:31 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtip/R:smart_host/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m0zCUIQ-001tEjC@insider.regio.net>
for <blitz-list@netsoc.ucd.ie>; Fri, 28 Aug 1998 22:04:52 +0200 (MET DST)
(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>
Date: Fri, 28 Aug 1998 21:43:36 +0100
Organization: Airsoft Softwair
Subject: SetInt & AMIGA mode

Hi !!

Now here`s a solution for my Setint and AMIGA mode problem....just use a
ClrInt before you
jump to AMIGA mode! That works.

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since
the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of
Amiga CD

1.299 Re: shape movement

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 14 Aug 1998 20:04:06 -0500

Subject: Re: shape movement

Hi Oliver,

On 14-Aug-98, Oliver Marks wrote:

> Hi,

> I am trying to write a simple game which has a over head view i want
> to control the person in the game using the mouse so that you click on
> the screen the position you want the character does any one know how
> this is done or have routine which i could use i also need to know how
> to make the character move around building which are pasted on to the
> screen as shape.

> any help will be gratefully recieved

Player movement: when the mouse button is clicked, just get the mouse x and y position and save these as the "target" location for the player. Now each loop compare your player's x and y position to the target, and move him in x and/or y as needed to get closer to the target. When the mouse is clicked again, just update the "target" location.

To avoid obstacles, you can keep track of the obstacle's position, then use ShapesHit (player position, obstacle position) to see if something is in the way.

Or if you use a solid colour background, you can check for the colour that is being hit to see if you are running into something.

Then if the player can't move in x, for example, just move in y and try again next loop.

On my web page you will find my DungeonExplorer source. This is a top down game, as you describe. The player moves by joystick, but the monsters move toward the player's position, and must avoid obstacles on the way. Maybe looking at this would help.

Yours electronically,

Curt Esser

cange@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.300 Re: shape movement

Sun, 16 Aug 1998 12:25:55 -0400 (EDT)

From: <Dobbsee@aol.com>

Date: Sun, 16 Aug 1998 12:25:55 EDT

Subject: Re: shape movement

encoding: 7bit

In a message dated 14/08/98 17:59:07 GMT, oly@enterprise.net writes:

<<

Hi,

I am trying to write a simple game which has a over head view i want to control the person in the game using the mouse so that you click on the screen the position you want the character does any one know how this is done or have routine which i could use i also need to know how to make the character move around building which are pasted on to the screen as shape.

any help will be gratefully recieved >>

Firstly, You might use the smousex,smousey or mouseX,mousey funtions to obtain screen coords.

The maths then is, compute a vector that points from the player to screen position. If you devide this vector by the distance from player to screen point then you have a unit vector. The player thing then moves a multiple of the unit-vector, taking it nearer to its destination. Avoiding object, could be achieved by having an algorithm which worked something like this:

If the player has stepped near certain screen colours assoiciaterd with buidings trees etc: then walk backwards (opposite to the unit vector). Then Id have my thing move perpendicular to the unit vector direction. Then recompute the unit vector and get it walking again. After some time, any simply shaped hazard should be negotiated.

If this isnt enough then you can email me and I could try to explain the shortest route algorithm adaptable to this goal.

Dobbs

1.301 shape movement

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private User

Date: 14 Aug 98 18:52:45 +0000

Subject: shape movement

Encoding: 7bit

Hi,

I am trying to write a simple game which has a over head view i want to control the person in the game using the mouse so that you click on the screen the position you want the character does any one know how this is done or have routine which i could use i also need to know how to make the character move around building which are pasted on to the screen as shape.

any help will be gratefully recieved

1.302 Re: shape movement

14 Aug 98 21:54:59 +0100

14 Aug 98 21:54:35 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: shape movement

Date: Fri, 14 Aug 1998 21:42:13 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>I am trying to write a simple game which has a over head view i want
>to control the person in the game using the mouse so that you click on
>the screen the position you want the character does any one know how
>this is done or have routine which i could use i also need to know how
>to make the character move around building which are pasted on to the
>screen as shape.

>any help will be gratefully recieved

You could either use the map array to find collision
with your characters or you could section off the
palette and have different colours solely for the obstacles
and do collision that way. Some AI routine would be
needed for the characters to move around obstacles,
I haven't done that sort of thing unfortunately. In my
game the baddies are dumb and just rush at you or keep
still!

Alex Smyth

1.303 shapes in windows

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Fri, 07 Aug 1998 04:45:58 +1000

Subject: shapes in windows

Encoding: quoted-printable

Hey Blitzers,

How do I paste / blit whatever a shape in a window (on workbench) and mak=
e the shape's clear bits (holes / the surrounding), so I can see thourght=
them. It seems WBlit doesn't let me see through and colour 0 parts of a =
shape so I get ugly rubbed out bits

Blitzwing=

1.304 Re: Shift-Tab combo

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 03 Aug 1998 18:35:03 -0500

Subject: Re: Shift-Tab combo

Hi S.J.CROY

On 03-Aug-98, S.J.CROY wrote:

> I've
> stumbled around a peculiar problem. I need to find out when the user
> has pressed Left Shift and Tab.

Later...

If INKEY\$=CHR\$(9) and Qualifier=\$8001 ;Tab & left shift were pressed

--

The shortage will be divided among the poor.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.305 Re: Shift-Tab combo

(envelope-from rsdm@eee.rgu.ac.uk)

3 Aug 98 12:56:37 GMT+1

From: "David McMinn" <rsdm@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 3 Aug 1998 12:56:29 +0100

encoding: 7BIT

Subject: Re: Shift-Tab combo

On 3 Aug 98, at 12:26, S.J.CROY gave this nugget of information:

>

> Hello all,

> I've started working on a spreadsheet package and it's getting
> quite advanced (better than TurboCalc anyway). However, I've
> stumbled around a peculiar problem. I need to find out when the user has
> pressed Left Shift and Tab. Unfortunately, it seems inkey\$ has only a one
> byte buffer. Ive got an Amiga E source that can detect it, but it makes
> no sense to me. Can anyone help me?

I take it you're doing this after a WaitEvent? Hope so, or this won't work. Use the Qualifier command to return which qualifier was pressed when another key was pressed. Sorry though, as I can't remember the values for th qualifiers, but they may be in the (shock, horror, disgust) manual.

.oO_David_McMinn_Oo.

lrsdm@eee.rgu.ac.ukl

1.306 Shift-Tab combo

Mon, 3 Aug 1998 12:26:45 +0100

3 Aug 98 12:26:44 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Mon, 3 Aug 1998 12:26:21 +0000

encoding: 7BIT

Subject: Shift-Tab combo

Hello all,

I've started working on a spreadsheet package and it's getting quite advanced (better than TurboCalc anyway). However, I've stumbled around a peculiar problem. I need to find out when the user has pressed Left Shift and Tab. Unfortunately, it seems inkey\$ has only a one byte buffer. I've got an Amiga E source that can detect it, but it makes no sense to me. Can anyone help me?

Steven Croy

1.307 Re: Shift-Tab combo

Tue, 4 Aug 1998 10:02:23 +0100

4 Aug 98 10:02:24 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Tue, 4 Aug 1998 10:01:44 +0000

encoding: 7BIT

Subject: Re: Shift-Tab combo

Hi Curt

>> I've

>> stumbled around a peculiar problem. I need to find out when the user

>> has pressed Left Shift and Tab.

> Later...

>

> If INKEY\$=CHR\$(9) and Qualifier=\$8001 ;Tab & left shift were

> pressed -- The shortage will be divided among the poor.

You're not gonna believe this but NO that doesn't work at all. If I have the mainloop set up with a Waitevent command and wait for a keypress, the SHIFT-Tab combo does not get detected. Try it and see. The Amiga E source I was talking about had to increase the keyboard buffer to two bytes before it picked up the keypress. Has anyone got a clue as to how I could achieve this?

Regards

Steven

1.308 Re[2]: Sizes

From: Centro Amiga <centro.amiga@ip.pt>

Date: Sat, 22 Aug 1998 18:54:30 +0000

Organization: Centro Amiga

Subject: Re[2]: Sizes

Hya

> Well, on P96 atleast it's sort of a mix. With the prefs-programs for it
> you define what screen-modes are available i.e. 640x480 in 8bit, 15bit
> or 24bit. The same goes for the sizes. If you feel that 1024x768 is
> useless with your particular setup you can disable it so it doesn't
> show up in any screenmode requesters. Can't say on the top of my
> head if you can alter the size on the fly when the requester shows
> up (can't check right now either unfortunately - this also shows that
> I'm a bit of a newbie when it comes to gfx-cards).

That's right. When you want a new screenmode, you have to configure it.

As an example i run Quake on a 384x384 screen, for speed sake.

And no, you cannot alter an a PAL displaymode just by specifying
160x128. This only makes the display areas smaller, doesn't change.

The displaymode. With a GFX card you could define a screen resolution
of say, 160x128, because the GFX card would increase the relative pixel
size. Even so, there's a limit as to how small a screen you can define.

So, if the problem is that the GFX card may not have the resolution you want,
the everything's ok, the user can configure one, as long as it's neither too
small nor to big.

Cya

Silver

aka Nuno Trancoso

1.309 Re: Sizes

Date: 18 Aug 98 01:27:54 +0100

From: Jonas Thorell <jonasth@bahnhof.se>

Subject: Re: Sizes

encoding: 7bit

Paul West wrote:

>Q: On graphics cards, do you have preset sizes or are you allowed to
>alter the size? Only, in AGA you can choose like Lores which will say
>320x256 in the screenmode requester, but you can change that to say

>160x128 for example and it will display fine. But does the same apply
>to graphics cards modes, ie, do you have to stick to the preset width
>that comes with the particular entry in the screenmode requester?
Well, on P96 atleast it's sort of a mix. With the prefs-programs for it
you define what screen-modes are available i.e. 640x480 in 8bit, 15bit
or 24bit. The same goes for the sizes. If you feel that 1024x768 is
useless with your particular setup you can disable it so it doesn't
show up in any screenmode requesters. Can't say on the top of my
head if you can alter the size on the fly when the requester shows
up (can't check right now either unfortunately - this also shows that
I'm a bit of a newbie when it comes to gfx-cards).
/Jonas

1.310 Software Interupts

From: "Jon Lennart Berg" <aniwiese@online.no>
Subject: Software Interupts
Date: Tue, 11 Aug 1998 11:26:22 +0200
Encoding: 7bit
I have noticed that you wan add software interupts to ALL PROGRAMS through
OS2.x.
But this isnt supported by BlitzBasic!!
Does anyone have some code to setup these interupts??
Jon Lennart berg.

