

Yam_Blitz List

COLLABORATORS

	<i>TITLE :</i> Yam_Blitz List	
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1.102 R e: Weird GFX card problem	1165
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1.102 R e: Welcome...	1167
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1.103 R e: [amiganutta] My opinion about the future	1185

Chapter 1

Yam_Blitz List

1.1 INFORMATION

Yam_Blitz List.guide 01 Mar 1999

contains Yam mail within the following dates

first: 1/Feb/1999 last: 28/Feb/1999

How to join the blitz mailing list see below....

--- Here are the ezmlm command addresses.

I can handle administrative requests automatically.

Just send an empty note to any of these addresses:

<blitz-list-subscribe@netsoc.ucd.ie>:

Receive future messages sent to the mailing list.

<blitz-list-unsubscribe@netsoc.ucd.ie>:

Stop receiving messages.

<blitz-list-get.12345@netsoc.ucd.ie>:

Retrieve a copy of message 12345 from the archive.

DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!

If you do, I won't see them, and subscribers will yell at you.

To specify God@heaven.af.mil as your subscription address, send mail

to <blitz-list-subscribe-God=heaven.af.mil@netsoc.ucd.ie>.

I'll send a confirmation message to that address; when you receive that message, simply reply to it to complete your subscription.

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?

-help@ bblandin@francemel.com

1.41 Paul

256? Paul

Re: 256? David Mcminn

Re: 256? Paul Burkey

Re: 256? James L Boyd

Re: 256? Paul

Re: 256? Toby Zuijdveld

Re: 256? Paul

Re: 256? Toby Zuijdveld

3 questions this time Philippe Bovier

Re: 3 questions this time Mikkel Løkke

Re: 3 questions this time Thomas Cobb

<<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Stuart Walker

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Paul Burkey

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> The DazzMan

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Rick Hodger

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anton Reinauer

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Donovan Reeve

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> amorel

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anton Reinauer

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Daniel Allsopp

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Paul Burkey

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> The DazzMan

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Daniel Allsopp

RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> "C.J.R.Jarvis"

RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> "C.J.R.Jarvis"

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> James L Boyd

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Tim Hanson

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Tim Hanson
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Paul
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Toby Zuidveld
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Centro Amiga
RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> "C.J.R.Jarvis"
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anton Reinauer
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anton Reinauer
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anders Hasselqvist
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Paul
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Paul
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Mikkel Løkke
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Anders Hasselqvist
Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>> Andrew Guard
A few Questions Tony Rolfe
Re: A few Questions Toby Zuidveld
Re: A few Questions Mikkel Løkke
Re: A few questions Tim Hanson
Re: A few Questions Tony Rolfe
A few questions jon lennart berg
Re: A few questions James L Boyd
Re: A few questions Toby Zuidveld
Re: A few questions amorel
Re: A few questions Mikkel Løkke
Re: A few questions Anton Reinauer
Re: A few Questions Anton Reinauer
Re: A few questions Donovan Reeve
Re: A few Questions Frederic Laboureur
Aaaaaaargh! Blitz List Rules Andreas Falkenhahn
Re: Aaaaaaargh! Blitz List Rules Mikkel Løkke
Re: Aaaaaaargh! Blitz List Rules (STOP BITCHING!!) Loki
Re: Aaaaaaargh! Blitz List Rules (STOP BITCHING!!) Sami Näätänen

Re: Aaaaarrgghhh etc. Gareth Griffiths
Re: Aaaaarrgghhh etc. Loki
Re: Aaaaarrgghhh etc. Mikkel Løkke
Re: Aaaaarrgghhh etc. Toby Zuijdveld
AARRGG!! Toby Zuijdveld
Re: AARRGG!! amorel
Re: AARRGG!! James L Boyd
Re: AARRGG!! James L Boyd
Re: AARRGG!! Toby Zuijdveld
Re: AARRGG!! Mikkel Løkke
Re: AARRGG!! Mikkel Løkke
Re: AARRGG!! Mikkel Løkke
Re: AARRGG!! amorel
Re: AARRGG!! Curt Esser
Re: AARRGG!! Toby Zuijdveld
Re: AARRGG!! Toby Zuijdveld
Re: AARRGG!! Anton Reinauer
Re: AARRGG!! Mikkel Løkke
Re: AARRGG!! amorel
Re: acid shapes Mikkel Løkke
acid shapes Andreas Falkenhahn
Re: acid shapes Toby Zuijdveld
AHI (again :) Anthony Sherratt
Re: AHI (again :) Paul Burkey
Re: AHI (again :) David Mcminn
Re: AHI (again :) Daniel Allsopp
Re: AHI (again :) James L Boyd
Re: AHI (again :) Paul Burkey
Re: AHI (again :) Toby Zuijdveld
Re: AHI (again :) Paul Burkey
Re: AHI (again :) Toby Zuijdveld
Re: AHI (again :) Mikkel Løkke
Amiga mode 256col Duncan JJ Stewart
RE: Amiga mode 256col "C.J.R.Jarvis"
RE: Amiga mode 256col Toby Zuijdveld
An utils for make lot of hunks code in BB2 Benjamin VERNOUX
An utils for make lot of hunks code in BB2 Benjamin VERNOUX
Another damn enforcer hit amorel
Another Mildred question :) Anthony Sherratt

Re: Another Mildred question :) Mikkel Løkke
Re: Another Mildred question :) Tim Hanson
Re: Another Mildred question :) Mikkel Løkke
Arrghh! Gareth Griffiths
Re: Arrghh! Chris Deeney
Re: Arrghh! BootBlock/s^D
Re: Attachments and people Thomas Cobb
Re: binary attachments (was several other names before...) Curt Esser
Bitmaps & gfx Cards Stuart Walker
Re: Bitmaps & gfx Cards Curt Esser
Re: Bitmaps & gfx Cards Paul Burkey
Blist users on the world... Krzysztof Jonko
Re: Blist users on the world... Mikkel Løkke
Re: Blist users on the world... Andre Beer
Re: Blist users on the world... Lars Mogensen
Re: Blist users on the world... Mikkel Løkke
Re: Blist users on the world... Tony Rolfe
Re: Blist users on the world... Tim Hanson
Re: Blist users on the world... Toby Zuijdveld
Re: Blist users on the world... Rui Carvalho
Re: Blist users on the world... david white
Re: Blist users on the world... Donovan Reeve
Re: Blist users on the world... "opi.plastic aka emil"
Blitting with interupts Edward W Hartley
Re: Blitting with interupts Mikkel Løkke
Re: Blitting with interupts Frederic Laboureur
Re: Blitting with interupts Paul Burkey
Blitz Basic - what else ? S9221846
Re: Blitz Basic - what else ? Paul
Re: Blitz Basic - what else ? David McMinn
Re: Blitz Basic - what else ? Mikkel Løkke
Re: Blitz Basic - what else ? Anton Reinauer
Re: Blitz Basic - what else ? Anton Reinauer
Re: Blitz Basic - what else ? Mikkel Løkke
Re: Blitz Basic - what else ? Paul Burkey
Re: Blitz Basic - what else ? Mikkel Løkke
Re: Blitz Basic - what else ? Blitzwing
Re: Blitz Basic - what else ? Curt Esser
Re: Blitz Basic - what else ? Mikkel Løkke

Re: Blitz Basic - what else ? Toby Zuijdveld
Re: Blitz Basic - what else ? Rui Carvalho
Re: Blitz Basic - what else ? Paul Burkey
Re: Blitz Basic - what else ? Anton Reinauer
Re: Blitz developer list Benjamin VERNOUX
Re: Blitz developer list Rostislav Stenicka
Re: Blitz developer list Andre Beer
Re: Blitz developer list Andre Beer
blitz libs "S.J.CROY"
Re: blitz libs David McMinn
Blitz Support Suite Stephen Lebed
Blitz users on the world, part II Krzysztof Jonko
Blitz-Support-Suite... r!K
Re: Blitz-Support-Suite... Curt Esser
Re: Blitz-Support-Suite... Andrew Guard
Blitz/ASM Interface Question. Mikkel Løkke
Blitzlist web page mcminn@house-of-mojo.freemove.co.uk
Re: Blitzlist webpage (was AHI (again :)) David McMinn
Blitzlist webpage (WAS: AHI (again :)) Mikkel Løkke
Bloody New Zealanders ;) Anton Reinauer
Re: Bloody New Zealanders ;) Mikkel Løkke
Re: Bloody New Zealanders ;) amorel
Re: Bloody New Zealanders ;) Toby Zuijdveld
Borderless draggable window? BootBlock/s^D
Re: Borderless draggable window? Frederic Laboureur
Bouncy Bouncy :) Loki
Re: Bouncy Bouncy :) Toby Zuijdveld
Re: Bouncy Bouncy :) Donovan Reeve
Re: Bouncy Bouncy :) Anton Reinauer
Re: Bouncy Bouncy :) Mikkel Løkke
Re: Bouncy Bouncy :) Anton Reinauer
Re: Bouncy Bouncy :) Mikkel Løkke
BSS Problems =((r!K
Re: BSS?? Mikkel Løkke
BSS?? Whee_Cool
Re: BSS?? Loki
CD-ROM Serial Numbers etc. Stuart Walker
Re: CDR or Master CD? Rui Carvalho
Re: CDR or Master CD? Rui Carvalho

RE: CDXL Compiling (MPEG?) "C.J.R.Jarvis"
Re: CDXL Compiling (MPEG?) Blitzwing
Re: CDXL Compiling (MPEG?) "S.J.CROY"
RE: CDXL Compiling (MPEG?) "C.J.R.Jarvis"
RE: CDXL Compiling (MPEG?) David McMinn
RE: CDXL Compiling (MPEG?) "S.J.CROY"
cgfx Paul
Re: cgfx Dobbin
Re: cgfx Sami Näätänen
Re: cgfx David McMinn
Chunky shapes Oliver Marks
Re: Chunky shapes Oliver Marks
Re: Chunky shapes Mikkel Løkke
Circle Paul
Clickboom story by ex member amorel
Clipboards Mikkel Løkke
Collision detection again Oliver Marks
Re: Collision detection again Mikkel Løkke
Compiled/Executable? John Mason
Re: Compiled/Executable? David McMinn
Re: Compiled/Executable? Mikkel Løkke
Re: Compiled/Executable? James L Boyd
Re: Compiled/Executable? Thomas Cobb
Re: Compiled/Executable? Chris Deeney
Re: Compiled/Executable? Chris Deeney
CPU BBLIT david white
Re: CPU BBLIT Mikkel Løkke
Re: CPU BBLIT Mikkel Løkke
Re: CPU BBLIT david white
Re: CPU BBLIT David McMinn
Re: CPU BBLIT Paul
Re: CPU BBLIT Paul
Re: CPU BBLIT Rick Hodger
Re: CPU BBLIT Mikkel Løkke
Re: CPU BBLIT Rick Hodger
Re: CPU BBLIT david white
Re: CPU BBLIT Mikkel Løkke
Re: CPU BBLIT and Mildred (was Re: CPU BBLIT) Mikkel Løkke
Re: CPU BBLIT and Mildred (was Re: CPU BBLIT) Paul

CRAP! Debugger problems (well, fancy that, I never) Toby Zuijdveld
Re: CRAP! Debugger problems (well, fancy that, I never) Paul
Re: CRAP! Debugger problems (well, fancy that, I never) Anton Reinauer
Re: CRAP! Debugger problems (well, fancy that, I never) Paul
Re: CRAP! Debugger problems (well, fancy that, I never) Toby Zuijdveld
Re: CRAP! Debugger problems (well, fancy that, I never) Paul Burkey
Re: CRAP! Debugger problems (well, fancy that, I never) Toby Zuijdveld
Re: CRAP! Debugger problems (well, fancy that, I never) (fwd) Toby Zuijdveld
Da List!! Anton Reinauer
Data Registers!! Stuart Walker
Re: Data Registers!! Anders Hasselqvist
Re: Data Registers!! Mikkel Løkke
detecting screenmodes Jake Frederick
Re: detecting screenmodes Gareth Griffiths
Re: detecting screenmodes amorel
Re: detecting screenmodes Toby Zuijdveld
Double precision float Dobbin
Re: Double precision float Paul
Re: Double precision float Anton Reinauer
Re: Double precision float Paul Burkey
Re: Double precision float Sami Näätänen
Re: Double precision float Sami Näätänen
Re: Double precision float "S.J.CROY"
Re: Double precision float "S.J.CROY"
Re: Double Precision Floats and multiplies mike.child@sbu.ac.uk
Re: Double Precision Floats and multiplies Mikkel Løkke
Re: Double Precision Floats and multiplies David Mcminn
Re: Double Precision Floats and multiplies Sami Näätänen
Re: Encrypting ASCII files. Benjamin VERNOUX
End of mildred!!! Andreas Håkansson
Re: End of mildred!!! Paul
Re: End of mildred!!! Toby Zuijdveld
Re: End of mildred!!! Toby Zuijdveld
RE: End of mildred!!! "C.J.R.Jarvis"
RE: End of mildred!!! "C.J.R.Jarvis"
Re: End of mildred!!! Mikkel Løkke
Re: End of mildred!!! Anton Reinauer
Re: End of mildred!!! Mikkel Løkke
Re: End of mildred!!! Paul Burkey

Re: End of mildred!!! Mikkel Løkke
Re: End of mildred!!! Paul
Enforcer Mathias PARNAUDEAU
Re: Enforcer David McMinn
Re: Enforcer Simon Hitchen
Erm, uh, ghee, hum..... Mikkel Løkke
Events in an arcade game stocksjames
Re: Events in an arcade game Anton Reinauer
Re: Events in an arcade game Donovan Reeve
Re: Events in an arcade game AND name\$= stocksjames
Re: Events in an arcade game AND name\$= Anton Reinauer
EXE Files and stuff Matt Briggs
Re: EXE Files and stuff Chris Deeney
Re: EXE Files and stuff Anders Hasselqvist
Re: EXE Files and stuff Chris Deeney
Re: EXE Files and stuff Chris Deeney
Execbase processor flags James L Boyd
Re: Execbase processor flags David McMinn
Re: Execbase processor flags Mikkel Løkke
Re: Execbase processor flags Paul
Re: Execbase processor flags James L Boyd
Re: Execbase processor flags Mikkel Løkke
Re: Execbase processor flags Anton Reinauer
Re: Execbase processor flags Toby Zuijdveld
Re: Execbase processor flags David McMinn
Re: Execbase processor flags Rick Hodger
Re: Execbase processor flags Anton Reinauer
Faggot? Jamie Bentley
Re: Faggot? (Sorry, couldn't help it! :) Anton Reinauer
Re: Faggot? (Sorry, couldn't help it! :) Loki
Re: Faggot? (Sorry, couldn't help it! :) Paul
FD's mail size poll - The end. Mikkel Løkke
feeble request for TCP/IP help... Blitzwing
Re: feeble request for TCP/IP help... Anton Reinauer
Filechecking (WAS: Re: Weird GFX card problem) Mikkel Løkke
Re: Filechecking (WAS: Re: Weird GFX card problem) amorel
Re: Filechecking (WAS: Re: Weird GFX card problem) Mikkel Løkke
Food For Thought For Ya Donovan Reeve
Re: Food For Thought For Ya Mikkel Løkke

Re: Food For Thought For Ya Blitzwing
Re: Food For Thought For Ya Rui Carvalho
Re: Food For Thought For Ya Anton Reinauer
Re: Food For Thought For Ya Mikkel Løkke
Re: Food For Thought For Ya Mikkel Løkke
Re: Food For Thought For Ya Blitzwing
Re: Food For Thought For Ya Blitzwing
Re: Food For Thought For Ya Andrew Guard
For Library writes!!! Sami Näätänen
Re: Forbid (was re: mouse disabling but wandered off topic) Thomas Cobb
Forbid()...Permit() (Mouse-Disable Part II) Andreas Falkenhahn
Re: Forbid()...Permit() (Mouse-Disable Part II) Thomas Cobb
Full screen CDXL "S.J.CROY"
FW: Computer Problem Report Form (fwd) "C.J.R.Jarvis"
Getting directory paths Gareth Griffiths
Re: Getting directory paths Curt Esser
Getting off the list Chris McGonagle
Gold Ed "S.J.CROY"
Re: Gold Ed James L Boyd
Re: Gold Ed Julian Kinraid
Re: Gold Ed "S.J.CROY"
GT Text Fields Loki
GtDrag.library Problems !! Benjamin VERNOUX
GtDrag.library Problems !! Benjamin VERNOUX
GtDrag.library Problems !! Benjamin VERNOUX
Re: GtDrag.library Problems !! amorel
Re: GtDrag.library Problems !! Benjamin VERNOUX
Re: GtDrag.library Problems !! Toby Zuijdveld
GTListView TopSelected Krzysztof Jonko
GTListView With some Fields Roger Beausoleil
Re: gtsetstring Thomas Cobb
GTSlider ant GTScroller Rostislav Stenicka
GTSlider ant GTScroller Rostislav Stenicka
GTSliders Gareth Griffiths
Re: GTSliders John Mason
Re: GTSliders David McMinn
GURU! Jake Frederick
Re: GURU! Mikkel Løkke
Re: GURU! Toby Zuijdveld

Re: GURU! Jake Frederick
Re: GURU! Jonas Thorell
Re: GURU! Andrew Guard
Re: GURU! Toby Zuijdveld
Re: HB Tony Rolfe
Re: HB stocksjames
Hello everybody !! Vincent Besançon
Re: Hello everybody !! Toby Zuijdveld
RE: Hello everybody !! Vincent Besançon
Re: Hello everybody !! Christophe
Re: Hello everybody !! Rui Carvalho
Help! Bouncing Mails!?!? Chris Deeney
RE: Help! Bouncing Mails!?!? "C.J.R.Jarvis"
Re: Help! Bouncing Mails!?!? Chris Deeney
Hmm amorel
Re: hmddd Loki
hmddd John Olav Pedersen
Holo-playerGUI Philippe Bovier
Hunks in blitz Benjamin VERNOUX
I think you're all acting just a tad childish here... Mikkel Løkke
Re: I think you're all acting just a tad childish here... Dobbin
Re:Library Commands Curt Esser
Re: IBROWSE: Shockwave Flash plugin available with source (fwd) Blitzwing
Re: ILBM Mikkel Løkke
Re: ILBM Curt Esser
Re: ILBM Rick Hodger
Re: interrupts Curt Esser
interrupts Paul
Re: interrupts Anton Reinauer
Re: interrupts Curt Esser
Re: interrupts Sami Näätänen
Re: interrupts Anton Reinauer
Re: interrupts Sami Näätänen
Re: interrupts David McMinn
Intuition "S.J.CROY"
Intuition Screens and GFX cards Jamie Solomons
Re: Intuition Screens and GFX cards Tim Hanson
Re: Intuition Screens and GFX cards Paul Burkey
Re: Intuition Screens and GFX cards Andrew Guard

Re: Intuition Screens and GFX cards Mikkel Løkke
Re: Intuition Screens and GFX cards David McMinn
Re: Intuition Screens and GFX cards Curt Esser
Re: Intuition Screens and GFX cards Mikkel Løkke
Re: Intuition Screens and GFX cards David McMinn
JavaScript Hover NetDOCK Gareth Griffiths
Re: JavaScript Hover NetDOCK James L Boyd
Re: JavaScript Hover NetDOCK Curt Esser
Re: JavaScript Hover NetDOCK Blitzwing
Re: JavaScript Hover NetDOCK David McMinn
know different kind of diskformat Philippe Bovier
Re: know different kind of diskformat Mikkel Løkke
Re: know different kind of diskformat Anton Reinauer
Leeeeeeky arexx?!! Chris Deeney
Re: Leeeeeeky arexx?!! Thomas Cobb
Re: Leeeeeeky arexx?!! Chris Deeney
Leeky Arexx! Chris Deeney
lib Paul
Re: lib Anton Reinauer
Re: lib James L Boyd
Re: lib Paul
Re: lib Paul
Re: lib Mikkel Løkke
Re: lib Mikkel Løkke
Re: lib Curt Esser
Re: lib Frederic Laboureur
Re: lib James L Boyd
Re: lib Julian Kinraid
Re: lib Julian Kinraid
Re: lib James L Boyd
Re: lib James L Boyd
library command duplication Curt Esser
Library Commands Curt Esser
Re: Library Commands James L Boyd
Library installer James L Boyd
Re: List admin / unsubscribing David McMinn
Loading External Programs Steven Bryant
Re: Loading External Programs amorel
Re: Loading External Programs Curt Esser

Re: Loading External Programs Mikkel Løkke
long? Paul
Re: long? Sami Näätänen
Re: long? Frederic Laboureur
Re: long? David McMinn
m1.36 Paul
M1.38 Paul
Re: Mail size poll Curt Esser
Re: Mail size poll Sami Näätänen
Mail size poll (Was: I think you're all acting just a tad childish here...) Mikkel Løkke
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Blitzwing
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Dobbins
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Gareth Griffiths
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) James L Boyd
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Robert R Mason
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Chris Deeney
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Loki
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Tim Hanson
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Tony Rolfe
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Toby Zuijdveld
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Andrew Guard
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Andrew Guard
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Toby Zuijdveld
Re: Mail size poll (Was: I think you're all acting just a tad childish here...) Mikkel Løkke
manual Rostislav Stenicka
Re: manual Andrew Guard
Re: manual Toby Zuijdveld
Re: manual Mikkel Løkke
Re: manual Gareth Griffiths
Re: manual Andrew Guard
Re: MDII e-mails twice Simon Hitchen
Re: MEMORY LEAKAGE Tim Hanson
MEMORY LEAKAGE Loki
Re: MEMORY LEAKAGE Loki
Re: MEMORY LEAKAGE Paul Burkey
Re: MEMORY LEAKAGE David McMinn
Re: MEMORY LEAKAGE amorel
Re: MEMORY LEAKAGE Anton Reinauer
Re: MEMORY LEAKAGE James L Boyd

Re: MEMORY LEAKAGE Curt Esser
Re: MEMORY LEAKAGE Mikkel Løkke
Re: MEMORY LEAKAGE Toby Zuijdveld
Re: MEMORY LEAKAGE Mikkel Løkke
Re: MEMORY LEAKAGE Tim Hanson
Re: MEMORY LEAKAGE Julian Kinraid
Re: MEMORY LEAKAGE Mikkel Løkke
Re: MEMORY LEAKAGE Mikkel Løkke
Re: MEMORY LEAKAGE (fwd) Toby Zuijdveld
Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply) Loki
Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply) Anton Reinauer
Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply) Loki
Memory Masking - Possible ?! Andreas Håkansson
Re: Memory Masking - Possible ?! Frederic Laboureur
Re: Memory Masking - Possible ?! Paul
Re: Memory Masking - Possible ?! Mikkel Løkke
Re: Memory Masking - Possible ?! Mikkel Løkke
Re: Memory Masking - Possible ?! Paul Burkey
MicroMart "C.J.R.Jarvis"
Re: MicroMart Mikkel Løkke
Re: MicroMart Curt Esser
Re: MicroMart Jake Frederick
RE: MicroMart "C.J.R.Jarvis"
RE: MicroMart "C.J.R.Jarvis"
Re: MicroMart Anthony Sherratt
mikkel Andreas Håkansson
Mikkel Lokke, check your mailer amorel
Re: Mikkel Lokke, check your mailer Anthony Sherratt
Re: Mikkel Lokke, check your mailer amorel
Re: Mikkel Lokke, check your mailer Mikkel Løkke
Re: Mikkel Lokke, check your mailer Anthony Sherratt
Re: Mikkel Lokke, check your mailer Andrew Guard
Re: Mikkel Lokke, check your mailer (fwd) Toby Zuijdveld
Re: Mikkel Lokke, check your mailer (fwd) Mikkel Løkke
Mikkel Lokke, DONT check your mailer Rui Carvalho
Re: Mikkel Lokke, DONT check your mailer Toby Zuijdveld
Re: Mikkel Lokke, DONT check your mailer Sami Näätänen
Re: Mikkel Lokke, DONT check your mailer Curt Esser
Re: Mikkel Lokke, DONT check your mailer Rui Carvalho

Re: Mikkel Lokke, DONT check your mailer Thomas Cobb
Re: Mikkel Lokke, DONT check your mailer Toby Zuijdveld
Re: Mikkel Lokke, DONT check your mailer Mikkel Løkke
Re: Mikkel Lokke, DONT check your mailer Curt Esser
Re: Mikkel Lokke, DONT check your mailer amorel
Mildred 1.34 Paul
RE: Mildred 1.34 "C.J.R.Jarvis"
Re: Mildred 1.34 Paul
Mildred : a small point of interest Toby Zuijdveld
Re: Mildred : a small point of interest Sami Näätänen
mildred example not working Philippe Bovier
Re: mildred example not working Mikkel Løkke
Mildred extensions Paul
Mildred Newbie's revenge david white
Mildred Newbie's revenge david white
Re: Mildred Newbie's revenge Paul
Re: Mildred Newbie's revenge Mikkel Løkke
Mildred problems Benjamin VERNOUX
Re: Mildred problems Benjamin VERNOUX
Re: Mildred problems Paul
Re: Mildred problems Toby Zuijdveld
Re: Mildred problems Benjamin VERNOUX
Re: Mildred problems Toby Zuijdveld
Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Mikkel Løkke
Re: Mildred reservations + Screen.RastPort vs Bitmap Paul
Re: Mildred reservations + Screen.RastPort vs Bitmap Mikkel Løkke
Re: Mildred reservations + Screen.RastPort vs Bitmap Mikkel Løkke
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Paul
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
Re: Mildred reservations + Screen.RastPort vs Bitmap Andreas Håkansson
Re: Mildred reservations + Screen.RastPort vs Bitmap Mikkel Løkke
Re: Mildred reservations + Screen.RastPort vs Bitmap Paul Burkey
Re: Mildred reservations + Screen.RastPort vs Bitmap Toby Zuijdveld
More GTShape stuff David McMinn

More Mouse Control Questions Whee_Cool
Re: More Mouse Control Questions Blitzwing
More MUI goodies. :) Peter Price
Re: More MUI goodies. :) David McMinn
More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] david white
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Curt Esser
Re: More newbie Mildred user questions =] Curt Esser
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Rick Hodger
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] david white
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] david white
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Paul Burkey
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Paul
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Mikkel Løkke
Re: More newbie Mildred user questions =] Vincent Demongodin
Re: More newbie Mildred user questions =] Toby Zuijdveld
Re: More newbie Mildred user questions =] Paul Burkey

Re: More newbie Mildred user questions =] Mikkel Løkke
more token problems Curt Esser
Re: Mouse Controls Mikkel Løkke
Mouse Controls Whee_Cool
Re: Mouse Controls Paul Burkey
Re: Mouse Controls Tim Hanson
Re: Mouse Controls James L Boyd
Re: Mouse Controls Curt Esser
Re: Mouse Controls Mikkel Løkke
Mouse images Anthony Sherratt
Re: Mouse images Curt Esser
Re: Mouse images Paul Burkey
Re: Mouse images James L Boyd
Re: Mouse images Curt Esser
Re: Mouse images Paul Burkey
Re: Mouse images Mikkel Løkke
Re: Mouse images Anthony Sherratt
Re: Mouse images Paul Burkey
Re: Mouse images Curt Esser
Re: Mouse images Anthony Sherratt
Re: Mouse images Andrew Guard
Re: Mouse-disabling Andreas Falkenhahn
Re: Mouse-disabling aMIGA_dUDE
Re: Mouse-disabling Andreas Falkenhahn
Re: Mouse-disabling Thomas Cobb
Re: Mouse-disabling Paul
Re: Mouse-disabling Mikkel Løkke
Re: Mouse-disabling Simon Hitchen
Moving colour-split Jamie Solomons
Moving colour-split Jamie Solomons
Re: Moving colour-split Mikkel Løkke
Re: Moving colour-split Mikkel Løkke
Moving colour-split Jamie Solomons
Re: Moving colour-split Curt Esser
Re: Moving colour-split Mikkel Løkke
Re: Moving colour-split Paul Burkey
Re: Moving colour-split Jamie Solomons
Re: Moving colour-split James L Boyd
Re: Moving colour-split Anton Reinauer

Re: Moving colour-split Mikkel Løkke
mpega.library Blitz SDK BootBlock/s^D
Mui Custom Classes Whee_Cool
MUI Custom Classes --- Nlistview Class Whee_Cool
MUI Help Bubbles!!! Rui Carvalho
MUI lists Andreas Falkenhahn
Re: MUI lists Rui Carvalho
MUI Text objects Peter Price
Re: MUI Text objects David McMinn
Re: Multiply instructions mike.child@sbu.ac.uk
Re: My opinion about the future david white
NCS - NCloseWindow enforcer hit fix Frederic Laboureur
NCS v1.70 bugs ?? Benjamin VERNOUX
NCS V1.70 Bugs and Hits Benjamin VERNOUX
NCS V1.70 Bugs and Hits Benjamin VERNOUX
Re: NCS V1.70 Bugs and Hits Simon Hitchen
Re: NCS V1.70 Bugs and Hits "S.J.CROY"
Re: NCS V1.70 Bugs and Hits Mathias PARNAUDEAU
Re: NCS V1.70 Bugs and Hits Frederic Laboureur
Re: NCS V1.70 Bugs and Hits "S.J.CROY"
Re: NCS V1.70 Enforcer Hits Simon Hitchen
Re: NCS V1.70 Enforcer Hits "S.J.CROY"
Re: NCS V1.70 Enforcer Hits Frederic Laboureur
NCS V1.70 Released Frederic Laboureur
NetDOCK Gareth Griffiths
Re: NetDOCK amorel
Re: NetDOCK Gareth Griffiths
Re: NetDOCK amorel
Re: NetDOCK (+h0L0-pLAYER GUI) Loki
Re: NetDOCK (+h0L0-pLAYER GUI) James L Boyd
Re: NetDOCK (+h0L0-pLAYER GUI) Loki
Re: NetDOCK (+h0L0-pLAYER GUI) Anton Reinauer
Re: NetDOCK (+h0L0-pLAYER GUI) Mikkel Løkke
Re: NetDOCK (+h0L0-pLAYER GUI) Toby Zuijdveld
Re: NetDOCK (+h0L0-pLAYER GUI) Loki
Re: NetDOCK (+h0L0-pLAYER GUI) Mikkel Løkke
NetDOCK 2? Gareth Griffiths
Re: NetDOCK 2? David McMinn
NetDOCK-2 (again) Gareth Griffiths

Re: NetDOCK-2 (again) Loki
Re: NetDOCK-2 (again) Mikkel Løkke
Re: NetDOCK-2 (again) Blitzwing
Re: NetDOCK-2 (again) Chris Deeney
Re: NetDOCK-2 (again) Toby Zuidveld
NetDOCK-2 Developments Gareth Griffiths
NetDOCK-2 Prefs Gareth Griffiths
Re: NetDOCK-2 Prefs David Mcminn
Re: NetDOCK-2 Prefs amorel
NetDOCK-2 Wrapping. Gareth Griffiths
Re: NetDOCK-2 Wrapping. Chris Deeney
NEW IBM Chip Rui Carvalho
New x-files episode. Mikkel Løkke
Re: New x-files episode. David McMinn
Re: New x-files episode. Mikkel Løkke
Re: No one will buy the pig in the sac Centro Amiga
OFF TOPIC -> Alien 3 Rui Carvalho
Off Topic: Sami Näätänen Andreas Håkansson
on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC) "opi.plastic aka emil"
Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC) John Mason
Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC) James L Boyd
Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC) Benjamin VERNOUX
Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC) Anton Reinauer
Open a screen and attaching a bitmap Oliver Marks
Re: Open a screen and attaching a bitmap Mikkel Løkke
Re: Open a screen and attaching a bitmap Mikkel Løkke
Re: Open a screen and attaching a bitmap Oliver Marks
OrionIRC Release Andrew Drays
Re: OrionIRC Release Anton Reinauer
Palett Re-mapping Allan Versaevel
Re: Palett Re-mapping Curt Esser
Re: Palett Re-mapping Mikkel Løkke
Re: Palett Re-mapping Allan Versaevel
Re: Palett Re-mapping David Mcminn
Re: Palett Re-mapping Chris Deeney
Re: Palett Re-mapping (Actually Window Fill) Scott
Paula amorel
PC coders part 1 (fwd) amorel
Re: PC coders part 1 (fwd) Mikkel Løkke

Re: PC coders part 1 (fwd) Jonas Thorell
Re: PC coders part 1 (fwd) Keresztes Tamás
RE: PC coders part 1 (fwd) "C.J.R.Jarvis"
Re: PC coders part 1 (fwd) Rui Carvalho
Pens on Intuition screens Rick Hodger
Re: Pens on Intuition screens Toby Zuijdveld
Re: Peter Thor, please read this! Peter Thor
Re: Playing samples from fastram amorel
Playing samples from fastram Anthony Sherratt
Re: Playing samples from fastram Paul Burkey
Re: Playing samples from fastram Paul Burkey
Re: Playing samples from fastram Anthony Sherratt
Re: Playing samples from fastram Paul Burkey
Re: Playing samples from fastram Sami Näätänen
Prefs File Jake Frederick
Re: Prefs File Curt Esser
Re: Prefs File James L Boyd
Preview Picture Gareth Griffiths
Re: Preview Picture Paul
Re: Preview Picture Gareth Griffiths
Re: Preview Picture Mikkel Løkke
printer device Curt Esser
Re: printer device Benjamin VERNOUX
Re: printer device Toby Zuijdveld
Re: printer device James L Boyd
Re: printer device Mikkel Løkke
Re: printer device Curt Esser
Re: printer device Mikkel Løkke
Re: printer device Curt Esser
printer device Simon Archer
Problems with e-mail Andrew Guard
Re: Public Screens Jonas Thorell
RastPort -> OS Bitmap ? Paul Burkey
Re: RastPort -> OS Bitmap ? David Mcminn
Re: RastPort -> OS Bitmap ? Frederic Laboureur
Re: RastPort -> OS Bitmap ? Paul Burkey
re : GoldED James L Boyd
Re Attachments and people Thomas Cobb
Re: Re Attachments and people Mikkel Løkke

Re: Re. Multiply instructions Tim Hanson
Re. Multiply instructions mike.child@sbu.ac.uk
Re: Re. Multiply instructions Mikkel Løkke
Re: Re. Multiply instructions Sami Näätänen
Re: Re. Multiply instructions Sami Näätänen
read amigaguide without multiview Philippe Bovier
Re: read amigaguide without multiview David McMinn
ReadFile Gareth Griffiths
Re: ReadFile Mikkel Løkke
Re: ReadFile David McMinn
re: readfile david white
Re: ReadFile Mikkel Løkke
Re: ReadFile Toby Zuijdveld
Re: ReadFile Toby Zuijdveld
Re: ReadFile Toby Zuijdveld
Re: ReadFile Mikkel Løkke
Re: ReadFile Toby Zuijdveld
Re: ReadFile Mikkel Løkke
Re: ReadFile Toby Zuijdveld
Re: ReadFile Toby Zuijdveld
Re: ReadFile amorel
Reading a byte from a buffer Andreas Håkansson
Re: Reading a byte from a buffer Curt Esser
Re: Reading a byte from a buffer Sami Näätänen
Re: Reading a byte from a buffer Mikkel Løkke
Reducing the number of colours in a Chunky Bitmap Oliver Marks
Re: Reducing the number of colours in a Chunky Bitmap Curt Esser
Regarding ClickBoom notice published before... Jaime Araiza
Re: Regarding ClickBoom notice published before... Toby Zuijdveld
Re: Regarding ClickBoom notice published before... Mikkel Løkke
Re: Regarding ClickBoom notice published before... Gerrit-kjeld Dusseljee
remove Dimas Caparros
Re: remove Andrew Guard
Re: RTA Sami Näätänen
Re: RTA/RTG (was: Selling OrionIRC) Paul Burkey
Re: RTA/RTG (was: Selling OrionIRC) Jonas Thorell
Re: RTA/RTG (was: Selling OrionIRC) amorel
Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Paul Burkey

Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Jonas Thorell
Re: RTA/RTG (was: Selling OrionIRC) Paul Burkey
Re: RTA/RTG (was: Selling OrionIRC) Anton Reinauer
Re: RTA/RTG (was: Selling OrionIRC) Centro Amiga
Re: RTA/RTG (was: Selling OrionIRC) Daniel Allsopp
Re: RTA/RTG (was: Selling OrionIRC) Rui Carvalho
Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Centro Amiga
Re: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke
Re: RTA/RTG (was: Selling OrionIRC) Chris Deeney
Re: RTA/RTG (was: Selling OrionIRC) Paul Burkey
SaveBitmap Rick Hodger
Re: saving chunky bitmaps and e-mails Oliver Marks
Re: saving chunky bitmaps and e-mails Mikkel Løkke
Scalable GtShape button Roger Beausoleil
Re: Scalable GtShape button David McMinn
Screen ID's Andrew Guard
Screen TitleBar Roger Beausoleil
Send probs Benjamin VERNOUX
Re: Send probs Duncan JJ Stewart
Re: Send probs Benjamin VERNOUX
SetProtection_ () James L Boyd
Re: SetProtection_ () David McMinn
Re: SetProtection_ () James L Boyd
Setting system time "Ott M. Aaloe"
Re: Setting system time Curt Esser
Re: Setting system time Benjamin VERNOUX
Re: Setting system time James L Boyd
Re: Setting system time Curt Esser
Re: Setting system time James L Boyd
Re: Setting system time David McMinn
Re: Setting system time James L Boyd
Re: Setting system time Julian Kinraid
Re: Setting system time Julian Kinraid
Setting the stack size Simon Hitchen

Re: Setting the stack size Curt Esser
RE: Setting the stack size "C.J.R.Jarvis"
Re: Setting the stack size Mikkel Løkke
Re: Setting the stack size Mikkel Løkke
Re: Setting the stack size Paul
Re: Setting the stack size Paul
Re: Setting the stack size Curt Esser
Re: Setting the stack size Simon Hitchen
RE: Setting the stack size Toby Zuijdveld
Re: Setting the stack size David McMinn
Re: sex (and lots of it :)) Donovan Reeve
Re: sex (and lots of it :)) Anton Reinauer
Re: sex (and lots of it :)) Donovan Reeve
shape width Paul
Re: shape width David McMinn
Re: shape width Curt Esser
ShapeGadget colours BootBlock/s^D
Re: ShapeGadget colours Mikkel Løkke
Re: ShapeGadget colours Toby Zuijdveld
Re: ShapeGadget colours Curt Esser
Re: ShapeGadget colours Mikkel Løkke
Re: ShapeGadget colours Chris Deeney
Re: ShapeGadget colours David McMinn
Re: ShapeGadget colours Mikkel Løkke
Re: ShapeGadget colours Frederic Laboureur
Re: ShapeGadget colours Chris Deeney
Re: ShapeGadget colours Curt Esser
ShapeGadgets Gareth Griffiths
Re: ShapeGadgets Curt Esser
Re: ShapeGadgets Manfred Linzner
Re: ShapeGadgets Manfred Linzner
Re: ShapeGadgets Paul
Re: ShapeGadgets Toby Zuijdveld
Re: ShapeGadgets Curt Esser
Shapes! Argh! Rick Hodger
Re: Shapes! Argh! Curt Esser
siamese-system Kai Gunter Brandt
Re: siamese-system Paul Burkey
Re: siamese-system Andrew Guard

Simple XOR encryption. Mikkel Løkke
sizeofbitmaps david white
Re: sizeofbitmaps Curt Esser
Re: sizeofbitmaps Nick Chapman
Re: sizeofbitmaps Curt Esser
Re: sizeofbitmaps David Mcminn
Re: sizeofbitmaps Sami Näätänen
Re: sizeofbitmaps Nick Chapman
Re: sizeofbitmaps (fwd) Toby Zuijdveld
Some stupid questions, from a stupid programmer Richard Brooklyn
Re: Some stupid questions, from a stupid programmer David Mcminn
Re: Some stupid questions, from a stupid programmer Curt Esser
Re: Some stupid questions, from a stupid programmer amorel
Re: Some stupid questions, from a stupid programmer Tony Rolfe
Re: Some stupid questions, from a stupid programmer Richard Brooklyn
Something broke and I can't fix it The DazzMan
Re: Sorry Tim Hanson
Sorry Loki
Re: Sorry James L Boyd
Stencil "S.J.CROY"
Re: Stencil Paul
Re: Stencil "S.J.CROY"
Re: Stencil Mikkel Løkke
Re: Stencil "S.J.CROY"
Re: Stencil Curt Esser
Storm Stifter
Re: Storm Rui Carvalho
Re: STR\$ Bug Mikkel Løkke
STR\$ Bug Tony Rolfe
Re: STR\$ Bug Tony Rolfe
Re: STR\$ Bug Mikkel Løkke
Re: STR\$ Bug Tony Rolfe
Re: STR\$ Bug Christophe
Subscribing Oliver Marks
Re: subscr____. Donovan Reeve
SV: End of mildred!!! Andreas Håkansson
Re: SV: End of mildred!!! Anton Reinauer
SV: Library Commands Andreas Håkansson
SV: MUI Custom Classes --- Nlistview Class Andreas Håkansson