1.311 Some kind of animation in Window.

(Netscape Messaging Server 3.0) with SMTP id AAH3983
for <blitz-list@netsoc.ucd.ie>; Wed, 12 Aug 1998 08:13:40 +0200
From: Krzysiek Jonko <eteacher@amiga.org.pl>
Subject: Some kind of animation in Window.
Encoding: 7bit
Date: Wed, 12 Aug 1998 07:12:51 +0100
I was trying few procedures displaying animation in window.
In all of them user is placing next frames in window.
I wonder if is possible to use some kind of interrupts to play in loop
simple animation inside the workbench window. Then the user could do
any other things - check gadgets, enter and print texts and go on.
If anybody has any example - please let me know.
/// Christopher Jonko
/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C
\\/// eteacher@amiga.org.pl
\\XX/ <http://amiga.com.pl/eteacher/>

1.312 Some TED and Compiler Questions

ID# 0-0U10L2S100) with ESMTP id AAA152
for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 01:01:24 +0200
(Post.Office MTA v3.1.2 release (PO205-101c) ID# 0-0U10L2S100)
with SMTP id AAA143 for <blitz-list@netsoc.ucd.ie>;
Mon, 31 Aug 1998 01:05:44 +0200
From: Christian Uceda <copysoft@mx3.redestb.es>
Date: Mon, 31 Aug 1998 00:47:58 +0100
Organization: CSS Ltd.
Subject: Some TED and Compiler Questions
Hello. (excuse my poor english)
I have version 2.52 of SuperTED, this version has a lot of enforcer hits
i have heard that exists a 2.6 version, is this true???
When i try to execute a program the debugger do a lot of enforcer hits
any one knows a compiler that don't do enforcer hits when executing???
The "sort" command in my blitz is buggy, when i try to sort an array with
a
low number of elements it crashes my computer, same when i try to sort an
array with more than 25000 (plus or minus) elements... any one got a lib
with a sort command that works correctly???
Bye.
--
Christian Uceda Fernandez.

cuceda@mx3.redestb.es
For attachments bigger than 5mb
please e-mail me first.

1.313 Re: Some TED and Compiler Questions

From: Curt Esser <camge@ix.netcom.com>
Christian Uceda <copysoft@mx3.redestb.es>
Date: Sun, 30 Aug 1998 21:03:16 -0500
Subject: Re: Some TED and Compiler Questions
Hi Christian,
On 30-Aug-98, Christian Uceda wrote:
> Hello. (excuse my poor english)
>

> I have version 2.52 of SuperTED, this version has a lot of enforcer hits

> i have heard that exists a 2.6 version, is this true???

Well, I have v 2.50, that came with BSS, and I thought this was the latest...

>

> When i try to execute a program the debugger do a lot of enforcer hits

> any one knows a compiler that don't do enforcer hits when executing???

This is the debugger, not the compiler. It has to do with the way the debugger works. The fix is to turn Enforcer off when using the debugger.

Your final exec will not cause Enforcer hits. (Don't forget to turn Runtime Errors OFF when compiling the final exec version of your program)

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.314 sound fx

Thu, 13 Aug 1998 15:25:20 -0400 (EDT)

From: <Dobbsee@aol.com>

Date: Thu, 13 Aug 1998 15:25:20 EDT

Subject: sound fx

encoding: 7bit

I am doing a game, a top down bip type thing, could somebody send me some samples, like for a biplane, its gun and for when it crashes?

Dobbs

1.315 Re: Sound stopped?

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 24 Aug 1998 06:53:23 -0500

Subject: Re: Sound stopped?

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747752928.1

Hi,

On 24-Aug-98, Ott Aaloe wrote:

> Hi!

>

> Is there any easy way to determine whether the sound is still playing
> or has been stopped...by peeking some register perhaps...
> any help welcome, thanks!

I was not able to get the sound channel interrupts to work at all for this.

What I did instead was the attached code, that will "read" the playing time of the sample and convert this to Vblanks. Then I use the timer commands to know when the sound is finished.

This is not 100% accurate, but works for most uses.

Instead of the Vwait shown in the example, I use ResetTimer when the sound starts.

Then when I want to know if it is finished, I check to see if Ticks > delay.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1747752928.1

Content-Disposition: attachment; filename="soundtest.asc"

Encoding: quoted-printable

;By Curt Esser

;camge@ix.netcom.com

;use in any way you like

;

; Determines the playing time (in Vblanks) of an iff sample

;NOTE: turn OVERFLOW ERRORS OFF!

;

WBStartup

WBenchToFront_

WbToScreen 0

If NTSC=3DTrue

vrates=3D60 ;adjust for NTSC or P=

AL

Else

vrates=3D50

EndIf

NPrint "Vblank:",vrates

MaxLen pa\$=3D200

MaxLen fi\$=3D200

Repeat

snd\$=3DASLFileRequest\$ ("load a sound",pa\$,fi\$)

```
If snd$=3D"" Then End
Free Sound 0
LoadSound 0,snd$
period=3DPeek.w(Addr Sound (0)+4) ;get the period from =
sound object
lngth.l=3D(Peek.w(Addr Sound (0)+6) AND $FFFF)*2 ;get the length from =
sound object
frequency.f=3D 3579440/period ;convert to true freq=
uency
delay.w=3Dlngth/(frequency/vrate) ;convert to playing t=
ime in VBlanks
delay+5 ;add a bit of padding f=
or short samples
NPrint " "
NPrint "Sample: ",fi$
NPrint "Period: ",period
NPrint "Length: ",lngth
NPrint "Delay : ",delay
Sound 0,15
VWait delay ;timer code would be used here in actual program
Sound 0,15
Forever
End
--BOUNDARY.1747752928.1--
```

1.316 Sound stopped?

24 Aug 98 09:54:53 +0200 (EET)
From: "Ott Aaloe" <ott@mail.lbi.ee>
Organization: Arvutisalong Enter
Date: Mon, 24 Aug 1998 09:54:49 +0300 (EETDST)
encoding: 7BIT
Subject: Sound stopped?

Hi!

Is there any easy way to determine whether the sound is still playing
or has been stopped...by peeking some register perhaps...

any help welcome, thanks!

*** Ott (ott@lbi.ee)

1.317 Re: space

(envelope-from D.McMinn@eee.rgu.ac.uk)

13 Aug 98 09:01:43 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Thu, 13 Aug 1998 09:01:42 +0100

encoding: 7BIT

Subject: Re: space

On 8 Aug 98, at 23:50, OPi^Plastic!'s head exploded because...

> I need do nice lookin' 'SPACE' between menus....I don't want add empty

> item ;) any ideas or/and scr?

If your using the RIGTMenuLib then I've been told that if you add a

menu item with "" as the text, you get the standard intuition bar

(~~~~~ looking thing).

If your using OS gtmenu functions then use #NM_BARLABEL as

the label parameter.

__oO_David_McMinn_Oo__

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

1.318 Re: SuperBitmap

via SMTP by maskin, id smtpdBAAa005cZ; Sat Aug 22 18:54:10 1998

From: Kent Larsson <kentl@oden.se>

Date: Sat, 22 Aug 1998 18:40:37 +0200

Subject: Re: SuperBitmap

On 22-Aug-98, Jon Lennart Berg wrote:

> Does anyone have the archive from acid that

> shows how to create the superbitmap??

> It also shows how to attach sliders to the window borders.

>

> Please send it.

The superbitmap flag is \$80

--

Kind regards,

Kent Larsson from Skinnskatteberg, Sweden

E-mail: kentl@oden.se (amiga rules, 4ever)

I like work ... I can sit and watch it for hours.

1.319 Superbitmap Flag

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Thu, 06 Aug 1998 00:45:39 +1000

Subject: Superbitmap Flag

Encoding: quoted-printable

Hey Bliters,

All I wanna do is load an iff piccie into a window, don't know which flag=
the super bitmap flag is though so I can't set it.

A little help for fellow owner of a great language but inept manual

Blitzwing=

1.320 Re: T-Map

Fri, 3 Jul 1998 02:28:09 +0100 (BST)

From: "Matthew Parsons" <billyray@enterprise.net>

Organization: Private User

Date: 2 Aug 98 02:25:58 +0000

Subject: Re: T-Map

Encoding: 7bit

> On 04-Jan-78, Roger Beausoleil wrote:

> >Hi All Blitzers...

>

> >I would like to know if someone that had a good exemple source of how

> to

> >make

> >a texture map on a plane in a 3D area can send it to me... This will

> >very

> >appreciate!

>

> There's one on BUM 10.

>

> --

> Anton Reinauer <anton@ww.co.nz>

>

>

>

please send me Bum 10 :)

Matt P.

1.321 Re: TCP/IP

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 31 Aug 1998 16:20:02 +1200

Subject: Re: TCP/IP

On 30-Aug-98, FreeJack wrote:

>Hello to everybody,

>Paul Burkey once published blitz routines for an SMTP program which work

>fine with demon.co.uk but refuses to work with most other servers.

>I have found an open SMTP server "www.wissenschaft.de" which HELP >available.

>The routines does not work at all !!! Worse it looks like as if it is a

>connect problem and not a problem of the SMPT protokoll. I have changed

>the soucre slightly for debugging. If ANYBODY get the routines running

>on this server I guess it works on every other server in the world.