SV: MUI Custom Classes --- Nlistview Class Andreas Håkansson

SV: Off Topic: Sami Naeaetaenen Andreas Håkansson

SV: Prefs File Andreas Håkansson

SV: RTA/RTG (was: Selling OrionIRC) Andreas Håkansson

Re: SV: RTA/RTG (was: Selling OrionIRC) Mikkel Løkke

tcp/ip & gtsetstring Oliver Marks

Re: tcp/ip & gtsetstring Dobbin

Re: tcp/ip & gtsetstring Anton Reinauer

Re: tcp/ip & gtsetstring Paul Burkey

Re: tcp/ip & gtsetstring Chris Deeney

Re: tcp/ip & gtsetstring Rick Hodger

Re: tcp/ip & gtsetstring Vincent Demongodin

Re: tcp/ip & gtsetstring Anton Reinauer

Re: tcp/ip & gtsetstring Paul Burkey

Tcp/ip and saving chunky bitmaps Oliver Marks

Re: Tcp/ip and saving chunky bitmaps Mikkel Løkke

Re: Tcp/ip and saving chunky bitmaps Anton Reinauer

TCP/IP Question Whee_Cool

Re: TCP/IP Question Anton Reinauer

Re: TCP/IP Question Mikkel Løkke

Tcp/IP Question: Getpeerbyname_ Whee_Cool

Re: TCP/IP Question: Getpeername_ Anton Reinauer

Re: TCP/IP Question: Getpeername_ Anton Reinauer

Thanx every1! Gareth Griffiths

That Assembly Blues.... Mikkel Løkke

Re: That Assembly Blues.... Anders Hasselqvist

Re: That Assembly Blues.... Mikkel Løkke

Re: That Assembly Blues.... Anton Reinauer

Re: That Assembly Blues.... David Mcminn

Re: That Assembly Blues.... Sami Näätänen

Re: That Assembly Blues.... Anton Reinauer

Re: That Assembly Blues.... Anton Reinauer

That MUI arrow thing The DazzMan

Re: That MUI arrow thing Rick Hodger

Re: That MUI arrow thing Mikkel Løkke

Re: That MUI arrow thing Anton Reinauer

Re: That MUI arrow thing Anton Reinauer

Re: That MUI arrow thing Julian Kinraid

Re: That MUI arrow thing The DazzMan

Re: The LAst Mouse Control Query Loki
The LAst Mouse Control Query Whee_Cool
Re: The LAst Mouse Control Query Mikkel Løkke
Re: The LAst Mouse Control Query "S.J.CROY"
Re: The new Blitz Platform ;) aMIGA_dUDE
This is getting annoying!! :(((MEM LEAK, BAD CODING!) Loki
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Rui Carvalho
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Mikkel Løkke
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Mikkel Løkke
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Loki
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Curt Esser
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Curt Esser
Re: This is getting annoying!! :(((MEM LEAK, BAD CODING!) Andrew Guard
tilde amorel
Re: tilde Curt Esser
Re: tilde amorel
Re: tilde (twiddle for those un*x users out there 8P) Thomas Cobb
Re: tilde (twiddle for those un*x users out there 8P) Sami Näätänen
Re: tokens (was 256?) Curt Esser
Re: tokens (was 256?) Paul Burkey
Re: tokens (was 256?) James L Boyd
Re: tokens (was 256?) James L Boyd
Re: tokens (was 256?) Paul Burkey
Re: tokens (was 256?) Curt Esser
Re: tokens (was 256?) Toby Zuijdveld
Re: tokens (was 256?) Toby Zuijdveld
Re: tokens (was 256?) Curt Esser
Re: tokens (was 256?) James L Boyd
Re: tokens (was 256?) Sami Näätänen
Re: tokens (was 256?) Sami Näätänen
Re: tokens (was 256?) Toby Zuijdveld
Re: tokens (was 256?) Julian Kinraid
Re: tokens (was 256?) Sami Näätänen
tokens - again... Curt Esser
Triple vs double buffering Toby Zuijdveld
Re: Triple vs double buffering Tim Hanson
Re: Triple vs double buffering Paul
Re: Triple vs double buffering Paul Burkey
Re: Triple vs double buffering Mikkel Løkke

Unsigned Bytes Daniel Allsopp
UNSUBSCRIBE ME Jamie Bentley
Re: UNSUBSCRIBE ME Donovan Reeve
UNSUBSCRIBING Stuart Walker
Re: UNSUBSCRIBING Rui Carvalho
Re: UNSUBSCRIBING Toby Zuijdveld
re: Using CD-ROMS drives and monitoring them david white
Using CD-ROMS drives and monitoring them Adam Bell
Using Text Don Finlay
VisualGui & flashing patterns jon lennart berg
Re: VisualGui & flashing patterns Mikkel Løkke
Re: VisualGui & flashing patterns jon lennart berg
VisualGUI BETATESTERS yeahyeah Gareth Griffiths
Re: VisualGUI BETATESTERS yeahyeah Loki
Re: VisualGUI BETATESTERS yeahyeah Toby Zuijdveld
VisualGUI needs BETA TESTERS - Come and get it! Jobbdirekte
Re: VisualGUI needs BETA TESTERS - Come and get it! Loki
Re: VisualGUI needs BETA TESTERS - Come and get it! Anthony Sherratt
Re: VisualGUI needs BETA TESTERS - Come and get it! Rui Carvalho
Re: VisualGUI needs BETA TESTERS - Come and get it! Mikkel Løkke
Re: VisualGUI needs BETA TESTERS - Come and get it! Anthony Sherratt
Re: VisualGUI needs BETA TESTERS - Come and get it! Andrew Guard
VisualGUI posting - Read it Jobbdirekte
Re: VMEM, or not VMEM, that's the question Curt Esser
Re: VMEM, or not VMEM, that's the question Mikkel Løkke
VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap) Mikkel Løkke
Re: VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap) Paul Burkey
Re: VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap) Blitzwing
Re: VMEM, or not VMEM, that's the question... Rui Carvalho
Warm start vectors Loki
WB Window Pointer? James L Boyd
Re: WB Window Pointer? David McMinn
Re: WB Window Pointer? James L Boyd
Re: WB Window Pointer? David McMinn
Re: WB Window Pointer? James L Boyd
Weird alerts amorel
Re: Weird alerts amorel
Re: Weird alerts Mikkel Løkke
Re: Weird alerts Curt Esser

Re: Weird GFX card problem Curt Esser
Re: Weird GFX card problem Curt Esser
Re: Weird GFX card problem Paul Burkey
Re: Weird GFX card problem Mikkel Løkke
Re: Weird GFX card problem Paul Burkey
Re: Weird GFX card problem Paul Burkey
Re: Weird GFX card problem Anton Reinauer
Re: Weird GFX card problem Paul Burkey
Welcome... r!K
Re: Welcome... Toby Zuidveld
Why people in general speak english in here. Mikkel Løkke
x y coordinates + time Oliver Marks
Re: x y coordinates + time Anton Reinauer
Yet Another Progress Indicator (again) Tony Rolfe
Re: Yet Another Progress Indicator (again) Curt Esser
Re: Yet Another Progress Indicator (again) Mikkel Løkke
Re: Yet Another Progress Indicator (again) Curt Esser
Re: Yet Another Progress Indicator (again) Tony Rolfe
Re: Yet Another Progress Indicator (again) amorel
Yet More Mouse Controls Whee_Cool
Re: Yet More Mouse Controls Loki
Re: Yet More Mouse Controls Toby Zuidveld
Re: [amiganutta] My opinion about the future Donovan Reeve
Re: [amiganutta] My opinion about the future Anton Reinauer

1.3 -help@

From: bblandin@francemel.com
Date: Mon, 1 Feb 1999 16:24:51 +0100 (CET)
Subject: -help@
Encoding: quoted-printable
----- La messagerie itin=E9rante sans abonnement Francemel -----
Web : www.francemel.com Minitel : 3615 et 3623 FRANCEMEL
T=E9l : 08 36 69 00 21

1.4 1.41

for scott@online.u-net.com; Wed, 24 Feb 1999 04:01:59 +0000

for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 04:01:02 +0000

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

Organization: private

Date: 24 Feb 99 04:00:50 +0000

Subject: 1.41

Encoding: 7bit

Hi.

Just finished Mildred 1.41. Should be available imminently.

The basic addition from the user's point of view is that all the mode commands (MBlitMode, MParticleMode, MSScrollMode etc) can be used as functions to return the current mode,.. and also all of the drawing commands (currently MCIs, MPlot, MLine, MBox, MBoxF and associated Shape, Stencil and Cookie variants) have a `drawing mode`. This is set with MDrawingMode and defaults to MColourMode as the normal method of drawing. Other legal modes are InvMode for inverting the destination, MReMapMode for 2d remapping and MSimpleReMapMode for 1d remapping. All of the drawing commands now works in these modes. Only thing to note is that if you try and remap to stencil or cookie it will temporarily go into MColourMode.

Erm, I think MCIs is faster than MBoxF, especially in MColourMode as it has an optimised routine for when the bitmap does not have a linemodulo. Haven't really compared the other ones, although MBoxF can of course have any width whereas CIs just does multiples of 4 and even then it is restrained to the bitmap or clip window dimensions.

MLine is now a very messy routine <g>, but I figure it's still quite fast. Looked okay doing shade-bob lines in the MScreen2 example. The next step now is to do optimisations. I've mainly been coding mildred in a way that you would think to code a higher level language. Things are done in order of relevance and to allow easier following of what's happening. But in asm it's possible to muddle everything up (safely) so that there is better pipelining and thus hopefully a speed increase. There are also some other modifications I'll be making to improve the initialisation of various things. Don't hold your breathe for a doubling of throughput though, it'll only be a small change here and there.

I've only briefly tested the new drawing modes btw so please report

any bugs and I'll get onto it pronto.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.5 256?

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 23:19:55 +0000

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

Organization: private

Date: 15 Feb 99 23:19:09 +0000

Subject: 256?

Encoding: 7bit

Hi Blitz experts! 8-o

Problem..

Having just added 3 further commands to Mildred, my blitz library, the number of commands has reached 258. Now, a problem has arised. Any commands more in number than 256 tokenise to tokens from other libraries. Even typing in the precice name of my new 257th token it immediately tokenises as something else.

It seems that a library cannot have more than 256 tokens in it. Can anybody confirm this, or explain why?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.6 Re: 256?

16 Feb 99 08:56:34 0

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

Organization: The Robert Gordon University, E&EE

Date: Tue, 16 Feb 1999 08:56:27 -0000

encoding: Quoted-printable

Subject: Re: 256?

On 15 Feb 99, at 23:19, Paul wrote:

> Having just added 3 further commands to Mildred, my blitz library, the
 > number of commands has reached 258. Now, a problem has arised. Any
 258!?!?

> It seems that a library cannot have more than 256 tokens in it. Can
 > anybody confirm this, or explain why?

The token numbers are stored as words , with the upper byte used for the =
 lib
 number and the lower byte used as the command number. Then when you add 25=
 6 to
 the lib number you end up with lib number+1 and a command number of 0. Tha=
 ts
 what it looks like anyway.

l) ^ V][l) |V| =A9 |V|][|V| |V|
 d.mcminn@eee.rgu.ac.uk ICQ=3D16827694
http://members.xoom.com/David_McMinn

1.7 Re: 256?

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:55:27 +0000
 for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:54:49 +0000
 Date: Tue, 16 Feb 1999 16:18:32 +0000
 From: Paul Burkey <burkey@bigfoot.com>
 X-Accept-Language: en
 Subject: Re: 256?
 Encoding: 7bit
 Paul wrote:

> Having just added 3 further commands to Mildred, my blitz library, the
 > number of commands has reached 258. Now, a problem has arised. Any
 > commands more in number than 256 tokenise to tokens from other
 > libraries. Even typing in the precice name of my new 257th token it
 > immediatly tokenises as something else.

>

> It seems that a library cannot have more than 256 tokens in it. Can
 > anybody confirm this, or explain why?

Yep, that'll be *thanks* to the tokenizing of Blitz source. If it
 coped with more than 256 we`d probably be having to cope with bigger
 source files. Ahh well.

Anyway, I'm sure you`ve considered options before but I'd suggest
 you try your best to "overload" your commands. That is to allow

for different effects based on the arguments. You know the Blitz Window command does something like this where depending on how many arguments you send it does some different things. I can't think of a better example right now.

Having never tried out the proper Mildred lib I can't offer any further help on this topic but I'm sure theres some "dead wood" hidden inside with functions that can be removed? 256 sound like a hell of a lot! :)

Also, did you consider splitting up the C2P parts from the chunky rendering parts? Perhaps there are some more logical ways to split it up a bit.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.8 Re: 256?

([62.136.61.124] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cp0F-0007gG-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 18:13:47 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 17:21:08 +0000

Subject: Re: 256?

Paul churned out *this* drivel :

> Hi Blitz experts! 8-o

>

> Problemmo..

>

> Having just added 3 further commands to Mildred, my blitz library, the
> number of commands has reached 258. Now, a problem has arised. Any
> commands more in number than 256 tokenise to tokens from other
> libraries. Even typing in the precice name of my new 257th token it
> immediately tokenises as something else.

>

> It seems that a library cannot have more than 256 tokens in it. Can
> anybody confirm this, or explain why?

I seem to remember Fred (I think?) pointing this out when he started

his NCS libraries...unfortunately, it seems to be true :(

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.9 Re: 256?

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 17:27:30 +0000

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

Organization: private

Date: 16 Feb 99 17:27:21 +0000

Subject: Re: 256?

Encoding: 7bit

Hi Mr Burkey,

> Anyway, I'm sure you've considered options before but I'd suggest
> you try your best to "overload" your commands. That is to allow
> for different effects based on the arguments. You know the Blitz
> Window command does something like this where depending on how many
> arguments you send it does some different things. I can't think
> of a better example right now.

Yea. I's already do this a LOT, but could probably do it some more,
especially with the particle routines.

> Having never tried out the proper Mildred lib I can't offer any
> further help on this topic but I'm sure theres some "dead wood"
> hidden inside with functions that can be removed? 256 sound
> like a hell of a lot! :)

It certainly isn't perfect and if I were to do it all over again it
would be quite different and much more streamlined and designed rather
than a series of sections bolted on.

> Also, did you consider splitting up the C2P parts from the
> chunky rendering parts? Perhaps there are some more logical
> ways to split it up a bit.

Yes that's one way. The main problem is that just about all sections
need to interact with other sections because there are all sorts of
conditions of dependency in the way the system works, especially with
regards to the errorchecking. I'm not too keen on having to cut the

lib up so maybe things will draw to a close.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.10 Re: 256?

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 16 Feb 1999 23:15:12 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: 256?

Encoding: quoted-printable

On 16-Feb-99, Paul set out across the seas with this message:

->It seems that a library cannot have more than 256 tokens in it. Can
 ->anybody confirm this, or explain why?

Because token IDs are stored and identified in bytes?

Time to produce a Mildred.obj1 and Mildred.obj2 I think =3D]

-- =

*** CAT TAG *** I'm NOT addicted. I just use the modem all the time.

----- ^ _

_____ V _____ ^ ____ -- Toby Zuijdveld --

\ ____ =ACV. _____ _/

l) _ ^ ____ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| _ | // _____ // ____ // [Last updated : 14=B702=B799]

! _ _ / VDTN.V

1.11 Re: 256?

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 05:22:44 +0000

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

Organization: private

Date: 17 Feb 99 05:22:36 +0000

Subject: Re: 256?

Encoding: 7bit

> ->Also, did you consider splitting up the C2P parts from the
> ->chunky rendering parts? Perhaps there are some more logical
> ->ways to split it up a bit.
>
> That's what I was going to suggest ;) Turn MiniMildred into part 1 and the
> rest into part 2? =]

My current solution is to add an MParticleMode command, which is the 256th command. I've cut the three particle remapping commands (256, 257, 258) and made them a feature of the already existing particle plot/draw. This'll do fer now. Should be done soon, but got some more to do yet...

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.12 Re: 256?

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 17 Feb 1999 14:27:28 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Re: 256?

Encoding: quoted-printable

On 16-Feb-99, Paul Burkey set out across the seas with this message:

->> Having just added 3 further commands to Mildred, my blitz library,
->> number of commands has reached 258. Now, a problem has arised. Any
->> commands more in number than 256 tokenise to tokens from other
->> libraries. Even typing in the precice name of my new 257th token it
->> immediately tokenises as something else.
->> It seems that a library cannot have more than 256 tokens in it. Can
->> anybody confirm this, or explain why?
->Having never tried out the proper Mildred lib I can't offer any
->further help on this topic but I'm sure theres some "dead wood"
->hidden inside with functions that can be removed? 256 sound
->like a hell of a lot! :)

You must keep in mind it's a complete replacement for all of Blitz's stan=

dard

bitmap, shape, palette, chunky commands, and introduces a few extras as well

(ie pixel animation)

->Also, did you consider splitting up the C2P parts from the

->chunky rendering parts? Perhaps there are some more logical

->ways to split it up a bit.

That's what I was going to suggest ;) Turn MiniMildred into part 1 and the

rest into part 2? =3D]

-- =

*** CAT TAG *** "So basically I got off by proving to them I was too

***** dull to be worth grounding. The sad thing is, it's

sorta true." - Daria, "Daria"

-----^--

_____v_____^___ -- Toby Zuidveld --

___ =ACV. _____/

l) _^___ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.13 3 questions this time

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 20 Feb 99 20:22:12 -0100

Subject: 3 questions this time

Encoding: 7bit

Hello,

My 2 friends have (as usually) some questions for you ;-)

Question 1:

Hello to all the programmers in this ML Blitz. We want to program a new filemaster clone and first we want to know if it's possible to create gadgets or listviews directly in a screen (pubscreen) and not in a window in system mode for example ???

Question 2:

We want to program with the use of boopsi but we don't have examples to show how

programming Boopsi.

Where can we find examples with boopsi and the library or .fd ???

Question 3:

I want to put a bitmap in a window programming in system mode.

example:(ouverture de la fenetre avec les instructions systeme)

```
DEFTYPE.Screen *myscreen
```

```
DEFTYPE.NewWindow newwindow
```

```
DEFTYPE.Window2 *win
```

```
DEFTYPE.List *modlist
```

```
DEFTYPE.1 *vi
```

```
*myscreen=LockPubScreen_(0)
```

```
*vi=GetVisualInfoA_(*myscreen,0)
```

```
titel$="" + Chr$(0)
```

```
newwindow\LeftEdge=0,0,640,256,1,2,#IDCMP_CLOSEWINDOW|#BUTTONIDCMP|#MXIDCMP|#IDCMP_INTUITICKS|#IDCMP_MOUSEEVENTS
```

```
newwindow\Flags=#WINDOWCLOSE|#WINDOWDRAG|#SMART_REFRESH|#RMBTRAP
```

```
newwindow\FirstGadget=*glist,0,&titel$, *myscreen.Screen,0,-1,-1,-1,-1,#CUSTOMSCREEN
```

```
*win=OpenWindow_(newwindow)
```

```
If *win
```

```
winsigflag.l=1LSL *win\UserPort\mp_SigBit
```

```
EndIf
```

```
Repeat
```

```
signal.l=Wait_(winsigflag)
```

```
Repeat
```

```
*img=GT_GetIMsg_(*win\UserPort)
```

```
If *img
```

```
Class.l=*img\Class
```

```
GT_ReplyIMsg_(*img)
```

```
Select Class
```

```
Case #IDCMP_CLOSEWINDOW
```

```
result=1
```

```
EndIf
```

```
Until *img=0
```

```
Until result=1
```

```
CloseWindow_ *win
```

```
FreeVisualInfo_ *vi
```

```
UnlockPubScreen_ 0,*myscreen
```

```
End
```

Problem: how create and load a picture more big than the bitmap initialized in the beginning with blitz system mode (ex:allocbitmap_...) ???

Thanks a lot in advance for the answer and sorry for the bad english.

--

Philippe Bovier (*Mrod*) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

1.14 Re: 3 questions this time

for scott@online.u-net.com; Tue, 23 Feb 1999 01:09:15 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 01:31:06 +0200

Organization: M2 productions

Subject: Re: 3 questions this time

Encoding: 8bit

On 20-Feb-99, Philippe Bovier wrote:

> Question 1:

> Hello to all the programmers in this ML Blitz. We want to program a new
> filemaster clone and first we want to know if It's possible to create gadgets or
> listviews directly in a screen (pubscreen) and not in a window in system mode
> for example ???

No. At least not standard gadgets. But while we're on the topic, why don't you want to use windows ?

> Question 2:

> We want to program with the use of boopsi but we don't have examples to show how
> programming Boopsi.
> Where can we found examples with boopsi and the library or .fd ???

Ah, you see BOOPSI is short for Basic Object Oriented Something Interface (?), and inspite of it's name there really isn't that mch basic about it (as in simple, not the programming language). Also, I'm not sure Blitz is very optimal at doing OOP in the first place. (Please correct me if I'm wrong)

> Problem: how create and load a picture more big than the bitmap initialized in
> the beginning with blitz system mode (ex:allocbitmap_...) ???

You can't. Obviously. If you allocate memory for a bitmap, then load in a bigger one, when the boundries of the memory is reached, you will be writing into memory you don't own, which will crash the system. What you should do is wait allocating your bitmap untill you know what size it is....

Regards

--

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Visit : http://members.tripod.com/~FlameDuck

```

1.15 Re: 3 questions this time

for scott@online.u-net.com; Tue, 23 Feb 1999 09:03:39 +0000

id 10FDiK-0000bQ-00; Tue, 23 Feb 1999 09:01:13 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 23 Feb 1999 09:01:12 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: 3 questions this time

Encoding: 8bit

Mikkel Løkke wrote:

>

> Ah, you see BOOPSI is short for Basic Object Oriented Something Interface (?), and inspite of it's name there really isn't that mch basic about it (as in simple, not the programming language). Also, I'm not sure Blitz is very optimal at doing OOP in the first place. (Please correct me if I'm wrong)

You did ask to be corrected... Basic object orientated programming system for intuition.

Thom

1.16 <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 18:04:12 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Wed, 03 Feb 1999 17:20:20 +0000

Importance: High

Subject: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Hello Everyone,

A licence for Quake 2 or Half Life seems as it will cost a lot of money, so how about getting the game ported to the Amiga by ID Software? It seems a long shot, but it is well worth a try. If ID see a possible Amiga market, then they may take the chance to release some stunning games to the Amiga. What I want everyone to do is to get everyone they know to write a small message of support to get an AmigaPPC version of Quake2 . Get all your friends who don't have an internet connection to give you a text file on disk, then you can attach them to your e-mail. Come on, if you want Quake 2, make it happen now!! If you could write your messages of support to quake2@digital-images.demon.co.uk we will forward them to ID Software. I doubt that we will be able to reply to every e-mail as we are expecting a large amount of response, but if you could send an e-mail of support, then you could have one of the best games ported to the Amiga PPC!

Best Regards

Stuart Walker

Digital Images

1.17 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Wed, 03 Feb 1999 20:04:03 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Stuart Walker wrote:

> A licence for Quake 2 or Half Life seems as it will cost a lot of money=
, so
> how about getting the game ported to the Amiga by ID Software? It seems=
a
> long shot, but it is well worth a try. If ID see a possible Amiga marke=
t,
> then they may take the chance to release some stunning games to the Ami=
ga.
> What I want everyone to do is to get everyone they know to write a smal=
l
> message of support to get an AmigaPPC version of Quake2 . Get all your
> friends who don't have an internet connection to give you a text file o=

n

> disk, then you can attach them to your e-mail. Come on, if you want Quake 2,

> make it happen now!!

I don't want to be too negative here but I don't think there's any hope in hell of Id ever doing an Amiga (Classic/PPC) title. Maybe if 20,000 people "pre-pay" ordered it there could be a very tiny chance but that in itself would be impossible. If someone did port Quake 2 to the Amiga PPC there *might* be a market for possibly 1000 sales but that is very doubtful. We're talking PPC only here and there's not enough PPC *gamers* around to warrant the cost of such a game. Maybe when Quake 3 is released and Quake 2 is less of a money maker for Id then maybe the cost of a licence will drop enough to give some crazy publisher a chance. I doubt ClickBOOM would make that mistake again. Look at it this way, A licence to port Quake 2 could cost =A350K or so? That would be a nice easy bonus for Id and a massive loss for whoever ported it. However if they ported it themselves it would cost *them* at least =A35k in development time and resources and could possibly make =A310k profits. Now you can see why it's a "licence or nothing" deal.

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.18 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 04 Feb 1999 03:13:08 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 03-Feb-99, Stuart Walker wrote:

> Hello Everyone,

Hello Stu.

> A licence for Quake 2 or Half Life seems as it will cost a lot of money=

, so

> how about getting the game ported to the Amiga by ID Software? It seems=

a

> long shot, but it is well worth a try. If ID see a possible Amiga market, then they may take the chance to release some stunning games to the Amiga.

No ID software ONLY release games for the PC, regardless of how good a market there is. All conversions to different platforms, (N64, Playstation, AMiGA, Mac, aso.) are done by third party developers.

> What I want everyone to do is to get everyone they know to write a small message of support to get an AmigaPPC version of Quake2 . Get all your friends who don't have an internet connection to give you a text file on disk, then you can attach them to your e-mail. Come on, if you want Quake 2, make it happen now!! If you could write your messages of support to quake2@digital-images.demon.co.uk we will forward them to ID Software. I doubt that we will be able to reply to every e-mail as we are expecting a large amount of response, but if you could send an e-mail of support, then you could have one of the best games ported to the Amiga PPC!

First of all, why do people think it "would be cool" to have all these games that are old news on other platforms ported to the AMiGA ? Second, there is NO way on earth that simply receiving tons of E-mail is going to change anything ID software, or any other company for that matter, is not going to make a conversion for a niche market, because at least 2/3's of you are stinking software pirates anyway. :o)

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck=

```

1.19 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: The DazzMan <dazza@netsource.co.nz>

Date: Sun, 14 Feb 1999 14:02:40 +1300

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: 8bit

On 04-Feb-99 someone called Mikkel Løkke wrote about:

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

On 04-Feb-99, you wrote:

>ML: First of all, why do people think it "would be cool" to have all these

>ML: games that are old news on other platforms ported to the AMiGA ?

Here's the thing, to sell more machines, people want BIG NAMES. Quake 2, while being old on the PC, would sell on other machines (look at Quake on Amiga, N64, and PlayStation) as well as sya Duke Nukem 3D on N64 and PlayStation (N64 was modified obviously because of censorship but turned out better than the PC or PlayStation games). These titles were old hat on PC but sold very well on the aforementioned three.

>ML: Second, there is NO way on earth that simply recieving tons of E-mail is going

>ML: to change anything ID software, or any other company for that matter, is

>ML: not going to make a conversion for a niche market, because at least

>ML: 2/3's of you are stinking software pirates anyway. :o)

I disagree. We came so very close with official ports of Opera and ICQ but feel due to lack of interest on the other players side. Previously these companies would never had thought of porting to Amiga had someone not spoken out in favor of our machine.

--

BFN

The DazzMan

<mailto:dazza@netsource.co.nz>

<http://www.geocities.com/SiliconValley/Sector/7957>

ICQ# 27117829

If I knew in school what I know now... I'll still be no better
off.

1.20 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 14 Feb 1999 11:27:53 +0000

Organization: Pagan Software

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

On 14-Feb-99, The DazzMan wrote:

> Here's the thing, to sell more machines, people want BIG NAMES. Quake 2,
> while being old on the PC, would sell on other machines (look at Quake on
> Amiga, N64, and PlayStation) as well as sya Duke Nukem 3D on N64 and
> PlayStation (N64 was modified obviously because of censorship but turned
> out better than the PC or PlayStation games).

Yeah, as long as you don't mind the wonderful "Blur'o'vision"...

Or maybe that should be "Patented Screen-Resolution Reducing
Algorithm".....nah!

>> ML: Second, there is NO way on earth that simply recieving tons of
E-mail

>> is going ML: to change anything ID software, or any other company for
that

>> matter, is ML: not going to make a conversion for a niche market,
because

>> at least ML: 2/3's of you are stinking software pirates anyway. :o)

> I disagree. We came so very close with official ports of Opera and ICQ
but

> feel due to lack of interest on the other players side. Previously these
> companies would never had thought of porting to Amiga had someone not
> spoken out in favor of our machine.

ICQ's problem was they didn't want to hand out the ICQ protocal to anyone,
Opera just didn't think it'd be worth the effort seeing as the Amiga was
going to down the tubes (their words!), and it wasn't Opera who told them
that, it was the company that was porting Opera who told them.

Anyway, there is no point sending tons of emails to someone in an effort to
get them to allow us to port a game. Especially seeing as Quake had such

poor sales figures.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at /pagan@thehub.u-net.com/

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Around here, to be nuts is normal, to be sane is stupid.

1.21 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:44:02 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 14-Feb-99, The DazzMan wrote:

>> ML: First of all, why do people think it "would be cool" to have all t= here

>> ML: games that are old news on other platforms ported to the AMiGA ?

> Here's the thing, to sell more machines, people want BIG NAMES. Quake 2=

> while being old on the PC, would sell on other machines (look at Quake = on

> Amiga, N64, and PlayStation) as well as sya Duke Nukem 3D on N64 and

> PlayStation (N64 was modified obviously because of censorship but turne= d out

> better than the PC or PlayStation games). These titles were old hat on = PC

> but sold very well on the aforementioned three.

Right, people wantbig names. And games that are old hat are now suddenly =

big names, are they ? But Quake (Both on the AMiGA aswell as on the N64) =

where total flops (No big surprise here if you've tryed playing them) The=

N64 version of Duke 3D wasn't changed because of censorship (it STILL ca=

ries an ESRB rating of M - Mature Audiences) it was changed to compete w=
ith GoldenEye. And none of the games you mention sold even a fraction of =
as many copies on all three platforms, as they did on a PC. And why ? Wel=
l because the other platforms (with the possible exception oif the Playst=
ation) all had better games.No my friend people do NOT want BIG NAMES, th=
ey want GOOD GAMES.

>> ML: Second, there is NO way on earth that simply recieving tons of E-m=
ail is going

>> ML: to change anything ID software, or any other company for that matt=
er, is

>> ML: not going to make a conversion for a niche market, because at leas=
t

>> ML: 2/3's of you are stinking software pirates anyway. :o)

> I disagree. We came so very close with official ports of Opera and ICQ =
but

> feel due to lack of interest on the other players side. Previously thes=
e

> companies would never had thought of porting to Amiga had someone not s=
poken

> out in favor of our machine.

Yeah, close but no cigar. I guess this proves my point better than yours,=
eh ? Besides, applications like ICQ and Opera where things that the AMi=
GA could cope with. Most modern "BIG NAME" games on the PC/PlayStation/N6=
4/DreamCast aren't (No sprise really, since the PC has a better platforr=
m for developing 3D games). I'm sorry, but that's just the way things ar=
e.

Regards

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1.24 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 15 Feb 1999 11:02:55 +0500

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke flashed:

>Well I didn't buy it, I don't support the "Buy our games and help the AM=iGA

>survive policy" that PXL Computers are running these days. Okay, fair enogh

>they have made quite alot of neat games (Well, at least they look good) = but i

>buy games to play them, not to help other companies (PXL, ClickBOOM or A=MIGA)

>survive.

Well I have wanted Napalm since long before CB becaqme the publisher, w=hen

was still called Diversia, so I pre-ordered it. I just got notice that m=y

copy has been shipped and I am really looking forward to giving it the ol=,

play-test. I didn't order Napalm because I felt sorry for anybody, but because I was drooling over it.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

1.25 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: amorel <amorel@xs4all.nl>

Date: Tue, 16 Feb 1999 00:10:32 +0500

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke wrote:

C=3DWow ! It also runs great on a PC (Which I don't have either) and to m=y

C=3Dknowledge the QuakePPC versions yo can get are strictly illegal. =

They are, aren't they? ;-) =

Pretty cool anyway, though I don't try to say i`m right orso by using it,=

but ID/CB actually profits with this as one normally buys a legal quake
version to get the pak files. I bought a pc quake with 2 other cdroms with
h
new levels/conversions etc for about \$20,- Pretty good value for money :-=

)
Regards

-- =

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on =

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage. =

-*Coming soon, the first release of a new multiformat song/sound player*-=

=

=

1.26 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 16 Feb 1999 00:16:36 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 15-Feb-99, Donovan Reeve wrote:

>> Well I didn't buy it, I don't support the "Buy our games and help the =
AMiGA

>> survive policy" that PXL Computers are running these days. Okay, fair =
enough

>> they have made quite alot of neat games (Well, at least they look good=
) but i

>> buy games to play them, not to help other companies (PXL, ClickBOOM or=
AMiGA)

>> survive.

> Well I have wanted Napalm since long before CB becaqme the publisher, =
when

> was still called Diversia, so I pre-ordered it. I just got notice that=

my

> copy has been shipped and I am really looking forward to giving it the =
ol'

> play-test. I didn't order Napalm because I felt sorry for anybody, but=
> because I was drooling over it.

I've only played the demo, and while it is no basement for judgement I th=
ink it sucked. It had cool graphics, and remarkable effects. However it w=
as remarkably slow even on a 040 with a Cybergraphics64, and the game was=
totally unfair, and no fun at all. I hope Daniels "Counterstrike" or sad=
eness's "Forgotten Forever" is better.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.27 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

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

Date: Tue, 16 Feb 1999 12:43:30 +1300

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 15-Feb-99, Mikkell L=F8kke wrote:

> On 15-Feb-99, Anton Reinauer wrote:

> =

>>> But Quake (Both on the AMiGA aswell as
>>> on the N64) where total flops (No big surprise here if you've tried
>>> playing them) =

> =

>> Quake runs well on a PPC- being able to play multiplayer Quake over
>> the Net on an *Amiga* is really neat!

> =

> Wow ! It also runs great on a PC (Which I don't have either) and to my
> knowledge the QuakePPC versions yo can get are strictly illegal. Since
> PXL Computers owns the copyright on the AMiGA version, and didn't make
> a PPC version, the other versions are based on code, that was stolen.

A: Your reply has nothing to do with what we were talking about-
changing the subject doesn't justify your argument!

B: I waited patiently for 9 months (drooling over the thought of
playing multiplayer Quake on my PPC!), until ClickBoom announced they
definitely /wouldn't/ be making a PPC version, before getting the
illegal version- that took a lot of will power I can tell you,
considering there was bugger all decent software that justified having
the PPC!

=

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.28 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 02:04:36 +0000

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

Date: Tue, 16 Feb 1999 02:06:51 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Hi Mikkel,

On 15-Feb-99, you wrote:

> I've only played the demo, and while it is no basement for judgement I
> think it sucked. It had cool graphics, and remarkable effects. However it
> was remarkably slow even on a 040 with a Cybergraphics64, and the game was
> totally unfair, and no fun at all. I hope Daniels "Counterstrike" or
> sadeness's "Forgotten Forever" is better.

Operation: Counterstrike is also going to be published by Sadeness, and on

two CD's ;))

Just thought I'd mention that. Thanks anyway Mikkell, I personally aim to ake it better than NAPALM. :)

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

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

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

1.29 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 02:37:25 +0000

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 02:36:43 +0000

Date: Tue, 16 Feb 1999 02:37:58 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: 7bit

Daniel Allsopp wrote:

> On 15-Feb-99, you wrote:

>

>> I've only played the demo, and while it is no basement for judgement I
>> think it sucked. It had cool graphics, and remarkable effects. However it
>> was remarkably slow even on a 040 with a Cybergraphics64, and the game was
>> totally unfair, and no fun at all. I hope Daniels "Counterstrike" or
>> sadeness's "Forgotten Forever" is better.

>

> Operation: Counterstrike is also going to be published by Sadeness, and on
> two CD's ;))

two!? What the hell are you filling them up with? :)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.30 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: The DazzMan <dazza@netsource.co.nz>

Date: Tue, 16 Feb 1999 22:18:50 +1300

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: 8bit

On 15-Feb-99 someone called Mikkel Løkke wrote about:

Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

On 15-Feb-99, you wrote:

>ML: Right, people want big names. And games that are old hat are now suddenly

>ML: big names, are they ? But Quake (Both on the AMiGA as well as on the N64)

>ML: where total flops (No big surprise here if you've tried playing them)

>ML: The N64 version of Duke 3D wasn't changed because of censorship (it

>ML: STILL carries an ESRB rating of M - Mature Audiences) it was changed to

>ML: compete with GoldenEye. And none of the games you mention sold even a

>ML: fraction of as many copies on all three platforms, as they did on a PC.

>ML: And why ? Well because the other platforms (with the possible exception

>ML: of the Playstation) all had better games. No my friend people do NOT

>ML: want BIG NAMES, they want GOOD GAMES.

I disagree. I've played Quake on all platforms but Amiga and the PC was the worst version of the lot. If people wanted GOOD GAMES then why did they make such a fuss over Quake? What about Grand Theft Auto? People raved about what looks like something that came out of the 80's and plays just as bad.

I agree with your comment about other platforms having better games, Golden Eye, Zelda: Ocarina of Time (the best adventure game on ANY platform) for N64, Gran Turismo (in my personal opinion not all that great but still better than playing Quake or Grand Theft Auto) and Abe's Odd World for PlayStation. These are ALL more fun than a romp in Quake. But Quake is a big name and thus sells well.

In my opinion the only game name bigger than Quake is Zelda and that's because so many people have played Zelda over the years than Quake.

1.31 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 12:03:34 +0000

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

Date: Tue, 16 Feb 1999 12:05:49 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Hi Paul,

On 16-Feb-99, you wrote:

> Daniel Allsopp wrote:

>> On 15-Feb-99, you wrote:

>>

>> > I've only played the demo, and while it is no basement for judgement I

>> > think it sucked. It had cool graphics, and remarkable effects. However

>> > it was remarkably slow even on a 040 with a Cybergraphics64, and the

>> > game was totally unfair, and no fun at all. I hope Daniels

>> > "Counterstrike" or sadeness's "Forgotten Forever" is better.

>>

>> Operation: Counterstrike is also going to be published by Sadeness, and

>> on two CD's ;))

>

> two!? What the hell are you filling them up with? :)

Animations/music/speech. This is the recommendation of the graphicicians

though, he was even asking me to contact Richard about using 3 CD's ;))

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

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

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

1.32 RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Tue, 16 Feb 1999 13:49:32 -0000

charset="iso-8859-2"

>>In my opinion the only game name bigger than Quake is Zelda and that's

because so many people have played Zelda over the years than Quake.

I have to say that I've just caught up with Zelda:Links awakening having

bought a Color (doh! bad spelling) Gameboy. I definately think it one of the

best games I've ever played, and that's effectively on a z80.

Chris

1.33 RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Tue, 16 Feb 1999 13:51:18 -0000

charset="iso-8859-1"

Anyone think of any good reasons why the Napalm demo crashes for me after the title screen?

config:A1200 030/50 2mb chip + 20mb fast (16/4) 4.3gig HD 20x CD ROM.

seems odd to me and clickbom are too crap to write back to me so far.

Chris jarvis

1.34 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

([62.136.61.124] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cp0G-0007gG-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 18:13:49 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 17:24:32 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Anton Reinauer churned out *this* drivel :

> B: I waited patiently for 9 months (drooling over the thought of
> playing multiplayer Quake on my PPC!), until ClickBoom announced they
> definitely /wouldn't/ be making a PPC version, before getting the
> illegal version- that took a lot of will power I can tell you,

And as we now know, ClickBOOM supported piracy in the development of Quake too :)

In fact, according to that story, Alex Petrovic decided to publish Quake after trying the illegal port! And then told people off for using, er, the illegal port...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.35 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Wed, 17 Feb 1999 00:09:09 -0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hi All,

On 17-Feb-99, Mikkel L=F8kke wrote:

> Like someone in here says in their tagline "If

> you follow in someone else's footsteps, you will never pass him".

Most intelligent thing I've heard this week. New games for the amiga! =

In my

opinion the best game ever written is Stunt Car Racer. My PC owning friend=

ds

still come round here to play it now.

Tim Hanson

in the Basement, London.

1.36 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 02:55:08 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Anton.

On 16-Feb-99, Anton Reinauer wrote:

>>>> But Quake (Both on the AMiGA as well as

>>>> on the N64) where total flops (No big surprise here if you've tried

>>>> playing them) =

>>> Quake runs well on a PPC- being able to play multiplayer Quake over

>>> the Net on an *Amiga* is really neat!

>> Wow ! It also runs great on a PC (Which I don't have either) and to my=

>> knowledge the QuakePPC versions yo can get are strictly illegal. Since=

>> PXL Computers owns the copyright on the AMiGA version, and didn't make=

>> a PPC version, the other versions are based on code, that was stolen.

> A: Your reply has nothing to do with what we were talking about-

> changing the subject doesn't justify your argument!
 Huh ? My point was something like "What's the use of having a BIG NAME, if it's totally nplayable anyhow ?". I thought it was relevant...
 > B: I waited patiently for 9 months (drooling over the thought of playing multiplayer Quake on my PPC!), until ClickBoom announced they definitely /wouldn't/ be making a PPC version, before getting the illegal version- that took a lot of will power I can tell you,
 > considering there was bugger all decent software that justified having the PPC!

I'm not dising anone for using illegal software, all I'm saying is what's the point of having "BIG NAMES" if their either,
 A. Unplayable, or B. Illegal ?

Regards,

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Visit : <http://members.tripod.com/~FlameDuck>

1.37 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)
 (envelope-from FlameDuck@usa.net)
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
 Date: Wed, 17 Feb 1999 02:58:11 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Daniel.

On 16-Feb-99, Daniel Allsopp wrote:

>> I've only played the demo, and while it is no basement for judgement I=
>> think it sucked. It had cool graphics, and remarkable effects. However=
it

>> was remarkably slow even on a 040 with a Cybergraphics64, and the game=
was

>> totally unfair, and no fun at all. I hope Daniels "Counterstrike" or

>> sadeness's "Forgotten Forever" is better.

> Operation: Counterstrike is also going to be published by Sadeness, and=
on

> two CD's ;))

Hrmm, is it wise to release two such similar games so little time apart ?=

Also, 2 (or 3 !?) CD's sounds like a little overkill to me....