; Read the RFC on SMTP for full information on how to write a fully

; functional and "protocol legal" Emailing Client. Treat this as a

; comical example only!

~~~~~ I think this is where your answer lies- Paul has this RFC on his netpage.

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200 WB3.0,25/040,200/PPC,CD-Rom - From 1-280 Mips in 15 secs!

My ICQ page: <<http://www.mirabilis.com/15349462>>

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.0)

<<http://www.ww.co.nz/home/anton>>

## 1.322 TCP/IP

Date: 30 Aug 98 09:21:08 +0100

From: FreeJack <klein21@ibm.net>

Subject: TCP/IP

If your are able to read this, your reader is not MIME compliant.

Use Metamail or a MIME aware reader to view the message properly.

--p4TteRSuKXBIGr8gRiNDIkkZAILD3I

encoding: 8bit

---









LDQpPSJUbzogliBUaGVuIGxpbiQ9IIRvOiAiK0dUR2V0U3RyaW5nKDA sMCKKICAgICAgICBJZiBM  
 ZWZ0JChsaW4kLDkpPSJTDWJqZWN0OiAiIFRoZW4gbGluJD0iU3ViamVjdDogLitHVEdlDFN0cmlu  
 ZygwLDIpcIAgICAgICAgSWYgTGVMdCQobGluJCw2KT0iRnJvbTogLiBUaGVuIGxpbiQ9IkZyb206  
 ICIR1RHZXRTdHJpbmcoMCwxKQogICAgICAgIElmlEXlZnQkKGxpbiQsMTQpPSJpcmdhbml6YXRp  
 b246IClgVGhlbiBsaW4kPSJpcmdhbml6YXRpb246ICIR1RHZXRTdHJpbmcoMCwzKQogICAgICAg  
 IE5QcmludCBsaW4kCiAgICAgIFVudGlsIExvYyYgKT1Mb2YoMSkKICAgICAgQ2xvc2VGaWxlIDEK  
 ICAgIEVuZEImCiAgICBDdBG9zZUZpbGUgMAogIEVuZEImCiAgS2lsbEZpbGUgInQ6dG1wMiIKUmV0  
 dXJuCgouZ3JhYgogID sKICA7IEdyYWJzIGVtYWwlsIGZpbGUgYW5kIHVwZGF0ZXMGMR1VJCiAgOwog  
 IEImIFJlYWwGaWxlKDA sInQ6YW5vbm1haWwudG1wlikKICAgIEZpbGVJbnB1dCAwCiAgICBSZXB1  
 YXQKICAgICAgbGluJD1FZGI0JCg1MDApCiAgICAgIElmlEXlZnQkKGxpbiQsNCK9IIRvOiAiIFRo  
 ZW4gR1RTZXRTdHJpbmcoMCwzLFJpZ2h0JChsaW4kLExlbihsaW4kKS00KQogICAgICBJZiBMZWZ0  
 JChsaW4kLDkpPSJTDWJqZWN0OiAiIFRoZW4gR1RTZXRTdHJpbmcoMCwzLFJpZ2h0JChsaW4kLExl  
 bihsaW4kKS05KQogICAgICBJZiBMZWZ0JChsaW4kLDYpPSJGcm9tOiAiIFRoZW4gR1RTZXRTdHJp  
 bmcgMCwzLFJpZ2h0JChsaW4kLExlbihsaW4kKS02KQogICAgICBJZiBMZWZ0JChsaW4kLDE0KT0i  
 T3JnYW5pemF0aW9uOiAiIFRoZW4gR1RTZXRTdHJpbmcoMCwzLFJpZ2h0JChsaW4kLExlbihsaW4k  
 KS0xNCKKICAgIFVudGlsIExvYyYgKT1Mb2YoMCKKICAgIENsb3NIRmlsZSAwCiAgRW5kSWYKUmV0  
 dXJuCgouZ3VpCiAgRmluZFNjcmVlbiAwCiAgVXNiIFNjcmVlbiAwCiAgR1RTdHJpbmcoMCwzLDgw  
 LDQsNDk5LDEzLCJUbzoiLDEsMjU2LCIiCiAgR1RTdHJpbmcoMCwzLDgwLDE4LDQ5OSwxMywiRnJv  
 bToiLDEsMjU2LCIiCiAgR1RTdHJpbmcoMCwzLDgwLDMYLDIyNCwxMywiU3ViamVjdDoiLDEsMjU2  
 LCIIiCiAgR1RTdHJpbmcoMCwzLDQyNCwzMiwxNTUsMTMsIk9yZ2FuaXphdGlvbiIsMSwyNTYsIiIK  
 ICBHVEJ1dHRvbiAwLDQsMTAsNDcsODgsMTMsIk5ldyIsMTYKICBHVEJ1dHRvbiAwLDUsMTAwLDQ3  
 LDg4LDEzLCJFZGI0IiwXNgogIEduQnV0dG9uIDAsNiwxOTAsNDcsODgsMTMsIIzPZXciLDE2CiAg  
 R1RCdXR0b24gMCw3LDI4MCw0Nyw4OCwxMywiTG9hZCIsMTYKICBHVEJ1dHRvbiAwLDgsMzcwLDQ3  
 LDg4LDEzLCJTYXZIIiwXNgogIEduQnV0dG9uIDAsOSw0NjAsNDcsMTE5LDEzLCJTW5kIiwXNgog  
 IEdUVGV4dCAwLDEwLDEwLDYyLDU2OSwxMiwiIiAsMCwiIgowIFdpbmRvdyAwLDE1LDQ4LDU5Niw5  
 MCwkMDAwMDAwMEUsIkFub25NYWlsIFYxLjIiLDEsMAogIEF0dGFjaEdUTGlzdCAwLDAKICBHVEJl  
 dmVsQm94IDAsNiwxMSw1ODYsNzcsMApSZXR1cm4KCgoKCg==  
 --p4TteRSuKXBIGr8gRiNDIkkZAILD3I--

### 1.323 Re: TCP/IP

Date: 31 Aug 98 17:11:32 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: TCP/IP

encoding: 8bit

Hello Anton,

>; Read the RFC on SMTP for full information on how to write a fully

>; functional and "protocol legal" Emailing Client. Treat this as a

>; comical example only!



> ^^^^ I think this is where your answer lies- Paul has this RFC on  
>his netpage.

Yep ... but the problem IS NOT the protokoll ... it looks like as if  
you do not get an connect with most servers (not even "you are connected  
with bla bla" ... so I fear the problem is either somewhere in Pauls code  
or worse within the bdssocket.obj ... both cases causes some headache  
You are mentioned in the code as help did you ever try it on  
www.cambridge.edu ???? or another big university ???

--

>AMIGA 4000, 68060/50MHz, 102 MB Ram, cybgfx, 6,5 GB HD, 24x CD-Rom, CD-R

----- --

AMIGA | \_\_\_\_| |||| Klein21@ibm.net

||\_ \_ \_ \_ \_ ||\_ \_ \_ \_ ||\_

since | \_| ' \_/ \_V \_\ \_| // \_ `| // \_| // AMIGA

||||\_ / \_/ ||\_|| (| | (| | <

1987 | | | \ \_ \ \_ | \ \_ / \ \_ , \ \_ | | \ \ 4

<http://www.geocities.com/TimesSquare/5123/> ever

"While there's life, there's hope."

### 1.324 Re: Text in a Con:Output Window?

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 24 Aug 1998 21:53:13 -0500

Subject: Re: Text in a Con:Output Window?

Warning: This is a message in MIME format. Your mail reader does not  
support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747520816.2

Hi Frank

On 17-Aug-98, Frank Otto wrote:

> Hi,

>

> I want to have error checking in my game and it should be like the  
> workbench 'Output window' which appears for example if the user wants to  
> execute a program which does not exist (with the workbench  
> menu 'Execute command'). The error message in this window says: 'unknown  
> command'. I thought about using the same method in my program.  
> Could it work with opening a "Con:" window? How can I open this?

Try the code attached. You must use the DosBufLen command to force immediate

output to the file (in this case the con: window). Otherwise the output is held until the buffer is full, or the file is closed.

>

> I tried this but it does not print the text and crashes:

>

> If OpenFile(1,"Con:0/0/320/100/Output Window")

> FileOutput 1

> NPrint "Error"

> EndIf

The crash may be because you are not closing the file when you are done. Also don't forget to redirect the output to your current window after closing the file, or any further output has no place to go.

>

>

> Thanks for any help!!

>

> --

> Frank

>

>

Later...

--

Once you understand how to write a program,  
get someone else to write it.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1747520816.2

Content-Disposition: attachment; filename="con.window.asc"

WBStartup

NoCli

WBenchToFront\_

FindScreen 0

DosBuffLen 0 ;needed to force immediate output to the "file"

If WriteFile (0,"CON:0/50//100/TEST/CLOSE")

FileOutput 0

NPrint "Just a test"

VWait 20

---

```
MouseWait ;just for testing
CloseFile 0
Else
BeepScreen 0 ;something went wrong!
EndIf
End
--BOUNDARY.1747520816.2--
```

### 1.325 Text in a Con:Output Window?

```
>X-Dummy: YES
X-ZC-VIA: 19980824000000S+2@dame.de
Subject: Text in a Con:Output Window?
From: Robocop@dame.de (Frank Otto)
Date: Mon, 17 Aug 1998 15:50:56 +0200
X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]
```

Hi,

I want to have error checking in my game and it should be like the workbench 'Output window' which appears for example if the user wants to execute a program which does not exist (with the workbench menu 'Execute command'). The error message in this window says: 'unknown command'. I thought about using the same method in my program.

Is there a library function that prints text and opens this window automatically or do I have to write my own routine?

Could it work with opening a "Con:" window? How can I open this?

I tried this but it does not print the text and crashes:

```
If OpenFile(1,"Con:0/0/320/100/Output Window")
```

```
FileOutput 1
```

```
NPrint "Error"
```

```
EndIf
```

Thanks for any help!!

--

Frank

### 1.326 Re: Text in a Con:Output Window?