> Just thought I'd mention that. Thanks anyway Mikkel, I personally aim t=
o ake

> it better than NAPALM. :)

Well, from what I've seen of napalm, that shouldn't be to difficult :o) =

Anyway, best of luck to you.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.38 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:10:45 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 16-Feb-99, The DazzMan wrote:

[- First message sniped, to decrease size of mail (see, I do care):o -]

> I disagree. I've played Quake on all platforms but Amiga and the PC was=
the

> worst version of the lot. If people wanted GOOD GAMES then why did they=
make

> such a fuss over Quake? What about Grand Theft Auto? People raved about=
what

> looks like something that came out of the 80's and plays just as bad.

How the hell do I know ? They're PC owners, and not completely sane :o) A=
nyway, the reason people liked GTA where:

1. Freedom, you could do just about whatever you wanted. (And if you got =
caught, you didn't have to wait fifteen years to get out of jail).
2. You could do all the "illeagal" and "imorale" stuff (Like gun people d=
own with an MP5, bomb a police station, rob a bank)
3. It was one of the first games to support 3Dfx Voodoo cards (although =
what it uses it for, is beyond me)
4. And GTA really was fun. For a while, after you've pretty much "done ev=
erything" there's not much left to do.

> I agree with your comment about other platforms having better games, Go=
lden

> Eye, Zelda: Ocarina of Time (the best adventure game on ANY platform) f=
or

> N64, Gran Turismo (in my personal opinion not all that great but still

> better than playing Quake or Grand Theft Auto) and Abe's Odd World for

> PlayStation. These are ALL more fun than a romp in Quake. But Quake is =
a big

> name and thus sells well.

The only reason Quake (Quake 2, Forsaken, Unreal aso.) sell good are for =
their network game value. In single player, these games have a tendancy t=

o suck. Big time. In multiplayer "Deathmatch" games however, they kill :o=
)
 > In my opinion the only game name bigger than Quake is Zelda and that's
 > because so many people have played Zelda over the years than Quake.
 What about Lemmings ? Worms ? Tetris ? Pacman ? These are games that allm=
 ost everyone in the entire world has played, at one time or the other. No=
 ne are really considered "big names" (anymore) but they had their 15 minu=
 tes. So will Quake. And then there will be another, and another, and anot=
 her. So why not just create the next "big game" on the AMiGA ? (Worms was=
 done in Blitz, on an AMiGA, and won tons of awards). Like someone in her=
 e says in their tagline "If you follow in someone elses footsteps, you wi=
 ll never pass him".

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.39 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:19:55 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello C.J.R.Jarvis.

On 16-Feb-99, C.J.R.Jarvis wrote:

>> In my opinion the only game name bigger than Quake is Zelda and that's=

>> because so many people have played Zelda over the years than Quake.

> I have to say that I've just caught up with Zelda:Links awakening havin=
g

> bought a Color (doh! bad spelling) Gameboy. I definately think it one o=
f the

> best games I've ever played, and that's effectively on a z80.

Not being up on the latest non N64 Nintendo games, I don't know if Zelda:=
Links Awakening was originally a Gameboy game ? (Was it ?) Anyway, the Ga=
meboy Colo(u)r's processor is not a Z80. Only the old GameBoy (Heavy) had=
Z80's.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

1.40 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Wed, 17 Feb 1999 01:20:51 -0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

On 17-Feb-99, Anton Reinauer wrote:

> Well, ClickBoom would have made a legal PPC version if there wasn't an
> illegal one already on the Internet.

Are you sure? Click-Boom said that a PPC version was doubtful before the 68K
version was released.

Tim Hanson.

in the Basement, London.

1.41 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?=<FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:23:25 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello C.J.R.Jarvis.

On 16-Feb-99, C.J.R.Jarvis wrote:

> Anyone think of any good reasons why the Napalm demo crashes for me aft=
er

> the title screen?

No. Check to make sure your rtgmaster.library is installed correctly.

> config:A1200 030/50 2mb chip + 20mb fast (16/4) 4.3gig HD 20x CD

> ROM.

I wouldn't recommend playing NAPALM on this config to my worst enemy.

> seems odd to me and clickbom are too crap to write back to me so far.

That's ClickBOOM for ya'. Actually ClickBOOM are probably clueless, as to=

what might be the cause of this, and have to ask the programmers, and th=

ose Polish pre-war phonelines don't handle High-Speed data connections ve=

ry well.

Regards

-- =

+++++

1.43 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 17 Feb 1999 15:25:37 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=<

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

->On 16-Feb-99, The DazzMan wrote:

->> such a fuss over Quake? What about Grand Theft Auto? People raved

->> looks like something that came out of the 80's and plays just as

I persoanlly thought GTA was a fantastic game and look very much forward =
to a

GTA2 is they ever get around to it =3D]

BTW It may have well looked like it came out of the 80's, but it certainl=

y

didn't play that way. (Space Invaders? Pacman? I don't think so;)

-- =

*** CAT TAG *** It's better to be rich and healthy than poor and sick

-----^_

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| //_____ //___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.44 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: Centro Amiga <centro.amiga@ip.pt>

Date: Wed, 17 Feb 1999 11:26:28 +0000

Organization: Centro Amiga

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Hya

> Quake runs well on a PPC- being able to play multiplayer Quake over

> the Net on an *Amiga* is really neat!

> The reason it didn't sell well- is that it needed a fairly pokey Amiga

> to run well- a 040/25 + GFX card, or 040/40 as /minimum/ requirement,

> is rather steep- how many people have that setup?

I do. Most Amiga users i know of do. And we in Portugal don`t earn as much money as in most EC countries. It all comes down to wheter or not you`re serious about the Amiga. You also need a resonable PC setup to run Quake, Quake 2, Unreal or Half-Life. PC users don`t complain when it`s upgrade time, why should we?

Cya

Silver

aka Nuno Trancoso

1.45 RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Wed, 17 Feb 1999 12:19:41 -0000

charset="iso-8859-1"

>>Not being up on the latest non N64 Nintendo games, I don`t know if

Zelda:Links Awakening was originally a Gameboy game ? (Was it ?)

yep. and nes.

>>Anyway, the Gameboy Colo(u)r`s processor is not a Z80. Only the old GameBoy (Heavy) had Z80`s.

actually the colour game boy still runs on z80 code, although it is a much economised and faster (prob. clocked) z80 chip.

Chris

1.46 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

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

Date: Thu, 18 Feb 1999 12:55:53 +1300

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 17-Feb-99, Mikkel L=F8kke wrote:

> Hello Anton.

> =

> On 16-Feb-99, Anton Reinauer wrote:

> =

>>>>> But Quake (Both on the AMiGA aswell as on the N64) where total

>>>>> flops (No big surprise here if you`ve tried playing them)

> =

>>>> Quake runs well on a PPC- being able to play multiplayer Quake
>>>> over the Net on an *Amiga* is really neat!
> =
>>> Wow ! It also runs great on a PC (Which I don't have either) and to
>>> my knowledge the QuakePPC versions yo can get are strictly illegal.
>>> Since PXL Computers owns the copyright on the AMiGA version, and
>>> didn't make a PPC version, the other versions are based on code,
>>> that was stolen.
> =
>> A: Your reply has nothing to do with what we were talking about-
>> changing the subject doesn't justify your argument!
> =
> Huh ? My point was something like "What's the use of having a BIG
NAME,
> if it's totally nplayable anyhow ?". I thought it was relevant....
And said it was playable- so why the pointless reply to that?
>> B: I waited patiently for 9 months (drooling over the thought of
>> playing multiplayer Quake on my PPC!), until ClickBoom announced
they
>> definitely /wouldn't/ be making a PPC version, before getting the
>> illegal version- that took a lot of will power I can tell you,
>> considering there was bugger all decent software that justified
>> having the PPC!
> =
> I'm not dising anone for using illegal software, all I'm saying is
> what's the point of having "BIG NAMES" if their either, A. Unplayable,
> or B. Illegal ?
Well, ClickBoom would have made a legal PPC version if there wasn't an
illegal one already on the Internet.
-- =
Anton Reinauer <anton@ww.co.nz>
=

1.47 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

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

Date: Thu, 18 Feb 1999 12:59:54 +1300

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 17-Feb-99, Mikkel L=F8kke wrote:

> =

> The only reason Quake (Quake 2, Forsaken, Unreal aso.) sell good are
> for their network game value. In single player, these games have a
> tendency to suck. Big time. In multiplayer "Deathmatch" games however,
> they kill :o)

=

In single player mode- the gameplay wasn't that original, but all the
levels were tweaked to perfection (the same in the Doom series), this
is what made it stand out over other Doom clones- many of which were
/very/ cheap and nasty shovelware! Quake is very well crafted from
beginning to end.

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.48 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 09:53:12 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Paul.

On 17-Feb-99, Paul wrote:

>> What about Lemmings ? Worms ? Tetris ? Pacman ? These are games

>> that almost everyone in the entire world has played,

> Not quite ;)

Oh ? :o) I stand corrected :o)

>> at one time or the other. None are really considered "big names"

>> (anymore) but they had their 15 minutes.

> That's cus fashion always dies.

Or does it ? Elite is probably the best example (I could come up with) to=
contradict that :o)

>> So will Quake. And then there will be another, and another, and

>> another. So why not just create the next "big game" on the AMiGA ?

> It'll come and go like the rest.

Yeah, but at least we'll have our 15 minutes.

> Sorry, i'm in a whinging mood ;)

Really ? You don't say ? :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.49 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:06:22 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Centro.

On 17-Feb-99, Centro Amiga wrote:

> Hya

>> Quake runs well on a PPC- being able to play multiplayer Quake over

>> the Net on an *Amiga* is really neat!

>> The reason it didn't sell well- is that it needed a fairly pokey Amiga=

1.50 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:08:09 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello C.J.R.Jarvis.

On 17-Feb-99, C.J.R.Jarvis wrote:

> Zelda:Links Awakening was originally a Gameboy game ? (Was it ?)

> yep. and nes.

>>> Anyway, the Gameboy Colo(u)r's processor is not a Z80. Only the old

>>> GameBoy (Heavy) had Z80's.

> actually the colour game boy still runs on z80 code, although it is a m= uch

> economised and faster (prob. clocked) z80 chip.

No, it's a MIPS. It uses Z80 emulation. The gameboy colour has hardware t= hat makes the SNES look like a bad joke.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.51 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:26:52 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Anton.

On 18-Feb-99, Anton Reinauer wrote:

>>> A: Your reply has nothing to do with what we were talking about-

>>> changing the subject doesn't justify your argument!

>> Huh ? My point was something like "What's the use of having a BIG NAME=

>> if it's totally nplayable anyhow ?". I thought it was relevant....

> And said it was playable- so why the pointless reply to that?

Playable ? The illegal PPC version perhaps. The ClickBOOM one, only on the
very best AMiGA's (060 and PIV or better). So I was merely commenting that
it would be pointless to write tons of mail to a company who could only
do a half hearted attempt at creating an AMiGA port, when instead they
should be doing something awesome that the (standard) AMiGA hardware can
handle.

>>> B: I waited patiently for 9 months (drooling over the thought of

>>> playing multiplayer Quake on my PPC!), until ClickBoom announced the
y

>>> definitely /wouldn't/ be making a PPC version, before getting the

>>> illegal version- that took a lot of will power I can tell you,

>>> considering there was bugger all decent software that justified

>>> having the PPC!

>> I'm not dising anone for using illegal software, all I'm saying is

>> what's the point of having "BIG NAMES" if their either, A. Unplayable,=

>> or B. Illegal ?

> Well, ClickBoom would have made a legal PPC version if there wasn't an=

> illegal one already on the Internet.

No they wouldn't. ClickBOOM where just trying to make a quick buck, and be
eat Oxyron to it.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

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1.52 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:29:17 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

Hello Anton.

On 18-Feb-99, Anton Reinauer wrote:

```

>> The only reason Quake (Quake 2, Forsaken, Unreal aso.) sell good are
>> for their network game value. In single player, these games have a
>> tendency to suck. Big time. In multiplayer "Deathmatch" games however,=
>> they kill :o)

```

```

> In single player mode- the gameplay wasn't that original, but all the
> levels were tweaked to perfection (the same in the Doom series), this
> is what made it stand out over other Doom clones- many of which were
> /very/ cheap and nasty shovelware! Quake is very well crafted from
> beginning to end.

```

Quake ? The levels are a laugh ! They aren't even challenging, just total=

ly unfair, and about as varied as a desert. And the story ? Buwahahahahah=
=2E GoldenEye, now that's what I'm ta;lking about.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

1.53 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Thu, 18 Feb 1999 14:14:53 +0100

charset="iso-8859-1"

Encoding: quoted-printable

Hello Mikkel L=F8kke.

>

>> actually the colour game boy still runs on z80 code, although it is a =
much

>> economised and faster (prob. clocked) z80 chip.

>

>No, it's a MIPS. It uses Z80 emulation. The gameboy colour has hardware =
that makes the SNES look like a bad joke.

>

Actually it uses a 8 MHz Z80 workalike by Sharp with TWO processor =
modes:

Single (4.194304MHz) and Double (8.388608MHz).

Bye,

Anders Hasselqvist

hassel@acc.umu.se

1.54 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 15:29:03 +0000

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

Organization: private

Date: 18 Feb 99 15:15:50 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: 7bit

> > That's cus fashion always dies.

>

> Or does it ? Elite is probably the best example (I could come up with) to contradict that :o)

Then it is not a game of fashion. >>P-)=

> > It'll come and go like the rest.

>

> Yeah, but at least we'll have our 15 minutes.

Would be nice to have longer though?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.55 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 15:29:05 +0000

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

Organization: private

Date: 18 Feb 99 15:27:34 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: 7bit

Mikkel,

> Playable ? The illegal PPC version perhaps. The ClickBOOM one, only

>on the very best AMiGA's (060 and PIV or better). So I was merely
>commenting that it would be pointless to write tons of mail to a
>company who could only do a half hearted attempt at creating an AMiGA
>port, when instead they should be doing something awesome that the
>(standard) AMiGA hardware can handle.

I tend to agree. Trying to do something that the hardware isn't up to
will end up causing the game to be of low quality.

There is a lesson about ego that goes along simiar lines. Ego is about
trying to have the freedom and power that normally comes with greater
responsibility and integrity, but without the responsibility or
integrity. The way I take this metaphorically with regard games is
that if you try and go beyond the capabilities of the hardware, losing
common sense and practicality, then you're going to end up with a
pale, thin, over-compromisation of an effort. Take that "tales of the
heaven" for example. They're going to need a miracle to make that a
decent game on the Amiga. The demo was no more than a demo effect and
if they're thinking of trying to do mario64 then there is no way.

Although imagination and new approaches is always great on the amiga,
what with the demo scene bringing new clever ways to do great things
with what's available, it's only going to produce a decent end product
if its done within reason. You can expect a normal amiga to handle a
game like quake very well and sometimes it is better to stick with the
kinds of games that the Amiga can do well.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.56 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:37:09 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 18-Feb-99, Anders Hasselqvist wrote:

>>> actually the colour game boy still runs on z80 code, although it is a= much
 >>> economised and faster (prob. clocked) z80 chip.
 >> No, it's a MIPS. It uses Z80 emulation. The gameboy colour has hardwar=
 e that makes the SNES look like a bad joke.
 > Actually it uses a 8 MHz Z80 workalike by Sharp with TWO processor mode=
 s:
 > Single (4.194304MHz) and Double (8.388608MHz).

Not the GameBoy Colo(u)r mate. I have this semi-confidential developer me=
 ssage from Nintendo that states that you can now easily convert your old =
 SNES games to run on the GameBoy colour, all you have to do is change som=
 e stuff like the DisplayBaseRegister and other things like that. So maybe=
 we'll get DOOM and MarioKart for the GameBoy colour ? It would be nice.=
 I don't think there is a SNES game out there that would run on a z80, do=
 you ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>=

1.57 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:40:24 +0200

Organization: A97

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Encoding: quoted-printable

On 18-Feb-99, Paul wrote:

>>> That's cus fashion always dies.

>> Or does it ? Elite is probably the best example (I could come up with)=
to contradict that :o)

> Then it is not a game of fashion. >>P-)=3D

No, it's probably more like a game of "die-hard-fanatic-space-combat-and-
trading-kultists-who-have-completed-the-game-more-times-than-there-are-st-
ars-in-the-universe" kind of thingy :o)

>>> It'll come and go like the rest.

>> Yeah, but at least we'll have our 15 minutes.

> Would be nice to have longer though?

We'll just have to make some more then.

Regards

-- =

+++++

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+++++

Visit : <http://members.tripod.com/~FlameDuck>

1.58 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

Date: Fri, 19 Feb 1999 14:48:54 +0100

charset="iso-8859-1"

Encoding: quoted-printable

On 18-Feb-99, Anders Hasselqvist wrote:

>

>

>> Actually it uses a 8 MHz Z80 workalike by Sharp with TWO processor =
modes:

>> Single (4.194304MHz) and Double (8.388608MHz).

>

>Not the GameBoy Colo(u)r mate. I have this semi-confidential developer =
message from Nintendo

>that states that you can now easily convert your old SNES games to run =
on the GameBoy colour,

>all you have to do is change some stuff like the DisplayBaseRegister =
and other things like that.

>So maybe we'll get DOOM and MarioKart for the GameBoy colour ? It =
would be nice. I don't think

>there is a SNES game out there that would run on a z80, do you ?

>

I really doubt that mips manufacture any processors suitable for the =
GBC.

This isn't the correct place to discuss this but anyway.

Copied from the Gameboy Color FAQ

CPU: 4/8-bit Z80 work-alike at 8MHz (MAX) It has 2 modes, Single (4MHz)
and Double (8MHz);designed by Sharp

<http://members.tripod.com/~Viper188/FAQgbc.html>

The single mode is the same frequency as on the original GameBoy.

Or you can just ask for yourself at the gbc mailinglist

<http://www.onelist.com/subscribe.cgi/gbcolor>

or one of the gbc channels on dalnet.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

1.59 Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

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

Organization: ProPassWord

Date: 20 Feb 99 06:44:33 +0000

Subject: Re: <<<READ THIS IF YOU WANT TO SEE QUAKE 2 FOR THE AMIGA>>>

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Anton Reinauer, OK then but=2E=2E=2E

> Well, ClickBoom would have made a legal PPC version if there wasn't an

> illegal one already on the Internet=2E

>=20

Why Quake first came out ClickBoom sead may be, after realse of Quake

they went on to say there are lot of tecnical problems=2E After shore

while after that they sead no=2E Then First Amiga-PPC Quake was

realised!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.60 A few Questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Feb 99 13:51:46 +1000

Subject: A few Questions

Encoding: 7bit

1. Is there any Compiler directive which can be used to use different code when doing Compile & Run or when doing Create Executable? I want to use NWBStartup with the BSS compiler, but that is only valid in executables.

2. Can you mix and match NCS and Acid commands, like opening an NCS screen and using Acid Windows on it, or NCS Gadget lists on Acid

windows?

3. Does anyone have a Blitz Basic cross reference utility which works on tokenised code and follows (X)INCLUDE commands?

Alternatively, does anyone have source code to translate tokens to command names and vice versa?

4. In the BUM 9 or 10 debugger there was a window which showed source code and the expanded assembler and which automatically followed the Program Counter. Is there any way to emulate this with BSS? Failing that, is there any problem with using the older debugger with BSS compiler?

5. I've followed Fred's advice and changed all my True and Flase commands to #True_Flag and #False_Flag constants. My next plan was to remove the library which had these commands in it so I would get compile errors to guide me through replacing the other commands with NCS commands. Unfortunately that library is Vallib, which seems to be part of AcidLibs. Is there any way to delete that library. (Before anyone suggests that I manually track down the commands, my MotelManager program consists of a bit of "Glue" and over 400 XINCLUDE statements, all of which are tokenised, so I need a bit of automation).

Thanks in advance for the help

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

1.61 Re: A few Questions

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Mon, 15 Feb 1999 13:36:43 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
=

Subject: Re: A few Questions

Encoding: quoted-printable

On 15-Feb-99, Tony Rolfe set out across the seas with this message:

->1. Is there any Compiler directive which can be used to use different
->code when doing Compile & Run or when doing Create Executable? I
->>want to use NWBStartup with the BSS compiler, but that is only valid
->in executables.

Try this :

```
#EXECUTABLE=3D0 ; Change that to 1 if you're compiling an exe
```

```
#CNIF# #EXECUTABLE=3D0
```

```
#WBStartUp#
```

```
#ELSE#
```

```
#NWBStartUp#
```

```
#CEND#
```

->2. Can you mix and match NCS and Acid commands, like opening an NCS

->screen and using Acid Windows on it, or NCS Gadget lists on Acid

->windows?

If you're clever enuff =3D]

->3. Does anyone have a Blitz Basic cross reference utility which

->works on tokenised code and follows (X)INCLUDE commands? =

->Alternatively, does anyone have source code to translate tokens to

->command names and vice versa?

Ummm, isn't that what the editor does? <grin>

->Thanks in advance for the help

Not too sure I was very helpful, but nps =3D]

-- =

*** CAT TAG *** My dad and I are siamese twins.

-----^_--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| //_____ //___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.62 Re: A few Questions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 14:19:35 +0200

Organization: A97

Subject: Re: A few Questions

Encoding: quoted-printable

On 15-Feb-99, Tony Rolfe wrote:

> 1. Is there any Compiler directive which can be used to use different
> code when doing Compile & Run or when doing Create Executable? I
> want to use NWBStartup with the BSS compiler, but that is only valid
> in executables.

Easy. Don't use NWBStartup it doesn't work at all. (Except under older ve=
rsions of Blitz <1.7 AFAIR)

> 2. Can you mix and match NCS and Acid commands, like opening an NCS
> screen and using Acid Windows on it, or NCS Gadget lists on Acid
> windows?

Of course you can. Although why you'd want to is beyond me.

> 3. Does anyone have a Blitz Basic cross reference utility which
> works on tokenised code and follows (X)INCLUDE commands? =
> Alternatively, does anyone have source code to translate tokens to
> command names and vice versa?

No there isn't. Nor will there ever be. That is the reason all programmer=
s who take themselves seriously allways include an ASCII version of their=
source code with distributions, to avoid tokenisation problems. Blitz2 w=
as never designed with "code shareing" in mind.

> 4. In the BUM 9 or 10 debugger there was a window which showed source
> code and the expanded assembler and which automatically followed the
> Program Counter. Is there any way to emulate this with BSS? Failing
> that, is there any problem with using the older debugger with BSS
> compiler?

Well, the BBS debugger does this allready, in a way.

> 5. I've followed Fred's advice and changed all my True and Flase
> commands to #True_Flag and #False_Flag constants. My next plan was to
> remove the library which had these commands in it so I would get
> compile errors to guide me through replacing the other commands with
> NCS commands. Unfortunately that library is Vallib, which seems to be
> part of AcidLibs. Is there any way to delete that library. (Before
> anyone suggests that I manually track down the commands, my
> MotelManager program consists of a bit of "Glue" and over 400 =
> XINCLUDE statements, all of which are tokenised, so I need a bit of
> automation).

Then you're out of luck. If you "remove" as in delete yor libs files, the=
re is no chance in hell that you'll ever get your program working again (=
Except of course if you get an EXACT copy). "Tokens" are stored in the lib=
raries that use them, and when these libraries are deleted, there is no r=

reference as to what the command might have been. Only manually may you be able to guess what the command was by looking at its syntax. Sorry.

Regards

```
-- =
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|M i k k e l L =F8 k k e l _
^+++)
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Visit : http://members.tripod.com/~FlameDuck
```

1.63 Re: A few questions

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Mon, 15 Feb 1999 21:33:54 -0000

Subject: Re: A few questions

On 16-Feb-99, James L Boyd wrote:

>Well, this is my sin/cos/plotting a circle routine...it's not great,

>but it's the best I can do :)

It's a good accurate routine. You can speed it up on slower machines by using look up tables. But has everyone seen this routine?

WbToScreen 0

Window 0,0,0,320,256,0,"",0,1

DEFTYPE,q x,y

x=120

y=0

WPlot x,y,0

```
For i=0 To 200
x-y/25
y+x/25
WPlot x+160,y+128,1
Next
```

It's very inaccurate (infact it draws a very shallow spiral) but with tweeking and different values depending on your needs it can be very quick.

Tim Hanson
in the Basement,London.

1.64 Re: A few Questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 16 Feb 99 11:43:43 +1000
Subject: Re: A few Questions
Encoding: 8bit

On Mon, 15 Feb 1999 14:19:35 +0200 Mikkel Løkke said:

> On 15-Feb-99, Tony Rolfe wrote:

>

>> 1. Is there any Compiler directive which can be used to use different
>> code when doing Compile & Run or when doing Create Executable? I
>> want to use NWBStartup with the BSS compiler, but that is only valid
>> in executables.

>

> Easy. Don't use NWBStartup it doesn't work at all. (Except under older versions of Blitz <1.7 AFAIR)

>

OK, that's fixed that one.

>> 2. Can you mix and match NCS and Acid commands, like opening an NCS
>> screen and using Acid Windows on it, or NCS Gadget lists on Acid
>> windows?

>

> Of course you can. Although why you'd want to is beyond me.

I want to convert a huge program to NCS, preferable in byte-sized chunks. I don't really want to change all libraries at once - makes debugging a pain.

>

>> 3. Does anyone have a Blitz Basic cross reference utility which
>> works on tokenised code and follows (X)INCLUDE commands?

>> Alternatively, does anyone have source code to translate tokens to
>> command names and vice versa?

>

> No there isn't. Nor will there ever be. That is the reason all
> programmers who take themselves seriously always include an ASCII
> version of their source code with distributions, to avoid
> tokenisation problems. Blitz2 was never designed with "code shareing"
> in mind.

I'm looking to write a cross-reference utility for Blitz Basic. It
will read tokenised source and produce a printout of variable names,
gosubbed routines, commands etc. and list where defined and where
used. It will, obviously, have to dive into your libraries to
determine your token to command relationships, since yours may be
different to mine. So, I need to be able to recognise a Token and
get a command name from the library. Also, I need a Search utility
which can search tokenised code to find all occurrences of a command
in a stack of include files.

>

>> 4. In the BUM 9 or 10 debugger there was a window which showed
>> source code and the expanded assembler and which automatically followed
>> the Program Counter. Is there any way to emulate this with BSS?
>> Failing that, is there any problem with using the older debugger with BSS
>> compiler?

>

> Well, the BBS debugger does this already, in a way.

Can you please explain how. I can't get it to work

>

>> 5. I've followed Fred's advice and changed all my True and False
>> commands to #True_Flag and #False_Flag constants. My next plan
>> was to remove the library which had these commands in it so I would get
>> compile errors to guide me through replacing the other commands
>> with NCS commands. Unfortunately that library is Vallib, which seems
>> to be part of AcidLibs. Is there any way to delete that library.
>> (Before anyone suggests that I manually track down the commands, my
>> MotelManager program consists of a bit of "Glue" and over 400
>> XINCLUDE statements, all of which are tokenised, so I need a bit
>> of automation).

>

> Then you're out of luck. If you "remove" as in delete your libs

> files, there is no chance in hell that you'll ever get your program
> working again (Except of course if you get an EXACT copy). "Tokens"
> are stored in the libraries that use them, and when these libraries
> are deleted, there is no reference as to what the command might have
> been. Only manually may you be able to guess what the command was by
> looking at it's syntax. Sorry.

>

My misexplanation. I was planning to move the library out of the way, rename deflibs and rebuild it. Then when I recompile I get ??? errors for tokens from the "Missing" library. These I can replace with NCS commands or I can examine the offending include file using the "Old" deflibs if I can't work out what the token should have been. As far as I can tell, this is the only way to Guarantee to replace all commands in one library.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

1.65 A few questions

Tue, 16 Feb 1999 06:40:18 PST

X-Originating-IP: [193.217.238.12]

From: "jon lennart berg" <amigafn@hotmail.com>

Subject: A few questions

Date: Tue, 16 Feb 1999 06:40:18 PST

I need the following routines:

1 - a routine to use the system mouse-pointers.

2 - pixel line,circle and oval routine

#2 is a bit tricky, because i want to know where each pixel

is at! I know this was solved in a previous posting to blitz2 (during the summer i think).

Lets say i want to draw a line from 0,0 to 137,160. Easy!

BUT!! i want to use the wplot command!!

Secondly, i want to do the same stuff, except with circles and ovals.

Hope someone is clever enough to solve this! Im no good with sin/cos stuff..

Jon Lennart Berg

Get Your Private, Free Email at <http://www.hotmail.com>

1.66 Re: A few questions

([62.136.32.160] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cpnf-0003gW-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 19:04:52 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 18:20:32 +0000

Subject: Re: A few questions

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.1749042576.3

jon lennart berg churned out *this* drivel :

> Lets say i want to draw a line from 0,0 to 137,160. Easy!

> BUT!! i want to use the wplot command!!

>

> Secondly, i want to do the same stuff, except with circles and ovals.

>

> Hope someone is clever enough to solve this! Im no good with sin/cos

> stuff..

Well, this is my sin/cos/plotting a circle routine...it's not great,

but it's the best I can do :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1749042576.3

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

; crappy Sin/Cos usage

; IMPORTANT!!! Change the screen to suit your system!!!!

; right, draw statement :

; angle = the er,angle

; x = the x point of the centre of the circle

; y = the y point of the centre of the circle

; w = width of circle

; h = height of circle

```

; col = colour
Statement PlotCirclePoint{angle,x,y,w,h,col}
WPlot x+(w*Cos(angle)),y+(h*Sin(angle)),col
End Statement
; set up table, so we don't have to re-calculate Cos & Sin :
Dim x(360),y(360)
For a=0 To 360
x(a)=Cos(a)
y(a)=Sin(a)
Next a
; *** Change screen below to suit! Rush-job! ***
Screen 0,10,"Hello"
Window 0,0,11,640,200,$0,"",1,2
For a=0 To 360 ; go round the circle plotting points
PlotCirclePoint{a,320,100,100,50,1}
Next a
MouseWait:End
--BOUNDARY.1749042576.3--

```

1.67 Re: A few questions

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 17 Feb 1999 01:22:41 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=

Subject: Re: A few questions

Encoding: quoted-printable

On 16-Feb-99, jon lennart berg set out across the seas with this message:=

->Lets say i want to draw a line from 0,0 to 137,160. Easy!

->BUT!! i want to use the wplot command!!

Hmmm, try something like :

```
increment.q=3D137/160
```

```
#For# y.w=3D0 #To# 160
```

```
#WPlot# x.q,y,1
```

```
x+increment
```

```
#Next#
```

```
-- =
```

```
*****
```

```
*** CAT TAG *** "Your face is too wide and your eyes smell." - The Day
```

***** Today

-----^--

_____v_____^___ -- Toby Zuijdveld --

___=ACV. _____/

l) _^___ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! !=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l_| //_____ //___ // [Last updated : 14=B702=B799]

!___/VDTN.v

1.68 Re: A few questions

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 01:28:50 +0500

Subject: Re: A few questions

On 16-Feb-99, jon lennart berg wrote:

C=Hope someone is clever enough to solve this! Im no good with sin/cos

C=stuff..

Who is? I had a tendency of forgetting everything after i did my math exam(s).

So I now know just the bare basics and I'm wondering how I succeeded the exams :-D

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /<http://www.paia.com>

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

<http://www.xs4all.nl/~amorel> \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.69 Re: A few questions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:26:03 +0200

Organization: A97

Subject: Re: A few questions

Encoding: quoted-printable

On 16-Feb-99, jon lennart berg wrote:

[-Stuff that has allready been answered elsewhere left out-]

> Hope someone is clever enough to solve this! Im no good with sin/cos
> stuff..

Oh dear. If you don't know your basic trigonometry, I suggest you get a good book on mathematics, and start studying, because even if you did get the routines, the understanding of how they work is the most impotant thing.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.70 Re: A few questions

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

Date: Thu, 18 Feb 1999 12:05:42 +1300

Subject: Re: A few questions

Encoding: quoted-printable

On 17-Feb-99, Mikkell L=F8kke wrote:

a

> good book on mathematics, and start studying, because even if you did
> get the routines, the understanding of how they work is the most
> impotant thing.


~~~~~ =

Hee, hee, I'm not hassling for the spelling mistake- just the irony that it changed the meaning of the sentence amazingly :)))

-- =

Anton Reinauer <anton@ww.co.nz>

=

## 1.71 Re: A few Questions

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

Date: Thu, 18 Feb 1999 12:50:30 +1300

Subject: Re: A few Questions

On 16-Feb-99, Tony Rolfe wrote:

> I'm looking to write a cross-reference utility for Blitz Basic. It  
> will read tokenised source and produce a printout of variable names,  
> gosubbed routines, commands etc. and list where defined and where  
> used. It will, obviously, have to dive into your libraries to  
> determine your token to command relationships, since yours may be  
> different to mine. So, I need to be able to recognise a Token and  
> get a command name from the library. Also, I need a Search utility  
> which can search tokenised code to find all occurrences of a command  
> in a stack of include files.

There was docs with Blitz for creating Blitz libs- maybe they might help.

--

Anton Reinauer <anton@ww.co.nz>

## 1.72 Re: A few questions

for scott@online.u-net.com; Sat, 20 Feb 1999 14:58:47 +0000

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 20 Feb 1999 08:54:24 +0500

Subject: Re: A few questions

On 18-Feb-99, Anton Reinauer flashed:

>> good book on mathematics, and start studying, because even if you did  
>> get the routines, the understanding of how they work is the most  
>> important thing.

> ~~~~~

> Hee, hee, I'm not hassling for the spelling mistake- just the irony  
> that it changed the meaning of the sentence amazingly :)))

DOWN, BOY! DOWN!

;) )

Donovan Reeve (bubby.lnk@ispi.net)

---



Date: Tue, 16 Feb 1999 20:59:23 +0100

Organization: Airsoft Softwair

Subject: Aaaaaaargh! Blitz List Rules

Hey !!

This list seems to go mad the last days. So here are some rules which everyone should consider to comply.

---- Blitz Rules ----

- 1) Don`t send messages over 30kb in size or ask if you want to send a big email!
- 2) Reply only directly to the list if it`s interesting for the users on the list. If you just want to tell someone `hello` reply to his mailbox!
- 3) No spamming on this list please!
- 4) Avoid off-topic discussions!

---- End Blitz Rules ----

!!! Please no more 130kb mails and GUIs to the list !!!!

Special hellos to Gareth & Loki.

--

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

## 1.75 Re: Aaaaaaargh! Blitz List Rules

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 16:50:43 +0200

Organization: A97

Subject: Re: Aaaaaaargh! Blitz List Rules

Encoding: quoted-printable

---

Hello Andreas.

On 16-Feb-99, Andreas Falkenhahn wrote:

> This list seems to go mad the last days. So here  
> are some rules which everyone should consider  
> to comply.

I think merely considering complying is not good enough.

> ---- Blitz Rules ----

> 1) Don't send messages over 30kb in size or ask  
> if you want to send a big email!

30kb ? A little low, don't you think ?

> 2) Reply only directly to the list if it's interesting  
> for the users on the list. If you just want to tell  
> someone 'hello' reply to his mailbox!

Except ofcourse, if you don't have his E-mail address...

> 3) No spamming on this list please!

This is not done by the people on the list, but from people from the outside. However I remember reading somewhere that it is okay to "promote" your own software here.... =

> 4) Avoid off-topic discussions! =

Heheh, this is never going to happen. A place where you have creative people with strong opinions, off topic discussions will always take place.

> ---- End Blitz Rules ----

> !!! Please no more 130kb mails and GUIs to the list !!!!

Sissy :o)

> Special hellos to Gareth & Loki. =

You don't have to single them out, I'm sure we all know who "did it" and maybe they were not aware that sending "huge" messages to mailinglists is a "don't". I wasn't aware of it way back on FIDO net, when I first joined. (Although it was quickly put to my attention.) :o)

Regards

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something important that was big, I thought you all should see,  
or need to know about, I wouldn't hesitate to send it, regardless  
of whether I get replies from people, just wingeing at me.

But only if it's really important to me, or the list from now on.

And the other 2 100Kish mails that were posted recently were  
obviously important to the authors,...

\*So stop wingeing,..(those who are, not you Mikkel) and just put\*

\*Pre-Selection ON `Always' in YAM and delete the bloody things!\*

\*SIMPLE SOLUTION!\*

ML>>> ---- Blitz Rules ----

ML>>

ML>>> 1) Don't send messages over 30kb in size or ask

ML>>> if you want to send a big email!

ML>>

ML>> 30kb ? A little low, don't you think ?

Dont matter, people arnt going to follow them if they think it  
is important :)

ML>>> 2) Reply only directly to the list if it's interesting

ML>>> for the users on the list. If you just want to tell

ML>>> someone 'hello' reply to his mailbox!

ML>>

ML>> Except ofcourse, if you don't have his E-mail address...

Umm, yeah.

ML>>> 3) No spamming on this list please!

ML>>

ML>> This is not done by the people on the list, but from people from the

ML>> outside. However I remember reading somewhere that it is okay to

ML>> "promote" yor own software here....

And me,.. and so it should be, it's a programming list, and it's nice  
to hear of completed projects from other Blitz users :)

ML>>> 4) Avoid off-topic discussions!

ML>>

ML>> Heheh, this is never going to happen. A place where you have creative

ML>> people with strong opinions, off topic discussions will allways take

ML>> place.

Spot on.

ML>>> ---- End Blitz Rules ----

ML>>

ML>>> !!! Please no more 130kb mails and GUIs to the list !!!!

ML>>

ML>> Sissy :o)

Ahahahahahahah!, Yeah!

ML>>> Special hellos to Gareth & Loki.

ML>>

ML>> You don't have to single them out, I'm sure we all know who "did it" and

ML>> maybe they where not aware that sending "huge" messages to mailinglists

ML>> is a "don't". I wasn't aware of it way back on FIDO net, when I first

ML>> joined. (Although it was quickly put to my attention.) :o)

TWAZ ME!,... .. Yeah! woo,. just say it out load,. I dont give a s\*^t,

And why is it a `dont'? Cos there are no official rules on this list,

it's obviously NOT a `Dont', there was a good reason for not having

a limit, the way I see it,.. :) On a list where there are RULES

(proper rules) yeah it's a `Dont'.. but not this one m8y :)

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.77 Re: Aaaaaaargh! Blitz List Rules (STOP BITCHING!!)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 17:13:14 +0300

Subject: Re: Aaaaaaargh! Blitz List Rules (STOP BITCHING!!)

Encoding: quoted-printable

On 17-Feb-99, Loki wrote.

> \*So stop wingeing,..(those who are, not you Mikkel) and just put\*

> \*Pre-Selection ON `Always` in YAM and delete the bloody things!\*

> \*SIMPLE SOLUTION!\*

Well You can set even to be activated if the mail is bigger than <your limit>

So if you have a problem of huge source etc attachments then just use preselecting in over say 15k mails. You can see the subject and if it is interesting then you can download it, or else just delete it!

How many times people have tried this thing out? was it 10th or something=  
=2E

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L  
EMail: sami.naatanen@dlc.fi

## 1.78 Re: Aaaaarrgghhh etc.

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Wed, 17 Feb 1999 18:46:08 +0100

Organization: Joker Developments

Subject: Re: Aaaaarrgghhh etc.

Hi,

Spot on about the non-existent rules!

And what you singlin' me out for? My proggy was very much in need of testing, so i thought it was important that I gave it to people for testing. OK?

Anyway, on a calmer note, check out my website (it takes ages to download) and get the Reservoir Dogz game (it's done is AM\*S)

I heard of a proggy to convert AM\*S progs to Blitz. Is there one?

CYA!

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

---



## 1.79 Re: Aaaaarrgghhh etc.

[[62.136.88.117] helo=194.152.64.35 ident=disaintcool)  
by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 10DCWa-0003Iv-00  
for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 19:20:44 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Wed, 17 Feb 1999 19:22:53 +0100  
Organization: Satanic Dreams Software.  
Subject: Re: Aaaaarrgghhh etc.

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 17-Feb-99 you mailed me about: Re: Aaaaarrgghhh etc.! So I ma reply`in...

GG>> Hi,

GG>> Spot on about the non-existent rules!

GG>> And what you singlin' me out for? My proggy was very much in need of

GG>> testing, so i thought it was important that I gave it to people for

GG>> testing. OK?

Exactly! This is what I was on about,..

People who dont like it should use the Pre-Selection options in YAM  
and just delete large mail... it`s simple enough.

GG>> Anyway, on a calmer note, check out my website (it takes ages to

GG>> download) and get the Reservoir Dogz game (it`s done is AM\*S) I heard of

GG>> a proggy to convert AM\*S progs to Blitz. Is there one?

I`ll go see soon :) ta, byee

GG>> CYA!

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

### 1.80 Re: Aaaaarrgghhh etc.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:20:20 +0200

Organization: A97

Subject: Re: Aaaaarrgghhh etc.

Encoding: quoted-printable

Hello Gareth.

On 17-Feb-99, Gareth Griffiths wrote:

> And what you singlin' me out for? My proggy was very much in need of  
> testing, so i thought it was important that I gave it to people for  
> testing. OK?

Yes, but why did you give it to a buunch of programmers to Beta test ? I =  
for one couldn't care less. I suggest you get yourself a team of "real" b=  
etatesters, since most people on this list are too busy with their own pr=  
ojects to do extensive Beta testing. (IMHO)

> Anyway, on a calmer note, check out my website (it takes ages to downlo=  
ad)

> and get the Reservoir Dogz game (it's done is AM\*S) =

Sorry, my AMiGA has an alergy to AMoS programs.

> I heard of a proggy to convert AM\*S progs to Blitz. Is there one?

Yes there is, I hear it's crap tho'...

Regards

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I know this, cuz I stripped out all the extra patches and stuff I was playing around with : I have stripped the deflibs down to dos and graphics libs, I have reverted back to the original monitor drivers after I installed some funky new patches (700x280 standard PAL HiRes anyone?:), stripped myself of a startup-sequence, stripped -all- of my blitz pref files (!:blitzopts.whatever, envarc:ted.prefs envarc:bbdbug.prefs), so, basically, that's about the barest minimum I can strip myself down to ;) (no clothing jokes people;)

I know there is nothing you people can do, I just thought it'd brighten your days to let you know how annoying mine has been recently =3D]

Oh, come to think of it, while I'm still offline =3D], I looked on aminet=

for

the cgfx sdk (searched for cybergraphics, sdk and cgfx) and unless it's inside

the Imeg installation ;], I couldn't find it... can somebody please just=

pass

me the damn fd file. Don't need the actual library, do I...

TIA, and CYA =3D]

-- =

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\*\*\* CAT TAG \*\*\* Shin - Device for finding furniture in the dark

\*\*\*\*\*

-----^--

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.83 Re: AARRGG!!

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Thu, 18 Feb 1999 15:49:08 +0500

Subject: Re: AARRGG!!

On 18-Feb-99, Toby Zuijdveld wrote:

C=graphics libs, I have reverted back to the original monitor drivers

C=after I installed some funky new patches (700x280 standard PAL HiRes

C=anyone?:), stripped myself of a startup-sequence, stripped -all- of my

Hm, me? ;-) I have 724-283 PAL Hires, thats the max overscan in case you wondered :-D

Talking about overscan. Why dont many games programmers use max overscan(max meaning the absolute maximum, so covering the whole screen and beyond(if your monitor`s spacing knobs arent set to crunch the image problems, so its not that hard. Though I havent figured to use max overscan in Blitz really, havent tried that hard too as my programming interests r a bit different for now.

Regards

--

Jeroen(and Wendy ;-) -\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

## 1.84 Re: AARRGG!!

([62.136.97.54] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DTAX-00075D-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 13:07:06 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 12:23:30 +0000

Subject: Re: AARRGG!!

Toby Zuijdveld churned out \*this\* drivel :

> inside the 1meg installation ;], I couldn't find it... can somebody please

> just pass me the damn fd file. Don't need the actual library, do I...

You /will/ need the library unless it's already installed...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(http://surf.to/all-hail/)

## 1.85 Re: AARRGG!!

([62.136.111.234] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DYhe-0001TH-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 19:01:38 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 18:51:04 +0000

Subject: Re: AARRGG!!

Toby Zuijdveld churned out \*this\* drivel :

> On 18-Feb-99, James L Boyd set out across the seas with this message:

>

> ->> inside the 1meg installation ;], I couldn't find it... can

> ->> just pass me the damn fd file. Don't need the actual library, do

>

> ->You /will/ need the library unless it's already installed...

>

> Then can somebody pass me the fd file \*and\* the library, pretty please? =]

I found this on Aminet :

<http://www.aminet.net/pub/aminet/dev/misc/CGraphX-DevKit.lha>

This is on Amiga Format's CD32, but doesn't seem to contain the cybergraphics.library (pretty stupid), but there was another archive on there which should have it (I forgot to get the URL for it). Type cgraphx into an Aminet search and you'll get it...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.86 Re: AARRGG!!

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Fri, 19 Feb 1999 00:53:04 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=

Subject: Re: AARRGG!!

Encoding: quoted-printable

---

On 18-Feb-99, James L Boyd set out across the seas with this message:

->> inside the 1meg installation ;], I couldn't find it... can

->> just pass me the damn fd file. Don't need the actual library, do

->You /will/ need the library unless it's already installed...

Then can somebody pass me the fd file \*and\* the library, pretty please? =

=3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* (A)bort, (R)etry, (P)anic

\*\*\*\*\*

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\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_\_ =ACV. \_\_\_\_\_ /

l) \_^\_\_\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! l =AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| // \_\_\_\_\_ // \_\_\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_\_/VDTN.V

## 1.87 Re: AARRGG!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:01:09 +0200

Organization: A97

Subject: Re: AARRGG!!

Encoding: quoted-printable

Hello Toby.

On 18-Feb-99, Toby Zuijdveld wrote:

> Just thought you'd all like to know the debugger is a piece of... =3D]=

I think most people are aware of that by now :o) Anyways I have the (late=  
st ?) RWE debugger and I only rarely have any problems with it, that aren=  
't my fault.

> I reinstalled the old graphics.libraries to no effect, so unless I

> changed the dos libraries somehow sometime there is absolutely -no-

> reason for my debugger to start crashing now... grrrrrrrrrrrrrrrr

Try reinstalling the debugger.... (Did you know that PC owners have a ter=  
m called "re-establishment" it means formating your harddrive and installi=  
ng everything over again. It's recommended you do it at least once a year=

=2E And you guys thought we had it tough. In this matter I should mention=
that most "modern" PC applications use several hundreds of Megabyte spac=
e, and take quite a while to install)

- > I know this, cuz I stripped out all the extra patches and stuff I was
- > playing around with : I have stripped the deflibs down to dos and
- > graphics libs, I have reverted back to the original monitor drivers
- > after I installed some funky new patches (700x280 standard PAL HiRes
- > anyone?:), stripped myself of a startup-sequence, stripped -all- of my
- > blitz pref files (!:blitzopts.whatever, envarc:ted.prefs
- > envarc:bbdbug.prefs), so, basically, that's about the barest minimum I
- > can strip myself down to ;] (no clothing jokes people;)

Maybe that's the problem ? Since it's no longer patched, it doesn't work =
? :o)

> I know there is nothing you people can do, I just thought it'd brighten=
> your days to let you know how annoying mine has been recently =3D]

Thanks, that's very considerate of you :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=



**1.88 Re: AARRGG!!**

for scott@online.u-net.com; Fri, 19 Feb 1999 02:32:40 +0000

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:12:19 +0200

Organization: A97

Subject: Re: AARRGG!!

Encoding: quoted-printable

Hello amorel.

On 18-Feb-99, amorel wrote:

> C=3Dgraphics libs, I have reverted back to the original monitor drivers=

> C=3Dafter I installed some funky new patches (700x280 standard PAL HiRe=

s

> C=3Danyone?:), stripped myself of a startup-sequence, stripped -all- of=

my

> Hm, me? ;-) I have 724-283 PAL Hires, thats the max overscan in case yo=

u

> wondered :-D

> Talking about overscan. Why dont many games programmers use max

> overscan(max meaning the absolute maximum, so covering the whole screen=

> and beyond(if your monitor`s spacing knobs arent set to crunch the imag=

e

> :). I know settlers uses a satisfyingly nice overscan resolution withou=

t

> problems, so its not that hard. Though I havent figured to use max

> overscan in Blitz really, havent tried that hard too as my programming

> interests r a bit different for now.

Because Overscan is used for TV screens. If you have your monitor setup c=

orrectly, the "No overscan" should be corner to corner.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

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### 1.89 Re: AARRGG!!

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Fri, 19 Feb 1999 02:30:07 +0200  
Organization: A97  
Subject: Re: AARRGG!!  
Encoding: quoted-printable

Hello James.  
On 18-Feb-99, James L Boyd wrote:  
> I found this on Aminet :  
> <http://www.aminet.net/pub/aminet/dev/misc/CGraphX-DevKit.lha> =  
> This is on Amiga Format's CD32, but doesn't seem to contain the  
Hrmmm, CD32 ? An interesting coincidence, don't you think ?

Regards  
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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.90 Re: AARRGG!!

From: amorel <amorel@xs4all.nl>

Date: Fri, 19 Feb 1999 23:26:45 +0500

Subject: Re: AARRGG!!

Encoding: quoted-printable

On 19-Feb-99, Mikkel L=F8kke wrote:

C=3DBecause Overscan is used for TV screens. If you have your monitor set=  
up

C=3Dcorrectly, the "No overscan" should be corner to corner.

You mean that one shouldnt use overscan the fullest? I know I will,

whatever the monitor(driver). Just shrink the image till max overscan fit=  
s

s

the whole screen. Its there, so better use it :-)

Ok it makes some games look a bit smaller, but if its a modern good game =

you

can

make it adapt to (almost) any screendmode you wish to use. Quakeppc does,=

it uses my obverscan settings without problems.

I know what overscan is meant for, but its a nice and easy way to increas=  
e

e

your resolution.

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \ \ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P \ \ /Fatman analogue synth :D

Music for your game/demo/release? \ \ / <http://www.paia.com>

Contact me! amorel@xs4all.nl \ \ /Check my (aged) music on =

<http://www.xs4all.nl/~amorel> \ \ /aminet or at my homepage. =

-\*Coming soon, the first release of a new multiformat song/sound player\*-=

=

=

## 1.91 Re: AARRGG!!

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

Date: Fri, 19 Feb 1999 18:13:00 -0500

Subject: Re: AARRGG!!

Hi amorel

On 18-Feb-99, amorel wrote:

>

> Talking about overscan. Why dont many games programmers use max  
> overscan(max meaning the absolute maximum, so covering the whole screen  
> and beyond(if your monitor`s spacing knobs arent set to crunch the image  
> :). I know settlers uses a satisfyingly nice overscan resolution without  
> problems, so its not that hard. Though I havent figured to use max  
> overscan in Blitz really, havent tried that hard too as my programming  
> interests r a bit different for now.

It`s easy to set the overscan if you open your screen with a taglist.

But it might require a lot of work for a game, as you would need to have  
everything be able to re-calculate itself to go with the selected screen  
size.

You can`t just set it to maximum overscan, because then part of the game  
would be in-accessable on some systems...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.92 Re: AARRGG!!

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 11:06:33 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=

Subject: Re: AARRGG!!

Encoding: quoted-printable

On 18-Feb-99, James L Boyd set out across the seas with this message:

->> ->> inside the 1meg installation ;], I couldn`t find it... can

->> ->> just pass me the damn fd file. Don`t need the actual library, do

->> =

->> ->You /will/ need the library unless it`s already installed...