```
From: Matt Daniels <mattd@underused.u-net.com>
```

```
Date: Mon, 24 Aug 1998 23:18:59 +0100
```

```
Organization: maragas
```

---

Subject: Re: Text in a Con:Output Window?

Hi,

> I want to have error checking in my game and it should be like the  
> workbench 'Output window' which appears for example if the user wants to  
> execute a program which does not exist (with the workbench  
> menu 'Execute command'). The error message in this window says: 'unknown  
> command'. I thought about using the same method in my program.

>

> Is there a library function that prints text and opens this  
> window automatically or do I have to write my own routine?

I would use one of the Ez Request commands (my favourite is Request).

> Could it work with opening a "Con:" window? How can I open this?

>

> I tried this but it does not print the text and crashes:

>

> If OpenFile(1,"Con:0/0/320/100/Output Window")

> FileOutput 1

> NPrint "Error"

> EndIf

Con: is a device, not a file. You can open a CON: with OpenSerial, but nothing sensible can be done with it. The code below does the job, with the added bonus that you can fire it up once and forget about it. (let workbench and the user deal with it:)

WAIT Tells it to hang around and CLOSE gives it a close gadget. This works with my KingCon, and it should also work with the standard CON.

Execute\_ "echo Error >CON:0/0/300/100/Output-Window/wait/CLOSE", 0, 0

Thanks

--

Matt Daniels

## 1.327 Thanks for help-prototype article editor is up and running

Sun, 30 Aug 1998 08:28:59 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: Thanks for help-prototype article editor is up and running

Date: Sun, 30 Aug 1998 08:22:21 -0700

Hi Blitz Pals,

Just wanted to thank you all for help. The article editor is up and running if somewhat underpowered.

Anyway its a start.

Rudy

childrenofsun@msn.com

---

## 1.328 The Blitz-List and YAM

via SMTP by maskin, id smtpdBAAa000vT; Sun Aug 9 03:21:29 1998

From: Kent Larsson <kentl@oden.se>

Date: Sun, 09 Aug 1998 03:20:18 +0100

Subject: The Blitz-List and YAM

Encoding: quoted-printable

Hello blitzers!

As this mail may be a little of-topic, please answer me privatly so that noone will be upset(the reson it is posted here, is that i do not know where else to post it).

I am using YAM 2.0.0 Preview4 for emailing, and i have the blitzlist in its own separate folder.

What i would like is, that when i Reply a message in that folder, the "To" field should already be filled with "blitz-list@netsoc.ucd.ie" and not the person name as it works for me now.

I know that it is possible through the "Mailing List Support" fields in the Settings/Configuration/Folder menu.

What i would like is to see a working example(a saved config) of how it is done.

Could someone please post this to me as an attachment, or maybe explain how it is done.

(i only have problems with "Replying" a message, when i write a new one(although now) everything works as it should(the blitz-list address is in the "To:" field right from the beginning))

Kind regards

Kent Larsson, Skinnskatteberg Sweden

---

### 1.329 The Death of CU-Amiga

From: "Gavin Williams" <gavin@micro-media.demon.co.uk>

Subject: The Death of CU-Amiga

Date: Fri, 14 Aug 1998 21:00:18 +0100

charset="iso-8859-1"

Encoding: 7bit

Amiga Format is now our only hope!! It does beg the question that if CU-Amiga was making a loss, how can Amiga Format keep going given the fact that it's sales figures are similar to CUA. I suggest that if the worst does happen and AF goes down the pan also that the likes of you and me should take it upon ourselves to create and maintain an Amiga website where we can all pool our resources to review new stuff and conglomerate news.

### 1.330 Re: The Death of CU-Amiga

14 Aug 98 22:08:50 +0100

14 Aug 98 22:08:33 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

"Blitz List" <blitz-list@netsoc.ucd.ie>

Subject: Re: The Death of CU-Amiga

Date: Fri, 14 Aug 1998 22:08:21 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>Amiga Format is now our only hope!! It does beg the question that if  
>CU-Amiga was making a loss, how can Amiga Format keep going given the fact  
>that it's sales figures are similar to CUA.

Some advantages AF has that could save it:

- 1) AF now do not do Sale or Return, so it saves printing costs by not over producing the mag.
- 2) Lots of advertisers that dumped AF for CU will HAVE to come back to AF.
- 3) People that only bought CU will HAVE to buy AF now.
- 4) It's battle down the hatches time! We will all be determined to keep AF afloat....

**BUY AMIGA FORMAT!**

**SPREAD THE WORD!**

---

>I suggest that if the worst does  
>happen and AF goes down the pan also that the likes of you and me should  
>take it upon ourselves to create and maintain an Amiga website where we can  
>all pool our resources to review new stuff and conglomerate news.

A good sentiment but unfortunately most amiga owners  
aren't on the net. These people may dump the amiga  
when they can't buy stuff/read reviews etc. of new amiga  
products, they will in effect be cut off to die. We need at least  
one mag.

Alex Smyth

### 1.331 UDP\_Chat V2.0 is on Aminet

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 05 Aug 1998 14:50:41 +1200

Subject: UDP\_Chat V2.0 is on Aminet

For those interested I've released V2.0 of my UDP\_Chat program-  
changes from V1.9 listed below.

UDP\_Chat is my test interface for UDP based internet connections- UDP  
is more appropriate for fast action games, like Doom clones, Xwing  
clones, or platformers, maze games etc; anything that needs small  
lags (ping times- delay times), to remain playable over the Internet or  
LAN.

What's new in V2.0!

-----

Version 2.0 27/07/98

-----

Changed printing of Ping times, so they are now printed out correctly  
for each player, and you can now tell what your player number now is  
(`Me' is printed in place of your Ping time). Before it just printed out  
the Ping time of the last packet received. The Server is always Player 1  
. I fixed a bug which was numbering the clients wrongly, at the same  
time.

Put in a ARexx interface, so you can log into a Server from AmiComSys,  
by passing the host address to UDP\_Chat from AmiComSys (through a small  
Rexx program).

The Function Connect\_UDP{ } has been renamed to the more logical  
Initialise\_UDP{ }, as it doesn't actually connect to anything. It now  
closes the bsdsocket.library in Initialise\_UDP{ } instead of at the end

of the program- Paul had done this in his TCP\_Funcs, but I hadn't transferred his code across properly. :-/

I renamed the programs to their actual version number, rather than the quick filename I gave them (ie: UDP\_ChatV1.9.bb2, rather than UDP\_Chat4.bb2)- doh!

Changed Close\_UDP{} to Exit{} and put it back in UDP\_Chat. It now deallocates the receive memory buffer (UDP\_mem.l) allocated in UDPHeader.bb2, and closes the REXXport and UDP socket if they've been opened, (tidier than having it all at the end). So you can just call Exit{} to exit from anywhere (with an error string if needed), rather than have those naughty Gotos! :) Initialised `sock.l' to -1 so Exit{} routine can work

Added in a #DEBUG constant to switch on debug info, and allow multiple copies of UDP\_Chat on one machine (currently all debug info is still printed out).

Changed default Port number to 27,272- (3,001 was too low for practical use). Put `ypos' above `GoSub Init\_Gui', so can now call Exit{} from Init\_Gui.

Added this History File!

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462  
A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0  
A1200 WB3.0,25/040,200/PPC,CD-Rom - From 1-280 Mips in 15 secs!  
- Still working from the 500, `till the 1200 is in a tower :/  
Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.0)  
<<http://www.ww.co.nz/home/anton>>

### 1.332 Re: UpDate Program code ?

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 03 Aug 1998 18:53:42 -0500

Subject: Re: UpDate Program code ?

Hi Paul,

On 03-Aug-98, Paul Morris wrote:

> Hi Blitzers ,

>



> I am writing Program in Blitz and i wish to know how do i update my program

> via a patch eg Foundation . I would Appreciate any help in this matter .  
With Foundation, the "Updates" I have installed are actually full new copies of the main exec and/or prefs programs. This also seems to be the case with other programs I have updated. If not this, it will be new copies of libraries, arexx scripts, "loader" programs, datatypes, catalogs, or other "outside" files.

I really don't think it is practical to do it any other way. If you plan to update your program often, it is probably a good idea to keep as much as possible in "outside" files, ie don't "incbin" anything in the exec itself. This will keep the update sizes smaller.

>

Later...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### **1.333 UpDate Program code ?**

From: Paul Morris <Comunion@plmorris.demon.co.uk>

Date: Mon, 03 Aug 1998 17:00:37 -0500

Organization: Team Comunion

Subject: UpDate Program code ?

Hi Blitzers ,

I am writing Program in Blitz and i wish to know how do i update my program via a patch eg Foundation . I would Appreciate any help in this matter .

--

Bye ,

Paul Morris

Visit <http://www.plmorris.demon.co.uk/>

( This Page is Being Updated )

" Where do you want to go Today ? " Amiga Land

---

### 1.334 URGENT - Pallete requester

From: "Andrew" <itme@assign.u-net.com>

Organization: Private User

Date: 16 Aug 98 09:52:21 +0000

Subject: URGENT - Pallete requester

Encoding: 7bit

Precedence: special-delivery

How do you program Blitz to do an palette system like in Amiga Prefs 3.0 3.1

Prefs/Palette. I want one of those Circle colour tinges and the light setting as well RGB one. You know what I am going on about if you look.

I am trying to make the final issue of CU-Amiga CD-Rom :(

I wrought the mail in a rush.

Please help.

--

AmiVisual Team

To find out lates going on's with Amiga Visual programing Team

<http://www.assign.u-net.com/amivisual/>

V//Amiga// Team AMIGA

aMIGA\_dUDE talks on's DalNet at verious locations

I don't trust (8-o

### 1.335 Using Blitz on WinUAE

Date: Fri, 14 Aug 1998 11:20:21 -0500

From: Bohdan Lechnowsky <bohdan\_lechnowsky@csgsystems.com>

Organization: CSG Systems, Inc.

Subject: Using Blitz on WinUAE

Encoding: 7bit

David McMinn wrote:

> I'm on the net on a PC at uni, but I have WinUAE. Anybody else

> use it and could they tell me any problems they've had while

> Blitzing with it (reply personnally).

How are you able to use Blitz on WinUAE? I've been trying but my fonts are about 2 pts. in size in TED. What version of WinUAE? It would be great if I could try out some of these code snippets at work ;^)

-Bo

---

### 1.336 Re: Using POP3?

Date: 15 Aug 98 19:49:21 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Using POP3?

encoding: 7bit

>Has anyone encountered a problem using Paul's TCPFuncs with the POP3  
>protocol? I've found that if I try to download a message using the  
>"RETR x" command, after a few seconds the program just quits like an  
>"End" had been executed....I'll upload an example when I get it tidied  
>up a bit...

The Blitz-TPC routines does not work with IBM Server at all ... and

I guess there are more Servers out there no idea why

--

>AMIGA 4000, 68060/50MHz, 54 MB Ram, cgx 2.0, 6,5 GB HD, 24x CD-Rom, CD-R

\_\_\_\_\_ --  
AMIGA | \_\_\_\_| |||| Klein21@ibm.net  
||\_ \_ \_ \_ \_ ||\_ \_ \_ \_ ||\_ \_  
since | \_| ' \_/ \_V\_ \\_ | / \_ ` | / \_ | // AMIGA  
|||| | \_/ \_/ ||\_ || ( | ( | <  
1987 | | | | \\_ \\_ \\_ | \\_ \\_ / \\_ , \\_ \\_ | \\_ \\_ 4  
<http://www.geocities.com/TimesSquare/5123/> ever

### 1.337 Using POP3?

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 15 Aug 1998 15:13:55 +0000

Organization: Corrupted Software

Subject: Using POP3?

Has anyone encountered a problem using Paul's TCPFuncs with the POP3  
protocol? I've found that if I try to download a message using the  
"RETR x" command, after a few seconds the program just quits like an  
"End" had been executed....I'll upload an example when I get it tidied  
up a bit...

/Rick/

--

=====

Rick Hodger - Comms Programmer for #Corruption Software#