```

->> =
->> Then can somebody pass me the fd file *and* the library, pretty
->I found this on Aminet :
->http://www.aminet.net/pub/aminet/dev/misc/CGraphX-DevKit.lha =
Pah! no 'yber' ;) Cheers dude I'll grab that now... =3D]
-- =
*****
*** CAT TAG *** Rimmer: What about the Rimmer Directive, which states,
***** "Never tangle with anything that's got with more teeth
than the entire Osmond family"?
-----^_
          v          ^_ -- Toby Zuijdveld --
\___ =ACV. _____ /
l) ^___ v\ -EMail : mailto:hotcakes@abacus.net.au-
!! |=AC\\ - HTTP : http://abacus.net.au/hotcakes
|_| //___ //___ // [ Last updated : 14=B702=B799 ]
!___/VDTN.V

```

### 1.93 Re: AARRGG!!

```

From: Toby Zuijdveld <hotcakes@abacus.net.au>
Blitz List <blitz-list@netsoc.ucd.ie>
Date: Sat, 20 Feb 1999 13:02:25 +0500
Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Re: AARRGG!!
Encoding: quoted-printable

On 18-Feb-99, amorel set out across the seas with this message:
->C=3Dgraphics libs, I have reverted back to the original monitor drivers=
->C=3Dafter I installed some funky new patches (700x280 standard PAL HiRe=
s
->C=3Danyone?:), stripped myself of a startup-sequence, stripped -all- of=
->Hm, me? ;-) I have 724-283 PAL Hires, thats the max overscan in case
->wondered :-D

Lordy, I don't even wanna /think/ about what my max overscan is now ;)

```

```

-- =
*****
*** CAT TAG *** Apathy Error: Don't bother striking any key.
*****
-----^_

```

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
\\\_\_\_ =ACV. \_\_\_\_\_ /  
l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
!! |=AC\\ \\ - HTTP : http://abacus.net.au/hotcakes  
|\_\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]  
!\_\_\_/ \DTN.V

## 1.94 Re: AARRGG!!

for scott@online.u-net.com; Mon, 22 Feb 1999 09:39:37 +0000

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

Date: Mon, 22 Feb 1999 22:12:14 +1300

Subject: Re: AARRGG!!

On 18-Feb-99, Toby Zuijdveld wrote:

I installed some funky new patches (700x280 standard PAL HiRes  
> anyone?:), stripped myself of a startup-sequence, stripped -all- of my  
> blitz pref files (!:blitzopts.whatever, envarc:ted.prefs  
> envarc:bbdbug.prefs), so, basically, that's about the barest minimum I  
> can strip myself down to ;) (no clothing jokes people;)

Can you dump the prefs files- they might be causing grief!

--

Anton Reinauer <anton@ww.co.nz>

## 1.95 Re: AARRGG!!

for scott@online.u-net.com; Tue, 23 Feb 1999 00:04:40 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:51:24 +0200

Organization: M2 productions

Subject: Re: AARRGG!!

Encoding: 8bit

Hello amorel.

On 19-Feb-99, amorel wrote:

> On 19-Feb-99, Mikkel Løkke wrote:

> C=Because Overscan is used for TV screens. If you have your monitor setup

> C=correctly, the "No overscan" should be corner to corner.

> You mean that one shouldnt use overscan the fullest? I know I will,

> whatever the monitor(driver). Just shrink the image till max overscan fits  
 > the whole screen. Its there, so better use it :-)  
 I don't get it.  
 > Ok it makes some games look a bit smaller, but if its a modern good game you  
 > can  
 > make it adapt to (almost) any screendmode you wish to use. Quakeppc does,  
 > it uses my obverscan settings without problems.

Quake is a 3D game. It's easier to render 3D games to use whatever screen size you want (PC Quake also does this) scaling alot of 2D bitmaps (up or down) is a sure way to make your game unplayable.

> I know what overscan is meant for, but its a nice and easy way to increase  
 > your resolution.

Easy ? Yes, Nice only if your game is 3D.

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

**1.96 Re: AARRGG!!**

for scott@online.u-net.com; Tue, 23 Feb 1999 21:02:37 +0000

From: amorel <amorel@xs4all.nl>

Date: Tue, 23 Feb 1999 04:19:20 +0500

Subject: Re: AARRGG!!

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke wrote:

C=3DI don't get it.

I meant that u should shrink your monitor image with the `spacing`  
buttons/pots or something, until (max) overscan on the resolution used(no=  
t

all resolutions have overscan of course) fits the screen nicely(mostly  
full screen). Do you get it?

C=3DQuake is a 3D game. It's easier to render 3D games to use whatever sc=  
reen  
size

C=3Dyou want (PC Quake also does this) scaling alot of 2D bitmaps (up or =  
down)

is

C=3DA sure way to make your game unplayable.

I know, for (2d) games not supporting overscan it'll just stay as it is o=  
f

course. =

Settlers for example uses almost max overscan, but the outer lines of the=  
screen are covered by a `border` just like a `list` of a painting. But  
still the screen where the action is in is bigger than normal pal lowres.=

C=3DEasy ? Yes, Nice only if your game is 3D.

I meant easy mostly in reference to the OS. I mean big 724-283 overscan o=  
n my

1084 pal hires resolution is better than standard 640-256.

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on =

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage. =

-\*Coming soon, the first release of a new multiformat song/sound player\*-=

=

=



### 1.97 Re: acid shapes

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 23:32:55 +0200

Organization: A97

Subject: Re: acid shapes

Encoding: quoted-printable

Hello Andreas.

On 15-Feb-99, Andreas Falkenhahn wrote:

> Anyone got some doc about the acid shape format...?

> I'd like to program a datatype for it!

It's it in that little white booklet that goes with Blitz ? I can't remember anymore, coz I've managed to lose it, but I think I remember something about it. Anyway, Blitz shapes don't have palette's so the result is going to look crap. Good luck anyway.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.98 acid shapes

via sendmail with P:esmtplib/R:inet\_hosts/T:smtp

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

id <m10C9oj-002pAvC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 14 Feb 1999 23:15:09 +0100 (MET)

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

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

Date: Sun, 14 Feb 1999 23:01:37 +0100

Organization: Airsoft Softwair

Subject: acid shapes

Hi !!

Anyone got some doc about the acid shape format...?

I'd like to program a datatype for it!

--

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

## 1.99 Re: acid shapes

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Mon, 15 Feb 1999 12:38:01 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: acid shapes

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> Anyone got some doc about the acid shape format...?

->> I'd like to program a datatype for it!

->It's in that little white booklet that goes with Blitz ? I can't

->anymore, coz I've managed to lose it, but I think I remember

->it. Anyway, Blitz shapes don't have palette's so the result is

->crap. Good luck anyway.

Hmmm, maybe he should code a datatype for RI Shapes instead =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Have you hugged your motherboard today?

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>

!! !=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| //\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.100 AHI (again :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 24 Feb 1999 11:42:38 +0000

id 10Fce6-0006ZB-00; Wed, 24 Feb 1999 11:38:31 +0000

From: Anthony Sherratt <[shezzor@asp.u-net.com](mailto:shezzor@asp.u-net.com)>

Date: Tue, 23 Feb 1999 18:37:41 -0000

Organization: ASP/Warrington

Subject: AHI (again :)

Encoding: quoted-printable

Hi all,

Right I've found the AHI source code by Paul Burkley for Blitz, but the example code doesnt work. When I mean it doesnt work I mean it doesnt play the sound.

=46rom what I can figure out, it seems to setup AHI no problem and even allows the selection of the output, but it doesnt play any sound.

Any Ideas ?

Thanks

Anthony Sherratt =

PS - The included sound is cartman from SouthPark, if that helps :o)

-- =

-----  
| ASP Software - <http://www.asp.u-net.com> |

)------(

| CURRENT GAMES | ICQ Num : 16295659 |  
|-----(  
| =B7 Survivors DX - [#####=3D--]85% |  
| =B7 Conquest - [#=3D-----]10% |  
|-----

### 1.101 Re: AHI (again :)

for scott@online.u-net.com; Wed, 24 Feb 1999 16:29:46 +0000  
for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 16:25:39 +0000  
for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 16:24:27 +0000  
Date: Wed, 24 Feb 1999 15:55:50 +0000  
From: Paul Burkey <burkey@bigfoot.com>  
X-Accept-Language: en  
Subject: Re: AHI (again :)  
Encoding: 7bit

Anthony Sherratt wrote:

> Right I've found the AHI source code by Paul Burkley for  
> Blitz, but the example code doesnt work. When I mean it  
> doesnt work I mean it doesnt play the sound.  
> From what I can figure out, it seems to setup AHI no  
> problem and even allows the selection of the output,  
> but it doesnt play any sound.

This is the main reason I hid the example code away on a page that not many people discover. :) The example code works fine depending on what blitz setup you have. I think I sent a copy to Daniel Allsopp a few months ago and he had your problem too. He then changed his "acidlibs" file and it started working. This is typical of the kind of thing that happened when I first released this stuff. There`s certainly a BIG non-standard thing going on regarding different versions of acidlibs. Mine is 272,860 bytes long.

So, the problem is always with your blitz setup OR the unlikely event that your AHI setup isn`t good enough. I can only presume that AHI is fully working on your system with other games/apps. The problem with the code might be with the Blitz LoadSound command which is really only there so I didn`t have to write a custom loadsample function. I used this AHI code in an older version of Foundation and nobody had any problems with it.

However the samples in my game are a custom format so they  
dont use the LoadSound command.

> PS - The included sound is cartman from SouthPark,

> if that helps :o)

Kick ass! :)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.102 Re: AHI (again :)

for scott@online.u-net.com; Wed, 24 Feb 1999 17:41:53 +0000

24 Feb 99 17:39:47 0

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

Organization: The Robert Gordon University, E&EE

Date: Wed, 24 Feb 1999 17:39:33 -0000

Subject: Re: AHI (again :)

--Message-Boundary-8891

encoding: Quoted-printable

Content-description: Mail message body

On 24 Feb 99, at 15:55, Paul Burkey wrote:

> released this stuff. There`s certainly a BIG non-standard thing

> going on regarding different versions of acidlibs. Mine is

> 272,860 bytes long.

That could be the third parameter problem with Blitz functions, most likel=  
y as

its normally OS newtypes that have a hand in it. Julian Kinraid wrote a fi=  
x for

it, I`ve attached his mail to the bottom of this message (and the files yo=  
u

need).

> > PS - The included sound is cartman from SouthPark,

> > if that helps :o)

> Kick ass! :)

Oh my god, they killed Burkey!!! ;)

----- Julian`s message

There is a bug in Blitz, that appears when a Statement/Function with  
more than three parameters has to allocate more than 4 bytes for a

---

variable. This is an example -

```
Statement test{one.w, two.w, three.w, four.w }
```

```
DEFTYPE.Gadget gad
```

```
Nprint three
```

```
End Statement
```

```
test{ 1,2,3,4 }
```

The output of this program might be '65534'.

The good news is that it can be fixed. Firstly, BACKUP your blitz2:acidlibs file. Then unarchive the included file to ram:. Open a shell and type -

```
CD Ram:
```

```
Changelib PROGDIR: staticslib.obj
```

```
Begone bug! (don't type that :)
```

```
--
```

Julian Kinraid

```
l) ^ V ][ l) Ml =A9 M ][ M N
```

```
dmcminn@house-of-mojo.freemove.co.uk
```

```
http://members.xoom.com/David_McMinn
```

I don't suffer from stress. I'm a carrier.

```
--Message-Boundary-8891
```

```
Content-disposition: inline
```

```
Content-description: Attachment information.
```

The following section of this message contains a file attachment prepared for transmission using the Internet MIME message format.

If you are using Pegasus Mail, or any another MIME-compliant system, you should be able to save it or view it from within your mailer.

If you cannot, please ask your system administrator for assistance.

```
---- File information -----
```

```
File: Blitzfix.lzx
```

```
Date: 24 Feb 1999, 17:16
```

```
Size: 6217 bytes.
```

```
Type: Unknown
```

```
--Message-Boundary-8891
```

```
Content-disposition: attachment; filename="Blitzfix.lzx"
```

```
encoding: BASE64
```

```
TFpYAAwACgQAAA8AvDAAAAAAAAAKAgEAAoAABA3PhrfxZTnLDz78wljaGFuZ2VsaWIPANAA
```

```
AADkFwAACgIBAAyKAACHOJ4MSC9XY2tk/nIOc3RhdGljc2xpYi5vYmpGSVhFRFCFXkwRZYYgA
```

```
JBo4oZEDggAA3/to9XrPs9RLditj3z6PPaWqlu3IpmulXd4cK3NH62pxQi1cjFLCiNNtNOuO
```

```
nVd5P406w7jGcYyGGDJIIw64wgFdZIdyHA26xCvJVJcYo4x8rhi1GONIvs5AARmUA6IAQCs
```

gIX+d1993n92Pu/pu4sF6ZgzPrM7szOzuwXtYCvvszM8ztunTDBe0BHTSdNObWk8TFBgawBp  
M9OnTSagvCQXaW00mpgphhuQHNTUohiK5mEekg0LxME8RBsk1AD1C8FDPMQQ4jseMWfgt+Cn  
4Kfh56Dd/GABNvTI2AeBTphliSzSr5TgBqgfQfw1opcDTIPk5hAKPSorSBRnC/T/YyrcPwT7  
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qvmBQfBA659itUvAmqbcy2/pY8l8cZJwmilNIC256g61ilzST04xJ7YeppIH8bPW3cCub32l  
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FyfVzsRhmAD4JLNzXAs2CH/1fdZ85SqjdlamVwIPqgtBe/tuafQJWmb8L7M4cjbwqyPY8cC1

AaxLANYP3tCDSZMMFdTen02ECsD7J2vkJ5mp3cajeRYmWBIYtwzHEtInwrwgd8RDHPI4qZPY  
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lfZAzGZ5ixoYTG1mLsU3RdThukMNbpXIXP6gfwQvouz8+OYJEEbhcH9j+Ownigp1QGn7WRSh  
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/2xgleCZzyQxM4f7eK8OEs2jH17r/JCZFNWyaJU8kN2muJXwHfs+sS6W2gOXxyKGNL1JMU  
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ZsA6WdBbmDF3CiqYzWwDIKb5/hudw5yOTvyd405uauPNY4BdHBwETTBxRBUMjFFoxgSO5lqZ  
FJY06YImJJOcwtBZFGszLThx+Xk7UrLqINdKUgnpw5jbnlz1nsjb77qd3D9ZwuNOJbnS7L+M  
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bF70xzozZcHp7k2MArtrHvLcCV7vvdGdEk7Fb6tZPcOcg8ckuhyvuG0KQEX30OfqmTRfMPw  
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xBg4Qc+eLb2GA7DYMj0CDrFg2lrKQj40b8UOmIGWohhLNP4F+GmjeP8BwRv1LBdUDNmj772v  
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V9KeAWoAAA==

--Message-Boundary-8891--

## 1.103 Re: AHI (again :)

for scott@online.u-net.com; Thu, 25 Feb 1999 00:50:08 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 00:49:14 +0000

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

Date: Wed, 24 Feb 1999 21:13:37 +0000

Subject: Re: AHI (again :)

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.139896072.1

Hi Paul,

On 24-Feb-99, you wrote:

> The problem with the code might be with the Blitz LoadSound  
> command which is really only there so I didn't have to write  
> a custom loadsample function. I used this AHI code in an older  
> version of Foundation and nobody had any problems with it.  
> However the samples in my game are a custom format so they  
> dont use the LoadSound command.

Attached is a small routine I coded to load sounds that are bigger than 128k and play them with Pauls AHI routines. Just insert this Function into the other AHI functions and call it.

Of course, you'll have to Cut and Paste the NEWTYPE.vhdr to the top of the code where the other NEWTYPES are but it works.

Currently it uses banks for its data, this is the only way I could figure out how to do it at the time. I'm working on a better version that doesn't use banks atm if you want to wait for that!

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

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

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

--BOUNDARY.139896072.1

Content-Disposition: attachment; filename="ahi\_load.asc"

Encoding: quoted-printable

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```

NEWTYPE.vhdr
oneShotHiSamples.l
repeatHiSamples.l
samplesPerHiCycle.l
samplesPerSec.w
ctOctave.b
sCompression.b
vol.l
End NEWTYPE
=2EAHILoadSound
;*-----=
-----*
;*
;* NAME
;* AHILoadSound - Load a sound for use with AHI
;*
;* INPUTS
;* sound_num.w - A numeric ID that refers to a sound
;*
;*-----=
-----*
Statement AHILoadSound{sound_num.w,soundfile$}
SHARED sample(),*actrl.AHIAudioCtrl,AHIinfo
;
If AHIinfo\AHI<>#NoAudio ; if Audio is turned off, do nothing.
;
;AHIUnload{sound_num} ; ensure that this AHI Sound is empty
FreeBank sound_num
;
If AHIinfo\AHI=3D#AHIAudio
If Exists(soundfile$)
; Banks are now the equivalent of LoadSound, flush them & lose the
sample.
LoadBank sound_num,soundfile$, $10005
samp_addr.l=3DBankLoc(sound_num)
samp_size.l=3D0
If Peek.l(samp_addr)=3DCv1("FORM")
samp_addr+4
file_len.l=3DPeek.l(samp_addr) ; Get length of file

```

---

```
file_len+4 ; Add first 4 bytes to length
samp_addr+4
file_type$=3DPeek$(samp_addr,4)
If file_type$<>"8SVX"
If file_type$<>"16SV"
req=3DRequest("Audio Error...", "Not a valid sound file"+Chr=
$(10)+soundfile$, "Ok")
AHIFlush{ }
End
End If
End If
; Everything has checked out OK, it's an IFF SVX sound file!!
; Store current address for looking for different chunks!
store_addr.l=3Dsamp_addr
; Look for sample information
Repeat
samp_addr+4
Until Peek.l(samp_addr)=3DCv1("VHDR")
samp_addr+4 ; Skip past VHDR header
vhdr_len.l=3DPeek.l(samp_addr) ; Get length of VHDR data and c=
heck with Newtype size
If vhdr_len<SizeOf.vhdr
req=3DRequest("Audio Error...", "Incomplete VHDR chunk"+Chr$(1=
0)+soundfile$, "Ok")
AHIFlush{ }
End
End If
samp_addr+4
vhdr_data.vhdr\oneShotHiSamples=3DPeek.l(samp_addr)
samp_addr+4
vhdr_data.vhdr\repeatHiSamples=3DPeek.l(samp_addr)
samp_addr+4
vhdr_data.vhdr\samplesPerHiCycle=3DPeek.l(samp_addr)
samp_addr+4
vhdr_data.vhdr\samplesPerSec=3DPeek.w(samp_addr)
samp_addr+2
vhdr_data.vhdr\ctOctave=3DPeek.b(samp_addr)
samp_addr+1
vhdr_data.vhdr\sCompression=3DPeek.b(samp_addr)
```

---

```
samp_addr+1
vhdr_data.vhdr\vol=3DPeek.l(samp_addr)
; Look for channel stuff. CHAN isn't always present in samples =
so this may crash
; if it can't find it. Make sure it does ;)
samp_addr=3Dstore_addr
chan_found=3DFalse
Repeat
samp_addr+4
If Peek.l(samp_addr)=3DCvl("CHAN")
samp_addr+8 ; SKIP CHAN AND CHUNK SIZE
stereo.l=3DPeek.l(samp_addr)
End If
Until Peek.l(samp_addr)=3DCvl("BODY")
; Search for body stuff
samp_addr=3Dstore_addr
Repeat
samp_addr+4
Until Peek.l(samp_addr)=3DCvl("BODY")
samp_addr+4
body_len.l=3DPeek.l(samp_addr)
samp_addr+4
body_start.l=3Dsamp_addr
; All data is gained....now process it!!
i.l=3D(vhdr_data.vhdr\oneShotHiSamples+vhdr_data.vhdr\repeatHiS=
amples)/vhdr_data.vhdr\samplesPerSec
; i returns 6 if the sample is stereo.
; Processed data is put into AHI sound thingy!
If stereo=3D6
i/2
body_len/2
sample(sound_num)\sample_data =3D body_start
sample(sound_num)\sample_frequency =3D vhdr_data.vhdr\sampl=
esPerSec/2
sample(sound_num)\sample_length =3D body_len
If file_type$=3D"16SV"
sample(sound_num)\sample_format =3D #AHIST_S16S ; STERE=
O 16BIT
Else
```

```
sample(sound_num)\sample_format =3D #AHIST_S8S ; STERE=
O 8BIT
End If
Else
sample(sound_num)\sample_data =3D body_start
sample(sound_num)\sample_frequency =3D vhdr_data.vhdr\sampl=
esPerSec
sample(sound_num)\sample_length =3D body_len
If file_type$=3D"16SV"
sample(sound_num)\sample_format =3D #AHIST_M16S ; MONO =
16BIT
Else
sample(sound_num)\sample_format =3D #AHIST_M8S ; MONO =
8BIT
End If
End If
*sample.mysample_info=3D&sample(sound_num)
*sample_info.AHISampleInfo =3D AllocMem(SizeOf.AHISampleInfo,#M=
EMF_CLEAR)
;
If *sample_info
*sample_info\ahisi_Type =3D *sample\sample_format
*sample_info\ahisi_Address =3D *sample\sample_data
*sample_info\ahisi_Length =3D *sample\sample_length/AHI_Samp=
leFrameSize_( *sample\sample_format)
result.l =3D AHI_LoadSound_(sound_num, #AHIST_SAMPLE, *sampl=
e_info, *actrl)
FreeMem *sample_info, SizeOf .AHISampleInfo
samp_addr=3D0 : store_addr=3D0 : body_len=3D0 : vhdr_len=3D0 =
EndIf
;
; Now it's ready to be played
;
Else
req=3DRequest("Audio Error...", "Unrecognised sound format", "Ok"=
)
AHIFlush{ }
End
End If
```

```
Else
req=3DRequest("Audio Error...", "Soundfile not found"+Chr$(10)+sou=
ndfile$, "Ok")
AHIFlush{ }
End
End If
End If
;
End If
End Statement
--BOUNDARY.139896072.1--
```

### 1.104 Re: AHI (again :)

```
for scott@online.u-net.com; Thu, 25 Feb 1999 01:10:45 +0000
([62.136.137.207] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10FpFZ-0004uY-00
for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 01:06:02 +0000
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Thu, 25 Feb 1999 00:53:52 +0000
Subject: Re: AHI (again :)
David Mcminn churned out *this* drivel :
> That could be the third parameter problem with Blitz functions, most
> likely as its normally OS newtypes that have a hand in it. Julian Kinraid
wrote
> a fix for it, I've attached his mail to the bottom of this message (and
the
> files you need).
I'll try this, too, cos it dodn't work for me...
Has anybody figured out how to change pitch in AHI yet?
See ya,
--
<tsb>
<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk
<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
<sb>Connected from Dundee, Scotland.
<sb>(http://surf.to/all-hail/)
<tsb>
Institutionalised cruelty is one thing, but the /twisted brain-wrong/
of a one-off man-mental is quite another.
-- Chris Morris, /Brass Eye/
```

## 1.105 Re: AHI (again :)

for scott@online.u-net.com; Thu, 25 Feb 1999 14:33:09 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 14:31:41 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 14:30:54 +0000

Date: Thu, 25 Feb 1999 14:16:48 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: AHI (again :)

Encoding: 7bit

Toby Zuijdveld wrote:

> On 24-Feb-99, Paul Burkey set out across the seas with this message:

>

> ->released this stuff. There`s certainly a BIG non-standard thing

> ->going on regarding different versions of acidlibs. Mine is

> ->272,860 bytes long.

>

> It is?!?!?!?! Where`d you get that from? =]

> Mine is 272040 bytes ;] Which I got off of rwe`s site...

> And I thought -that- was the largest acidlibs there was =]

Mine is bigger than yours :^) But as they say, it`s not the size that matters, it`s what you do with it. I`d also avoid that one on the RWE page because AFAIK it contains the function call bug. My acidlibs contains a half completed AHI lib that RWE were working on but didn`t quite get it working. It was the usual audio lib with ahi commands. It was a shame it never got finished but I think RWE did quite enough on blitz already. I keep it because it *\*works for me\** but the extra features are useless in the current state.

While we`re close to a certain subject...

I`m aware of many blitz related web pages about, some are very good too. I`m wondering if a web page exists that covered details about the blitz-list. What is it, basic rules and how to (un)subscribe.

The definitive acidlibs could also be placed on there.

What we really need is a blit-list homepage. There was one a few years ago. It doesn`t have to have much info, just the basic stuff mentioned above plus links to all the other blitz pages.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >



**1.106 Re: AHI (again :)**

for scott@online.u-net.com; Thu, 25 Feb 1999 12:14:22 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Thu, 25 Feb 1999 22:41:17 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: AHI (again :)

Encoding: quoted-printable

On 24-Feb-99, Paul Burkey set out across the seas with this message:

->released this stuff. There`s certainly a BIG non-standard thing

->going on regarding different versions of acidlibs. Mine is

->272,860 bytes long.

It is?!?!?!?! Where`d you get that from? =3D]

Mine is 272040 bytes ;) Which I got off of rwe`s site...

And I thought -that- was the largest acidlibs there was =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Meditation is not what you think.

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

**1.107 Re: AHI (again :)**

for scott@online.u-net.com; Thu, 25 Feb 1999 20:56:41 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 20:55:44 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 20:52:59 +0000

Date: Thu, 25 Feb 1999 20:53:15 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: AHI (again :)

Encoding: 7bit

Toby Zuijdveld wrote:

> On 25-Feb-99, Paul Burkey set out across the seas with this message:  
> ->Mine is bigger than yours :) But as they say, it`s not the size that  
> ->matters, it`s what you do with it. I`d also avoid that one on the RWE  
> ->page because AFAIK it contains the function call bug. My acidlibs  
>

> Damn, well, can I have yours then? <sweet smile>

> I have heaps of functions but I`ve never noticed any probs <shrugs>

The bug is quite nastyf but for some strange reason it doesn`t cause as much damage as you`d expect. Maybe someone can explain what the problem was in more detail. It was something about a particular function paramiter that got trashed under certain conditions. I know I was coding blitz for about a year before it caused and symptoms. Perhaps this bug shows up with my AHI source. All I know is it works for me so perhaps my acidlibs will solve your problem.

Instead of attaching the thing to this message (its about 100k) I`ve uploaded it to my projects page:-

<http://www.sneech.freemove.co.uk/projects.html>

Thats the same place as the AHI code.

> ->I`m aware of many blitz related web pages about, some are very good  
> ->too. I`m wondering if a web page exists that covered details about  
> ->the blitz-list. What is it, basic rules and how to (un)subscribe.  
> ->The definitive acidlibs could also be placed on there.

>

> What was the story with rwe anyway? They still having legal troubles  
> or something? Or have the just dropped development?

The last we heard was Epic had released a Blitz CD that contained the full commercial BSS without permission from RWE. They probably lost out on a lot of sales. I don`t know if that matter was ever resolved. I think the members of RWE were to busy with other work to continue on their blitz developments. They did a lot of good stuff though. I don`t know how I`d cope without SuperTED and the other BSS extras.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

**1.108 Re: AHI (again :)**

for scott@online.u-net.com; Thu, 25 Feb 1999 15:33:17 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Fri, 26 Feb 1999 01:59:31 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: AHI (again :)

Encoding: quoted-printable

On 25-Feb-99, Paul Burkey set out across the seas with this message:

->> ->released this stuff. There`s certainly a BIG non-standard thing

->> ->going on regarding different versions of acidlibs. Mine is

->> ->272,860 bytes long.

->> =

->> It is?!?!?!?! Where`d you get that from? =3D]

->> Mine is 272040 bytes ;) Which I got off of rwe`s site...

->> And I thought -that- was the largest acidlibs there was =3D]

->Mine is bigger than yours :) But as they say, it`s not the size that

->matters, it`s what you do with it. I`d also avoid that one on the RWE

->page because AFAIK it contains the function call bug. My acidlibs

Damn, well, can I have yours then? <sweet smile>

I have heaps of functions but I`ve never noticed any probs <shrugs>

->contains a half completed AHI lib that RWE were working on but didn`t

->quite get it working. It was the usual audio lib with ahi commands. It

->was a shame it never got finished but I think RWE did quite enough =

->on blitz already. I keep it because it \*works for me\* but the extra

->features are useless in the current state.

Well, yeh, I see...

->I`m aware of many blitz related web pages about, some are very good

->too. I`m wondering if a web page exists that covered details about

->the blitz-list. What is it, basic rules and how to (un)subscribe.

->The definitive acidlibs could also be placed on there.

What was the story with rwe anyway? They still having legal troubles or

something? Or have the just dropped development?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* What color is a chameleon in a mirror?

\*\*\*\*\*

----- ^ \_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
 \\_\_\_ =ACV. \_\_\_\_\_ /  
 l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
 !! |=AC\\ - HTTP : http://abacus.net.au/hotcakes  
 |\_\_\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]  
 !\_\_\_/ \DTN.V

**1.109 Re: AHI (again :)**

for scott@online.u-net.com; Fri, 26 Feb 1999 04:09:15 +0000  
 (envelope-from flameduck@software.dk)  
 (envelope-from flameduck@software.dk)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>  
 Date: Fri, 26 Feb 1999 04:35:21 +0200  
 Organization: M2 productions  
 Subject: Re: AHI (again :)  
 Encoding: quoted-printable

Hello Toby.

On 25-Feb-99, Toby Zuijdveld wrote:

> What was the story with rwe anyway? They still having legal troubles o=  
r

> something? Or have the just dropped development?

Look at their webpage. Oh, but I forgot, they've moved their page and don=  
 e a "new" and "improved" version that says " I love PC's" everywhere. I c=  
 ouldn't even find anything AMiGA related (not that strange since all that=  
 PC talk kinda scared me off). Anyway, it seems that if any official Blit=  
 z Basic stuff is ever going to be released it will be for the PC, which i=  
 s highly unlikely since PC owners allready have VisualBasic, and no one i=  
 n their right mind would dare to compete against Microsoft at their game

Regards

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**1.111 RE: Amiga mode 256col**

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Amiga mode 256col

Date: Wed, 17 Feb 1999 12:24:46 -0000

charset="iso-8859-1"

doh! use the long version of screen command.

screen 0,0,320,256,8,0,"myscreen",0,0 [what do these last two do anyway?]

Chris

**1.112 RE: Amiga mode 256col**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Thu, 18 Feb 1999 00:15:02 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: RE: Amiga mode 256col

Encoding: quoted-printable

On 17-Feb-99, C.J.R.Jarvis set out across the seas with this message:

->screen 0,0,320,256,8,0,"myscreen",0,0 [what do these last two do

foreground and background pen numbers.

Umm, basically defines the way the shadows on the titlebar and windows wo=

rk, I

think? Probably has some other use too but I wouldn't know =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Thrift is a wonderful virtue - in an ancestor.

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ - HTTP : http://abacus.net.au/hotcakes

l\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

### 1.113 An utils for make lot of hunks code in BB2

for scott@online.u-net.com; Fri, 26 Feb 1999 22:18:49 +0000

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Fri, 26 Feb 1999 21:08:39 +0100

Subject: An utils for make lot of hunks code in BB2

Hi ALL Blitzers,

I want to make an utils who transform Blitz executable which contain one hunks of code into an executable with lot of HUNKs CODE, in fact you will include an executable (with IncBin function) in your blitz code and after you create an executable, you will launch my utils, it will see this IncBin executable and it will add a HUNK\_CODE (And the HUNK\_RELOC32 of the incbin exec) in the final executable.

With this utils you could execute an executable code who are linked in your BB2 final exec.

It could be a good things for include ASM routine optimized for different processors.

Are you interested in ?

Do you think it's a bad or a good project ??

PS: i'm sorry for my bad english !!

I hope you have all undersdtand.

Bye !!