~~~~~\_ICQ UIN\_

Visit us at <http://corruption.home.ml.org> 12861907

E-Mail us at /corruption@thehub.u-net.com/

~~~~~

PGP Key now available - Mail "getpgpkey" in body to -

[/corruption@thehub.u-net.com/](mailto:/corruption@thehub.u-net.com/)

=====

If you didn't get caught, did you really do it?

### 1.338 Vacations!

Sun, 9 Aug 1998 14:19:15 GMT

From: Rui de Carvalho <[grim@esoterica.pt](mailto:grim@esoterica.pt)>

Jorge Peixoto <[Jorge\\_Peixoto@schindler.com](mailto:Jorge_Peixoto@schindler.com)>,

Bruno Neves <[brunoneves@mailexcite.com](mailto:brunoneves@mailexcite.com)>,

=?iso-8859-1?Q?Jo=E3o?= Pedro <[142391@alfa.ist.utl.pt](mailto:142391@alfa.ist.utl.pt)>,

Bruno De Sousa <[bruno@djagency.com](mailto:bruno@djagency.com)>

Date: Sun, 09 Aug 1998 13:17:07 +0100

Organization: Dark Dreams Designs

Subject: Vacations!

Encoding: quoted-printable

Hello everyone,

I'm going away on vacations for the next week! :)

I have changed ISP, and when i return i'll post the new location of Blitz=

Source Code Site and my new E-mail address.

Meanwhile you can still use the old ones.

Best Regards

-- =

Rui de Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#[Http://homepage.esoterica.pt/~grim](http://homepage.esoterica.pt/~grim) - Last Update: 26.07.98#

(Soon to change location!)

### 1.339 Re: VAL bug!!

From: [mike.child@sbu.ac.uk](mailto:mike.child@sbu.ac.uk)

Date: Mon, 3 Aug 1998 10:21:25 +0100

Subject: Re: VAL bug!!

> I had lately a lot of problems with screens on CGFX but the solution

> is quite simple: I'm reading ScreenID from tooltypes.

> FindTooltype returns string value so I've to use VAL function to do it.

> Look at this small example:

>

> a\$="\$40D20002" ;

> Print a\$, " ",Hex\$(Val(a\$))

>

> The return value AFTER VAL function is... \$40D20000

> If anybody have correct value?

I came across a problem with VAL and longword values a while ago but in the event didn't need to find a solution, so I didn't really look into it.

You could try cutting the string in half, VALing each half to get two words, multiply the most significant by 65536 and add them together...

Regards

Mike Child

### 1.340 Re: VAL bug?

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 02 Aug 1998 14:56:26 +1200

Subject: Re: VAL bug?

On 31-Jul-98, Krzysiek Jonko wrote:

>I had lately a lot of problems with screens on CGFX but the solution

>is quite simple: I'm reading ScreenID from tooltypes.

>FindTooltype returns string value so I've to use VAL function to do it.

>Look at this small example:

>a\$="\$40D20002" ;

>Print a\$, " ",Hex\$(Val(a\$))

>The return value AFTER VAL function is... \$40D20000

>If anybody have correct value?

>If yes - probably I've buggy VALLIB.

>If no - I've found a new bug in old BLITZ libraries ;-)

Thats a double isn't it? I don't think VAL handles doubles.

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

**1.341 Re: VER\$ string solution!!!!**

From: Andre Beer <j.beer@abo.freiepresse.de>  
 Date: Sat, 15 Aug 1998 17:21:09 +0100  
 Organization: BEER PRODUCTIONS - Software for Amiga  
 Subject: Re: VER\$ string solution!!!!

Encoding: quoted-printable

Hi blitzers!

I found the easiest way (I hope!) to solve the \$VER problem.

Include at first line of your source following code:

```
a$=3D"$VER: MyProgram V1.0 (15.08.98)"
```

It works o.k. at all time I'm using it.

-- =

Bye now!

Andre

-----  
 \_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site  
 -----

**1.342 VER\$ string solution!!!!**

From: OPi^Plastic! <emilopi@kki.net.pl>

Date: Sun, 02 Aug 1998 16:04:23 -0500

Organization: Plastic!

Subject: VER\$ string solution!!!!

Yello,

I found solution for VER\$ string :)

I create via Ced text file with ; \$VER: MyProg 0.1 (1998)

save it, and including FIRST before all executable with VER

string :) Very LAME solution but hey IT WORKS :)

ThX! to :Rui, Curt and David for RE on my letter ;)

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>\*Amiga Programmer\*

<sb>[www.kki.net.pl/emilopi](http://www.kki.net.pl/emilopi)

<tsb>EMail: [emilopi@kki.net.pl](mailto:emilopi@kki.net.pl)

### 1.343 Re: Vertical Blank Speed

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 17 Aug 1998 14:50:16 +1200

Subject: Re: Vertical Blank Speed

On 17-Aug-98, Paul West wrote:

>> > How can i know how many VBL there's by seconds ?

>Put simply the number of verticle blanks is the verticle frequency of  
>the display mode you are using. If you are using PAL, which is most  
>common, there at 50 vbl's per second, or 60 with NTSC. If you are  
>using doublePAL it is likely to be 48 or for DoubleNTSC it's 58. Other  
>monitor drivers might be different because there are a few modified  
>ones floting about. For me Multiscan is 58, Super72 is 69, Euro72 is  
>71.

>I have not ever tested to see if VWait is dependent on the displaymode  
>and I usually assume that it is but old habits die hard because I was  
>always used to 50 per second.

I remember someone saying that you still got the PAL, or NTSC speeds  
with the other screen modes

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

### 1.344 Vertical Blank Speed

From: Benjamin VERNOUX <bvernoux@inforoutes-ardeche.fr>

Date: Sun, 16 Aug 1998 22:05:32 +0100

Subject: Vertical Blank Speed

HI Blitzers,

How can i know how many VBL there's by seconds ?

Thanks !!

--

--- . .

||\ /

|--- \ / \*Benjamin Vernoux\*

||\ / \*E-Mail: bvernoux@inforoutes-ardeche.fr\*

--- | \*Page WEB: <http://www.chez.com/titan>\*

## 1.345 Re: Vertical Blank Speed

(EMWAC SMTPRS 0.81) with SMTP id <B0000379533@mailhost.sosbbs.com>;

Sun, 16 Aug 1998 17:33:51 -0400

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Vertical Blank Speed

Date: Sun, 16 Aug 1998 17:57:43 -0400

Encoding: 7bit

> How can i know how many VBL there's by seconds ?

Not sure exactly what you mean, but you need to know the number of VBls per second...

If ( NTSC )

VPS=60 ; 60 NTSC VBls Per Second

Else

VPS=50 ; 50 PAL VBls Per Second

EndIf

Now, if you want to convert from vbls to seconds...

$\text{vbls\_to\_secs} = \text{numvbls} / \text{VPS}$  ; divide total vbls by VblsPerSec.

To convert from seconds to vbls...

$\text{secs\_to\_vbls} = \text{numsecs} * \text{VPS}$  ; multiply total secs by VblsPerSec

Garfield Benjamin e-mail:gbenjam@sosbbs.com

Website( <http://www.sosbbs.com/~gbenjam> )

## 1.346 Web sites

via SMTP by maskin, id smtpdAAAa003tb; Tue Aug 4 23:57:06 1998

From: Kent Larsson <kentl@oden.se>

Date: Tue, 04 Aug 1998 23:56:57 +0100

Subject: Web sites

Hi!

I would like to know about www sites with Blitz material on them, as i am new to internet my hotlist is quite small, but i intend to change that fact(other good Amigasites could be interesting to , or programmingsites in general wich could be of use when i program in Blitz).

Kind regards

Kent Larsson, Skinnskatteberg, SWEDEN



### 1.347 What shall i read now?

From: Centro Amiga <centro.amiga@ip.pt>

Date: Wed, 19 Aug 1998 10:46:52 +0000

Organization: Centro Amiga

Subject: What shall i read now?

Encoding: quoted-printable

Hya

- > I disagree about Amiga Inc, they are doing good
- > long-term work but they aint doing anything for
- > the short-term situation - which is desperate!

Nay. Not the slightest. I've still got my Amiga and if nothing goes wrong (knock on wood) it will still be here many years from now.

How can people think that the Amiga is dead? Mine's alive and well.

- > Also, they say one thing to the amiga community
- > and then say another to the non-amiga media.
- > That's a bit sinister in my book.

That's called media hype in my book. Have you noticed that the specs they give for the new machine are kinda like appending lotsa chip's specs together and throwing them to the media.

- > People should stop blindly defending Amiga Inc, they
- > aren't buddha and they haven't done anything yet that
- > has helped the present situation, all they done so far
- > is try to scuppa the PPC!

Yup. That's right. All was well, with the PowerPc, now people are afraid of buying it. Well, not me. I already got mine and am very pleased with it. There isn't a lot of software for it right now, but the problem is just that unless you happen to program in C or PPC ASM, you dont have any programming tools. If only there was something in the vein of BlitzPPC.....

- > The best thing people can do is buy Amiga Format, keep
- > buying products from amiga developers and try to hang
- > in there. I have already heard of people leaving the amiga
- > after the CU Amiga news, if AF went down then it would be
- > a lot worse!

No way. You see, for me it's kinda shocking. First they took Amiga Sopper from me, then it was Amiga User International,

---

then Amiga Computing and now CU? Well, i'm gonna buy AF, but only because there isn't another mag. I personally hate it. Sure, they can write about games, but they haven't got a clue about how to review serious Hard/Soft. They never knew how to do it, and they still don't know.

> The net won't save the amiga, I've said it before - most amiga owners aren't on the net, developers won't like not having a magazine to advertise in. =

Maybe you're right. So, maybe we should stop complaining and start doing something about it. I'm on the process of writing a game, and until now it was a veery slooow process because i was being lazy. With this kind of news, i'm gonna speed up to full throttle. There are still lot's of developers doing stuff, so, shout about it. Tell= the comunity you got something. If AF is the only mag around, maybe they can spare a page, even half a page wil do, to tell people that we are still doing something for the Amigas.

The real Amiga's strength is it's magic feeling. It's the computer that w= e all came to love as time went by. PC's got 3D card and whizz bang CPU's, but I DO NOT LIKE THEM, WIN95/98 IS CRAP. My Amiga is as custom as it gets. It really doesn't resemble the original machine, and that's what makes i= t special.

It's my machine, set up for me, by myself, it isn't suited for the masses= =2E

Amiga Inc. keeps promissing us a COOL machine and deliver the big NILL:

Did you notice that the new machine ressembles the Walker. Do you remember the Amiga Walker (vaccum cleaner???)

So what i say is:

There's still a lot to be done with our Amiga's. We haven't deserted by n= ow,

and so far it's been a long hard walk. We can take it, we are the survivo= rs,

the ones who believe and feel the Amiga's true vision. It's not a console= , it's

not a PC, it's our machine. So, get yourself a PPC,GFX card and some Mb o= f

RAM. Let's show them what the Amiga can do. Maybe the PC's can do it fast= er

but we can do it better. If we show that we have machines with the hardwa=

re,

the software will come.

LIVE UP TO THE VISION.

Give YOUR Amiga some POWER.

A4000 CyberStormPPC 060/50 604/233 144 Mb Ram 1.6 Gb HD 16x CDRROM

soon CybervisionPPC (as soon as they send me one)

Silver

aka Nuno Trancoso

p.s - Sorry for the long letter, but i am sick and tired of this crap,

had to get it off my chest. Please do make yourselves heard. Amiga Inc.

doesn't rules us, we are free. Let's show them the power of our community,=

the power of the true Amiga Spirit

### **1.348 Re: What shall i read now?**

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 31 Aug 1998 12:07:51 +0500

Subject: Re: What shall i read now?

On 19-Aug-98, Centro Amiga flashed:

>Hya

>> I disagree about Amiga Inc, they are doing good

>> long-term work but they aint doing anything for

>> the short-term situation - which is desperate!

>Nay. Not the slightest. I've still got my Amiga and if nothing goes

>wrong (knock on wood) it will still be here many years from now.

>How can people think that the Amiga is dead? Mine's alive and

>well.

>> Also, they say one thing to the amiga community

>> and then say another to the non-amiga media.

>> That's a bit sinister in my book.

>That's called media hype in my book. Have you noticed

>that the specs they give for the new machine are kinda

>like appending lotsa chip's specs together and throwing

>them to the media.

>> People should stop blindly defending Amiga Inc, they

>> aren't buddha and they haven't done anything yet that

>> has helped the present situation, all they done so far

>> is try to scuppa the PPC!

>Yup. That's right. All was well, with the PowerPc, now people

>are afraid of buying it. Well, not me. I already got mine and  
>am very pleased with it. There isn't a lot of software for it  
>right now, but the problem is just that unless you happen to  
>program in C or PPC ASM, you dont have any programming  
>tools. If only there was something in the vein of BlitzPPC.....  
>> The best thing people can do is buy Amiga Format, keep  
>> buying products from amiga developers and try to hang  
>> in there. I have already heard of people leaving the amiga  
>> after the CU Amiga news, if AF went down then it would be  
>> a lot worse!  
>No way. You see, for me it's kinda shocking. First they took  
>Amiga Sopper from me, then it was Amiga User International,  
>then Amiga Computing and now CU? Well, i'm gonna buy AF,  
>but only because there isn't another mag. I personally hate it.  
>Sure, they can write about games, but they haven't got a clue  
>about how to review serious Hard/Soft. They never knew how  
>to do it, and they still don't know.  
>> The net won't save the amiga, I've said it before - most amiga  
>> owners aren't on the net, developers won't like not having a  
>> magazine to advertise in.  
>Maybe you're right. So, maybe we should stop complaining and  
>start doing something about it. I'm on the process of writing a game,  
>and until now it was a veeery slooow process because i was  
>being lazy. With this kind of news, i'm gonna speed up to full throttle.  
>There are still lot's of developers doing stuff, so, shout about it. Tell  
>the comunity you got something. If AF is the only mag around, maybe  
>they can spare a page, even half a page wil do, to tell people that  
>we are still doing something for the Amigas.  
>The real Amiga's strength is it's magic feeling. It's the computer that we  
all  
>came to love as time went by. PC's got 3D card and whizz bang CPU's, but  
>I DO NOT LIKE THEM, WIN95/98 IS CRAP. My Amiga is as custom as it gets.  
>It really doesn't ressemble the original machine, and that's what makes it  
>special.  
>It's my machine, set up for me, by myself, it isn't suited for the masses.  
>Amiga Inc. keeps promissing us a COOL machine and deliver the big NILL:  
>Did you notice that the new machine ressembles the Walker. Do you  
>remember the Amiga Walker (vaccum cleaner???)  
>So what i say is:

---

>There's still a lot to be done with our Amiga's. We haven't deserted by now,  
>and so far it's been a long hard walk. We can take it, we are the survivors,  
>the ones who believe and feel the Amiga's true vision. It's not a console,  
>it's  
>not a PC, it's our machine. So, get yourself a PPC,GFX card and some Mb of  
>RAM. Let's show them what the Amiga can do. Maybe the PC's can do it faster  
>but we can do it better. If we show that we have machines with the hardware,  
>the software will come.  
>LIVE UP TO THE VISION.  
>Give YOUR Amiga some POWER.  
>A4000 CyberStormPPC 060/50 604/233 144 Mb Ram 1.6 Gb HD 16x CDROM  
>soon CybervisionPPC (as soon as they send me one)  
>Silver  
>aka Nuno Trancoso  
>p.s - Sorry for the long letter, but i am sick and tired of this crap,  
>had to get it off my chest. Please do make yourselves heard. Amiga Inc.  
>doesn't rules us, we are free. Let's show them the power of our comunity,  
>the power of the true Amiga Spirit

I agree with much of what you have said here. However, Amiga Inc. is not the enemy. They have started with a very bad situation in which they didn't fully realize what they were getting into and are trying to make something good come of it for all of us. Remember that Gateway didn't have to and doesn't have to spend one thin dime on Amiga developement if they don't think it is in their best interest. They had to be convinced (by Amiga Inc.) that it WAS in their best interest. This has been done (by dint of much hard work) and now Amiga Inc. is free to go ahead with their plans. But a large part of what convinced Gateway to go ahead was the enthusiasm of the Amiga community. They NEED our enthusiasm to support them in the new project, and we NEED them to revive our beloved platform. Sourness, gripeing and complaining have NEVER accomplished any thing in life, unless it be something bad. Enthusiasm, support and helpfulness however, often accomplish MUCH!

I want the new generation of Amigas so bad I can taste it! It will be just like going to the original Amiga from the C-64 or Atari 800 all over again. The biggest difference will be that this time Amiga is owned by a smart, progressive company which is well thought of in all areas of the microcomputer market and which is not afraid to advertise and take a stand. In other words, a company with a spirit much like that of the Amiga community, which is US!

---

You talk about your former apathy in programming and now your renewed vigor. Great! Go for it. And as new excitement builds as the new machines get closer and closer, you can be spurred on by the wave! Your new software may run in thru the Amiga legacy system on the new machines, or you may choose to take advantage later of the vast new capabilities of the new system and hardware and so convert it to the new system. It matters not. Just go for it.

But you KNOW that you can't do it overnight. It will take time and effort. Amiga Inc. is in exactly the same position only on a much larger scale. So please, give them a chance to show their stuff.

They have already announced a realistic timetable to us and said that it was the fastest they could realistically accomplish the huge task at hand. If you (or any of us) want it to happen faster the best thing we can do is offer support and positive P.R. instead of dragging our feet and trying to kill the process.

It's time for some real strait talk. If the Amiga dies, it will be OUR fault, and not Amiga Inc's. They NEED US! I understand the feelings of frustration and the dreams that run thru the heads of all of us. Believe me, the Amiga lovers at Amiga Inc. feel just the same way. It isn't just some stupid, mindless brand war ego "I bought this so it must be right and I'll die for it" type of thing.

The Amiga as we all know is much friendlier and useable than any other platform. It causes less headaches, leaves more time free for useful work (and play). It has a "can do" attitude and a bag of cool tricks.

The bag of cool tricks and capabilities needs refilling however. And that is where we are now. We have a goodhearted, loyal, and enjoyable friend which is ill and needs some tender loving care to become once again the strong right arm we are used to. From a purely selfish point of view, I owe nothing to the machine or the brand but if I want (and I do) it to work hard for me and inspire me again then I better bloomin' well support it and apply my weight behind the wheels.

I for one am going to be very burned at anyone who fouls up the process of me getting the new dream machine I desire. I don't want to HEAR any negative waves. Each one of us, for our own selfish desires and/or for our benevolent purposes needs to get behind this effort and GO! GO! GO! I will not accuse those who are discouraged of siding with the enemy, but I WILL say that the effect of negativity is much the same as I they HAD.

Yes, my Amigas as well will last a long time yet, and I plan on using

them for a long time yet (I have a big family). But I WANT the new powerhouse machines! I WANT them NOW! But I know that the way I will get them the soonest is thru being helpful instead of complaining.

Amiga is not going to die. There are enough of us out here to create a new market when the machinery becomes available even without the complainers. There is a significant groundswell of new interest in the Amiga among those who have never owned one before as well. Why? Because they are interested in the very things which make US love the Amiga. The friendlier, open atmosphere. The reliability and flexibility. The lean, clean operating system. Yes, and even the cute hardware tricks. Not to mention the longevity of both hardware and software. But with the Amiga, EVERYONE is welcome. It is the only platform capable of being pretty well all things to all people. And with a heart transplant and new flexing of muscles, this is once again to be the Amiga's happy fate! Powerful, cool machines at a popular price for the masses, and ultra-powerful super-machines for the hot-rodders and massive applications. The money is in the low end. The class is in the high end. And the success is in BOTH!

By the way, for those of you who may be worried about what this all means to the idea of an improved successor to Blitz... that idea has by no means died, but of necessity has been put on hold till we learn more about the new Operating System and hardware. One of the great strengths of the Amiga (and the C-64 before it) has always been the availability of relatively simple and powerful means for the average user to get involved in programming the machine themselves. This situation MUST CONTINUE and even be improved! A HUGE portion of the world's best programmers got their start on Commodore machines because they offered the best opportunities for the novice to get at the machine's power and also offered the most enticing goodies to get at. We want to continue this valuable tradition with the new generation of Amigas. Therefore this project is not dead, but merely regrouping. I believe if the truth were to be known, that is the case with MANY developers. But remember, the new systems will have the capability to run the Legacy software just fine, so you don't have to put all of your plans and work on hold or migrate to another, less friendly platform. My intentions are: when I need (or desire) a piece of software or hardware, I will purchase it then, and not hold back because things are changing. I've got news for some of you. If you buy a Windows machine things will be changing ALL THE TIME whether or not they should, and you will be forced to buy new software and hardware ALL THE TIME, whether you want to or not. That's not for me!

---

I get plenty enough of that at work and helping friends who have windoze with their messes.

If there was going to be no new Amiga, I would use my existing ones untill they could crawl no more, but since there IS going to be a new Amiga, I am wildly excited and happy. Yes, the anticipation is driving me crazy, but I intend to channel that crazyness in useful directions.

So PUSH! PULL! HEAVE! HAUL! SHOUT! SING! LAUGH! CRY! LIVE! (but DON'T die)

Anything you can do to help and to carry the battle forward.

Anything worth having is worth working for!

--

Donovan Reeve (bubby.lnk@ispi.net)

### 1.349 Re: Window db

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 17 Aug 1998 14:37:18 +1200

Subject: Re: Window db

On 15-Aug-98, ridingwood@sheffield.ac.uk wrote:

>Unless anyone has come up with a solution then

>I am going to move on and do it another way, It will

>be a second option that I will not be happy with but

>I have been hitting my head against a wall for 4 days

>with this! I don't like doing it because it is like admitting

>defeat!

Did you get the example I sent using Showbitmap, with just one window?

It works fine for me!

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200 WB3.0,25/040,200/PPC,CD-Rom - From 1-280 Mips in 15 secs!

- Still working from the 500, `till the 1200 is in a tower :/

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.0)

<<http://www.ww.co.nz/home/anton>>



**1.350 Re: Window db**

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 25 Aug 1998 13:24:09 +1200

Subject: Re: Window db

On 25-Aug-98, ridingwood@sheffield.ac.uk wrote:

>Hi,

>>Did you get the example I sent using Showbitmap, with just one window?

>>It works fine for me!

>I don't think I did, could you send it again please, if you've still

got

>it

>handy, I would be interested to see how you achieved this great feat!

I've re-sent the code to you- E-mail me directly if you don't receive

it, as I get two E-mail addresses for you- I may be sending to the wrong

one :-)

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

**1.351 Re: Window db**

25 Aug 98 01:03:27 +0100

25 Aug 98 01:03:13 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: Window db

Date: Tue, 25 Aug 1998 01:03:09 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>Did you get the example I sent using Showbitmap, with just one window?

>It works fine for me!

I don't think I did, could you send it again please, if you've still got it

handy, I would be interested to see how you achieved this great feat! :)

Regards,

Alex Smyth

---

### 1.352 Window db

14 Aug 98 21:54:59 +0100

14 Aug 98 21:54:36 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Window db

Date: Fri, 14 Aug 1998 21:47:29 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

I think it has become clear that it is impossible to do db animation in windows due to the insistance of the OS in selecting a window that you are working on, even though you set the window flag to \*don't activate\* when opening it!!! :/ It's fookin mad!

Unless anyone has come up with a solution then

I am going to move on and do it another way, It will

be a second option that I will not be happy with but

I have been hitting my head against a wall for 4 days

with this! I don't like doing it because it is like admitting defeat!

Regards,

Alex Smyth

### 1.353 window exist?

Date: Sat, 08 Aug 1998 15:03:18 +0100

From: Christophe Auger <christophe\_Auger@deadalus.demon.co.uk>

Subject: window exist?

Encoding: 7bit

Hi all,

How do you know when a window is already open?

Thanks

--

Bonjour d'Ecosse

Christophe

---

### 1.354 Re: window exist?

(Post.Office MTA v3.5 release 217 ID# 0-52107U250000L250000S0V35)

with SMTP id net for <blitz-list@netsoc.ucd.ie>;

Sat, 8 Aug 1998 17:49:28 +0000

Date: Sat, 08 Aug 1998 18:44:03 +0100

From: Dave <d.boaz@virgin.net>

Subject: Re: window exist?

Encoding: 7bit

Christophe Auger wrote:

>

> Hi all,

>

> How do you know when a window is already open?