--

--- . .

|| \ /

|--- \ / \*Benjamin Vernoux\*

|| \ / \*E-Mail: bvernoux@kyxar.fr\*

--- | \*Page WEB: <http://www.chez.com/titan>\*

### 1.114 An utils for make lot of hunks code in BB2

for scott@online.u-net.com; Fri, 26 Feb 1999 20:09:25 +0000

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Fri, 26 Feb 1999 21:08:39 +0100

Subject: An utils for make lot of hunks code in BB2

Hi ALL Blitzers,

I want to make an utils who transform Blitz executable which contain one hunks of code into an executable with lot of HUNKs CODE, in fact you will include an executable (with IncBin function) in your blitz code and

after you create an executable, you will launch my utils, it will see this IncBin executable and it will add a HUNK\_CODE (And the HUNK\_RELOC32 of the incbin exec) in the final executable.

With this utils you could execute an executable code who are linked in your BB2 final exec.

It could be a good things for include ASM routine optimized for different processors.

Are you interested in ?

Do you think it's a bad or a good project ??

PS: i'm sorry for my bad english !!

I hope you have all undersdtand.

Bye !!

--

--- . .

||\ /

|--- \ / \*Benjamin Vernoux\*

||\ / \*E-Mail: bvernoux@kyxar.fr\*

--- | \*Page WEB: <http://www.chez.com/titan>\*

## 1.115 Another damn enforcer hit

From: amorel <amorel@xs4all.nl>

Date: Mon, 15 Feb 1999 06:19:43 +0500

Subject: Another damn enforcer hit

Hello

I've just discovered that when you use aslfilerequest\$ with the x,y,w,h added(thus aslfilerequest\$(title\$,pathname\$,filename\$,pattern\$,x,y,w,h)) it causes 2 enforcer hits: byte-read. Without those nothing happens(thus aslfilerequest\$(title\$,pathname\$,filename\$) works ok.).

Any idea what to do about this, or should I just forget it ;-) Or is perhaps my bppc to blame(doubt it as enforcer works good here).

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \ \ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \ \ /Fatman analogue synth :D

Music for your game/demo/release? \ \ / <http://www.paia.com>

Contact me! amorel@xs4all.nl \ \ /Check my (aged) music on

<http://www.xs4all.nl/~amorel> \ \ /aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-



**1.116 Another Mildred question :)**

id 10AJ44-0006Ef-00; Tue, 9 Feb 1999 19:43:22 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Tue, 09 Feb 1999 19:45:08 -0000

Organization: ASP/Warrington

Subject: Another Mildred question :)

Encoding: quoted-printable

Hello everyone,

Being new to Mildred and object structures/memory addresses,

I was wondering if any of you nice people :) have any examples of double buffering (using Mildred obviously :), shape management = (ie, loading an IFF brush/convertng blitz shapes to chunkyshapes) or basically any examples I would need for a game.

Thanks anyhow :)

-- =

-----  
| ASP Software - <http://www.asp.u-net.com> |

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| CURRENT GAMES | ICQ Num : 16295659 |

)-----(  
| =B7 Roswell Gfx Adv - [--- ON HOLD --]40% |

)-----(  
| =B7 FEUD 8-Bit Remake - [=3D-----]01% |

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**1.117 Re: Another Mildred question :)**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 09 Feb 1999 23:43:50 +0200

Organization: A97

Subject: Re: Another Mildred question :)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 09-Feb-99, Anthony Sherratt wrote:

> Hello everyone,

> Being new to Mildred and object structures/memory addresses,

> I was wondering if any of you nice people :) have any examples

> of double buffering (using Mildred obviously :), shape management =

> (ie, loading an IFF brush/convertng blitz shapes to chunkyshapes)

> or basically any examples I would need for a game.

Well yes ! They're all on Pauls Mildred webpage, the only thing not there= , is the nasty shapes->chunky shapes. But it really isn't nessecary (Or i= s it ?) just grab some new shapes instead.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.118 Re: Another Mildred question :)**

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Fri, 12 Feb 1999 00:40:34 -0000

Subject: Re: Another Mildred question :)

Mikkel Lokke wrote:

>Well yes ! They're all on Pauls Mildred webpage,

Where is Pauls Mildred webpage.

Tim Hanson

in the Basement,London.

### 1.119 Re: Another Mildred question :)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 13 Feb 1999 11:44:37 +0200

Organization: A97

Subject: Re: Another Mildred question :)

Encoding: quoted-printable

On 12-Feb-99, Tim Hanson wrote:

> Mikkel Lokke wrote:

>> Well yes ! They're all on Pauls Mildred webpage, =

> Where is Pauls Mildred webpage.

Look at the sig on his Emails. I think it's <http://www.stationone.demon.c=o.uk> or something. But I'm not 100% sure.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.120 Arrghh!

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Sat, 20 Feb 1999 18:05:19 +0100

Organization: Joker Developments

Subject: Arrghh!

Hi,

Cheers again to Chris for the code, but it still doesn't work. I keep getting 'Uninitialised Shape' errors.

Whether this is because I am using ShapeGadgets instead of GTShapes is unknown, because I have tried it with both.

Also Chris, can you explain to me how the var id is increased? There doesn't seem to be any code in the loops that increase it?

I still need help with the

'move-mouse-over-button-to-get-the-name-of-the-program-in-the-window-titlebar' problem. Any ideas?

--

/-----+-----\  
| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |  
| E-Mail: gaz@jokerd.idps.co.uk | 2mb + 8mb Fast |  
| WWW: www.jokerd.free-online.co.uk | 773mb HD, 8x CD |  
| ICQ: GazChap (31023012) | 56k Modem |  
\  
-----+-----/

## 1.121 Re: Arrghh!

for scott@online.u-net.com; Sat, 20 Feb 1999 19:06:31 +0000

for blitz-list@netsoc.ucd.ie; Sat, 20 Feb 1999 19:05:33 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sat, 20 Feb 1999 19:05:38 +0000

Organization: personal

Subject: Re: Arrghh!

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.1747866352.2

Hello Gareth

On 20-Feb-99, Gareth Griffiths wrote:

> Hi,

---

---

> Cheers again to Chris for the code, but it still doesn't work. I keep  
> getting 'Uninitialised Shape' errors.  
Hehe, i have attached, a bit of code that will make your day :))  
I wrote a completely new version of the wrap code and fully tested it,  
it works!!  
So all u have to do is bung in your values and away u go :)  
U can even test it on it's own providing u have a shape in ram called  
button.br (iff brush).  
There, hope that helps :))  
p.s put me in the credits hehehe ;)  
> I still need help with the  
>'move-mouse-over-button-to-get-the-name-of-the-program-in-the-window-titlebar'  
> problem. Any ideas?  
hmmm u could set up an array with the shapes positions in the windows and  
sizes,  
u could then simply define the values in the 'for next' loops in my new code  
ie..  
newtype.ic  
x.w  
y.w  
end newtype  
dim icons.ic(10)  
for blaaa  
for blaa  
icon(id)\x=n\*xw  
icon(id)\y=z\*yh  
next  
next  
;main loop...  
repeat  
x=wmousex  
y=wmousey  
for n=0 to 10  
if x>icons(n)\x and x<icons(n)\x+xw  
if y>icons(n)\y and y<icons(n)\y+yh  
mic=n ; mic is the number of the icon the mouse is over  
end if  
end if  
next

---

```
until joyb(0)=2
end
that should sort out your other problem, i hope :)
there u go m8, have fun ;)
Chris.
--
Chris "PrinceD" Deeney
#chris@addnet.demon.co.uk#
Powered by_
...../-\MIGA
*/#irc.dal.net amirc ungabunga#*/
+-----coding-----+
|*Powder Burnz* | 0000159 lines | 003% complete |
+-----+
|*Critters* | 0000465 lines | 050% complete |
+-----+
--BOUNDARY.1747866352.2
Content-Disposition: attachment; filename="WrapV2.asc"
Content-Description: Nice clever wrapping
WBStartup
WbToScreen 0
LoadShape 0,"ram:button.br"
sw=ScreenWidth
sh=ScreenHeight
xw=ShapeWidth(0)
yh=ShapeHeight(0)
wx=100
wy=100
noicon=5
fonth=12; size of window title font
sp=sw-wx
sp=Int(sp/xw)
If sp>noicon Then sp=noicon
rows=noicon/sp
If Frac(rows)<>0 Then rows+1
rows=Int(rows)
sqs=rows*sp
sqs=sqs/noicon
sp=sp/sqs
```

---

```
If Frac(sp)>0.49 Then sp+1
sp=Int(sp)
rows=noicon/sp
If Frac(rows)<>0 Then rows+1
rows=Int(rows)
ysp=rows*yh+fonth
If wy+ysp>sh Then tsp=wy+ysp:ysp=tsp-sh:wy-ysp
ww=sp*xw
wh=rows*yh+fonth
Window 0,wx,wy,ww,wh,$0002!$0004!$0008!$1000,"test",0,0
For z=0 To rows-1
For n=0 To sp-1
If id<noicon
GTShape 0,id,n*xw,z*yh,0,0:id+1
End If
Next
Next
AttachGTLList 0,0
Repeat
VWait
Until Joyb(0)=2
End
--BOUNDARY.1747866352.2--
```

## 1.122 Re: Arrghh!

```
for scott@online.u-net.com; Wed, 24 Feb 1999 01:07:39 +0000
From: "BootBlock/s^D" <BootBlock@Bigfoot.com>
Subject: Re: Arrghh!
Date: Tue, 23 Feb 1999 23:18:31 -0000
charset="iso-8859-1"
Encoding: 7bit
Gareth wrote:
>I still need help with the
>'move-mouse-over-button-to-get-the-name-of-the-program-in-the-window-titleb
ar'
>problem. Any ideas?
Oops, I've been meaning to reply to this, but I keep forgetting! I was going
to send some code on how to use HelpControl() (took me ages to figure out),
```

---

but you'd be waiting forever, so take a look at the one on my site:

<http://www.geocities.com/SiliconValley/Lab/4868/coding.html>

--

BootBlock/Satanic Dreams, from Grimsby, England. - ICQ#: 14864929

HTTP://fly.to/ParpsVille - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/AMD2-300/AGP gfx card/2+4+64Mb/2.1+4.3Gb/56k/CDD3600 SCSI

ReWriter

## 1.123 Re: Attachments and people

for scott@online.u-net.com; Tue, 23 Feb 1999 09:00:56 +0000

id 10FDhA-0000bF-00; Tue, 23 Feb 1999 09:00:00 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 23 Feb 1999 09:00:00 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Attachments and people

Encoding: 8bit

> Well, actually I don't think that nice Mikkel Løkke bloke asked for peoples opinions for fun. And considering the average lazyness of people on this list, I think the E-mail way will possibly give better results.

It just got a bit annoying when half of the mails from the list were just votes. Wouldn't it be better to take it away from the list?

> => script for this purpose. Just point your browser at

> > <http://www.doc.ic.ac.uk/~tdc98/fun/poll.html> and then vote. (I

> > appreciate that some people don't have full internet access. if not

> > then mail me and I'll add your vote manually)

>

> Erm, if yo're going to add votes manually, there really is no point in using a CGI. Also, CGI's are prone to multiple enties from people trying to sabotage the voteing.

Not if you're clever and only allow one vote per person. The mail option was only for those without full internet access, everyone else can use the cgi with no problems.

As for that 'nice' Mikkel Lokke (sorry I can't find the o thing on this keyboard), he's a very active person on this list and answers a lot of emails. Just wish he'd reduce his signature 8)

Thom

## 1.124 Re: binary attachments (was several other names before...)

for scott@online.u-net.com; Fri, 19 Feb 1999 03:47:17 +0000

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

Date: Thu, 18 Feb 1999 19:55:19 -0500

Subject: Re: binary attachments (was several other names before...)

Hi Dobbins

---



On 18-Feb-99, Dobbin wrote:

>

> Mailing lists are, in general, not places for the publication  
> of large binaries or sources. Put large files on your website  
> and post the URL to the list. Or upload your files to Aminet's  
> priv/ area. That way, only the folks that /have/ an interest  
> need to spend the time downloading them.

Or politely ask on the list for any interested people to reply direct to  
you, then you email the attachment only to those who ARE interested.

This takes care of those who would be interested, but don't have Web Access  
or don't want to go to the trouble of going off to get your files  
themselves. And at the same time, doesn't get other people pissed off at  
you - remember, you might want to get some help from them in the future!

Later...

--

A nuclear war can ruin your whole day.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.125 Bitmaps & gfx Cards

for scott@online.u-net.com; Wed, 24 Feb 1999 22:13:00 +0000

for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 22:11:59 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Wed, 24 Feb 1999 20:59:42 +0000

Subject: Bitmaps & gfx Cards

Hello,

Are the following commands gfx card compatible?

Bitmap

Show Bitmap

Use Bitmap

Show Palette

BitmapToWindow

Best Regards

Stuart Walker

Digital Images

---

## 1.126 Re: Bitmaps & gfx Cards

for scott@online.u-net.com; Thu, 25 Feb 1999 13:31:10 +0000

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

Date: Wed, 24 Feb 1999 20:30:39 -0500

Subject: Re: Bitmaps & gfx Cards

Hi Stuart

On 24-Feb-99, Stuart Walker wrote:

> Hello,

>

> Are the following commands gfx card compatible?

>

Bitmap - Yes (creating and using it is OK, blitting on it, etc...)

Show Bitmap - NO

Use Bitmap - Yes

Show Palette - I think it is OK

BitmapToWindow - Yes

I made a cludged-up version of my game to test this, and GFX card users report everything was working.

All I did was substitute BitMapToWindow every place I would use ShowBitmap.

It's certainly not the best way to provide GFX card support, but it does work.

You need to open the screen with a taglist, and allow the user to pick their screen mode from a screenmode requester, so they can choose a GFX card mode.

And of course you must have a window opened for the stuff to go too.

What I really did was to BitMapToWindow only the changed areas of the screen each time, for better speed. And this version even worked OK on my standard AGA 030 x 50, if I took out the Vwaits (to speed it up a bit).

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.127 Re: Bitmaps & gfx Cards

for scott@online.u-net.com; Thu, 25 Feb 1999 02:26:30 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 02:25:40 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 02:22:57 +0000

---

Date: Thu, 25 Feb 1999 02:03:35 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Bitmaps & gfx Cards

Encoding: 7bit

Stuart Walker wrote:

>

> Are the following commands gfx card compatible?

>

> Bitmap

not really but you could "copy" a bitmap to a gfx card. It's slow but possible. (see BitmapToWindow....)

> Show Bitmap

not at all.

> Use Bitmap

eh? this has nothing to do with "output". sure it'll work on a gfx card based system but what do you expect to happen?

> Show Palette

Yes, this works but there is a better solution:-

```
LoadRGB32_ ViewPort(screen_number),Peek.l(Addr Palette(palette_number))
```

This works exactly the same as Use Palette but it seems to work slightly better for gfx cards. (also works fine for non-gfx cards) It fixes a rare

bug which only occurs on some systems when you are switching screens during the palette change. For some people the Show Palette command won't work when the screen is out of display. This is why I'd suggest using this OS function instead. it'll do no harm! :)

> BitmapToWindow

yes but quite slow (planar to chunky conversion is done for you). You could get away with using this to display your games bitmap every frame but I wouldn't advise doing this with bitmaps much bigger than 320x240 because you'll lose quite a few vbl's.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.128 Blist users on the world...

(Netscape Messaging Server 3.0) with SMTP id AAB4878  
for <blitz-list@netsoc.ucd.ie>; Wed, 3 Feb 1999 23:31:12 +0100  
From: "Krzysztof Jonko" <eteacher@amiga.org.pl>  
Subject: Blist users on the world...  
Date: Wed, 3 Feb 1999 11:30:22 +0100  
charset="iso-8859-2"  
Encoding: 7bit

Hi!

I wanted to create simple list of Blitz users in all countries of the world.

If you want to know how many blitzers are living in your country  
(and maybe one street near you?) write simple mail for me.

Write some info about your address, e-mail, config etc.

I'll try to make a little database with all these people.

Now I'm going to begin:

1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

And what about other countries?

Chris, eteacher@amiga.org.pl

## 1.129 Re: Blist users on the world...

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Thu, 04 Feb 1999 03:35:52 +0200  
Organization: A97  
Subject: Re: Blist users on the world...  
Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Krzysztof.

On 03-Feb-99, Krzysztof Jonko wrote:

> I wanted to create simple list of Blitz users in all countries of the world.

What about that other list out there somewhere.... Or is it only for Developers. (Which, in a sense, all Blitz programmers are)

> If you want to know how many blitzers are living in your country

> (and maybe one street near you?) write simple mail for me.

> Write some info about your address, e-mail, config etc.

> I'll try to make a little database with all these people.

> Now I'm going to begin:

> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

2. Denmark - Probably only me.

> And what about other countries?

Yes, what about them ? :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.130 Re: Blist users on the world...

From: Andre Beer <j.beer@abo.freiepresse.de>

Blitz-List <blitz-list@netsoc.ucd.ie>

Date: Thu, 04 Feb 1999 19:09:53 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Re: Blist users on the world...

Encoding: quoted-printable

Hi Chris!

>I wanted to create simple list of Blitz users in all countries of the wo=  
rld.

>If you want to know how many blitzers are living in your country

>(and maybe one street near you?) write simple mail for me.

>Write some info about your address, e-mail, config etc.

>I'll try to make a little database with all these people.  
>Now I'm going to begin:  
>1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)  
>And what about other countries?  
Did you already looked to my homepage? There is a Blitz-Developer-Site al=  
ready  
installed.  
[http://www.freiepresse.de/home/jubee/BBLIST\\_E.HTM](http://www.freiepresse.de/home/jubee/BBLIST_E.HTM)  
=  
-- =  
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  
-----

## 1.131 Re: Blist users on the world...

5 Feb 99 13:24:36 +0100  
From: "Lars Mogensen" <LarsM@pf.dtu.dk>  
Organization: PF\_GANGEN  
Date: Fri, 5 Feb 1999 13:24:18 +0100  
encoding: 7BIT  
Subject: Re: Blist users on the world...  
Mikkel Lokke <FlameDuck@usa.net> wrote:  
>> If you want to know how many blitzers are living in your country  
>> (and maybe one street near you?) write simple mail for me.  
>> Write some info about your address, e-mail, config etc.  
>> I'll try to make a little database with all these people.  
>> Now I'm going to begin:  
>  
>> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)  
>  
> 2. Denmark - Probably only me.  
NO! I'm here too :-D  
--  
Lars Mogensen \* LarsM@pf.dtu.dk \* Tlf. 28 24 75 01

### 1.132 Re: Blist users on the world...

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:59:28 +0200

Organization: A97

Subject: Re: Blist users on the world...

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 05-Feb-99, Lars Mogensen wrote:

> Mikkel Lokke <FlameDuck@usa.net> wrote:

>>> If you want to know how many blitzers are living in your country

>>> (and maybe one street near you?) write simple mail for me.

>>> Write some info about your address, e-mail, config etc.

>>> I'll try to make a little database with all these people.

>>> Now I'm going to begin:

>> =

>>> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

>> =

>> 2. Denmark - Probably only me.

> NO! I'm here too :-D

Sweet !! Then howcome you don't spell my name with a n "=F8" ? :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.133 Re: Blist users on the world...

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>  
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia  
Date: 8 Feb 99 15:08:08 +1000  
Subject: Re: Blist users on the world...  
Encoding: 7bit

On Fri, 5 Feb 1999 13:24:18 +0100 Lars Mogensen said:

> Mikkel Lokke <FlameDuck@usa.net> wrote:

>

>>> If you want to know how many blitzers are living in your country

>>> (and maybe one street near you?) write simple mail for me.

>>> Write some info about your address, e-mail, config etc.

>>> I'll try to make a little database with all these people.

>>> Now I'm going to begin:

>>

>>> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

>>

>> 2. Denmark - Probably only me.

>

> NO! I'm here too :-D

>

And at least one Australian

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

### 1.134 Re: Blist users on the world...

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Mon, 08 Feb 1999 21:52:58 -0000

Subject: Re: Blist users on the world...

On 09-Feb-99, Toby Zuijdveld wrote:

>On 08-Feb-99, Tony Rolfe set out across the seas with this message:

>->>> > If you want to know how many blitzers are living in your country

>->>> > (and maybe one street near you?) write simple mail for me.

>->>> > Write some info about your address, e-mail, config etc.

>->>> > I'll try to make a little database with all these people.

---



>->> >> Now I'm going to begin:  
>->> >  
>->> >> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)  
>->> >  
>->> > 2. Denmark - Probably only me.  
>->>  
>->> NO! I'm here too :-D  
>->>  
>->> And at least one Australian  
>No no! Make that two =]  
And an Englishman  
T.C.Hanson,London

### 1.135 Re: Blist users on the world...

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 09 Feb 1999 18:34:41 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: Blist users on the world...

Encoding: quoted-printable

On 08-Feb-99, Tony Rolfe set out across the seas with this message:

->> >> If you want to know how many blitzers are living in your country

->> >> (and maybe one street near you?) write simple mail for me.

->> >> Write some info about your address, e-mail, config etc.

->> >> I'll try to make a little database with all these people.

->> >> Now I'm going to begin:

->> > =

->> >> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

->> > =

->> >> 2. Denmark - Probably only me.

->> =

->> NO! I'm here too :-D

->> =

->> And at least one Australian

No no! Make that two =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Antenna coupling: insect foreplay

\*\*\*\*\*

-----^--  
 \_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
 \\_\_\_ =ACV. \_\_\_\_\_/  
 l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
 !! |=AC\\ \ - HTTP : http://abacus.net.au/hotcakes  
 |\_\_\_| //\_\_\_\_\_//\_\_\_// [ Last updated : 08=B702=B799 ]  
 !\_\_\_/VDTN.V

## 1.136 Re: Blist users on the world...

From: Rui Carvalho <grim@ip.pt>  
 Date: Tue, 09 Feb 1999 19:24:07 +0000  
 X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";  
 homepage="Http://www.ip.pt/~ip234558/"; dob=31011977  
 Organization: Dark Dreams Designs  
 Subject: Re: Blist users on the world...  
 Encoding: quoted-printable

Hello Toby

Somewhere Toby Zuijdveld wrote:

> If you want to know how many blitzers are living in your country  
 > (and maybe one street near you?) write simple mail for me.  
 > Write some info about your address, e-mail, config etc.  
 > I'll try to make a little database with all these people.  
 > Now I'm going to begin:  
 > 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

=

> 2. Denmark - Probably only me.

=

> NO! I'm here too :-D

=

>And at least one Australian

> No no! Make that two =3D]

2 Portuguese bungholes ;)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Hard work never killed anybody, but why take a chance?

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>=

## 1.137 Re: Blist users on the world...

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 23:55:53 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Tue, 09 Feb 1999 23:54:21 +0000

Subject: Re: Blist users on the world...

Hi, Tim

On 08-Feb-99, you wrote:

> On 09-Feb-99, Toby Zuijdveld wrote:

>

>> On 08-Feb-99, Tony Rolfe set out across the seas with this message:

>

>> ->> >> If you want to know how many blitzers are living in your country

>> ->> >> (and maybe one street near you?) write simple mail for me.

>> ->> >> Write some info about your address, e-mail, config etc.

>> ->> >> I'll try to make a little database with all these people.

>> ->> >> Now I'm going to begin:

>> ->> >

>> ->> >> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

>> ->> >

>> ->> >> 2. Denmark - Probably only me.

>> ->>

>> ->> NO! I'm here too :-D

>> ->>

>> ->And at least one Australian

>

>> No no! Make that two =]

> And an Englishman

>

> T.C.Hanson,London

And a Scotsman!

BTW: Isn't this getting a little off topic aswell?

### 1.138 Re: Blist users on the world...

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 14 Feb 1999 10:04:19 +0500

Subject: Re: Blist users on the world...

On 10-Feb-99, david white flashed:

>>> On 08-Feb-99, Tony Rolfe set out across the seas with this message:

>>

>>> ->> >> If you want to know how many blitzers are living in your country

>>> ->> >> (and maybe one street near you?) write simple mail for me.

>>> ->> >> Write some info about your address, e-mail, config etc.

>>> ->> >> I'll try to make a little database with all these people.

>>> ->> >> Now I'm going to begin:

- clipping many names -

>And a Scotsman!

>BTW: Isn't this getting a little off topic aswell?

Yah, I suppose. Also, it could take quite a while to as there are really quite a few of us here, and who knows how many Blitzers not here.

It is quite interesting though, seeing where everybody is from.

Oh, and by the way, I'm from the U.S.A.

cach y'all later,

--

Donovan Reeve (bubby.lnk@ispi.net)

### 1.139 Re: Blist users on the world...

for scott@online.u-net.com; Sun, 21 Feb 1999 14:54:14 +0000

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Fri, 19 Feb 1999 22:07:05 +0100

Organization: kalkowiecie nie-zorganizowany

Subject: Re: Blist users on the world...

Yello Krzysztof

w3333 03-Feb-99, Krzysztof Jonko naklepal-h:

)-> Hi!

hya! Krzys! long time no seeeee ;-)

)-> 1. Poland - probably 4 blitzers: OPI, mbl, Paplo and me ;-)

ohhh :-) nope! there's is maq and nvk, there are even on blitzpl

mailinglist :-)

Regards

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

## 1.140 Blitting with interrupts

for scott@online.u-net.com; Thu, 25 Feb 1999 18:10:30 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 18:09:00 +0000

Date: Thu, 25 Feb 1999 18:10:27 +0000

From: "Edward W Hartley" <eddy@ravy.demon.co.uk>

Subject: Blitting with interrupts

Encoding: quoted-printable

I've just turned out a little arcade game, and I am trying to speed up various operations to allow more interesting stuff to happen.

I was thinking of using the blitter interrupt and a list which I could add items to as they are ready for blitting would this work?

What will happen when the list is empty? Can I "turn off" the interrupt when this happens? (as shown or otherwise)

Rough example:

```
SetInt 6
```

```
If NextItem(blitlist())
```

```
Blit \object,\x,\y etc
```

```
KillItem()
```

```
Else
```

```
ClrInt 6
```

```
Endif
```

```
End SetInt
```

It could be re-intialised after every vblank (Using alternate lists to allow for double buffers.)

Would this work?

I remember a while back a thread or four about interleaved screens/bitmaps, where it was said (I think) that the Blitter only co-processes for the first bitplane, after that it halts program flow and that interleaving was a way around this. Is this correct?

If so how do I go about setting up an interleaved screen / bitmap and what do I have to do to my shapes to accommodate this?

This is important as theres seems no point in using the interrupt code if it's not going to run alongside the main proggy.

One other thing, once the debugger is out of he way is it faster to point,plot and re-plot or qblit and unqueue single points to bitmaps. With the debugger running the qblit option seemed faster. (point and replot to redraw the background)

Is there a faster alternative that I have missed?

Thankyou for listening

--

Edward W Hartley

eddy@ravy.demon.co.uk

## 1.141 Re: Blitting with interrupts

for scott@online.u-net.com; Sat, 27 Feb 1999 08:38:53 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 09:25:52 +0200

Organization: M2 productions

Subject: Re: Blitting with interrupts

Encoding: quoted-printable

On 25-Feb-99, Edward W Hartley wrote:

> I've just turned out a little arcade game, and I am trying to speed up =  
various operations to allow more interesting stuff to happen.

> I was thinking of using the blitter interrupt and a list which I could =  
add items to as they are ready for blitting would this work?

> What will happen when the list is empty? Can I "turn off" the interrup=  
t when this happens? (as shown or otherwise)

> Rough example:

> SetInt 6

> If NextItem(blitlist())

> Blit \object,\x,\y etc

> KillItem()

> Else

> ClrInt 6

> Endif

> End SetInt

No. First of all I'm not sure any other interrupts but Vblank actually wo=  
rk, second, once you list is "empty" the interpt will NEVER happen again.=

> It could be re-intialised after every vblank (Using alternate lists to =  
allow for double buffers.)

> Would this work?

Interrupts can use no more frametime than one frame. (So for speed increas=  
e this would be trivial since your game would already have to be running=  
50fps, at which point no further speed increase is possible.)

> I remember a while back a thread or four about interleaved screens/bitm=  
aps, where it was said (I think) that the

> Blitter only co-processes for the first bitplane, after that it halts p=  
rogram flow and that interleaving was a way around

> this. Is this correct?

In Blitz, yes the bliter only does the first plane, and then the program= waits for the blitter to finish. I don't think interleaving bitmaps chan= ges this. It's a "feature" of Blitz.

> One other thing, once the debugger is out of he way is it faster to poi= nt,plot and re-plot or qblit and unqueue single

> points to bitmaps. With the debugger running the qblit option seemed f= aster. (point and repoint to redraw the

> background)

> Is there a faster alternative that I have missed?

Yes, Mildred. The mistress of chunky magic :o> It allows you to do all yo= ur shit in chunky (byte per pixel) graphics instead, and do c2p conversio= ns to display it to a native AMiGA planar screen, or just do a regular co= py if using graphics boards. It also has a very good particle animation s= ystem, does all your "blits" with the CPU, meaning a speed increase, aswe= ll as having all your important stuff in FAST RAM thereby expanding the s= cope of your game and breaking the rather anoying 2MB CHIP RAM limitation= =2E However it sucks on anything less than 030/50. (Not because it's poorl= y done, but because of the C2P converssion. I suppose on a 030/25 (for ex= ample an A4000) with a graphics board, the speed would be just fine. (Or = at least bearable).

Get it at Paul Wests website.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.142 Re: Blitting with interrupts

for scott@online.u-net.com; Sat, 27 Feb 1999 16:14:51 +0000

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sat, 27 Feb 1999 10:33:51 +0100

Organization: Fantaisie Software

Subject: Re: Blitting with interrupts

Encoding: quoted-printable

Hi all, =

> On 25-Feb-99, Edward W Hartley wrote:

> =

>> I've just turned out a little arcade game, and I am trying to speed u=

p

>> various operations to allow more interesting stuff to happen. I was

>> thinking of using the blitter interrupt and a list which I could add

>> items to as they are ready for blitting would this work? What will

happen

>> when the list is empty? Can I "turn off" the interrupt when this

happens?

>> (as shown or otherwise)

> =

>> Rough example:

> =

>> SetInt 6

>> If NextItem(blitlist())

>> Blit \object,\x,\y etc

>> KillItem()

>> Else

>> ClrInt 6

>> Endif

>> End SetInt

This can work at all, as the Blitter finished interrupt happen when e=

ach

plane of a shape has been blitted (ie: for a 256 colours shape, you need =

call the blitter 8 times). Forget this solution.

But I've (with Richard Andersson too) success to manage blitter blitt=

ing

in the background, so you can use the cpu to do even more blitting. We ar=

e



writing a new library for the NCS which will be released with the V1.80.

Here are some result:

Screen: 320\*256 / Pal (OS screen) 32 colour. Amiga: 030/50 with FastM=  
em

Shape: 32\*32 32 colour

Result by frame:

21 standard blit (transparent blit) achieved and 42 CPUBlock32 blit (= raw

copy

of the shape, no transparent).

Old Blitz result: 23 standard blit, no more cpu time free.

old BLITZ Mode result: 27 standard blit, no more cpu time free.

The new routine is 100% OS friendly, and perform blitting as fast it =  
can

(I think), the blitter is used to the max, without stole all the CPU powe=  
r.

It could be a new breaktrhu for all 50 fps arcade game, as about 2 times  
more shape can be blitted in a frame... =

=

Bye, bye,

Fred.

-----=

-----

^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\_\\_\_ =

/^ ^ u^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.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 (1999)

-----=

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## 1.143 Re: Blitting with interupts

for scott@online.u-net.com; Sat, 27 Feb 1999 16:45:03 +0000

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 16:44:05 +0000

Date: Sat, 27 Feb 1999 14:40:13 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Blitting with interupts

Encoding: quoted-printable

Mikkel L=F8kke wrote:

> On 25-Feb-99, Edward W Hartley wrote:

> =

> > It could be re-intialised after every vblank (Using alternate  
> lists to allow for double buffers.) Would this work?

> =

> Interupts can use no more frametime than one frame. (So for speed  
> increase this would be trivial since your game would allready have  
> to be running 50fps, at which point no further speed increase  
> is possible.)

I think the kind of speed increase he was looking for was the kind  
that lets you squeeze in more "action" into a single frame.

=

> > Blitter only co-processes for the first bitplane, after that it  
> > halts program flow and that interleaving was a way around  
> > this. Is this correct?

> =

> In Blitz, yes the bliter only does the first plane, and then the  
> program waits for the blitter to finish. I don't think interleaving  
> bitmaps changes this. It's a "feature" of Blitz.

interleaving is supposed to remove this "feature". If your images and  
your bitmaps are interleaved (they only have one plane!) then the  
program flow doesn't get halted. I played about with this a couple of  
years ago but I gave up on this stuff when I discovered Asm blitting  
in fast ram.

> > Is there a faster alternative that I have missed?

> =

> Yes, Mildred. The mistress of chunky magic :o> It allows you to do  
> all your shit in chunky (byte per pixel) graphics instead, and do  
> c2p conversions to display it to a native AMiGA planar screen, or  
> just do a regular copy if using graphics boards.

Yes, this is it. You can be as clever as you want with your blitter  
coding but when you're working with an 030/50 or faster you'll not  
regret moving into the realm of chunky graphics.

> However it sucks on anything less than 030/50. (Not because it's

---

> poorly done, but because of the C2P conversion. I suppose on a  
> 030/25 (for example an A4000) with a graphics board, the speed  
> would be just fine. (Or at least bearable).

With a graphics card it would be silly working in anything BUT  
chunky mode, especially on slower cpu`s. This is because you`d  
need to do planar to chunky conversion before the graphics card  
could display it. okay, so planar to chunky is handled by the  
OS (with CyberGFX/P96) but it still happens.

Cheers,

Paul =

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

### 1.144 Blitz Basic - what else ?

From: S9221846 <S9221846@Rothervalley.ac.uk>

Subject: Blitz Basic - what else ?

Date: Mon, 22 Feb 1999 17:02:14 -0000

Question :

Do you like programming a game which adapts to your  
configuration as much as the Serbian Army adapting to Peace Plans  
?

Do you have an Amiga hooked upto a Telly

?

Do you have Topaz 8

?

If yes to any of these questions . . .

Then Blitz Basic is the Programming Language for you!

Regards, Rob Livesey, S9221846@RotherValley.ac.uk

### 1.145 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Mon, 22 Feb 1999 20:36:18 +0000

for blitz-list@netsoc.ucd.ie; Mon, 22 Feb 1999 20:34:06 +0000

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

Organization: private

Date: 22 Feb 99 20:33:56 +0000

Subject: Re: Blitz Basic - what else ?

Encoding: 7bit

---

> Question :  
>  
> Do you like programming a game which adapts to your  
> configuration as much as the Serbian Army adapting to Peace Plans  
> ?  
> Do you have an Amiga hooked upto a Telly  
> ?  
> Do you have Topaz 8  
> ?  
>  
> If yes to any of these questions . . .  
> Then Blitz Basic is the Programming Language for you!

Ooh, the replies to this will be interesting <g>

I can't speak for others but my own blitz programs are so adaptive I'm not sure I even recognise them anymore. I try to support a variety of rtg methods. I have a 17" multisync monitor and I use it as a tv via a tuner thing although I did use a tv for many years. Erm, and blitz can use scalable fonts no problem, that's what intellifont is for - to interface between scalable and programs that only need handle bitmap images. I would have said AMOS be the place you'll find topaz 8 moreso ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.146 Re: Blitz Basic - what else ?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 22 Feb 1999 21:12:46 +0000

for [blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie); Mon, 22 Feb 1999 21:11:47 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Mon, 22 Feb 1999 21:02:01 -0000

encoding: Quoted-printable

Subject: Re: Blitz Basic - what else ?

On 22 Feb 99, at 20:33, Paul broke out long enough to write:

> scalable fonts no problem, that's what intellifont is for - to interface  
> between scalable and programs that only need handle bitmap images. I wou=

ld

And hopefully, I'll soon have some functions written to use the glyph engines

(bullet.lib etc). If anyone wants to send me some time, I'd be happy to accept

it.

[ ] ^ V [ ] [ ] M I =A9 M I [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.147 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 01:06:59 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:16:28 +0200

Organization: M2 productions

Subject: Re: Blitz Basic - what else ?

Encoding: 8bit

On 22-Feb-99, S9221846 wrote:

> Do you like programming a game which adapts to your configuration

> as much as the Serbian Army adapting to Peace Plans ?

No, thank you for asking.

> Do you have an Amiga hooked upto a Telly ?

No, I'm not sure my telly would show 1200\*1024 screens in 24 bit.

> Do you have Topaz 8 ?

Everyone has it you moron, it's the ROM font.

> If yes to any of these questions . . .

> Then Blitz Basic is the Programming Language for you!

I thought you were getting tired of this (everyone else is) a wise man once said "If you can't say anything nice, it's better not to say anything at all". Since you obviously don't have anything to say at all, why don't you just SHUT THE FUCK UP. People in here value your opinion about as much as that of a spastic 4 year old. Why you're getting on everyone's case about Blitz is also a mystery, I didn't even know a PC could run Blitz, maybe you have Blitz Basic 2 and Microsoft Visual Basic (Which appears to be your favourite programming language, since it doesn't require any actual skill).

> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

Ah, so now we know where to find you. Would someone who lives near him please go over there and kick his head in ? I'll pay the lawsuit.

Regards

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Visit : http://members.tripod.com/~FlameDuck

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**1.148 Re: Blitz Basic - what else ?**

for scott@online.u-net.com; Mon, 22 Feb 1999 23:13:11 +0000

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

Date: Tue, 23 Feb 1999 12:05:53 +1300

Subject: Re: Blitz Basic - what else ?

On 23-Feb-99, S9221846 wrote:

- > Question :
- >
- > Do you like programming a game which adapts to your
- > configuration as much as the Serbian Army adapting to Peace Plans
- > ?
- > Do you have an Amiga hooked upto a Telly
- > ?
- > Do you have Topaz 8
- > ?
- >
- > If yes to any of these questions . . .
- > Then Blitz Basic is the Programming Language for you!
- >

> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

Okay, now we had a post on this fellow a couple of months back, and how to deal with him- I kept it because the person said he'll be back, and he is- I've put the post below.

Now does anyone know the address of the system admin of the college, so we can complain to him/her, and maybe get Rob Livesey kicked off E-Mail, or at least warned?

-----

Hello everyone. You may know about a person called Robert Livesey S9221846@rothervalley.ac.uk ) who keeps sending abusive material to this

mailing list. I know him well, and I am constantly asking him to stop this

immature behaviour.

I would just like to point out that the only reason that he is doing this is

because I am into programming in Blitz, and he is terribly jealous. I would

also like to point out that although we share a similar e-mail address (mine

being S9225796@rothervalley.ac.uk) I have nothing to do with his actions what so ever.

Like many other people on this list, I would dearly like to see Mr Livesey

perminately banned from sending e-mail to this Blitz Basic mailing list and

I strongly suggest that we take this matter further by contacting the administrator of this list.

Mr Livesey is currently away from college for around six weeks, and therefore will not be able to send anymore e-mails to this list for quite a

while. I can only hope that when he returns from his work placement, he will

have grown a brain and decided to stop sending sick material to this list.

Some people have suggested blocking out his e-mail address, however if you

do decide to do this please to not accidentally block out mine to!

Let me also give you some information about Mr Livesey, (and no doubt he

will lie through is back teeth to defend him-self). Robert cannot program (in any language), he is obsessed with drawing icons, and does only a tiny bit of 3D rendering, but non of it is really any good. He is also addicted to demo watching, you know, the Fairlight and MELON stuff. Basically he does absolutely no development work for the Amiga and hardly supports it at all. Possibly we could have a petition against Robert, stating that we wish for him to be removed from the list, because no doubt he will only continue sending us e-mails full of crap until his time at college ends, which is another two years time.

Best regards,  
Matthew Briggs

--

Anton Reinauer <anton@ww.co.nz>  
A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0  
A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0  
Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton/>>

## 1.149 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Mon, 22 Feb 1999 23:15:17 +0000

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

Date: Tue, 23 Feb 1999 12:08:01 +1300

Subject: Re: Blitz Basic - what else ?

On 23-Feb-99, David McMinn wrote:

> On 22 Feb 99, at 20:33, Paul broke out long enough to write:

>

>> scalable fonts no problem, that's what intellifont is for - to

>> interface between scalable and programs that only need handle bitmap

>> images. I would

>

> And hopefully, I'll soon have some functions written to use the glyph



> engines (bullet.lib etc). If anyone wants to send me some time, I'd be  
> happy to accept it.

Ouwwww, that's sounds interesting :)

--

Anton Reinauer <anton@ww.co.nz>

### 1.150 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 01:45:38 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 02:33:10 +0200

Organization: M2 productions

Subject: Re: Blitz Basic - what else ?

Encoding: 8bit

Hello Anton.

On 23-Feb-99, Anton Reinauer wrote:

> Okay, now we had a post on this fellow a couple of months back, and  
> how to deal with him- I kept it because the person said he'll be back,  
> and he is- I've put the post below.  
> Now does anyone know the address of the system admin of the college,  
> so we can complain to him/her, and maybe get Rob Livesey kicked off  
> E-Mail, or at least warned?

I have sent a mail to the administrator of the domain, I hope it will suffice. I'll keep you posted on further development.

Unfortunately I have myself deleted the messages he sent, (since I thought he would grow up, how wrong I was,) if anyone else has some more of his messages, (ie. they where smarter than me,) could they please send them to me (no need to post it on the list, we've had quite enough of him allready) as attachments ? Thank you.

Regards

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> > Regards, Rob Livesey, S9221846@RotherValley.ac.uk

> =

> Ah, so now we know where to find you. Would someone who lives near him

> please go over there and kick his head in ? I'll pay the lawsuit.

Ohh, come one. This guy is obviously a Troll. Every good newsgroup has a troll. They post the most annoying messages (usually quite short) and they sit back and watch the abuse. Usually people take the trolls comments too seriously in which case the Troll wins the game. So, please, don't fall for this kind of thing again. Trolling is quite an art form and can often be done very well indeed. This guy is only a learner troll but he shows promise. Usually (like city pigeons) they go away but if you feed them they come back for more.