```
#WindowNumber = 0
```

```
if peek.l(addr window(#WindowNumber))=0
```

```
; Window not open
```

```
end if
```

```
cya
```

```
Dave
```

### 1.355 Re: Window in front of bitmap

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 12 Aug 1998 15:28:15 -0500

Subject: Re: Window in front of bitmap

Hi Jake,

On 12-Jul-98, Jake Frederick wrote:

> How do I display a window in front of a double buffered bitmap? I tried to  
> open a window on each of the bitmaps but I can figure out how to display it  
in  
> front of them.

If you are using the ShowBitMap command for double buffering, I have found it is only possible to show a window, requester, file requester, etc. on the Screen's bitmap. This will have to be opened AFTER using the ShowBitMap command - then it will be in front.

This works fine for load requesters, prefs windows, or other things you want to display only when your game is "paused", just make sure your screen's bitmap is showing.

---

If this is something that you want to show in front as the action continues in the back like a "You're Dead - Game Over" message window you can fake it by making the "window" up as a shape and blitting (bblitting, qblitting) it on top of each bitmap after all the other graphics are drawn.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### **1.356 Re: Window in front of bitmap**

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 13 Aug 1998 06:01:55 -0500

Subject: Re: Window in front of bitmap

Hi Jake,

On 15-Jul-98, Jake Frederick wrote:

> On 13-Aug-98, Curt Esser wrote:

>>{some stuff you already saw before}

> I am trying to make a display that is only updated when something happens to  
> the player, like energy loss. It would slow things down way too much to try  
> update it every loop.

What about instead of a window, use a separate screen that pops up at the bottom, like the control panel in Brilliance? This could be updated only when necessary, and wouldn't need double buffering.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### **1.357 Window in front of bitmap**

From: Jake Frederick <gonzo@acadia.net>

Date: Sun, 12 Jul 1998 17:14:35 +0500

Subject: Window in front of bitmap

How do I display a window in front of a double buffered bitmap? I tried to open a window on each of the bitmaps but I can figure out how to display it in front of them.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

## 1.358 RE: Window like WBench

From: Roger Beausoleil <vision\_fx@citenet.net>

Date: Sun, 16 Aug 1998 08:43:39 +0500

Subject: RE: Window like WBench

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

This message was composed on an Amiga using the YAM mailer.

YAM is available at <http://bitcom.ch/~mbeck/>

--BOUNDARY.7532.1977.289093680.1

Hi all...

I finally found how to put the PropGadget & Arrows on the window borders, but it still a mistake... I do not know how to refresh the gadgets over the window when this one has been resized.

Any kind of suggestions about this will be appreciate!

Roger

--BOUNDARY.7532.1977.289093680.1

Encoding: base64

```
AM8CIDAA0AEgMCwgMzIwLDIwMCw0AAAAADtTbGllkZXIgdG93cyBvbiB0aGUgV2luZG93
IEJvcmlldGAgYAgMCwtMTMsMTcsJDE4MTQ4MTQ4MTQ4MTQ4MTQ4MTQ4MTQ4MTQ4MTQ4
LDIsMjY0LDYAAADtBcnJvd3MgZm9yIFJpZ2h0Qm9yZGVyAMyIIDAAsMywkMEIsLTE2LDE2OCwI
MSwIMTEAxiUgMCw0LCQwRCwtMTYsMTc5LCUxLCUxMQAAO0Fycm93cyBmb3IgdG93cyBm9y
ZGVyAMyIIDAAsNSwkMEEsMjcxLC05LCUxMCwIMTEAxiUgMCw2LCQwQywyODcsLTksJTEwLCUx
MQAAxQEgMCwwLDAsMzIwLDIwMCwkMjAxNkJKLClldEIsMCwwLDAAAACACgCAAgAA
```

--BOUNDARY.7532.1977.289093680.1--

## 1.359 Window like WBench

From: Roger Beausoleil <vision\_fx@citenet.net>

Date: Sun, 16 Aug 1998 00:51:56 +0500

Subject: Window like WBench

Hi all...

I would like to know if someone can send to me an example code of how to open a window like in the Workbench... with scrollers & arrows in the borders...

I tried a lot of ways to do it but, unfortunately I never seen the scrollers in the window...

Thanks all

Roger

## 1.360 Window Resizing

via sendmail with P:smtp/R:inet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z6Jf1-002pChC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Tue, 11 Aug 1998 21:00:43 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:esmtpp/R:smart\_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0z6JgR-001oGeC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Tue, 11 Aug 1998 21:02:11 +0200 (MET DST)

(Smail-3.2.0.101 1997-Dec-17 #1 built DST-Jul-17)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Tue, 11 Aug 1998 20:54:59 +0100

Organization: Airsoft Softwair

Subject: Window Resizing

Encoding: quoted-printable

Hi !!

My application now uses a resizable window. The user can now resize the window

how he want. And that's the problem....how can I limit the minimum width and

height

of the resizable window?? For example the user shall not be able to size the

window

to a smaller width than 300 and a small height than 150. Is this possible=

?

Thanks.

Greetings,

-- =

Andreas

=BB=BB=BB New email address: Andreas.Falkenhahn@gmx.de. The old one won't=

work any longer !!! =AB=AB=AB

=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=

=3D=3D=3D=3D=3D=3D=3D=3D=3D

email: Andreas.Falkenhahn@gmx.de

WWW: www.airsoft.home.pages.de

\*\*\*\*\* POWERED BY AMiGA \*\*\*\*\*

A1200/040T, 18MB Ram, 1,7GB HD Space

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=  
 =3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=  
 =3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=

## 1.361 Re: Window Resizing

(envelope-from D.McMinn@eee.rgu.ac.uk)

12 Aug 98 09:28:51 GMT+1

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Wed, 12 Aug 1998 09:28:49 +0100

encoding: 7BIT

Subject: Re: Window Resizing

On 11 Aug 98, at 20:54, Andreas Falkenhahn's head exploded because...

> My application now uses a resizable window. The user can now resize the  
 > window how he want. And that`s the problem....how can I limit the minimum  
 > width and height of the resizable window?? For example the user shall not  
 > be able to size the window to a smaller width than 300 and a small height  
 > than 150. Is this possible?

You could try using the WindowTags (Blitz) command. The tags  
 supplied to it are the same as the tags supplied to the OS Window  
 functions (OpenWindow, OpenWindowTagList). You'd be wanting  
 the #WA\_MinWidth and #WA\_MinHeight tags.

Alternatively (and probably easier) would be to use WindowLimits\_  
 AFTER you have opened the window. Format is this:

```
success.l = WindowLimits_(peek.l(addr window(#winnum)),
```

```
minwidth.l, minheight.l, maxwidth.l, maxheight.l)
```

success is true for all 4 changed, false for 1 or more not changed.

The reason that they wouldn't be changed is if the new minimum  
 are bigger than the current size or the new maximums are smaller  
 than the current size. This can be quite useful as all valid ones will  
 be set, even though you get false back.

So, to set a minimum size but no max size, you could do