Don't feed them and they soon move off.

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.152 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 03:05:35 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 03:55:04 +0200

Organization: M2 productions

Subject: Re: Blitz Basic - what else ?

Encoding: 8bit

On 23-Feb-99, Paul Burkey wrote:

[-Stuff snipped-]

> Ohh, come one. This guy is obviously a Troll. Every good newsgroup  
> has a troll. They post the most annoying messages (usually quite short)  
> and they sit back and watch the abuse. Usually people take the trolls  
> comments too seriously in which case the Troll wins the game. So,  
> please, don't fall for this kind of thing again. Trolling is quite  
> an art form and can often be done very well indeed. This guy is only

Troll hunting is also an art. And at least it is an art that doesn't annoy anyone (that isn't asking for it). In reality I don't think he is a troll, I don't even think he's on the list, I just think he likes to spoil other peoples lives, and I for one won't stop until his Internet priviliges have been permanently reworked.

---

> a learner troll but he shows promise. Usually (like city pigeons) they

> go away but if you feed them they come back for more.

Promise ? Are you actually defending his actions ? The only thing he shows promise to is a full body cast, and learning to speak again when someone loses it, and whacks him to bits with a baseball bat. Some people just take things for granted. (Like the ability to chew solid food for one thing...)

> Don` t feed them and they soon move off.

Really ? Why ? He KNOWS it's annoying, he'll keep on doing it (Once a thief, always a thief) getting them offline however, often discourages them to return.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.153 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 09:10:54 +0000

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

Date: Tue, 23 Feb 1999 20:08:46 +1000

Subject: Re: Blitz Basic - what else ?

Encoding: quoted-printable

>> Ohh, come one. This guy is obviously a Troll. Every good newsgroup

>> has a troll. They post the most annoying messages (usually quite short=

)

>> and they sit back and watch the abuse. Usually people take the trolls

>> comments too seriously in which case the Troll wins the game. So,  
>> please, don't fall for this kind of thing again. Trolling is quite  
>> an art form and can often be done very well indeed. This guy is only  
remember trolls turn to stone in sunlight, I have an irritating solution,=  
if I get some positive reply's to this, I shall begin an email saturatio=  
n bombing.... or something worse....  
Blitzwing=

## 1.154 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 12:57:57 +0000

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

Date: Tue, 23 Feb 1999 06:42:35 -0500

Subject: Re: Blitz Basic - what else ?

Hi Paul

On 22-Feb-99, Paul wrote:

>> Question :

>>

>> Do you like programming a game which adapts to your  
>> configuration as much as the Serbian Army adapting to Peace Plans  
>> ?

>> Do you have an Amiga hooked upto a Telly

>> ?

>> Do you have Topaz 8

>> ?

>>

>> If yes to any of these questions . . .

>> Then Blitz Basic is the Programming Language for you!

>

> Ooh, the replies to this will be interesting <g>

Hooked up to a Telly! Damn, that's it! No wonder I haven't been able to  
get anything done - I've had it hooked up to my RADIO all these years...

Thanks for the tip :)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.155 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Tue, 23 Feb 1999 19:16:17 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 19:49:30 +0200

Organization: M2 productions

Subject: Re: Blitz Basic - what else ?

Encoding: 8bit

On 23-Feb-99, Blitzwing wrote:

>>> Ohh, come one. This guy is obviously a Troll. Every good newsgroup  
 >>> has a troll. They post the most annoying messages (usually quite short)  
 >>> and they sit back and watch the abuse. Usually people take the trolls  
 >>> comments too seriously in which case the Troll wins the game. So,  
 >>> please, don't fall for this kind of thing again. Trolling is quite  
 >>> an art form and can often be done very well indeed. This guy is only

> remember trolls turn to stone in sunlight, I have an irritating solution, if I get some positive reply's to this, I shall begin an email saturation bombing.... or something worse....

Nah, it's much better to do it the legal way....

Regards

--

+++++

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+++++

Visit : <http://members.tripod.com/~FlameDuck>

**1.156 Re: Blitz Basic - what else ?**

for scott@online.u-net.com; Tue, 23 Feb 1999 12:44:11 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 23 Feb 1999 22:56:06 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Blitz Basic - what else ?

Encoding: quoted-printable

On 22-Feb-99, S9221846 set out across the seas with this message:

->Do you like programming a game which adapts to your

->configuration as much as the Serbian Army adapting to Peace Plans

1) Only if you're the kind of programmer too crap to code anything else

->Do you have an Amiga hooked upto a Telly

2) No, do you?

->Do you have Topaz 8

3) Everyone does, moron, it's in the ROMs!

->Regards, Rob Livesey, S9221846@RotherValley.ac.uk

Oh look, this guy again. (Surprise, surprise) I thought I filtered him ou=

t? =

=3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Compiling...Linking...Dialing Copyright Lawyer...

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_=ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : mailto:hotcakes@abacus.net.au-

!! !=AC\\ - HTTP : http://abacus.net.au/hotcakes

|\_\_| //\_\_\_ //\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

**1.157 Re: Blitz Basic - what else ?**

for scott@online.u-net.com; Wed, 24 Feb 1999 09:58:01 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 23 Feb 1999 22:52:20 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Blitz Basic - what else ?

Encoding: quoted-printable

Hello Mikkel

Somewhere Mikkel L=F8kke wrote:

ML > Really ? Why ? He KNOWS it's annoying, he'll keep on doing it (Once =  
a

ML > thief, allways a thief) getting them offline however, often discoura=  
ges

ML > them to return.

Well whe could always burn him...

Yeh! Yeh! Uh! Uh! Fire... Cool... Huh! Huh!

Let's burn him...

Huh.. Huh...

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Always remember that you are unique. Just like everyone else.

=ABHhttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%-| =

<tsb>=

## 1.158 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Wed, 24 Feb 1999 00:25:58 +0000

for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 00:25:05 +0000

Date: Tue, 23 Feb 1999 22:53:16 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Blitz Basic - what else ?

Encoding: quoted-printable

Mikkel L=F8kke wrote:

> > Ohh, come one. This guy is obviously a Troll. Every good newsgroup

> > has a troll. They post the most annoying messages (usually quite shor=  
t)



> > and they sit back and watch the abuse.

> =

> Troll hunting is also an art. And at least it is an art that doesn't annoy

> anyone (that isn't asking for it). In reality I don't think he is a troll,

> I don't even think he's on the list, I just think he likes to spoil other

> people's lives, and I for one won't stop until his Internet privileges have

> been permanently revoked.

That's fine. Report him to his postmaster and have his privileges removed.

When you see 20+ replies to a troll you know the troll has won. 20+ people

have wasted their own time and energy writing replies and he may not even

be reading.

=

> > a learner troll but he shows promise. Usually (like city pigeons) they

> > go away but if you feed them they come back for more.

> =

> Promise ? Are you actually defending his actions ?

No, I just meant to say he's a persistent little bugger ;)

> > Don't feed them and they soon move off.

> =

> Really ? Why ? He KNOWS it's annoying, he'll keep on doing it (Once a

> thief, always a thief) getting them offline however, often discourages

> them to return.

Yes, do that by all means but (and I'm not referring to just you) please try to fill up the mailing list with replies to someone who isn't going to see them. Write to his provider, university, postmaster, MP, queen or whatever :)

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.159 Re: Blitz Basic - what else ?

for scott@online.u-net.com; Wed, 24 Feb 1999 00:39:14 +0000

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

Date: Wed, 24 Feb 1999 12:57:17 +1300

Subject: Re: Blitz Basic - what else ?

On 23-Feb-99, Blitzwing wrote:

> remember trolls turn to stone in sunlight, I have an irritating  
> solution, if I get some positive reply's to this, I shall begin an  
> email saturation bombing.... or something worse....

I reckon getting hold of the systems admin should work the best- it  
should keep his head down generally, and stop him annoying others/other  
lists as well.

Hmm, what was it someone said recently- I can do whatever I like on  
this List and you can't stop me...

--

Anton Reinauer <anton@ww.co.nz>

## 1.160 Re: Blitz developer list

Mon, 1 Feb 1999 19:27:32 +0100

From: Benjamin VERNOUX <bvernox@kyxar.fr>

BlitzList en anglais <blitz-list@netsoc.ucd.ie>

Date: Mon, 01 Feb 1999 19:26:44 +0100

Subject: Re: Blitz developer list

Encoding: quoted-printable

Le 31-Jan-99, Andre Beer a =E9crit:

>Hi!

>I just want to inform you that a new version of the blitz developer list=  
is

>online.

>Your comments and informations are welcome.

Yes it's very good !!! where can i find 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

>\\ Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)  
 >\\ Homepage: <http://www.freiepresse.de/home/jubee>  
 > Projects: GeoWorld - Geography on your Amiga  
 > BlitzBasic-Developer-Site  
 >-----  
 -- =  
 --- . .  
 || \/  
 |--- \ / \*Benjamin Vernoux\*  
 || \ / \*E-Mail: [bvernoux@inforoutes-ardeche.fr](mailto:bvernoux@inforoutes-ardeche.fr)\*  
 --- | \*Page WEB: <http://www.chez.com/titan>\*

## 1.161 Re: Blitz developer list

(Post.Office MTA v3.5.2 release 221  
 ID# 631-58653U30000L30000S0V35) with SMTP id cz  
 for <blitz-list@netsoc.ucd.ie>; Tue, 2 Feb 1999 16:32:53 +0100  
 From: Rostislav Stenicka <rostsoft@iol.cz>  
 Date: Tue, 02 Feb 1999 16:08:33 +0100  
 Subject: Re: Blitz developer list  
 Encoding: quoted-printable  
 On 01-02-1999, Benjamin VERNOUX wrote:  
 >Le 31-Jan-99, Andre Beer a écrit:  
 >>Hi!  
 >>I just want to inform you that a new version of the blitz developer list is  
 >>online.  
 >>Your comments and informations are welcome.  
 >Yes it's very good !!! where can i find it ??  
 Can you Write address?  
 >>-- =  
 >>Bye now!  
 >>Andre  
 >>-----  
 >> \_\_ B E E R P R O D U C T I O N S  
 >> /// Andr + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel  
 >>\\ Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)  
 >>\\ Homepage: <http://www.freiepresse.de/home/jubee>  
 >> Projects: GeoWorld - Geography on your Amiga

---

```
>> BlitzBasic-Developer-Site
>>-----
>-- =
> --- . .
>| | \ /
>|--- \ / *Benjamin Vernoux*
>| | \ / *E-Mail: bvernoux@inforoutes-ardeche.fr*
> --- | *Page WEB: http://www.chez.com/titan*
-- =
rostsoft@iol.cz "2Mb"
RStenicka@seznam.cz "10Mb" =
Jen na dlouhe soubory (oznamit na rostsoft@iol.cz), vybyram ji jen v sobo=
tu.
http://web.iol.cz/rostsoft/
Rostislav Stenicka
Malesov 157, okr. Kutna Hora, 285 41
TEL: 0327-59 54 21
Pokud pouzivate KOI8
Rostislav =F3t=C5ni=C3ka, Male=D3ov 157=
```

## 1.162 Re: Blitz developer list

```
From: Andre Beer <j.beer@abo.freiepresse.de>
BlitzList en anglais <blitz-list@netsoc.ucd.ie>
Date: Tue, 02 Feb 1999 20:25:01 +0100
Organization: BEER PRODUCTIONS - Software for Amiga
Subject: Re: Blitz developer list
Encoding: quoted-printable
Hi!
>Yes it's very good !!! where can i find it ??
You can find it at our homepage:
Go to: http://www.freiepresse.de/home/jubee/index.html
There you will find a link to an english and a german issue of the develo=
per
list. :-)
-- =
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

-----

## 1.163 Re: Blitz developer list

From: Andre Beer <j.beer@abo.freiepresse.de>

Blitz-List <blitz-list@netsoc.ucd.ie>

Date: Wed, 03 Feb 1999 19:26:17 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Re: Blitz developer list

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.7703.861.1982247560.1

Encoding: quoted-printable

Am 02-Feb-99 schrieb Rostislav Stenicka:

>Can you Write address?

OK. Here its another time:

You find it on our homepage:

[http://www.freiepresse.de/home/jubee/BBLIST\\_E.HTM](http://www.freiepresse.de/home/jubee/BBLIST_E.HTM) (english issue)

or [BBLIST\\_D.HTM](http://www.freiepresse.de/home/jubee/BBLIST_D.HTM) (german issue)

Attached is also the registration form ;-)

-- =

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

---

-----  
--BOUNDARY.7703.861.1982247560.1

Encoding: quoted-printable

Blitz Developer List

-----  
<Form for membership>

-----  
Name:

E-Mail:

Homepage:

-----  
Country:

Town:

Rest of the adress:

-----  
Projects (Name + short description/type of the game or application)

=B0

=B0

=B0

=B0

-----  
Amiga System Configuration:

Amiga: =

68xxx Processor: =

PPC Processor: =

ChipRam: =

FastRam: =

Hard Disk: =

CDRom: =

Gfx Card: =

Others: =

-----  
Others (Membership in a group, Nickname for IRC ect.)

=B0

=B0

=B0

=B0

-----  
Wishes for future issues of the Developer List

---

=B0

=B0

=B0

=B0

-> Blitz Developer List - =A91998 by Andr=E9 Beer - All Rights reserved. =

<-

=

--BOUNDARY.7703.861.1982247560.1--

## 1.164 blitz libs

for scott@online.u-net.com; Thu, 25 Feb 1999 14:21:02 +0000

Thu, 25 Feb 1999 14:18:58 +0000

25 Feb 99 14:18:59 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Thu, 25 Feb 1999 14:18:50 +0000

encoding: 7BIT

Subject: blitz libs

Hello blitzers

I came across this problem last night. I have stacks of libs and can get the numbers of them easily enough. However I have two conflicting lib numbers and was wondering if it was possible to change the number of either of them?

Thanks for listening

Steven Croy

## 1.165 Re: blitz libs

for scott@online.u-net.com; Fri, 26 Feb 1999 09:16:00 +0000

26 Feb 99 09:13:25 0

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 26 Feb 1999 09:13:09 -0000

encoding: Quoted-printable

Subject: Re: blitz libs

On 25 Feb 99, at 14:18, S.J.CROY wrote:

> I came across this problem last night. I have stacks of libs and  
> can get the numbers of them easily enough. However I have two

> conflicting lib numbers and was wondering if it was possible to  
> change the number of either of them?

I think the BlitzLibMan program from BUM9 can do this. If not, there's a program called changelibnum on Aminet. If you can't find it, I'll send it = you.

l) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

Last night I lay in bed looking up at the stars in the sky and I thought to myself, 'Where the hell is the ceiling?!'

## 1.166 Blitz Support Suite

for scott@online.u-net.com; Sun, 28 Feb 1999 19:20:36 +0000

From: Stephen Lebed <slebed@earthlink.net>

Date: Sun, 28 Feb 1999 11:14:30 -0800

Subject: Blitz Support Suite

Does the Blitz Support Suite make programming in blitz any easier? I'm programming in SuperTed 224, and I find it very difficult.

Are there any tools out there that make programming in blitz easier?

Thanks in advance,

Stephen Lebed

slebed@ix.netcom.com

## 1.167 Blitz users on the world, part II

(Netscape Messaging Server 3.0) with SMTP id AAC1074

for <blitz-list@netsoc.ucd.ie>; Wed, 10 Feb 1999 20:08:29 +0100

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: Blitz users on the world, part II

Date: Wed, 10 Feb 1999 14:00:51 +0100

charset="iso-8859-2"

Encoding: 7bit

Hi!

It was my idea to collect all these datas :-)

But I didn't know that Andree Beer (Hi Andree!) was collected some infos before on his BB Developer Site. My current statistics are below:

BB users/Country

4 - Poland

---



3 - England

2 - Germany

2 - USA

2 - Denmark

2 - Australia

1 - N.Ireland

When I'll have more datas I'll make a small database of BB users ;-)

Chris, eteacher@amiga.org.pl

## 1.168 Blitz-Support-Suite...

([62.136.55.249] helo=194.152.64.35 ident=riks-room.freemove.co.uk)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10BrIg-0002nQ-00

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 02:28:50 +0000

From: r!K <rik@riks-room.freemove.co.uk>

Date: Sun, 14 Feb 1999 02:19:15 +0000

Organization: RAM Productions

Subject: Blitz-Support-Suite...

Hi all,

The problem is definitely with BSS as Blitz2 runs fine from a normal installation.

It still says "Library not Found : \$FFFA" when booted.

I ran DefLibsman but to no avail, can anyone help me...???

cYa

--

<tsb>

<tsb> [ r!K ]

<tsb> [ rik@riks-room.freemove.co.uk ]

<tsb> ICQ [ 30318177 ]

<tsb>

<tsb> [ RAM Productions wHQ ]

<tsb> [ sTAFF mEMBER OF "sATANIC dREAMS sOFTWARE" ]

<tsb>

<tsb> [ eDITOR oF tHE s^D dISK-mAG ]

<tsb> [ WARPED ]

<tsb>

**1.169 Re: Blitz-Support-Suite...**

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

Date: Sun, 14 Feb 1999 12:59:31 -0500

Subject: Re: Blitz-Support-Suite...

Hi r!K,

On 13-Feb-99, r!K wrote:

> Hi all,

> The problem is definately with BSS as Blitz2 runs fine from a normal

> installation.

>

> It still says "Library not Found : \$FFFA" when booted.

>

> I ran DefLibsman but to no avail, can anyone help me...????

I had some problems when I installed BSS also. I think the installation is faulty.

Check in your Blitzlibs: drawers - I found that "userlibs" and "otherlibs" both contained all the RI libraries (I don't know which are the new ones)

Delete both sets, then copy in the new ones from the BSS disks.

Also delete the "ted.prefs" from env-archive/ and env:

Then remake deflibs and try again.

Also, the Custom Help stuff wouldn't work for me.

Use SnoopDos to find which files are failing to execute, then set their "executable" bits and it will work fine.

Sorry, I don't remember which files it was, but SnoopDos will tell you.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

**1.170 Re: Blitz-Support-Suite...**

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 20 Feb 99 07:11:31 +0000

Subject: Re: Blitz-Support-Suite...

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w VM\*4PG63s(pwT&qE@dB\*lkww:

---

Encoding: quoted-printable

Well, well Curt Esser, OK then but=2E=2E=2E

> Hi r!K,

>=20

> On 13-Feb-99, r!K wrote:

> > Hi all,

> > The problem is definately with BSS as Blitz2 runs fine from a

> normal

> > installation=2E

> >=20

> > It still says "Library not Found : \$FFFA" when booted=2E

> >=20

> > I ran DefLibsman but to no avail, can anyone help me=2E=2E=2E???

>=20

> I had some problems when I installed BSS also=2E I think the installatio=

n is

> faulty=2E=20

>=20

> Check in your Blitzlibs: drawers - I found that "userlibs" and "otherlib=

s"

> both contained all the RI libraries (I don't know which are the new ones)

>=20

> Delete both sets, then copy in the new ones from the BSS disks=2E

>=20

> Also delete the "ted=2Eprefs" from env-archive/ and env:

> Then remake deflibs and try again=2E

>=20

> Also, the Custom Help stuff wouldn't work for me=2E

> Use SnoopDos to find which files are failing to execute, then set their

> "executable" bits and it will work fine=2E

> Sorry, I don't remember which files it was, but SnoopDos will tell you=2E

>=20

>=20

I had same problem but make shore that you have lastes update of BBS=2E=20

To check goto about and it will say in there SuperTED 2=2E52

Has there being any more updates since I have been sleep?

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--



## 1.172 Blitzlist web page

for scott@online.u-net.com; Sun, 28 Feb 1999 16:51:59 +0000

for blitz-list@netsoc.ucd.ie; Sun, 28 Feb 1999 16:51:00 +0000

From: mcminn@house-of-mojo.freemove.co.uk

Date: Sun, 28 Feb 1999 16:40:57 -0000

encoding: 7BIT

Subject: Blitzlist web page

Hi everybody,

I'm in the process of updating my Blitz section on my webpage, to include more stuff about the list. Have a look at it

([http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)) , suggest improvements etc.

BTW, ignore this email address, I'm using it to test the (un)subscribing abilities of the list.

## 1.173 Re: Blitzlist webpage (was AHI (again :))

for scott@online.u-net.com; Fri, 26 Feb 1999 09:13:31 +0000

26 Feb 99 09:12:05 0

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 26 Feb 1999 09:12:02 -0000

encoding: Quoted-printable

Subject: Re: Blitzlist webpage (was AHI (again :))

On 25 Feb 99, at 14:16, Paul Burkey wrote:

> I'm aware of many blitz related web pages about, some are very good  
> too. I'm wondering if a web page exists that covered details about  
> the blitz-list. What is it, basic rules and how to (un)subscribe.  
> The definitive acidlibs could also be placed on there.

I've got a bit on my webpage covering (un)subscribing. No rules though, although I may have to add the recent "no big posting" rule. When I have time.

You may struggle to find my page with search engines though, the automatic bots

for adding URLs don't seem to get far through my site, and they don't seem like me adding extra submissions.

And don't hassle me, I know the page is pretty crap, but I do intend having

links to other sites, and example code etc.

---

l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

Needing someone is like needing a parachute. If he isn't there the first time you need him, chances are you won't be needing him again.

### 1.174 Blitzlist webpage (WAS: AHI (again :))

for scott@online.u-net.com; Fri, 26 Feb 1999 04:16:43 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Fri, 26 Feb 1999 04:39:35 +0200

Organization: M2 productions

Subject: Blitzlist webpage (WAS: AHI (again :))

Encoding: quoted-printable

Hello Paul.

On 25-Feb-99, Paul Burkey wrote:

> While we're close to a certain subject...

> I'm aware of many blitz related web pages about, some are very good  
(and some aren't :o>)

> too. I'm wondering if a web page exists that covered details about  
> the blitz-list. What is it, basic rules and how to (un)subscribe.

Erm, yes there is. That's how I was able to subscribe. I've tried it many= times before, but nothing seemed to work until I found this page.

> The definitive acidlibs could also be placed on there.

I think that might be copyright violation. But then again, what's the cha= nce of a lawsuit, eh ?

> What we really need is a blit-list homepage. There was one a few  
> years ago. It doesn't have to have much info, just the basic stuff  
> mentioned above plus links to all the other blitz pages.

That sounds like the page I found :o) But it cerertainly could do with a "= make-over" :o>

Regards

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### 1.176 Re: Bloody New Zealanders ;)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:44:37 +0200

Organization: A97

Subject: Re: Bloody New Zealanders ;)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Anton.

On 05-Feb-99, Anton Reinauer wrote:

> On 04-Feb-99, Mikkel L=F8kke wrote:

>> I knew a Kiwi (i.e. New Zeelander [Is it really called that ??])

> would

>> stand up for swearing :o)

> New Zeelander- and no, it's because I'm at the Hoon/Lout end of =

Ah, well I was close :o)

> society ;) . The respectable end of our society are more reserved than

> the English (we're an English colony)!

What still ? Even Hong Kong has done better than that..

> We're a very conservative/uptight society- that's why we go ballistic

> when pissed!! :-)

Yeah, like sending the entire navy to kick some french but, when they wna=

t to nuke ya' :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>



**1.177 Re: Bloody New Zealanders ;)**

From: amorel <amorel@xs4all.nl>

Date: Sat, 06 Feb 1999 23:33:34 +0500

Subject: Re: Bloody New Zealanders ;)

Encoding: quoted-printable

On 06-Feb-99, Mikkel L=F8kke wrote:

C=3D> society ;) . The respectable end of our society are more reserved than

C=3D> the English (we're an English colony)!

C=3D>What still ? Even Hong Kong has done better than that..

No, you don't understand I guess :-)

New Zealand, Australia, Canada, more are of course independent self regulating nations. Thing is they still are part of the British royal empire, meaning the British queen is also `leader` of those countries. Of course it's only symbolic and doesn't have much value. I'd be ashamed actually, having a British royal as leader :-)

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 Aura 12/16 sampler=

=

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc=  
=2E)

<http://www.xs4all.nl/~amorel/> \\ /Or take a look at my homepage=  
=2E =

=

**1.178 Re: Bloody New Zealanders ;)**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 07 Feb 1999 20:53:55 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=

Subject: Re: Bloody New Zealanders ;)

Encoding: quoted-printable

---

On 06-Feb-99, amorel set out across the seas with this message:  
 ->C=3D> society ;) . The respectable end of our society are more  
 ->C=3D> the English (we're an English colony)!  
 ->C=3D>What still ? Even Hong Kong has done better than that..  
 ->No, you don't understand I guess :-)  
 ->New Zeeland, Australia, Canada, more are of course independent self  
 ->regulating nations. Thing is they still are part of the British royal  
 ->empire, meaning the British queen is also `leader` of those  
 ->course it's only symbolic and doesnt have much value. I'd be ashamed  
 ->actually, having a British royal as leader :-)  
 There has actually been quite a lot of talk about Australia becoming a  
 republic the last few years... Dunno what's happenning with it tho <g>

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* I'd love to, but I'm training to be a household pest.

\*\*\*\*\*

----- ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuidveld --

\ \_\_\_\_ =ACV. \_\_\_\_\_ \_/

I ) \_ ^ \_\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC \ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| \_\_\_\_ | // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 31=B701=B799 ]

! \_\_\_\_ / VDTN.V

## 1.179 Borderless draggable window?

From: "BootBlock/s^D" <[BootBlock@Bigfoot.com](mailto:BootBlock@Bigfoot.com)>

Subject: Borderless draggable window?

Date: Sun, 7 Feb 1999 04:30:58 -0000

charset="iso-8859-1"

Encoding: 7bit

Does anyone know how to open a BORDERLESS window but still retaining the  
 draggable functionality (ain't that a nice word?) ?

I want to have ShapeGadgets for the Depth/Quit/etc (plus some of my own)  
 gadgets, without the system ones getting in the way.

Or d'ya think I'll have to do my own custom window dragging code?

--

BootBlock/Satanic Dreams, from Grimsby, England. - ICQ#: 14864929

[HTTP://fly.to/ParpsVille](http://fly.to/ParpsVille) - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/AMD2-300/AGP gfx card/2+4+64Mb/2.1+4.3Gb/56k/CDD3600 SCSI

ReWriter

## 1.180 Re: Borderless draggable window?

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 07 Feb 1999 10:58:22 +0100

Organization: Fantaisie Software

Subject: Re: Borderless draggable window?

Encoding: quoted-printable

Hi BootBlock/s^D, =

=

> Does anyone know how to open a BORDERLESS window but still retaining th=

e

> draggable functionality (ain't that a nice word?) ?

> =

> I want to have ShapeGadgets for the Depth/Quit/etc (plus some of my own=

)

> gadgets, without the system ones getting in the way.

> =

> Or d'ya think I'll have to do my own custom window dragging code?

NO, you don't have to code your own routine. All system gadget can be=

'emulated' by your own gadgets, you only need to change the gadgettype

field in your gadget struct after the gadget declaration.

ie: \*Gadget\GadgetType =3D #GTYP\_SDEPTH ; (will emulate the screenbac=

k

gadget) =

=

Look in the RKM for a full definition of these type...

Hope this help,

Fred.

-----=

-----

^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/^ ^ u ^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.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)

-----=

-----

## 1.181 Bouncy Bouncy :)

([62.136.46.86] helo=194.152.64.35 ident=disaintcool)  
by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 10DdtY-0000pn-00  
for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 00:34:16 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Fri, 19 Feb 1999 00:36:25 +0100  
Organization: Satanic Dreams Software.  
Subject: Bouncy Bouncy :)

Hello,

Anyone know what is happening with this closed account that all  
posted mail is bouncing off?

Cya!

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.182 Re: Bouncy Bouncy :)

for scott@online.u-net.com; Sat, 20 Feb 1999 00:58:23 +0000  
From: Toby Zuijdveld <hotcakes@abacus.net.au>  
Blitz List <blitz-list@netsoc.ucd.ie>  
Date: Sat, 20 Feb 1999 11:21:14 +0500  
Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: Bouncy Bouncy :)

Encoding: quoted-printable

On 19-Feb-99, Loki set out across the seas with this message:

-> Anyone know what is happening with this closed account that all

->posted mail is bouncing off?

I believe because the mail is being returned to the -original- sender, not the current one, we will keep receiving bounced warnings every time we write to the list, but ezmlml or whatever won't know because -it- isn't receiving the bounce warning.

Does this list actually -have- an admin?!?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* INFLATION is when the BUCK does'nt stop ANYWHERE.

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

### 1.183 Re: Bouncy Bouncy :)

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 20 Feb 1999 18:20:17 +0500

Subject: Re: Bouncy Bouncy :)

On 19-Feb-99, Loki flashed:

>Hello,

> Anyone know what is happening with this closed account that all

>posted mail is bouncing off?

Yes, I know exactly what is happening. Some of the list mails are bouncing back to the list (and us). That is exactly what is happening and if you don't believe me, ask you! ;)

I guess the ones that don't bounce didn't have enough energy. ;u)

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

P.S. If the administrator is monitoring this list at all could you PLEASE remove this (absent) person so we don't all get loaded down with bounced mail!?

**1.184 Re: Bouncy Bouncy :)**

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

Date: Mon, 22 Feb 1999 22:19:32 +1300

Subject: Re: Bouncy Bouncy :)

On 21-Feb-99, Donovan Reeve wrote:

> On 19-Feb-99, Loki flashed:

>> Hello,

>

>> Anyone know what is happening with this closed account that all

>> posted mail is bouncing off?

>

>

> Yes, I know exactly what is happening. Some of the list mails are  
> bouncing back to the list (and us). That is exactly what is happening  
> and if you don't believe me, ask you! ;)

> I guess the ones that don't bounce didn't have enough energy. ;u)

Andrew Drays is the prob- he closed his account without leaving the  
list- and any mails sent to the list are bounced from his old ISP to  
the original sender!

I assume he did this on purpose, as a bit of revenge!

--

Anton Reinauer <anton@ww.co.nz>

**1.185 Re: Bouncy Bouncy :)**

(envelope-from flameduck@usa.net)

(envelope-from flameduck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <btm1006@vip.cybercity.dk>

Date: Mon, 22 Feb 1999 16:30:19 +0200

Organization: M2 productions

Subject: Re: Bouncy Bouncy :)

Encoding: quoted-printable

Hello Anton.

> Andrew Drays is the prob- he closed his account without leaving the  
> list- and any mails sent to the list are bounced from his old ISP to  
> the original sender!

> I assume he did this on purpose, as a bit of revenge! =

On a similar note, is there anyway to change the E-mail address you use, =

---

so as Blitzlist E-mail is sent to another account ? Or should I just unsubscribe/resubscribe ?

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.186 Re: Bouncy Bouncy :)

for scott@online.u-net.com; Mon, 22 Feb 1999 23:08:58 +0000

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

Date: Tue, 23 Feb 1999 11:59:13 +1300

Subject: Re: Bouncy Bouncy :)

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke wrote:

> Hello Anton.

> =

>> Andrew Drays is the prob- he closed his account without leaving the

>> list- and any mails sent to the list are bounced from his old ISP to

>> the original sender!

>> I assume he did this on purpose, as a bit of revenge! =

> =

> On a similar note, is there anyway to change the E-mail address you

> use, so as Blitzlist E-mail is sent to another account ? Or should I  
> just unsubscribe/resubscribe ?

=

Yep, just unsubscribe and resubscribe!

-- =

Anton Reinauer <anton@ww.co.nz>

=

### 1.187 Re: Bouncy Bouncy :)

for scott@online.u-net.com; Tue, 23 Feb 1999 00:58:57 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:59:45 +0200

Organization: M2 productions

Subject: Re: Bouncy Bouncy :)

Encoding: 8bit

Hello Toby.

On 20-Feb-99, Toby Zuijdveld wrote:

> On 19-Feb-99, Loki set out across the seas with this message:

> -> Anyone know what is happening with this closed account that all

> ->posted mail is bouncing off?

> Does this list actually -have- an admin?!?

I don't think so. He probably got so pissed with being unable to unsubscribe he just let it all go :o)

Regards

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### 1.189 Re: BSS??

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 16 Feb 1999 00:09:25 +0200

Organization: A97

Subject: Re: BSS??

Encoding: quoted-printable

Hello Whee\_Cool.

On 16-Feb-99, Whee\_Cool wrote:

> Call me thick, but what is BSS stand for, or what is it?

Blitz Support Suite. It is the ultimate (literally) official update to Blitz Basic 2.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.190 BSS??**

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 22:20:25 +0000

From: Whee\_Cool <apwheeler@apwheeler.demon.co.uk>

Date: Mon, 15 Feb 1999 22:21:46 +0000

Subject: BSS??

Hi,

Call me thick, but what is BSS stand for, or what is it?

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : [Http://www.apwheeler.demon.co.uk](http://www.apwheeler.demon.co.uk)

IRC Undernet : Channel- #amirc Nick- Whee\_Cool

**1.191 Re: BSS??**

([62.136.69.18] helo=194.152.64.35 ident=disaintcool)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10CXuz-0004Wq-00

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 23:59:14 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 16 Feb 1999 00:01:22 +0100

Organization: Satanic Dreams Software.

Subject: Re: BSS??

Encoding: binary

Hello Whee\_Cool

Hiya, Whee\_Cool... ,on 15-Feb-99 you mailed me about: BSS??! So I'ma reply`in...

W>> Hi,

W>>

W>> Call me thick, but what is BSS stand for, or what is it?

Hello Thick, ahahahahaha!, sorry couldn`t help it :)

BBS, as has already been pointed out, is The Blitz Support Suite..

It's commercial software, and can be found on the Ultimate

Blitz CD, which you can get from various mail order companies,

In the UK at least...

It is WELLL WELLLL WELLLLLL worth having though!!!!

Regards

--

<tsb>  
<tsb>\*CONTACTING ME:\*\br/><tsb>E-MAIL: loki@napalmdeath.freemove.co.uk  
<tsb>WWW: http://www.napalmdeath.freemove.co.uk/  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*\br/><tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

### 1.192 CD-ROM Serial Numbers etc.

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 14:00:38 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Sun, 07 Feb 1999 13:58:47 +0000

Subject: CD-ROM Serial Numbers etc.

Hello,

Does anyone know how to read the serial numbers of a CD? Oh, yea and also who made it at what time etc.

Best Regards

Stuart Walker

Digital Images

### 1.193 Re: CDR or Master CD?

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 02 Feb 1999 18:58:51 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddd/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: CDR or Master CD?

Encoding: quoted-printable

Hello Mikkel

Somewhere Mikkel L=F8kke wrote:

>> Simple the hole all CDs have in the middle is the Write protection (= like

ML >> in tapes) if you don't want to record a CD anymore just brake the =

---

hole.

ML >> Double Sided CD have a square instead of a circle.

ML > What !!?

Eh! Eh! Eh! =

};-)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

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

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

## 1.194 Re: CDR or Master CD?

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 02 Feb 1999 19:23:58 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: CDR or Master CD?

Encoding: quoted-printable

Hello amorel

Somewhere amorel wrote:

a > On 31-Jan-99, Rui Carvalho wrote:

a >> Simple the hole all CDs have in the middle is the Write protection (= like in

a >> tapes) if you don't want to record a CD anymore just brake the hole.=

a >> Double Sided CD have a square instead of a circle.

a > What? I hope u r kidding. Breaking a hole eh? Tell me how to do that.=

All

a > cd's have a hole in the middle yes, it serves the purpose if fitting = it in

a > place in the driver :-)

Dame (no swearing)! And I thought all these years my CDRom was busted and=

didn't record ;)

a > If this is a joke, stop being a smartass and give either a helpfull answer

a > or none :-)

"It's is better to have tried and failed than to failed to try...

But the resut is the same"

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Life is the diference between death and inexistence.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

## 1.195 RE: CDXL Compiling (MPEG?)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: CDXL Compiling (MPEG?)

Date: Mon, 1 Feb 1999 13:45:20 -0000

charset="iso-8859-1"

>>There are two intros in CDXL format that you should watch if you think

it's crap (They will change the way you think totally.). The first is

Microcosm, the second is Rise of the robots.

and the third is Genetic Species. :)

## 1.196 Re: CDXL Compiling (MPEG?)

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

Date: Thu, 04 Feb 1999 21:46:29 +1000

Subject: Re: CDXL Compiling (MPEG?)

Encoding: quoted-printable

>> What a lode of twadale. CDXL isn't in Ham. CDXL (CDTV-A500) is 64/32=

>> colours and is amazing for CPU power and CD-Rom access speed 150K/Sec.=

>> Then there was update for CD32 which work with CD32 which was only

>> A1200, no 030 or fast mem. For what was it was, it was dam good. =

---

>> But for modem A1200 it is a bit lame. I am talking 030/50 or 040/25  
>> or better. But at the time they were not use that type of system. =  
>> Carl did a very good job, just like he did with Exec.  
> I agree. Carl Sassenrath Truly knows what he's doing. Anyway if anyone=  
has anything better to use. Please don't hesitate to send it here. I'm s=  
ure MoST of the other people here would be interested.  
>> And as point of order CDXL was first format that could be  
>> double-buffered with Video and Audio.  
> Another AMiGA first. :o)  
Another really well overlooked thing is CDXL was originally designed by c=  
ommodore to be able to run FMV (descriptive) at 300K/s or lesser speeds a=  
nd there's only so much you can get out of 300K/s....  
At 320 x 200 in 256 cols =3D 64,000 bytes or <5 fps  
At 320 x 200 in 16 cols =3D 32,000 bytes or <10 fps  
allowing for audio you can have -1 fps  
if you get nice compression with the iff stream you might get 50% more fr=  
ames (yeah right) so for a "lame" format it does quite well....  
To boost the frame rate you could always go for 320x150 for that cinemati=  
c feel.....  
Blitzwing=

### 1.197 Re: CDXL Compiling (MPEG?)

Fri, 5 Feb 1999 11:32:30 +0000

5 Feb 99 11:32:30 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Fri, 5 Feb 1999 11:32:22 +0000

encoding: 7BIT

Subject: Re: CDXL Compiling (MPEG?)

Blitzwing had this to say:

>

> Another really well overlooked thing is CDXL was originally designed by  
> commodore to be able to run FMV (descriptive) at 300K/s or lesser speeds  
> and there's only so much you can get out of 300K/s....

>

> At 320 x 200 in 256 cols = 64,000 bytes or <5 fps  
> At 320 x 200 in 16 cols = 32,000 bytes or <10 fps  
> allowing for audio you can have -1 fps

>  
> if you get nice compression with the iff stream you might get 50% more  
> frames (yeah right) so for a "lame" format it does quite well....  
>  
> To boost the frame rate you could always go for 320x150 for that cinematic  
> feel.....  
>  
> Blitzwing

Don't forget that if CDXL animation was 320\*128 pixels there exists  
some screenmodes which half the number of vertical lines.  
Basically the 128 pixels would be full screen and with no slowdown.  
Steven

### 1.198 RE: CDXL Compiling (MPEG?)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: CDXL Compiling (MPEG?)

Date: Mon, 8 Feb 1999 13:27:45 -0000

charset="iso-8859-1"

>>Don't forget that if CDXL animation was 320\*128 pixels there exists  
some screenmodes which half the number of vertical lines.  
Basically the 128 pixels would be full screen and with no slowdown.  
How how how how how!!!!?????  
how do I do this?. I would really like to know.  
Chris

### 1.199 RE: CDXL Compiling (MPEG?)

for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 22:55:13 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Mon, 8 Feb 1999 22:46:14 -0000

encoding: Quoted-printable

Subject: RE: CDXL Compiling (MPEG?)

On 8 Feb 99, at 13:27, C.J.R.Jarvis broke out long enough to write:

>  
> >>Don't forget that if CDXL animation was 320\*128 pixels there exists  
> some screenmodes which half the number of vertical lines.  
> Basically the 128 pixels would be full screen and with no slowdown.

---



>

> How how how how how!!!!?????

> how do I do this?. I would really like to know.

> Chris

He maybe means the AGA screenmodes - I know you can double (& 3x and 4x and 5x

I think) the verticle size of pixels, using coplist instructions. There's commands in the displaylib to do it. I'll see if I can find them for you, = but

its not going to work on any gfx cards, and won't be system friendly etc, = blah, bad vibes.

[] ^ V [] [ D ] M I = A 9 M I [] [ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.200 RE: CDXL Compiling (MPEG?)

Tue, 9 Feb 1999 09:48:33 +0000

9 Feb 99 09:48:34 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Tue, 9 Feb 1999 09:48:15 +0000

encoding: 7BIT

Subject: RE: CDXL Compiling (MPEG?)

Hello Chris

>

> >>Don't forget that if CDXL animation was 320\*128 pixels there exists

> some screenmodes which half the number of vertical lines.

> Basically the 128 pixels would be full screen and with no slowdown.

>

> How how how how how!!!!?????

> how do I do this?. I would really like to know.

> Chris

I'll have a look in the developers cd tonight, where I found this out and I'll report back to you tommorrow. Someone else said you have to use the display lib - I don't think you have to, I'm sure you can use intuition screens. However I think there is only two screen modes that support this ( one ham and something else)

Steven

---

## 1.201 cgfx

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 19:16:43 +0000

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

Organization: private

Date: 6 Feb 99 19:10:49 +0000

Subject: cgfx

Encoding: 7bit

hi.

I was wondering... if you use ScreenTags and let it create it own bitmap, and you have cybergraphics running, will the o/s use AllocBitmap\_() so that the bitmap structure is compatible with cybergraphics? and if so, where can i find the pointer to this bitmap? >From the screen structure? I take it that if i just use ScreensBitmap it creates a new blitz bitmap object, cludged, which would not necessarily contain the additional cybergraphics information? My ultimate aim is being able to use the lock bitmap thing in cybergraphics, but I don't necessarily wish to allocate my bitmap seperately (unless i have to).

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.202 Re: cgfx

From: Dobbin <dobbin@thenet.co.uk>

Date: Sat, 06 Feb 1999 19:29:44 -0000

Subject: Re: cgfx

On 06-Feb-99, Paul wrote:

>hi.

>I was wondering... if you use ScreenTags and let it create it own  
>bitmap, and you have cybergraphics running, will the o/s use  
>AllocBitmap\_() so that the bitmap structure is compatible with  
>cybergraphics? and if so, where can i find the pointer to this bitmap?  
>>From the screen structure? I take it that if i just use ScreensBitmap  
>it creates a new blitz bitmap object, cludged, which would not  
>necessarily contain the additional cybergraphics information? My

>ultimate aim is being able to use the lock bitmap thing in  
>cybergraphics, but I don't necessarily wish to allocate my bitmap  
>seperately (unless i have to).

A couple notes from the CGX3 DK...

"It is NOT possible to attach this bitmap [that you created  
yourself by some devious method] to a screen by  
supplying it as custom bitmap with OpenScreenTagList() !!"

...and...

"please use AllocBitmap()/FreeBitmap() wherever possible when running  
3.x. It really gives you a major performance improvement in most cases"

...and finally...

"The location and contents of the image data is  
subject to change and is only valid when it's locked by using the available  
locking calls (see autodocs). LockBitmapTags()/UnLockBitmap() has been  
added for this purpose. You HAVE TO supply a taglist with LockBitmapTags()  
which contains pointers to longwords which are filled with valid data if  
the call returns with a non-zero value. Only if a non-zero value is  
returned you are able to access the bitmap directly ! Check the address  
you get back with the LBMI\_BASEADDRESS tag. This is the base address you  
can do your rendering to. Get the value of the LBMI\_PIXFMT ULONG field to  
get information on the colormodel you have to use for image rendering. ALL  
models have to be supported! The other fields give you information on the  
layout of the bitmap data. It should be no problem, to directly render  
into the bitmap anymore."

Whether or not that means more to you than it does to me,  
I don't know, but the cybergraphx autodoc, I'm sure, will be  
of some help ;)

Dobbin

--

/=-----=\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=-----=/  

---

## 1.203 Re: cgfx

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 07 Feb 1999 13:43:39 +0300

Subject: Re: cgfx

Encoding: quoted-printable

On 06-Feb-99, Paul wrote.

> hi.

> =

> I was wondering... if you use ScreenTags and let it create it own

> bitmap, and you have cybergraphics running, will the o/s use

> AllocBitmap\_() so that the bitmap structure is compatible with

> cybergraphics? and if so, where can i find the pointer to this bitmap? =

> From the screen structure? I take it that if i just use ScreensBitmap

> it creates a new blitz bitmap object, cludged, which would not

> necessarily contain the additional cybergraphics information? My

> ultimate aim is being able to use the lock bitmap thing in

> cybergraphics, but I don't necessarily wish to allocate my bitmap

> seperately (unless i have to).

>

Screen->RastPort->Bitmap and there it is!

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.204 Re: cgfx

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 12:33:58 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 7 Feb 1999 12:25:03 -0000

encoding: Quoted-printable

Subject: Re: cgfx

On 6 Feb 99, at 19:10, Paul broke out long enough to write:

> cybergraphics? and if so, where can i find the pointer to this bitmap?

> From the screen structure? I take it that if i just use ScreensBitmap it

If you do that, make sure you use the bitmap within the rastport structur =

e of

the screen, as the bitmap within the screen structure is being phased out =

(as

it cannot be expended past 8bits per pixel).

[] ^ V [] [ D ] M =A9 M [] [ N M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.205 Chunky shapes

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 6 Feb 99 17:37:26 +0000

Subject: Chunky shapes

Encoding: 7bit

Hi,

I have got around to looking at the new code (Thanks Mikkelfor sorting it out) and have been having troubles getting cookies to work the shapes i am putting on the screen are leaving trails this was not happening but seems to of happened when i was playing around with the code trying to figure out why my cookie cuts where not working if any one can help the code is included below.

WBStartup

NEWTYPE .LL

dire.b

obj.b

dist.b

col.b

x.w

y.w

End NEWTYPE

NEWTYPE .OB

xs.w[16]

ys.w[16]

End NEWTYPE

Dim List coll.LL(100)

MCPU Processor ; Ensures best efficiency according to cpu

MReserveShapes 40

P=0 ;number of objects stored in coll.LL - Argh !! Never do this. You're using a list.

p1x.w = 160 ;x cordinates of ship

p1y.w = 128 ;y cordinates of ship

```
Play2x= 100 ;
Play2y= 100
speed=0 ;speed player is travelling at
bullsp = 1 ;speed shots are travelling at
slow=0 ;slow down the ship
shotdelay=0 ;delay between firing
x = 0 ;x cordinates of bitmap
y = 0 ;y cordinates of bitmap
shp=1 ;start shape
pixel.l=0 ;store colour being pasted on to
*mem.l=AllocMem(640*512,#MEMF_PUBLIC) ; ask the system for some Free ram, make a pointer to where it's at.
If *mem ; if we succeed
CludgeBitMap 0,640,512,8,*mem ; make it planar bitmap 0
Else ; otherwise
End
EndIf
LoadBitMap 0,"dh3:projects/games/roketz/ships.template"
MBitmap 0,320,256
MPlanar16ToBitmap 0,*mem,320,256,640,512 ; Convert planar to chunky
;For rows.w=0 To 3
; For cols.w=0 To 7
; MGetShape 1+cols+rows*8,cols*16+1,rows*16+1,15,15,True,True
; Next
;Next
;MMakeCookies 1,8
;MFreeBitmap 0
MUseBitmap 0
MAutoCookie On
For ship=1 To 8
MShape ship,16*5,16*5
For rows=0 To 14
For cols=0 To 14
col.w=Point(rows*ship,cols)
If col>0
MPlotShape rows,cols,col
;MPlotCookie rows,cols,col
EndIf
Next
Next
Next
```

---

```
MMakeCookie ship
Next
MFreeBitmap 0
; This should work, at least if your shapes are 16x16 and 16
; pixels apart. Otherwise it would be fairly easy to shift the
; graphics to fit.
LoadBitMap 0,"dh3:projects/games/roketz/Maps/SPACEPARKL.IFF",0
MAutoStencil On
MBitmap 0,640,512
MCIsStencil 0
MPlanar16ToBitmap 0,*mem,640,512,640,512 ; Convert planar to chunky
MBlockScroll 0,0,640,512,0,0,0
MUseBitmap 0
;MUseBitmap 0
; Okay, I've juggled your code around abit, to make it easy to "read"
; also, I have optimised it quite a bit in regards to memory useage.
; and hopefully speed. (of getting the shapes, anyway)
Free BitMap 0
FreeMem *mem,640*512
; free up our planar bitmap, we don't need it anymore.
; this was the part where you where starting to scare me.
; my monitor cannot show 15Khz screens, recomend you use
; intuition screens instead.
; This was equally scary.
*mem=AllocMem (320*256,#MEMF_CHIP) ; Chipram, for the the planar display
If *mem
CludgeBitMap 0,320,256,8,*mem
Else
End
EndIf
Screen 0,0,0,320,256,8,0,"",0,1,0
ShowPalette 0
Mc2pWindow 0,320,256,640,Processor,320,256
MQueue 0,50 ; allow 100 objects in the queue (can be more)
MQSBlitCut On
Repeat
Gosub movement
Until Joyb(0)=1
End
```

---

```
.display
MQSBlit 0,shp,p1x,p1y
Mc2p MBitmapPtr(x,y,0),*mem
MUnQueue 0,0
Return
.movement
slow=slow+1 ;to make ship slow down
RWait=RWait+1 ;used to slow down turning
shotdelay=shotdelay+1 ;slow down shot speed
If RWait = 4 ;slow down the turning
If Joyx(1)=-1 ;record the direction facing when joy is pressed left
If shp=1
shp=8
Else
shp=shp-1
EndIf
EndIf
If Joyx(1)=1 ;record the direction facing when joy is pressed right
If shp=8
shp=1
Else
shp=shp+1
EndIf
EndIf
RWait=0
EndIf
If Joyy(1)=-1 ;sort out acceleration and slow down
If shp=1
If yspeed>-5 Then yspeed=yspeed-1
EndIf
If shp=2
If yspeed>-5 Then yspeed=yspeed-0.5
If xspeed<5 Then xspeed=xspeed+0.5
EndIf
If shp=3
If xspeed<5 Then xspeed=xspeed+1
EndIf
If shp=4
If xspeed<5 Then xspeed=xspeed+0.5
```

---



```
If yspeed<5 Then yspeed=yspeed+0.5
EndIf
If shp=5
If yspeed<5 Then yspeed=yspeed+1
EndIf
If shp=6
If xspeed>-5 Then xspeed=xspeed-0.5
If yspeed<5 Then yspeed=yspeed+0.5
EndIf
If shp=7
If xspeed>-5 Then xspeed=xspeed-1
EndIf
If shp=8
If xspeed>-5 Then xspeed=xspeed-0.5
If yspeed>-5 Then yspeed=yspeed-0.5
EndIf
Else
If slow>10
If xspeed>0 Then xspeed=xspeed-1
If xspeed<0 Then xspeed=xspeed+1
If yspeed>0 Then yspeed=yspeed-1
If yspeed<0 Then yspeed=yspeed+1
slow=0
EndIf
EndIf
p1y=p1y+yspeed
p1x=p1x+xspeed
If p1y>128 AND p1y<384 ;y Bitmap scrolling coordinates
y=p1y-128
EndIf
If p1x>160 AND p1x<480 ;x Bitmap scrolling coordinates
x=p1x-160
EndIf
Gosub display
Return
```

---

## 1.206 Re: Chunky shapes

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 7 Feb 99 16:12:59 +0000

Subject: Re: Chunky shapes

Encoding: 7bit

Hi

> I am not sure why it would be drawing trails unless you weren't  
> actually unqueueing the queued objects. You are using MQSBlit which  
> defaults to CookieMode so should be okay.

I have got rid of the trails but i am still having trouble with the cookies for my shapes i have noticed that if i turn mqsblitcut on the shape disappears completely if i comment out that piece of code they reapeear but have got a black square around them which is what i am trying to get rid of the black areas are colour 0.

I was also woundering if it is possible to blit the shapes cookie on the screen so that i could see its shape, at least that way i would know if the cookie has been created.

## 1.207 Re: Chunky shapes

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 19:03:17 +0200

Organization: A97

Subject: Re: Chunky shapes

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 07-Feb-99, Oliver Marks wrote:

> Hi

> =

>> I am not sure why it would be drawing trails unless you weren't  
>> actually unqueueing the queued objects. You are using MQSBlit which  
>> defaults to CookieMode so should be okay.

> I have got rid of the trails but i am still having trouble with the  
> cookies for my shapes i have noticed that if i turn mqsblitcut on the  
> shape disappears completely if i comment out that piece of code they  
> reapeear but have got a black square around them which is what i am  
> trying to get rid of the black areas are colour 0.

Erm, I'm not sure but it sounds like a stencil problem, try using different blitcut modes, and see if this fixes the problem. Alternatively you could try and change the stencil of the bitmap.

> I was also wondering if it is possible to blit the shapes cookie on  
 > the screen so that i could see its shape, at least that way i would  
 > know if the cookie has been created.

Erm, sure. Use MCookiePtr to find the address of the cookie, and then just copy the memory from the cookie location, to the bitmap. Simple, no ?

Regards

```
-- =
+++++
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```

Visit : <http://members.tripod.com/~FlameDuck>

### 1.208 Circle

for scott@online.u-net.com; Wed, 24 Feb 1999 01:03:25 +0000  
 for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 01:02:30 +0000  
 From: "Paul" <paulwest@stationone.demon.co.uk>  
 Organization: private  
 Date: 24 Feb 99 00:59:37 +0000  
 Subject: Circle  
 Encoding: 7bit  
 Hi.

Someone was asking about how to draw a circle, not so long ago, and some examples were posted using trigonometry.

Here is an integer circle routine that doesn't use any trigonometry (it doesn't necessarily have to plot random colours either)...

```
Statement circlemidpoint{xcenter,ycenter,radius}
```

```
x=0
```

```
y=radius
```

```
Gosub plotpoints
```

```
p=1-radius
```

```
While x<y
```

```
If p<0
```

```
x+1
```

```
Else
```

```
x+1
```

```
y-1
```

```
EndIf
```

```
If p<0
```

```
p=p+(2*x)+1
```

```
Else
```

```
p=p+(2*(x-y))+1
```

```
EndIf
```

```
Gosub plotpoints
```

```
Wend
```

```
Statement Return
```

```
plotpoints:
```

```
Plot xcenter+x,ycenter+y,Rnd(255)
```

```
Plot xcenter-x,ycenter+y,Rnd(255)
```

```
Plot xcenter+x,ycenter-y,Rnd(255)
```

```
Plot xcenter-x,ycenter-y,Rnd(255)
```

```
Plot xcenter+y,ycenter+x,Rnd(255)
```

```
Plot xcenter-y,ycenter+x,Rnd(255)
```

```
Plot xcenter+y,ycenter-x,Rnd(255)
```

```
Plot xcenter-y,ycenter-x,Rnd(255)
```

```
Return
```

```
End Statement
```

```
--
```

```
Paul.
```

```
IRC: #amiga, Dalnet: #blitz
```

```
WWW: http://www.stationone.demon.co.uk
```

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

---

## 1.209 Clickboom story by ex member

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Feb 1999 00:15:17 +0500

Subject: Clickboom story by ex member

<http://www.angelfire.com/ar/cbtruth/index.html>

This is a story by an ex member of clickboom, quite interesting.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.210 Clipboards

for scott@online.u-net.com; Fri, 19 Feb 1999 02:46:30 +0000

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 03:07:28 +0200

Organization: A97

Subject: Clipboards

Encoding: quoted-printable

Hello.

It's probably been asked in here a million times or more, but how do clipboards work ?

Every time I boot my AMiGA, my clipboard contains this rather wierd string that looks like it's been cut out of AmIRC by mistake.

Greets,

-- =

+++++

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Organization: M2 productions  
Subject: Re: Collision detection again  
Encoding: 8bit

On 21-Feb-99, Oliver Marks wrote:

- > I am trying to detect collision between shapes and bitmaps and was
- > wondering if i could do it using bitmaps stencils and shapes cookies.
- > I think it is a and that you use to compare them ie if the stencil is
- > a 1 and the cookie is 1 then the returned value is 1.
- > will this work and if so how do i get the coordinates of the shapes
- > cookie as i need to read in each pixel.
- > basically understand the theory but not how to read the coordinates
- > and and them together can anyone give me any help please.

Okay, say your cookie handle is 0,0 and you're using mildred. Get the address of the cookie (or shape, it really is indirrerent) at the first pixel of the shape. Is it zero ? Yes ? Good, go get the next pixel. No ? Darned :o), go get the value of the stencil (or the bitmap) then compare it to all the colours you want to "detect" against (possibly only non-zero) Did we find one of the colours ? No ? Good, go get the next pixel. Yes ? Darned :o) The player just died.

This is probbly totally wrong (It's late) but at least it can easily be implemented as assembly. :o)

(Only kidding, as far as I can tell, it actually should work.)

Regards

--

+++++

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.213 Compiled/Executable?

Date: Sun, 7 Feb 1999 09:16:58 -0400 (AST)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Compiled/Executable?

Sorry for the on-topic message, but I actually have a Blitz question: :)

Is there a way to find out if the code being run is an executable or if it's just been run from within Blitz? I'd like to have my program read its tooltypes from a default set of values if it's not a standalone exe (and therefore can't have tooltypes set), but then use any tooltypes once it's compiled. I (not surprisingly) didn't find anything of much help in the manual.

| John Mason : chebucto.ns.ca@ah210 |

| Amiga 1200 020/882 3.0 10MB RAM 810M HD |

<http://chebucto.ns.ca/~ah210/Profile.html>

## 1.214 Re: Compiled/Executable?

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 15:22:34 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 7 Feb 1999 15:13:40 -0000

encoding: Quoted-printable

Subject: Re: Compiled/Executable?

On 7 Feb 99, at 9:16, John broke out long enough to write:

> Sorry for the on-topic message, but I actually have a Blitz question: :)

Heh heh.

> Is there a way to find out if the code being run is an executable or if

> it's just been run from within Blitz? I'd like to have my program read

> its tooltypes from a default set of values if it's not a standalone exe

> (and therefore can't have tooltypes set), but then use any tooltypes onc=

e

> it's compiled. I (not surprisingly) didn't find anything of much help i=

n

> the manual.

Can't you just use your programs icon as normal? Set up some values for y=

our

tooltypes (the defaults) then try to read them in from your icon, and over=



write

the values you have just set up. Its pretty difficult to find your own icon

n

from within Blitz I think.

[ ] ^ V [ ] [ ] M I = A 9 M I [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.215 Re: Compiled/Executable?

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 18:56:02 +0200

Organization: A97

Subject: Re: Compiled/Executable?

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello John.

On 07-Feb-99, John Mason wrote:

> Sorry for the on-topic message, but I actually have a Blitz question: :=

)

Shame on you. :o)

> Is there a way to find out if the code being run is an executable or if=

> it's just been run from within Blitz? I'd like to have my program read=

I the BSS (and probably other versions of Blitz having the RIMiscLib has =  
a command called FromBlitz which will do exactly this.

> its tooltypes from a default set of values if it's not a standalone exe=

> (and therefore can't have tooltypes set), but then use any tooltypes on=  
ce

> it's compiled. I (not surprisingly) didn't find anything of much help =

in

> the manual.

Also, getting the tooltypes is hardly difficult, if all else fails, just=

create a dummy icon in RAM, and read the tooltypes from there, while you=

're testing the program, then you could allways use a command like ProgPa=  
th\$ or something to locate the icon when you create the release version.

Regards

-- =

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

**1.216 Re: Compiled/Executable?**

```

([62.136.80.191] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 109bZL-0007QU-00
for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 21:16:43 +0000
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Sun, 07 Feb 1999 21:05:40 +0000
Subject: Re: Compiled/Executable?

```

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.1747786536.2

John Mason churned out \*this\* drivel :

> Is there a way to find out if the code being run is an executable or if  
> it's just been run from within Blitz? I'd like to have my program read  
The attached function is modified from a function in my StatsFuncs.lha file on Aminet (plug, plug).

Blitz tasks seem to return "" when you use FindTask\_ or whatever on them, even though they come up as "Blitz ][ Program Proc" in XOPA or similar, but anyway, this works however you run it...

See ya,

```
--
James L Boyd - jamesboyd@all-hail.freemove.co.uk
Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
Connected from Dundee, Scotland.
(http://surf.to/all-hail/)
--BOUNDARY.1747786536.2
Content-Disposition: attachment; filename="TaskName.asc"
Content-Description: Returns task name
; this works when run from Blitz, CLI or WB icon.
Function.s ProgsName{ }
If FromCLI=-1
*stringbuffer = AllocMem_(255, 0)
suc.l=GetProgramName_(*stringbuffer,255)
If suc
pname$=Peek$(*stringbuffer)
EndIf
Else pname$=Peek$(Peek.l(FindTask_(0)+$B0)+4)
EndIf
If pname$="" Then pname$="Run from Blitz!"
Function Return pname$
End Function
WBStartup
Request "", "Task name : "+ProgsName{ }, "OK"
End
--BOUNDARY.1747786536.2--
```

## 1.217 Re: Compiled/Executable?

```
Date: Mon, 8 Feb 1999 05:40:46 -0800 (PST)
From: Thomas Cobb <thomcobb@yahoo.com>
Subject: Re: Compiled/Executable?
John Mason churned out *this* drivel :
>
>> Is there a way to find out if the code being run is an executable
or if
>> it's just been run from within Blitz? I'd like to have my program
read
Ok, as a bare bones skeleton:
If FromCli
```

---

```
If NumPars>0
Parse command line parameters
else
use defaults
end if
else
If tooltypes exist ;This can be done using one of the tooltypes
commands
Read and use
else
use defaults
endif
endif
Thom
```

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.218 Re: Compiled/Executable?

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 15:46:25 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Wed, 10 Feb 1999 15:29:35 +0000

Organization: personal

Subject: Re: Compiled/Executable?

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.1746663632.1

Hello James

On 07-Feb-99, James L Boyd wrote:

> John Mason churned out \*this\* drivel :

>

>> Is there a way to find out if the code being run is an executable or if

>> it's just been run from within Blitz? I'd like to have my program read

>

> The attached function is modified from a function in my StatsFuncs.lha file

on

> Aminet (plug, plug).

---

>  
 > Blitz tasks seem to return "" when you use FindTask\_ or whatever on them,  
 > even though they come up as "Blitz [[ Program Proc" in XOPa or similar, but  
 > anyway, this works however you run it...

>

> See ya,

Regards

I made this bit of code using the amiga includes :)

It tells u the task name of your program, even if run from blitz :)

Hehe u could even poke a name back into it and change the task name.

And don't forget to have the amigalibs.res ;)

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

--BOUNDARY.1746663632.1

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

Content-Description: Very small bit of code :) very useful

WBStartup

\*task.Process=FindTask\_(0)

NPrint Peek\$(\*task\pr\_Task\tc\_Node\ln\_Name)

ClickMouse

End

--BOUNDARY.1746663632.1--

## 1.219 Re: Compiled/Executable?

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 20:02:13 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Wed, 10 Feb 1999 20:02:51 +0000

Organization: personal

Subject: Re: Compiled/Executable?

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.1748822976.1

Hello James

On 07-Feb-99, James L Boyd wrote:

> John Mason churned out \*this\* drivel :

>

>> Is there a way to find out if the code being run is an executable or if

>> it's just been run from within Blitz? I'd like to have my program read

>

> The attached function is modified from a function in my StatsFuncs.lha file

on

> Aminet (plug, plug).

>

> Blitz tasks seem to return "" when you use FindTask\_ or whatever on them,

> even though they come up as "Blitz ][ Program Proc" in XOPa or similar, but

> anyway, this works however you run it...

>

> See ya,

Regards

I made this bit of code using the amiga includes :)

It tells u the task name of your program, even if run from blitz :)

Hehe u could even poke a name back into it and change the task name.

And don't forget to have the amigalibs.res ;)

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

--BOUNDARY.1748822976.1

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

Content-Description: Very small bit of code :) very useful

WBStartup

```
*task.Process=FindTask_(0)
```

```
NPrint Peek$(*task\pr_Task\lc_Node\ln_Name)
```

ClickMouse

End

--BOUNDARY.1748822976.1--

## 1.220 CPU BBLIT

for blitz-list@netsoc.ucd.ie; Tue, 2 Feb 1999 22:55:32 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Tue, 02 Feb 1999 22:54:15 +0000

Subject: CPU BBLIT

Hi, this is my 1st posting to the list. Eeeek!

Anyway, I'm writing a C+C style game (aren't we all?) in the style of napalm etc. It's getting along fine, although some things could do with a little optimising.

I've used the CPU\_Blit routine (which rocks!) and I found it massively sped up nearly all aspects of my code... except one!

The problem is that although I can draw static objects and maps etc using CPU\_Blit and CPU\_Block, the 'ol blitter still has to shuffle data from chipram to the bitmap using the BBLIT command. Although this is still not a bad speed (comparable to Retaliation on the playstation) I expected it to go faster than it is! BTW I am currently using 7planes (128col).

Is there any other way to display moving objects?

What I was hoping was a way to buffer the CPU\_blit command so that a portion of another untouched bitmap was copied onto the used bitmap. I tried to use <scroll> to do this, and obviously found this to be u shooting myself in both feet here! Sloooooowwww!

I'm not up to scratch at all with ASM, which I suppose makes the matter worse!

I tried Vsprites (very impressive by the way) but found 16 colours to be far too little for the display I expected. Another thing I thought of was using QBLIT on a dualplayfield. This works (pretty fast too), with the same effect as BBLIT, but also I'm

still limited to 16colors obviously (unless some genius has come up with another wonder hack to use 128colour dualplayfields or something!)

Any Ideas?

Regards

David White

...BTW I'm using 1200/030 50Mhz Fpu/16MB ram if it helps any....

## 1.221 Re: CPU BBLIT

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 03 Feb 1999 01:29:45 +0200

Organization: A97

Subject: Re: CPU BBLIT

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 03-Feb-99, david white wrote:

> Hi, this is my 1st posting to the list. Eeeek!

> Anyway, I'm writing a C+C style game (aren't we all?) in the

> stye of napalm etc. It's getting along fine, although some things coul=  
d do

> with a little optimising.

Cool !! And as far as I know it's only Daniel who is trying to do a C+C s=  
tyle game.

> I've used the CPU\_Blit routine (which rocks!) and I found it massivley =  
sped

> up nearly all aspects of my code... except one!

> The problem is that although I can draw static objects and maps etc usi=  
ng

> CPU\_Blit and CPU\_Block, the 'ol blitter still has to shuffle data from

> chipram to the bitmap using the BBLIT command. Although this is still n=  
ot a

> bad speed (comparable to Retaliation on the playstation) I expected it =

> go faster than it is! BTW I am currently using 7planes (128col).

Use 8 Bitmaps instead. And Mildred :o)

> Is there any other way to display moving objects? =

Yes. I don't know how this CPU\_Blit thing works, but try out Mildred it u=  
ses c2p conversions and has all sorts of really neat features, like remap=  
ping (For pseudo Alpha effects), Pixel Animation and tons of other stuff.=  
I think it's worth a shot.

> What I was hoping was a way to buffer the CPU\_blit command so that a

> portion of another untouched bitmap was copied onto the used bitmap. I

> tried to use <scroll> to do this, and obviously found this to be u

> shooting myself in both feet here! Slooooooowwww!

Ah, you should use MScroll or something, from the Mildred c2p routines.

> I'm not up to scratch at all with ASM, which I suppose makes the matter=

> worse!





### 1.222 Re: CPU BBLIT

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 03 Feb 1999 01:57:23 +0200

Organization: A97

Subject: Re: CPU BBLIT

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 03-Feb-99, david white wrote:

>>> Any Ideas?

>> You could try Mildred, if you want to move over to chunky format and

>> cpu-only graphics handling.

> I take it Mildred is a Chunky GFX library for Blitz? I'll try it later

> tonight probably, thanx.

> Only one thing though - Is Chunky not slower than Amiga native planar?=  
(you

have to do C2P routines aswell as the other stuff)? =

Erm no. It's actually in general 8 times faster. (For setting points, any=  
way) the only problem is as you say the c2p conversion. (Which is not nes=  
secary on Graphics boards, ofcourse.) which takes quite alot of time. How=  
ever the relative speed increase and ease of use of a chunky displays eas=  
ily make up for it. Also most people have faster processors anyway.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

**1.223 Re: CPU BBLIT**

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 00:33:37 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Wed, 03 Feb 1999 00:32:30 +0000

Subject: Re: CPU BBLIT

Hi Paul

On 03-Feb-99, you wrote:

>> Any Ideas?

>

> You could try Mildred, if you want to move over to chunky format and  
> cpu-only graphics handling.

>

I take it Mildred is a Chunky GFX library for Blitz? I'll try it later

tonight

probably, thanx.

Only one thing though - Is Chunky not slower than Amiga native planar? (you  
have to do C2P routines aswell as the other stuff)?

Regards

**1.224 Re: CPU BBLIT**

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 01:07:22 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 3 Feb 1999 00:58:44 -0000

encoding: Quoted-printable

Subject: Re: CPU BBLIT

> I take it Mildred is a Chunky GFX library for Blitz? I'll try it later

> tonight probably, thanx.

I reckon it'll be more than one night before you've tested that properly. =

I

mean, have you seen the size of the thing? Its definately chunky (ho ho ho=  
)

> Only one thing though - Is Chunky not slower than Amiga native planar?

> (you have to do C2P routines aswell as the other stuff)?

Well, probably not the way you are doing your game - using CPUBlit etc wo=  
uld

mean you are using the processor to do all or most of the drawing, which i=

---

s  
normally a damned sight quicker than letting the blitter do it. This is al=  
so  
what Mildred does, except that it does it in 'chunky' pixels. Which are ea=  
sier  
for manipulating (i.e you don't need to access 8 different planes to draw  
something) and possibly a bit quicker as a result. Then, assuming the mach=  
ine  
your program is running on is AGA, you need to copy your fastram buffer to=  
chipmem, which is Mildred also does, except it does a c2p routine at the s=  
ame  
time (bit slower than straight copy, but not much). The benefit of using  
Mildred, is that all those people with graphics cards who don't need the c=  
2p  
step (just a straight copy here) can play the game at max speed. However, =  
if  
you don't use Mildred, then you would need to copy the bitmaps using a p2c=  
routine, which limits the speed.  
If that all sounds too much 50-50 for performance, consider this as well:=  
most  
people will have graphics cards in the future as standard, a Classic Amiga=  
emulator may not be.

Oh, and that you also get 256 colours 'automatically'.

[ ] ^ V ] [ [ ] M I =A9 M I ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.225 Re: CPU BBLIT

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 03:54:47 +0000

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

Organization: private

Date: 3 Feb 99 03:54:46 +0000

Subject: Re: CPU BBLIT

Encoding: 7bit

David White,

> I take it Mildred is a Chunky GFX library for Blitz? I'll try it later

> tonight

> probably, thanx.

Yep.

> Only one thing though - Is Chunky not slower than Amiga native planar? (you  
> have to do C2P routines aswell as the other stuff)?

Many things in chunky are faster, including normal blitting. This, in most respects, pays for the extra overhead required for c2p conversion or copying of the buffer to a graphics-card, and if you have 030/50 or higher it will be, in most cases, much higher performance than AGA with blitter or planar could ever manage.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.226 Re: CPU BBLIT

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 03:58:20 +0000

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 3 Feb 99 03:58:20 +0000

Subject: Re: CPU BBLIT

Encoding: 7bit

Mikkel,

> Yes. I don't know how this CPU\_Blitz thing works, but try out  
> Mildred it uses c2p conversions and has all sorts of really neat  
> features, like remapping (For pseudo Alpha effects), Pixel Animation  
> and tons of other stuff. I think it's worth a shot.

It doesn't do pixel animation. ;-) I know i mentioned that it would but i still haven't been able to devise a suitable interface to the user yet.

> Good. In that case check out <http://www.stationone.demon.co.uk> or  
> something similar. It's the homepage of the truly excellent Mildred  
> c2p library for Blitz Basic.

Thanks for the free advert, lol, but it's not a c2p library. It is a chunkygraphics library, part of which involved a c2p subsystem. A person in your position should know the difference! @;-)

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---

## 1.227 Re: CPU BBLIT

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 03 Feb 1999 12:01:51 +0000

Organization: Pagan Software

Subject: Re: CPU BBLIT

On 03-Feb-99, david white wrote:

> Hi Paul

> I take it Mildred is a Chunky GFX library for Blitz? I'll try it later

> tonight probably, thanx.

> Only one thing though - Is Chunky not slower than Amiga native planar?

(you

> have to do C2P routines aswell as the other stuff)?

Depends if you think 54fps on an AGA, intuition screen is slow or not?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:pagan@thehub.u-net.com)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>I may have my faults, but being wrong isn't one of them.

## 1.228 Re: CPU BBLIT

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 04 Feb 1999 02:57:09 +0200

Organization: A97

Subject: Re: CPU BBLIT

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 03-Feb-99, Rick Hodger wrote:

>> I take it Mildred is a Chunky GFX library for Blitz? I'll try it later=

>> tonight probably, thanx.

>> Only one thing though - Is Chunky not slower than Amiga native planar?=  
(you



<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>The 100% American is 99% an idiot.

## 1.230 Re: CPU BBLIT

for blitz-list@netsoc.ucd.ie; Thu, 4 Feb 1999 21:35:22 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Thu, 04 Feb 1999 21:34:07 +0000

Subject: Re: CPU BBLIT

Hi!,

Just a note to say thanx you guys for helping me out with this. I'd never heard of Mildred before, but is seems to be exactly what I was looking for, not just for this game though, but a lot of other things!

/# VERY impressive!#/

Chunky gfx seems to be a bit less complicated than planar once you get it going, and it's a HELL of a lot faster than I thought! I reckon Blitz Basic has expanded further than even it's creators believed it would!

Anyway, back to the original topic: moving objects. I've only had time to have a quick scan over the docs, but it seems that there's no MBBlit command. No problem though, I could probably adapt MBLIT or the other blitting commands to use a buffer. I'm not sure if the way I had in mind was the best or not. Does anyone have any Idea what is the fastest way to replace the background after blitting an object is?

I presumed I would make a buffer list array, add to the list when

<mblitting>,

and when I decided to 'Unbuffer' the list, I would run through it and

<Mscroll> a block back to the used bitmap, deleting the shape details on the list as I go..

This feels V.Clumsy though. Is there a better way?

C-Ya.....

Dave



## 1.231 Re: CPU BBLIT

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 05 Feb 1999 00:39:05 +0200

Organization: A97

Subject: Re: CPU BBLIT

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 04-Feb-99, david white wrote:

> Hi!,

> Just a note to say thanx you guys for helping me out with this. I'd  
> never heard of Mildred before, but is seems to be exactly what I was  
> looking for, not just for this game though, but a lot of other things! =

=

> /# VERY impressive!#/

I knew you'd like it.

> Chunky gfx seems to be a bit less complicated than planar once you get =  
it

> going, and it's a HELL of a lot faster than I thought! I reckon Blitz =  
Basic

> has expanded further than even it's creators believed it would!

Well, no I think the creators had plenty of ideas, they just didn't do mu=  
ch about them.

> Anyway, back to the original topic: moving objects. I've only had time=  
> have a quick scan over the docs, but it seems that there's no MBBlit  
> command. No problem though, I could probably adapt MBLIT or the other  
> blitting commands to use a buffer. I'm not sure if the way I had in min=  
d was

> the best or not. Does anyone have any Idea what is the fastest way to  
> replace the background after blitting an object is?

Well, it depends on how big your background is, and how it's drawn. If it=  
's a single bitmap, no larger than about 4 screens the best would probabl=  
y be to allocate a secondary bitmap, copy the background to it, and then =  
use MQBlit and MUnqueue (Or whatever the correct number of ue's is) :o) A=  
lso, you could use the MTile command.

> I presumed I would make a buffer list array, add to the list when <mbli=  
tting>,

> and when I decided to 'Unbuffer' the list, I would run through it and

> <Mscroll> a block back to the used bitmap, deleting the shape details o=

n the

> list as I go..

Well, this would only work if you had a seperate bitmap, like described above, so why not just use the MUnQueue thingy.

> This feels V.Clumsy though. Is there a better way? =

Well, there is an OTHER way. It's very likely better, and certainly easier.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>=

**1.232 Re: CPU BBLIT and Mildred (was Re: CPU BBLIT)**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 04 Feb 1999 03:31:45 +0200

Organization: A97

Subject: Re: CPU BBLIT and Mildred (was Re: CPU BBLIT)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Paul.

On 03-Feb-99, Paul wrote:

>> Yes. I don't know how this CPU\_Blitz thing works, but try out

>> Mildred it uses c2p conversions and has all sorts of really neat  
 >> features, like remapping (For pseudo Alpha effects), Pixel Animation  
 >> and tons of other stuff. I think it's worth a shot.  
 > It doesn't do pixel animation. ;-) I know i mentioned that it would  
 > but i still haven't been able to devise a suitable interface to the  
 > user yet.

Easy. MAnimPlot, MUnAnimPlot and MFlushAnimPlot. The MAnimPlot set's a po=  
 int, and adds another (Anim) pixel. MUnAnimPlot removes a specific pixel,=  
 and MFlush AnimPlot removes all the pixels :o) Anyway it doesn't have to=  
 be a feature, it's really easy to implement from a users point of view. =  
 However it being a feature would probably be faster, but not much. :o)  
 >> Good. In that case check out <http://www.stationone.demon.co.uk> or  
 >> something similar. It's the homepage of the truly excellent Mildred  
 >> c2p library for Blitz Basic.

> Thanks for the free advert, lol, but it's not a c2p library. It is a  
 > chunkygraphics library, part of which involved a c2p subsystem. A  
 > person in your position should know the difference! @;-)

I do know the differance :o=FE But it was like 4 or 5 in the morning or s=  
 omething. :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.233 Re: CPU BBLIT and Mildred (was Re: CPU BBLIT)

for blitz-list@netsoc.ucd.ie; Thu, 4 Feb 1999 19:21:51 +0000

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

Organization: private

Date: 4 Feb 99 19:20:53 +0000

Subject: Re: CPU BBLIT and Mildred (was Re: CPU BBLIT)

Encoding: 7bit

Mikkel.

> Easy. MAnimPlot, MUnAnimPlot and MFlushAnimPlot. The MAnimPlot

> set's a point, and adds another (Anim) pixel. MUnAnimPlot removes a

> specific pixel, and MFlush AnimPlot removes all the pixels :o)

> Anyway it doesn't have to be a feature, it's really easy to

> implement from a users point of view. However it being a feature

> would probably be faster, but not much. :o)

Hmm. Well I'm not sure it would be faster because, for one thing, you

not only have to plot the pixel (moving a single byte to mem), but you

also have to write the coordinate data to mem for every pixel. Ok

sure, the unqueue would be a fair bit faster, but as you say it

wouldn't be much better than a user-implemented method like in your

firework explosion thing, or sami's modification of it. It's also not

much point me putting in routines for actual ways of processing the

table, such as a firework effect or such, as it would be too fixed and

not enough flexibility. Hmm, maybe i'm just being negative today.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

### 1.234 CRAP! Debugger problems (well, fancy that, I never)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Sat, 13 Feb 1999 13:36:25 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=>

Subject: CRAP! Debugger problems (well, fancy that, I never)

Encoding: quoted-printable

I installed those v3.1 graphics.libraries for blitz.

PROBLEMS! (Debugger crashes at init time with 8000000B [Line 1111 Emulat=

or

error], which I can bypass without any noticeable problems by clicking on=  
MCP's handy Jump RTS button twice...)

Now, first I should ask, it -is- safe to install v3.1 libs if you only ha=  
ve

v3.0, as long as you don't call any v3.1 functions, right?

Aaanyway, it seems the "LES Blitz2 Debugger v2.1 (19/10/95)" NEEDS the do=  
s and

graphics libraries in Blitz to operate!

I never noticed this until I just deleted my deflibs to see if it still  
crashes or not, and while compiling my very extensive #End# program ;], i=  
t

popped up with requestors saying how it can't find token numbers \$FE and =  
\$FC.

So that's what made me realise it has something to do with the new graphi=  
cs

libs I installed.

Using Blitz libs is a bit weird for the debugger, isn't it?

Anyway, all of a sudden it's crashing. I was just wondering if this was =  
a

problem with FDConvert producing code that -needs- v3.1 libs (rather than=  
settling for v3.0 libs but crashing when trying to use v3.1 functions, as=

I

think it -should- work ;]), or just something that the debugger is doing  
-really- wrong (I wouldn't put it past it:)?

In the latter case I guess I'll have to reinstall the old graphics.librar=  
y1

and 2 objects... which is a hassle, considering I scrubbed them =3D]

It's not a major problem, as I said above I can sorta skip it without it  
causing any more problems (seemingly), but it's annoying cuz MCP takes a =  
lot

of memory to run ;) (I can no longer code without a startup-sequence <sob=  
>)

Help =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* CRUISING: 19200bps modem and 0.5bps fingers!

\*\*\*\*\*

-----^--

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
\\\_\_\_ =ACV. \_\_\_\_\_ /  
l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
!! |=AC\\ \\ - HTTP : http://abacus.net.au/hotcakes  
|\_\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 08=B702=B799 ]  
!\_\_\_/ VDTN.V

## 1.235 Re: CRAP! Debugger problems (well, fancy that, I never)

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 15:57:16 +0000  
From: "Paul" <paulwest@stationone.demon.co.uk>  
Organization: private  
Date: 14 Feb 99 15:57:11 +0000  
Subject: Re: CRAP! Debugger problems (well, fancy that, I never)  
Encoding: 7bit

Toby,

> Now, first I should ask, it -is- safe to install v3.1 libs if

> you only have

> v3.0, as long as you don't call any v3.1 functions, right?

I'm not sure. I have noticed that the 3.1 gfx lib has some tokens in different positions causing the wrong tokens to come up sometimes. But unless blitz itself calls the gfx lib it shouldn't crash until calling an actual routine I would have thought.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.236 Re: CRAP! Debugger problems (well, fancy that, I never)

From: Anton Reinauer <anton@ww.co.nz>  
Date: Mon, 15 Feb 1999 12:26:15 +1300  
Subject: Re: CRAP! Debugger problems (well, fancy that, I never)  
On 13-Feb-99, Toby Zuijdveld wrote:

>

> I installed those v3.1 graphics.libraries for blitz.

>

> PROBLEMS! (Debugger crashes at init time with 8000000B [Line 1111

> Emulator error], which I can bypass without any noticeable problems by  
> clicking on MCP's handy Jump RTS button twice...)

>

> Now, first I should ask, it -is- safe to install v3.1 libs if you only  
> have v3.0, as long as you don't call any v3.1 functions, right?

I don't know about Blitz, but for general use it's rather dodgy- I got  
all sorts of weird crashes.

--

Anton Reinauer <anton@ww.co.nz>

### 1.237 Re: CRAP! Debugger problems (well, fancy that, I never)

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 03:14:51 +0000

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

Organization: private

Date: 15 Feb 99 03:14:45 +0000

Subject: Re: CRAP! Debugger problems (well, fancy that, I never)

Encoding: 7bit

> Well, I expected I could still code using the original 3.0 calls and then put  
> in code to check for OS 3.1 if I really needed any of the extras. Which I do.  
> For gfxboard compatibility. Right?