```
success.l=WindowLimits_(peek.l(addr window(0)), 300,150,0,0)
```

\_\_oO\_David\_McMinn\_Oo\_\_

|D.McMinn@eee.rgu.ac.uk|

| ICQ#: 16827694 |

=====

## 1.362 Window Superbitmap

6 Aug 98 20:03:53 +0100

6 Aug 98 20:03:45 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Window Superbitmap

Date: Thu, 6 Aug 1998 20:03:43 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

What is the superbitmap window flag value?

The manual don't say. (!)

(someone may have asked this a couple of day's ago, so I apologise if someone has already answered this, I've been a bit dozy this last week or so)

Alex Smyth

## 1.363 Re: Windows

via sendmail with P:smtp/R:inet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX4N-002pDaC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:44:43 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

via smail with P:smtp/R:smart\_host/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zDX6m-001tEqC@insider.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 31 Aug 1998 18:47:12 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #6 built 1997-Dec-15)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Mon, 31 Aug 1998 18:38:03 +0100

Organization: Airsoft Softwair

Subject: Re: Windows

Hi Blitzwing

Am 31-Aug-98 schrieb Blitzwing:

> Hey Blitz ppls

>

> Any hints on how to bring a window to the front, without using a depth



gadget and the mouse.

You can use WindowToFront() from intuition.library. Just do something like this:

```
<<< open your window etc >>>
```

```
*win.b=Addr Window(0)
```

```
WindowToFront>(*win)
```

I did not test it but it should work.

>

> Blitzwing

>

Regards

--

Greets to Australia :),

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

## 1.364 Windows

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Tue, 01 Sep 1998 01:33:32 +1000

Subject: Windows

Encoding: quoted-printable

Hey Blitz ppl

Any hints on how to bring a window to the front, without using a depth gadget and the mouse.

Blitzwing

## 1.365 Re: Windows

From: eNTiTy <entity@zeelandnet.nl>

Date: Tue, 01 Sep 1998 00:48:56 +0100

Subject: Re: Windows

---

On 31-aug-98, Blitzwing wrote:

> Hey Blitz ppl

>

> Any hints on how to bring a window to the front, without using a depth gadget and the mouse.

>

> Blitzwing

>

Try WindowToFront\_peek.l(addr window(0))

>

Regards

Greetz..

[eNTiTy]

### 1.366 Windows db

12 Aug 98 21:13:19 +0100

12 Aug 98 21:12:56 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Windows db

Date: Wed, 12 Aug 1998 21:13:29 +0100

charset="iso-8859-1"

Encoding: 7bit

Has anyone succeeded in doing double buffering with bitmap animations in OS windows?

Alex Smyth

### 1.367 Re: WindowsBitmap Command..

(envelope-from rsdm@eee.rgu.ac.uk)

3 Aug 98 09:15:34 GMT+1

From: "David McMinn" <rsdm@eee.rgu.ac.uk>

Organization: The Robert Gordon University

Date: Mon, 3 Aug 1998 09:15:18 +0100

encoding: 7BIT

Subject: Re: WindowsBitmap Command..

On 1 Aug 98, at 18:06, Jon Lennart Berg gave this nugget of information:

>

> It should be fairly easy to create a new command

---

> called WIndowsBitmap. Does anyone know how i can add  
> a new bitmap structure to the internal blitz2 datalist??  
Assuming that you are going to use this to grab a window's bitmap  
into a blitz bitmap, I don't see why you would want to do that, as  
the Blitz bitmap structure is compatible with the OS bitmap  
structure, even though it has some extra fields on the end.  
.oO\_David\_McMinn\_Oo.  
lrsdm@eee.rgu.ac.ukl

### 1.368 WindowsBitmap Command..

From: Jon Lennart Berg <aniwiese@online.no>  
Date: Sat, 01 Aug 1998 18:06:30 +0100  
Subject: WindowsBitmap Command..  
It should be fairly easy to create a new command  
called WIndowsBitmap. Does anyone know how i can add  
a new bitmap structure to the internal blitz2 datalist??  
Jon Lennart Berg.

### 1.369 Workbench - cool?

From: OPi^Plastic! <opi@abyss.lodz.pdi.net>  
Date: Sat, 15 Aug 1998 11:11:12 +0100  
Organization: Plastic!  
Subject: Workbench - cool?  
Yello,  
Today, on silly window displayed on workbench screen i put some gfx  
Sucks! All I could use is first 4 standard colours for wb.....  
So:  
1. I need to check out number of free pens on screen  
2. write cool 'd fast remap routine :)  
I try to do this second thing...It was horrible and effect was pretty lame  
i try in this routine paletteinfo,agagreen(red,blue)remap, and meany more  
Hey! If anybody do anytime something like this please tell me, i'm stuck!  
Poozdrofka OPi/Plastic  
--  
<sb>OPi/Plastic  
<tsb>\*Amiga Programmer\*  
<sb>www.kki.net.pl/emilopi  
<tsb>EMail: opi@abyss.lodz.pdi.net

**1.370 Re: WPrintScroll :(**

Sun, 2 Aug 1998 12:58:35 +0200

with SMTP id MAA16246 for <blitz-list@netsoc.ucd.ie>;

Sun, 2 Aug 1998 12:58:31 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Sun, 02 Aug 1998 12:56:21 +0100

Subject: Re: WPrintScroll :(

On 01-Aug-98, OPi^Plastic! wrote:

> Yello,

Hi!

> Look at this example

Hmmmm.....

> FindScreen 0

> Window 0,0,0,100,100,\$100e,"",1,2

~~~~~

Try 'Window 0,0,0,100,100,\$140e,"",1,2' instead.

You need a GIMME00 window for WPrintScroll to work correctly.

> Repeat

>

> Nprint Int(Rnd(300)) ; Print somethnig

> WPrintScroll ; Scrolling window

> VWait

>

> Until Event = \$200

> End

> That one should print some stuff on window and scrolling text

> like a CON: But it make mess on my window.....It scroll, but

> deleting left side of window :(Test it! If it don't make any

> mess then I need new library ;)

Should work fine now.

Hope it helps.

Kind regards,

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

--

Software suppliers are trying to make their software packages more 'user-friendly' Their best approach, so far, has been to take all the old brochures, and stamp the words, 'user-friendly' on the cover.

-- Bill Gates

1.371 WPrintScroll :(

From: OPi^Plastic! <emilopi@kki.net.pl>

Date: Sat, 01 Aug 1998 13:36:38 +0100

Organization: Plastic!

Subject: WPrintScroll :(

X-YAM-Header-Amiga Anarchy Azkee

Yello,

It's me again ;) Another error.....

Look at this example

```
FindScreen 0
```

```
Window 0,0,0,100,100,$100e,"",1,2
```

```
Repeat
```

```
Nprint Int(Rnd(300)) ; Print somethnig
```

```
WPrintScroll ; Scrolling window
```

```
VWait
```

```
Until Event = $200
```

```
End
```

That one should print some stuff on window and scrolling text

like a CON: But it make mess on my window.....It scroll, but

deleting left side of window :(Test it! If it don't make any

mess then I need new library ;)

Poozdrofka OPi/Plastic

--

<sb>OPi/Plastic

<tsb>*Amiga Programmer*

<sb>www.kki.net.pl/emilopi

<tsb>EMail: emilopi@kki.net.pl

1.372 WScroll

From: Daniel Allsopp <slash@thesnakepit.demon.co.uk>

Date: Mon, 31 Aug 1998 18:33:55 +0000

Subject: WScroll

Hello,

I've got a window which I'm using for my game map editor. When I currently

scroll I have to draw the entire load blocks to the window, as you can

imagine it's slow.

How can copy a section, a big part and then just blit the bottom row or

whatever instead of the entire window full? I'm using 16x16 blocks and it scrolls each time by shifting up/down/left/right by one row of blocks each time.

I thought I had the answer with WScroll but this does bugger all.

Any ideas?

Kind regards

Daniel

1.373 Re: [amiganutta] Sad announcement (fwd)

Date: Fri, 14 Aug 1998 10:46:23 -0500

From: Bohdan Lechnowsky <bohdan_lechnowsky@csgsystems.com>

Organization: CSG Systems, Inc.

Subject: Re: [amiganutta] Sad announcement (fwd)

Encoding: 7bit

DJNick wrote:

>

>> It is with great regret that I have to inform you that the October

>> 1998

>> issue of CU Amiga will be the last ever published.

>

> UH!!! THIS IS HORROR!!! 8|

>

> ...what if AmigaFormat dies too !?!?!?

>

> grrr...

It is our responsibility that we all go out and buy Amiga Format, especially if you were buying CU Amiga. If you liked CU Amiga's content better, bug Amiga Format to include more of the content you like. They would be stupid to ignore the wishes of their readers.

I think AF also knows they will need to fill the gap left by CU Amiga and are probably already holding discussions on how to get this done.

-Bo

Global Posse Software (Greeting Card Workshop, Amiga Web Miner)

1.374 Re: [amiganutta] Sad announcement (fwd)

Fri, 14 Aug 1998 01:39:20 +0200

From: DJNick <djn timer@vanet.co.yu>

andewb78@hotmail.com, Blitz Mailing List <blitz-list@netsoc.ucd.ie>

Date: Fri, 14 Aug 1998 01:34:38 +0100

Subject: Re: [amiganutta] Sad announcement (fwd)

> It is with great regret that I have to inform you that the October

> 1998

> issue of CU Amiga will be the last ever published.

UH!!! THIS IS HORROR!!! 8|

...what if AmigaFormat dies too !?!?!?

grrr...

--

<tsb>

<tsb>D.J.Nick | D-Tronic, Sindjeliceva 11/8, 14000 Valjevo, Serbia (YU)

<tsb>

<tsb>Tel: +381 14 223 655 Email: DJNick@vanet.co.yu ICQ: 13794052

<tsb>

<tsb>Amiga1200T PPC 603e 040/25/200/50MB/2.1 GB&410 MB HDs/4XCDrom/HP6L

<tsb>

1.375 Re: [amiganutta] Sad announcement (fwd)

14 Aug 98 21:54:44 +0100

14 Aug 98 21:54:33 +0100

From: "ridingwood@sheffield.ac.uk" <d.p.smyth@sheffield.ac.uk>

Subject: Re: [amiganutta] Sad announcement (fwd)

Date: Fri, 14 Aug 1998 21:36:59 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

>It is our responsibility that we all go out and buy Amiga Format,
especially if you were buying CU

>Amiga. If you liked CU Amiga's content better, bug Amiga Format to include
more of the content you

>like. They would be stupid to ignore the wishes of their readers.

Yes, I agree, everyone please spread the word

to everyone they know - start supporting AF!

>I think AF also knows they will need to fill the gap left by CU Amiga and
are probably already

>holding discussions on how to get this done.

Has anyone heard any reaction from Amiga Format?

Regards,

Alex Smyth