Only if you want to output from chunky bitmaps that have line modulus.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

### 1.238 Re: CRAP! Debugger problems (well, fancy that, I never)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Mon, 15 Feb 1999 12:09:57 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=

Subject: Re: CRAP! Debugger problems (well, fancy that, I never)

Encoding: quoted-printable

On 14-Feb-99, Rick Hodger set out across the seas with this message:

->> Using Blitz libs is a bit weird for the debugger, isn't it?

->Um...not really, if it didn't, how could it give you error messages

->third-party libraries?

No, I mean the debugger -needs- the graphics and dos libraries just to se=  
t

-itself- up. Why doesn't it just open the libs of it's own accord?

->> In the latter case I guess I'll have to reinstall the old

->graphics.library 1

->> and 2 objects... which is a hassle, considering I scrubbed them =3D]=

->Yes, reinstall them. How on earth did you plan to use 3.1 ROM calls

->only 3.0 ROM's anyway?

Well, I expected I could still code using the original 3.0 calls and then=  
put

in code to check for OS 3.1 if I really needed any of the extras. Which =  
I do.

For gfxboard compatibility. Right?

I'm lost =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* "Those are the headlines... HAPPY NOW?" - The Day

\*\*\*\*\* Today

-----^\_--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuidveld --

\\_\_\_\_=ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| | // \_\_\_\_\_ // \_\_\_ // [ Last updated : 08=B702=B799 ]

!\_\_\_/VDTN.V

## 1.239 Re: CRAP! Debugger problems (well, fancy that, I never)

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 10:31:22 +0000

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 10:30:45 +0000

Date: Mon, 15 Feb 1999 10:03:29 +0000

From: Paul Burkey <[burkey@bigfoot.com](mailto:burkey@bigfoot.com)>

X-Accept-Language: en

Subject: Re: CRAP! Debugger problems (well, fancy that, I never)

Encoding: 7bit

Paul wrote:

>

>> Well, I expected I could still code using the original 3.0 calls and



>> then put in code to check for OS 3.1 if I really needed any of the  
>> extras. Which I do. For gfxboard compatibility. Right?  
>  
> Only if you want to output from chunky bitmaps that have line modulus.  
Yep. It looks like theres a bit of confusion regarding gfx card  
compatibility. As Paul said, the extra function(s) of OS3.1 are  
for rather specific tasks and are rarely used. For gfx card  
support you can feel safe that a standard Blitz2 setup is all  
you need. As I said once, if you really need to make the most  
of gfx card output you should turn to cybergraphics. I wouldn't  
suggest that anyone who is using pre OS3.1 (myself included)  
should consider playing with OS3.1 functions in blitz. Feel  
free to experiment if you`re SURE you can benefit from it.  
Cheers,  
Paul  
--  
< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.240 Re: CRAP! Debugger problems (well, fancy that, I never)

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>  
Blitz List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>  
Date: Mon, 15 Feb 1999 20:38:37 +0500  
Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: CRAP! Debugger problems (well, fancy that, I never)  
Encoding: quoted-printable

On 15-Feb-99, Paul set out across the seas with this message:  
->> Well, I expected I could still code using the original 3.0 calls  
->put  
->> in code to check for OS 3.1 if I really needed any of the extras.  
->do.  
->> For gfxboard compatibility. Right?  
->Only if you want to output from chunky bitmaps that have line modulus.  
Uh huh, and since I have -no- idea what that means, I'll probably be allr=  
ight?  
=3D]  
-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Programmers do it with their fingers.

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ - HTTP : http://abacus.net.au/hotcakes

l\_| //\_\_\_\_\_//\_\_\_// [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.241 Re: CRAP! Debugger problems (well, fancy that, I never) (fwd)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Mon, 15 Feb 1999 12:20:59 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: CRAP! Debugger problems (well, fancy that, I never) (fwd)

Encoding: quoted-printable

\*\*\* Forwarded message, originally scripted, transcribed and generally mes=  
 sed

about with by Toby Zuijdveld on 15-Feb-99 \*\*\*

->> Now, first I should ask, it -is- safe to install v3.1 libs if

->> you only have

->> v3.0, as long as you don't call any v3.1 functions, right?

->I'm not sure. I have noticed that the 3.1 gfx lib has some tokens in

->different positions causing the wrong tokens to come up sometimes. But

->unless blitz itself calls the gfx lib it shouldn't crash until calling

->an actual routine I would have thought.

Well, that's the thing, you see... I'm compiling the following program :=

#End#

=3D] and without the debugger everything is fine, but with the debugger (= and

this happens -before- any code is run, it's still setting itself up), it

crashes twice ;]

But anyway, I've decided I'll go back to the 3.0 graphics.objs now ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Atheism is a non-prophet organization!

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_ \_/  
l) \_\\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
!! |=AC\\ \ - HTTP : http://abacus.net.au/hotcakes  
|\_| //\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]  
!\_\_\_/VDTN.V

## 1.242 Da List!!

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

Date: Mon, 08 Feb 1999 13:05:10 +1300

Subject: Da List!!

On 06-Feb-99, Donovan Reeve wrote:

> On 04-Feb-99, Anton Reinauer flashed:

>> On 04-Feb-99, Paul wrote:

>>> Why it has become an issue makes me

>>> wonder what what people's motives are and I haven't seen a single

>>> person's free will trampled on to such an extent for quite a while.

>>> Chill out will ya!

>

>> I seem to remember you making a large speech about people who swear

>> a couple of days back- you weren't trampling on anyone's free will by

>> any chance were you!

>

> Anton,

> I am not intending to flame you here, just to keep things in

> perspective. Just up and cussing in front of everybody on the list  
with

> no regard for how they may feel about it is trampling on their free

> will also. It cuts both ways. Not everyone enjoys that sort of thing.

> I'll tell you what. Maybe those of us who don't like cussing can

> agree not to make a big deal over the occasional "expressiveness" of

> those who believe it does something for them as long as they they  
don't

> abusively force a lot of it on us.

> Does that sound like a good compromise to everybody?

> (it's more or less what we were doing before this all came up.)

I've said this about 6 times now! I said this a couple of months ago

when we had this conversation, and several times recently. The only

reply I got, was your one against swearing- I assumed the compromise

wasn't enough for you, and you were coming from a /very/ conservative perspective (I now know that's not the case :).

Had you put the above at the end of your post, I would have realised that you were just putting your philosophical views out, rather than a practical solution for the list!

Anyway, case closed Inspector ;)

It's good we're sorting these things out, because we haven't really noticed it, but the list has become quite professional, with all the subjects raised (and worked on), and the experience of a lot of the people on the list. It has sort of crept up on us, as we were just a bunch of very enthusiastic people desperately hanging on to a excellent but (possibly), dying platform.

Now that's changed quite considerably, with the work people like Paul (both of them :), and Fred etc have/are doing- this is serious stuff!!

Now the Amiga looks to be continuing, and this list has a lot of the serious programmers left on the Amiga (and probably most of the upcoming ones!), we should be thinking about this in terms of being taken seriously by Amiga.Inc (if they give a damn of course :-/ ).

This is where compromises like the above, should be taken into consideration (ie: lot's of immature rantings don't look too good :), but obviously, we shouldn't lose the friendliness and fun of the list, as this is what powers it, and makes it nice to be subscribed to :-)

Something to think about anyways :)

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

## 1.243 Data Registers!!

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 10:34:41 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Tue, 16 Feb 1999 10:21:45 +0000

Subject: Data Registers!!

Hello,

Could someone send me some source code with an example of how to read a data register in D0? Thanks!

Best Regards

Stuart Walker

Digital Images

---

## 1.244 Re: Data Registers!!

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: Data Registers!!

Date: Tue, 16 Feb 1999 22:40:51 +0100

charset="iso-8859-1"

Encoding: quoted-printable

>Hello,

>

>Could someone send me some source code with an example of how to read a =  
data

>register in D0? Thanks!

>

Uh, what do you mean exactly?

To get the value of D0 into the variable x you just use: PutReg D0,x

Bye,

Anders Hasselqvist

hassel@acc.umu.se

## 1.245 Re: Data Registers!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:13:22 +0200

Organization: A97

Subject: Re: Data Registers!!

Encoding: quoted-printable

On 16-Feb-99, Stuart Walker wrote:

> Could someone send me some source code with an example of how to read a=  
data

> register in D0? Thanks!

Erm, d0 is a data register. You can do:

```
move.l d0,tempreg
```

```
peek.l(tempreg)
```

[-Do ourself a favour, add an "End" or something here :o) -]

```
=2Etempreg
```

```
dc.l 0
```

Or the easy way would be using putreg, as someone else suggested :o)

---

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.246 detecting screenmodes

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 18 Feb 1999 10:59:55 +0500

Subject: detecting screenmodes

How can I open an IFF and have the program detect what the screen mode is and open a corosponding screen?

--

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

## 1.247 Re: detecting screenmodes

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Thu, 18 Feb 1999 16:43:30 +0100

Organization: Joker Developments

Subject: Re: detecting screenmodes

Hi,

Use these 5 commands:

```
#ILBMInfo #filename$
```

```
w=#ILBMWidth
```

```
# #h=#ILBMHeight#
```

```
d=#ILBMDepth
```

```
v=#ILBMViewMode
```

ALWAYS use #ILBMInfo# first otherwise the others won't work. If you were opening a screen for a file called 'foo.iff' the code would be this:

```
#ILBMInfo# "foo.iff"
```

```
w=#ILBMWidth#
```

```
h=#ILBMHeight#
```

```
d=#ILBMDepth#
```

```
v=#ILBMViewMode#
```

```
#Screen# 1,0,0,w,h,d,v,"",1,2
```

and then you would load in the IFF as normal. Hope that helps you out!

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: [gaz@jokerd.idps.co.uk](mailto:gaz@jokerd.idps.co.uk)

WWW: <http://www.jokerd.free-online.co.uk>

## 1.248 Re: detecting screenmodes

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Fri, 19 Feb 1999 01:53:01 +0500

Subject: Re: detecting screenmodes

The procedure described is actually written in the Blitz manual, beats me why the person asking didnt check the manual first. Should be the most obvious thing to do. :-)

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ / <http://www.paia.com>

Contact me! [amorel@xs4all.nl](mailto:amorel@xs4all.nl) \\ / Check my (aged) music on

<http://www.xs4all.nl/~amorel> \\ / aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

## 1.249 Re: detecting screenmodes

for scott@online.u-net.com; Sat, 20 Feb 1999 02:31:53 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 12:59:18 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: detecting screenmodes

Encoding: quoted-printable

On 18-Feb-99, Jake Frederick set out across the seas with this message:

->How can I open an IFF and have the program detect what the screen

->open a corresponding screen? =

#If# #ILBMInfo#(filename\$)

#Screen# 0,0,0,#ILBMWidth#,#ILBMHeight#,#ILBMDepth#,#ILBMViewMode#,"",0=

,0 =

; All on one line, of course

#EndIf#

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Ever notice how fast Windows 3.1 runs? Neither have

\*\*\*\*\* I...

----- ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuijdveld --

\ \_\_\_\_ =ACV. \_\_\_\_\_ \_/

l) \_ ^ \_\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l \_ | // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 14=B702=B799 ]

! \_\_\_\_ / VDTN.V

## 1.250 Double precision float

From: Dobbin <dobbin@thenet.co.uk>

Date: Tue, 16 Feb 1999 20:13:55 -0000

Subject: Double precision float

If I'm not entirely mistaken (and it wouldn't be the first time ;) there is no double-precision primitive type in Blitz.

This might not seem too important at first, but, I was looking at converting across Warp3d.h from



the Warp3d SDK and noticed that the Vertex structure has a parameter for the Z coordinate which meant to be a double precision value between 0 and 1. Hmm. Well, I could always dive back into the C compiler I 'spose, but I'd rather not unless I really have to. :/

So, can you answer either of these...?

1) Am I wrong? There really is a dpf type?

or

2) Is there a workaround?

Dobbin

--

/=-----=\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=-----=/

## 1.251 Re: Double precision float

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 21:44:17 +0000

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

Organization: private

Date: 16 Feb 99 21:44:11 +0000

Subject: Re: Double precision float

Encoding: 7bit

Dobbin,

Eee Aww!!!

> If I'm not entirely mistaken (and it wouldn't be the

> first time ;) there is no double-precision primitive

> type in Blitz.

I dont think so.

> 2) Is there a workaround?

I don't know.

While on this sort of topic though, does anyone know how blitz manages

to perform longword multiplications? ie multiple a long value by

another long value? 68000 only has mulu.w. ! ???

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.252 Re: Double precision float

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

Date: Wed, 17 Feb 1999 13:57:27 +1300

Subject: Re: Double precision float

On 17-Feb-99, Paul wrote:

> Dobbin,

>

> Eee Aww!!!

>

>> If I'm not entirely mistaken (and it wouldn't be the

>> first time ;) there is no double-precision primitive

>> type in Blitz.

>

> I dont think so.

>

>> 2) Is there a workaround?

>

> I don't know.

You could set it up a double in assem, or with GetReg, and then pass the address of the double in the calling routine (that's normally how lib's work).

> While on this sort of topic though, does anyone know how blitz manages

> to perform longword multiplications? ie multiple a long value by

> another long value? 68000 only has mulu.w. ! ???

I suppose does something like break the long into two words and then puts it back together- or if the longs are under the size of a word, just MULU.w and put it back into a long.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

## 1.253 Re: Double precision float

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 12:58:25 +0000

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 12:57:32 +0000

Date: Wed, 17 Feb 1999 02:11:37 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Double precision float

Encoding: 7bit

Anton Reinauer wrote:

> > While on this sort of topic though, does anyone know how blitz manages

> > to perform longword multiplications? ie multiple a long value by

> > another long value? 68000 only has mulu.w. ! ???

>

> I suppose does something like break the long into two words and then

> puts it back together- or if the longs are under the size of a word,

> just MULLU.w and put it back into a long.

If both longs were bigger 46,341 then I would imagine the result of a multiplication would be impossible to store in an signed long anyway.

So at least one of them would have to be small enough to fit in a word if you wanted to make use of the result. This makes the problem a bit easier.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.254 Re: Double precision float

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 17:34:39 +0300

Subject: Re: Double precision float

Encoding: quoted-printable

On 16-Feb-99, Dobbin wrote.

> If I'm not entirely mistaken (and it wouldn't be the

> first time ;) there is no double-precision primitive

> type in Blitz.

> =

> This might not seem too important at first, but, I

> was looking at converting across Warp3d.h from  
> the Warp3d SDK and noticed that the Vertex  
> structure has a parameter for the Z coordinate  
> which meant to be a double precision value  
> between 0 and 1. Hmm. Well, I could always dive  
> back into the C compiler I 'spose, but I'd rather not  
> unless I really have to. :/

> =

> So, can you answer either of these...?

> =

> 1) Am I wrong? There really is a dpf type?

> =

Nope there isn't just single precision. :(

> or

> =

> 2) Is there a workaround?

> =

> Dobbin

Yes!

```
newtype.d
```

```
hlong.l
```

```
llong.l
```

```
end newtype
```

now if you want to pass it you have to use it as pointer

```
deftype myfloat.d
```

And then use it as &myfloat

You can't calculate with those like you can with the other blitz variable=  
s.

The only way is to use your own routine or use mathlibrary functions to  
convert those say longs.

So if you need value between 0 and 1 you just scale it up for blitz  
calculations so your one will be \$7ffffff and your 0 will be 0 ;)

So you can have over 2 billion numbers between 0 and 1 and you can make i=  
t

to the 3Dlib by using math\*.libraries dividing instructions.

Or even better use FPU directly.

```
fmove.l d0,fp0 ; move your "float" to FPU register
```

```
fmove.l #$7ffffff,fp1 ; and here is the scale value
```

```
fdiv fp1,fp0 ; and here is the "real" float between 0-1
```

fmove.d fp0,(a0) ; if A0 is the position where you want the double  
; value then this will put it there  
; now it's safe to use the 3dlib commands.

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.255 Re: Double precision float

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 18:06:17 +0300

Subject: Re: Double precision float

Encoding: quoted-printable

On 17-Feb-99, Paul wrote.

> Dobbin,

> =

> Eee Aww!!!

> =

>> If I'm not entirely mistaken (and it wouldn't be the

>> first time ;) there is no double-precision primitive

>> type in Blitz.

> =

> I dont think so.

> =

>> 2) Is there a workaround?

> =

> I don't know.

> =

> While on this sort of topic though, does anyone know how blitz manages=

> to perform longword multiplications? ie multiple a long value by

> another long value? 68000 only has mulu.w. ! ???

> =

Mulu\_L ; d0.l=3DMulu\_l(d0.l,d1.l)

movem.l d1-d3,-(a7)

move.l d0,d2

move.l d1,d3

swap d3

swap d0

mul.s.w d2,d3 ; LD0 \* HD1

```

muls.w d1,d0 ; LD1 * HD0
muls.w d1,d2 ; LD1 * LD0
moveq #16,d1
add.l d3,d0 ; (LD0 * HD1)+(LD1 * HD0) if this overflows then the
numbers were too high :(
asl.l d1,d0 ; ((LD0 * HD1)+(LD1 * HD0))<<16
add.l d2,d0 ; (((LD0*HD1)+(LD1*HD0))<<16)+(LD1*LD0) same over flow
thing here :(
movem.l (a7)+,d1-d3
rts
Mulu_L_END

```

This should do it!

If you look that code you might realized that I didn't multiply those upp=  
er

halfs together. This is due to the fact that the result should be shifted=  
over the long word boundary, so there is no point doing that.

Of course this can be further optimized. (deleting one of the mulus by  
comparing the parameters ;) hint look Pauls Reply for this same subject)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.256 Re: Double precision float

for scott@online.u-net.com; Fri, 19 Feb 1999 13:56:12 +0000

Fri, 19 Feb 1999 13:53:38 +0000

19 Feb 99 13:53:38 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Fri, 19 Feb 1999 13:53:19 +0000

encoding: 7BIT

Subject: Re: Double precision float

I know this message was posted about a few days ago but:

> If I'm not entirely mistaken (and it wouldn't be the  
> first time ;) there is no double-precision primitive  
> type in Blitz.

>

> This might not seem too important at first, but, I  
> was looking at converting across Warp3d.h from

> the Warp3d SDK and noticed that the Vertex  
> structure has a parameter for the Z coordinate  
> which meant to be a double precision value  
> between 0 and 1. Hmm. Well, I could always dive  
> back into the C compiler I 'spose, but I'd rather not  
> unless I really have to. ./

Check put:

<http://www.blitzer.demon.co.uk/>

and goto:

IEEE Double Precision

I think that has what you're looking for.

Steven Croy

## 1.257 Re: Double precision float

for scott@online.u-net.com; Tue, 23 Feb 1999 17:51:20 +0000

Tue, 23 Feb 1999 17:49:28 +0000

23 Feb 99 17:49:28 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Tue, 23 Feb 1999 17:49:04 +0000

encoding: 7BIT

Subject: Re: Double precision float

Hello Dobbin

> >Check put:

> > <http://www.blitzer.demon.co.uk/>

> >and goto:

> > IEEE Double Precision

>

> Hiya,

>

> Thanks for the advice but, uh, I think maybe you had

> the wrong address there? I couldn't see anything

> useful on the site, so mailed the author, and he said

> he'd not had anything about floating point stuff on

> there and couldn't really help.

>

> So... do you think you could just have another quick

> check on your bookmarks please? I'd be really very

> grateful ;)

>

> If not, well, thanks for trying to help out anyhow :)

DOH!!!! The web address should be:

<http://home.intercom.it/~fsoft/ablast.html>

The amiga blast magazine home page. Quite a nifty and well presented site for the Amiga in general.

My apologies for that

Steven Croy

## 1.258 Re: Double Precision Floats and multiplies

From: mike.child@sbu.ac.uk

Date: Wed, 17 Feb 1999 16:06:18 +0000

Subject: Re: Double Precision Floats and multiplies

> > While on this sort of topic though, does anyone know how blitz manages

> > to perform longword multiplications? ie multiple a long value by

> > another long value? 68000 only has mulu.w. ! ???

The old 8 bit chips didn't have multiply or divide instructions at all, just add and subtract and bit shifts. We're spoiled these days.

However, what I'd like to know is which assembler mult and div instructions are the best to use and which to avoid - some of them require 040/060 emulation don't they? I want to assemblerise some blitz procedures, but I want to avoid these emulated instructions.

If the answer is too complicated, can I find it on the net? My assembly books are all old 68000/020 only.

Cheers

Mike Child

## 1.259 Re: Double Precision Floats and multiplies

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:15:16 +0200

Organization: A97

Subject: Re: Double Precision Floats and multiplies

Encoding: quoted-printable

On 17-Feb-99, mike.child@sbu.ac.uk wrote:

---



> However, what I'd like to know is which assembler mult and div instructions are the best to use and which to avoid - some of them require 040/060 emulation don't they? I want to assemblerise some blitz procedures, but I want to avoid these emulated instructions.

Easy, look in your book. If you want to avoid 040/060 instructions, and your book only has 68000/68020 instructions, what's the problem ?

> If the answer is too complicated, can I find it on the net? My assembly books are all old 68000/020 only.

That'll work just fine, since Blitz only does 68000 assembly anyhow.

Regards

-- =

+++++

```

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```

+++++

Visit : <http://members.tripod.com/~FlameDuck>

**1.260 Re: Double Precision Floats and multiplies**

18 Feb 99 11:15:39 0  
 From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>  
 Organization: The Robert Gordon University, E&EE

Date: Thu, 18 Feb 1999 11:15:24 -0000

encoding: Quoted-printable

Subject: Re: Double Precision Floats and multiplies

On 18 Feb 99, at 10:15, Mikkel L=F8kke wrote:

> On 17-Feb-99, mike.child@sbu.ac.uk wrote:

>

> > However, what I'd like to know is which assembler mult and div

> > instructions are the best to use and which to avoid - some of them

> > require 040/060 emulation don't they? I want to assemblerise some

> > blitz procedures, but I want to avoid these emulated instructions.

>

> Easy, look in your book. If you want to avoid 040/060 instructions, and

> your book only has 68000/68020 instructions, what's the problem ?

I think he means he wants to avoid the instructions 000/020 that the 040/0=

60

need to emulate, not the other way around.

> > If the answer is too complicated, can I find it on the net? My assembl=

y

> > books are all old 68000/020 only.

>

> That'll work just fine, since Blitz only does 68000 assembly anyhow.

You could do macros with DC.b's and then use them as inline opcodes - Ste=

ve

from RWE did this in a BUM example ages ago, for the 020 LEA instruction. =

If

you want the full 68k family instruction set, look at

[http://www.mot.com/SPS/HPESD/prod/docframe/docs\\_frame.html](http://www.mot.com/SPS/HPESD/prod/docframe/docs_frame.html)

I would recommend the M68000 Family Programmers Reference Manual, as it c=

overs

000 -> 040 processors, both FPUs and the MMU instructions sets. There's al=

so a

whole bunch of docs specific to each processor, none of which I've looked =

at.

Most of them are PDFs.

l) ^ V ] [ l) |V| =A9 |V| ] [ |V| |

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.261 Re: Double Precision Floats and multiplies

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 18:11:33 +0300

Subject: Re: Double Precision Floats and multiplies

Encoding: quoted-printable

On 17-Feb-99, mike.child@sbu.ac.uk wrote.

> =

> >> While on this sort of topic though, does anyone know how blitz mana=  
ges

> >> to perform longword multiplications? ie multiple a long value by

> >> another long value? 68000 only has mulu.w. ! ???

> =

> The old 8 bit chips didn't have multiply or divide instructions at all=  
just

> add and subtract and bit shifts. We're spoiled these days.

> =

> However, what I'd like to know is which assembler mult and div  
instructions are

> the best to use and which to avoid - some of them require 040/060  
emulation

> don't they? I want to assemblerise some blitz procedures, but I want=  
avoid =

> these emulated instructions.

> =

> If the answer is too complicated, can I find it on the net? My assembl=  
y  
books

> are all old 68000/020 only.

> =

> Cheers

> Mike Child

> =

Well all mulu/s which takes long/word for the both multiplicand and  
multiplier

and will return single long

so mulu.l d0,d1 is good but mulu.l d0,d1:d2 isn't (is emulated on 060)

oh and if you are also looking compatibility for 000 then forget everythi=  
ng

else but mulu.w d0,d1 ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.262 Re: Encrypting ASCII files.

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Mon, 01 Feb 1999 19:16:39 +0100

Subject: Re: Encrypting ASCII files.

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.7701.1969.2017063640.1

Encoding: quoted-printable

Le 30-Jan-99, Loki a =E9crit:

>Hello,

> Ok, I really need help here :) I've been trying for ages,

>and I cant get it working. Does anybody know how I can use

>the RI encryption (or anything else) To:

>o Firstly, load an ASCII file, convert the contents to a list

> array,

>o Encrypt the contents of the array.

>o Save the converted contents to a file.

>o Load the Encrypted file back in to the array.

>o Decrypt it, making sure that each item in the list is

> 1 line of the text, taking into account the EOL`s.

>o Save it back out as an ASCII file.

>If anybody has done any examples, it would be nice, heheheh.

>Or alternatively the same sort of routine for powerpacked

>files. Or both?

>Can anybody help, in anyway at all?

I have make a little utility for do that it's attached to the Email.

>Cya,..

>-- =

><tsb>

><tsb>\*CONTACTING ME:\*

><tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

><tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

><tsb>ICQ: 27181384

><tsb>

><tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

```
><tsb>ADMIN: admin@satanicdreams.freemove.co.uk
><tsb>AMINET: SDPackN.lha (docs/misc)
><tsb>WWW: http://www.satanicdreams.freemove.co.uk/
><tsb>IRC: Dalnet/#SatanicDreams
><tsb>
-- =
--- . .
||\ /
|--- \ / *Benjamin Vernoux*
||\ / *E-Mail: bvernoux@inforoutes-ardeche.fr*
--- | *Page WEB: http://www.chez.com/titan*
--BOUNDARY.7701.1969.2017063640.1
WBStartup
NoCli ; no default CLI
WbToScreen 0 ; use WB screen
WBenchToFront_
#G2=1
#W1=0
MaxLen pa$=192
MaxLen f$=192
Free GTList #W1
CloseWindow #W1
GTButton #W1,1,8,4,80,22,"Crypt",16
GTButton #W1,2,90,4,89,22,"DeCrypt",16
Window #W1,181,80,200,45,$105E,"BUG",1,2:AttachGTList #W1,#W1
Repeat
ev.l=WaitEvent
If ev=$40 AND GadgetHit=1 ;Encrypt
Then
fil$=ASLFileRequest$("Encrypt a file",pa$,f$)
success=BLoad(fil$,0)
Encrypt Start(0),Length(0),210,70,41
succ=BSave(fil$,0)
EndIf
If ev=$40 AND GadgetHit=2 ;Decrypt
Then
fil$=ASLFileRequest$("Decrypt a file",pa$,f$)
success=BLoad(fil$,0)
a=Length(0)
```

---

```
Decrypt Start(0),Length(0),210+a,70,41
succ=BSave(fil$,0)
EndIf
Until ev.l=$200
CloseWindow #W1:End
--BOUNDARY.7701.1969.2017063640.1--
```

## 1.263 End of mildred!!!

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: End of mildred!!!

Date: Tue, 16 Feb 1999 20:13:30 +0100

>Yes that's one way. The main problem is that just about all sections  
>need to interact with other sections because there are all sorts of  
>conditions of dependency in the way the system works, especially with  
>regards to the errorchecking. I'm not too keen on having to cut the  
>lib up so maybe things will draw to a close.

No No No No No...Dont you dare to stop work excellent work on Mildred  
Dont you dare to take mildred out of production. I just started to play with  
mildred and from what I have seen so far it's extremely good. I have been  
trying to make a game project in C that originaly started out in blitz. I  
had to move it to C since at the time blitz was to limited for what I'm  
doing. But now that mildred has been introduced to the blitz environment  
I'm stronly thinking about moving back (most likely).

So please dont stop work on mildred. I'm sure there are people here that  
are willing (and know how) to help you with your lib problem. Isnt it  
possible

to split up mildred into many files, like a MShapesLib, MBitmapLib,  
MDrawingLib etc just like Frederic did with the NCS, and use somekind of  
message port system to let they communicate or what ever (just taking a  
wild guess her now, but I'm desperat to find a solution to your problem).

So come on guys. Lets all show Paul how much mildred means to us and  
how much we like it.

Bye!

---

## 1.264 Re: End of mildred!!!

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 21:40:21 +0000

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

Organization: private

Date: 16 Feb 99 21:32:18 +0000

Subject: Re: End of mildred!!!

Encoding: 7bit

Andreas,

Dam microdot crashed just as i finished the original reply, so here we go again...

> No No No No No...Dont you dare to stop work excellent work on Mildred  
> Dont you dare to take mildred out of production. I just started to play with  
> mildred and from what I have seen so far it's extremely good. I have been  
> trying to make a game project in C that originaly started out in blitz. I  
> had to move it to C since at the time blitz was to limited for what I'm  
> doing. But now that mildred has been introduced to the blitz environment  
> I'm stronly thinking about moving back (most likely).

close, lol.

I can't deny it is nice to hear this sort of thing happening and you're not the first either. I've had nothing but good things said of Mildred and my work on it which has really been encouraging for me. There have been 37 public updates since its release and the great thing about it being exposed to the public is that I get plenty of feedback, bug reports etc (although admittedly few). And it really has grown. I can remember when it was getting close to 40k object file and being quite surprised that it was even larger than the MUI lib. Now its 110k which is really quite big an overhead, even though it only works out at about 500 bytes per token on average. The sourcecode has accelerated past half a megabyte recently, which is just over 18,000 lines of asm, and is really getting difficult to manage as one solid lump.

As you know, I was adding more new commands (MReMapParticles etc) when I ran into this problem of having only 256 tokens. I suspected it was related to there being 256 or more tokens but I hadn't counted for a while. When I did count it was indeed true that the 257th token wasn't behaving as it should. So there is now a problem. It's been great working on Mildred and I have learned a heap load of stuff that at the beginning I didn't know existed. BTW, maybe I have not told this

in public yet, but many years ago my sister was ill with something like mumps or flu, and i was trying to cheer her up and thought it would be funny to suggest I was going out with somebody really awful. The name "Mildred" sprang to mind, sort of a haggard witchy name (no offence any Mildred's present), and it did the job. BUT, i then never lived it down. So when thinking up a name for the lib, good old Mildred sprang to mind and became immortalised. Compensation :)

But anyway, Mildred may be good, but it could still be much better and I dont think it will lend itself elegantly enough to major modifications to the way it works - ie splitting it up or sectioning off modules. It was never designed to work well with that approach. In fact, much of it wasn't designed at all, and if I did it again from scratch it would be quite different. This sentiment though doesn't sort out the problem that I've gone over the legal limit, in a drunken coding frenzy! <g>

So when i said about drawing to a close i was just sort of saying that the library has just about reached its limits and I'm not keen on the idea of trying to mangle it to be something that it isn't cut out for. If it had been designed from the start the token problems wouldn't have happened, and nor would a lot of other problems. I never set off with the plan of making it so extensive but it's sort of got a mind of its own. At the moment I'm considering redesigning the particle animation routines, all of them, so that there aren't all these `normal`, `address` and `quick` variations. If I can collage those routines into a more efficient interface with less tokens then there is no longer a problem and there will be space for adding any other things that I think of. But the fact still remains that at some point it's just going to have more tokens than there is room for and that's why I've been making some serious considerations. Either there comes to be a completely new `Mildred II` project, perhaps subtitled "Mildred's revenge", or the lib will have to have something done to it. Sami suggested making it a shared library but that opens it up to such a large audience and there is a certain limit to my generosity (somewhere).

> So please dont stop work on mildred.

If I don't stop at some point I will end up writing everyone's games for them. In Mildred there is, done for you, probably at least half of your game code. I know this is true because I have been adding things



that I think I will need in my slowly ongoing tanks project and so many features have been coded into the lib that are directly needed by that project that it is in many respects half coded now even though there isn't much of a 'master program' to bind it all into a game. I continue to think up ideas for things that would make games technically impressive and more graphically capable but there seems to be no end to what else could be added. I don't particularly want Mildred to turn into a bloated super-core 10 megabyte library that handles all of the possibilities that anyone could ever dream of.

- > I'm sure there are people here that
- > are willing (and know how) to help you with your lib problem. Isn't it
- > possible
- > to split up mildred into many files, like a MShapesLib, MBitmapLib,
- > MDrawingLib etc just like Frederic did with the NCS, and use somekind of
- > message port system to let them communicate or what ever (just taking a
- > wild guess here now, but I'm desperate to find a solution to your problem).

Well. The main method would be a jump table like they have in shared libraries. This would be loaded with pointers to all of the 'subroutines' in the library and some kind of MMildredBase function added to return the base of this jump table, and something else to return the address of the internal data area where various variables are kept. Then whole chunks, or at least one large chunk of the library, would have to be broken on, safely, and made into a new library. All of the routines in that sub library would have to have modifications made so that all accesses to the subroutines, especially runtime errorchecking stuff and to the internal data area could work. It's no small undertaking. Probably, to tackle this bridge at this time, I will redesign the particle tokens.

## 1.265 Re: End of mildred!!!

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 17 Feb 1999 14:42:01 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: End of mildred!!!

Encoding: quoted-printable

On 17-Feb-99, Andreas H=E5kansson set out across the seas with this message:

->>Yes that's one way. The main problem is that just about all sections  
 ->>need to interact with other sections because there are all sorts of  
 ->>conditions of dependency in the way the system works, especially with  
 ->>regards to the errorchecking. I'm not too keen on having to cut the  
 ->>lib up so maybe things will draw to a close.

->So come on guys. Lets all show Paul how much mildred means to us and  
 ->how much we like it.

Yeh, full on! I just started using Mildred too and although most ppl wil=  
 l be

happy to hear this considering the amount of newbie posts I've made recen=  
 tly,

I'll slit my wrists if it stops being worked on ;)

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Marriage is one of the chief causes of divorce.

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

|\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.266 Re: End of mildred!!!

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>

Blitz List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>

Date: Wed, 17 Feb 1999 15:13:18 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 =

Subject: Re: End of mildred!!!

Encoding: quoted-printable

On 17-Feb-99, Paul set out across the seas with this message:

->works out at about 500 bytes per token on average. The sourcecode has

->accelerated past half a megabyte recently, which is just over 18,000

That absolutely blew me away when I read that!

Maybe if the Mildred II project is ever started, you could charge for it =

(mmm,

incentive:)?

I remember when you originally planned to charge for the full release of Mildred (and release something like MiniMildred into the public)... Well=, I'm very poor, and would never have done that =3D]

But now I see just how damned good it is, how much work you have put into= it... I'd be more than willing to somehow set aside a (modest) payment i=f it'll help you to decide to keep going with it ;]

I think I can safely say Mildred is the the best/most extensive/amazing t=hing to happen to Blitz since Blitz itself (oh, and probably the BSS, which I havn't seen, so I wouldn't know:)

- >in public yet, but many years ago my sister was ill with
- >something like mumps or flu, and i was trying to cheer her up
- >and thought it would be funny to suggest I was going out with
- >somebody really awful. The name "Mildred" sprang to mind, sort
- >of a haggard witchy name (no offence any Mildred's present),
- >and it did the job. BUT, i then never lived it down. So when
- >thinking up a name for the lib, good old Mildred sprang to mind

<sob> What a beautiful story. Brought a tear to my eye <grin>

- >sort out the probem that I've gone over the legal limit, in a drunken
- >coding frenzy! <g>

Drunken, eh =3D]

- >If I don't stop at some point I will end up writing everyone's games
- >for them. In Mildred there is, done for you, probably at least half of

Not the games, just the game-engines =3D]

- >Mildred to turn into a bloated super-core 10 megabyte library that
- >handles all of the possibilities that anyone could ever dream of.

Why not? You'd single handedly help the Amiga game scene get really amaz=ing, by removing us programmers from the hassle of having to write a new engin=e for all our games, so we can concentrate on adding lots of -game- and origina=lity and... stuff =3D]

Like I said, and I believe there would be quite a few others out there to= o, I'd quite happily pay a small fee for a new version, and maybe again ever=y

---

major update (like every six months or something)

Just something to think about ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Back up my hard drive? How do I put it in reverse?

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuidveld --

\\_\_\_=ACV. \_\_\_\_\_/

l) )\_A\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.267 RE: End of mildred!!!

From: "C.J.R.Jarvis" <[C.J.R.Jarvis@wkac.ac.uk](mailto:C.J.R.Jarvis@wkac.ac.uk)>

Subject: RE: End of mildred!!!

Date: Wed, 17 Feb 1999 12:15:13 -0000

charset="iso-8859-1"

Before you stop work on it can you please please add poly/polyf  
commands!!!!

Chris

## 1.268 RE: End of mildred!!!

From: "C.J.R.Jarvis" <[C.J.R.Jarvis@wkac.ac.uk](mailto:C.J.R.Jarvis@wkac.ac.uk)>

Subject: RE: End of mildred!!!

Date: Wed, 17 Feb 1999 12:23:43 -0000

charset="iso-8859-1"

>>Before you stop work on it can you please please add poly/polyf  
commands!!!!

someone will end up doing it anyway because if mildred doesn't do it I'll be  
mailing the list every week for help on creating chunky polygons. :)

Chris

## 1.269 Re: End of mildred!!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 17:08:00 +0200

Organization: A97

Subject: Re: End of mildred!!!

Encoding: quoted-printable

On 16-Feb-99, Paul wrote:

[-This message has been edited for shortness, not completeness-]

> Dam microdot crashed just as i finished the original reply, so here we  
> go again...

Heh, that should teach you :o)

> I can't deny it is nice to hear this sort of thing happening and

> you're not the first either. I've had nothing but good things said of

> Mildred and my work on it which has really been encouraging for me.

Well, there you have it, we love Mildred. :o)

> There have been 37 public updates since its release and the great

> thing about it being exposed to the public is that I get plenty of

> feedback, bug reports etc (although admittedly few). And it really has

> grown. I can remember when it was getting close to 40k object file and

> being quite surprised that it was even larger than the MUI lib. Now

> its 110k which is really quite big an overhead, even though it only

> works out at about 500 bytes per token on average. The sourcecode has

> accelerated past half a megabyte recently, which is just over 18,000

> lines of asm, and is really getting difficult to manage as one solid

> lump.

Heh, another good reason to split up the code :o)

> But anyway, Mildred may be good, but it could still be much better and

> I don't think it will lend itself elegantly enough to major

> modifications to the way it works - ie splitting it up or sectioning

> off modules. It was never designed to work well with that approach. In

> fact, much of it wasn't designed at all, and if I did it again from

> scratch it would be quite different. This sentiment though doesn't

> sort out the problem that I've gone over the legal limit, in a drunken

> coding frenzy! <g>

Well, it's not like you have to start coding it "from scratch" I mean you=

still have the source code, all you really need is a different structur=

e to allow for future expansions. Personally I like the way Frederic does= it with the NCS.

- > At the moment I'm considering redesigning the particle
- > animation routines, all of them, so that there aren't all these
- > `normal`, `address` and `quick` variations. If I can collage those
- > routines into a more efficient interface with less tokens then there
- > is no longer a problem and there will be space for adding any other
- > things that I think of. =

Well, you could also remove some of the "reddundant" commands like MCPU a= so. offcourse this will lead to tokenisation probalems, but what the heck = ? I'm sure we users would rather have an expandable library :o)

- > But the fact still remains that at some point
  - > it's just going to have more tokens than there is room for and that's
  - > why I've been making some serious considerations. Either there comes
  - > to be a completely new `Mildred II` project, perhaps subtitled
  - > "Mildred's revenge", or the lib will have to have something done to it.=
- That would be neat. But it will also mean alot of work. Since Mildred was= made by you, for you, it all comes down to what you really need, doesn't= it ? I mean if you need to expand the Mildred stuff, you're obviously go= ing to have to redesign the library.

- > Sami suggested making it a shared library but that opens it up to
- > such a large audience and there is a certain limit to my generosity
- > (somewhere).

There is ? :o)

>> So please dont stop work on mildred.

I second that motion :o)

- > If I don't stop at some point I will end up writing everyone's games
- > for them. In Mildred there is, done for you, probably at least half of
- > your game code. I know this is true because I have been adding things
- > that I think I will need in my slowly ongoing tanks project and so
- > many features have been coded into the lib that are directly needed by
- > that project that it is in many respects half coded now even though
- > there isn'tmuch of a `master program` to bind it all into a game.

That's why we all like it that much :o)

- > I continue to think up ideas for things that would make games
  - > technically impressive and more graphically capable but there seems
  - > to be no end to what else could be added. I don't particularly want
  - > Mildred to turn into a bloated super-core 10 megabyte library that
  - > handles all of the possibilities that anyone could ever dream of.
-



> again be flooded with tons of totally moronic games.

=

Yep, couldn't agree more!

-- =

Anton Reinauer <anton@ww.co.nz>

=

## 1.271 Re: End of mildred!!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:02:33 +0200

Organization: A97

Subject: Re: End of mildred!!!

Encoding: quoted-printable

Hello Toby.

On 17-Feb-99, Toby Zuijdveld wrote:

> Maybe if the Mildred II project is ever started, you could charge for i=

t (mmm,

> incentive:)?

See, this is a joke. (At least from where I'm standing) unless the charge= is "unreasonably" high (Like =A375+) I for one would not want to pay. Wh= y ? Coz I'd be paying my bank more than I'd be paying paul. Perhaps the "= real" way to go would be to send paul a complementary free copy of whatev= er game you've done. That would certainly be the one I could relate to be= st. Unfortunately it does require people to have ethics and moral, which n= one of you scm sucking pirates have :o)

> I remember when you originally planned to charge for the full release o= f

> Mildred (and release something like MiniMildred into the public)... We= ll, I'm

> very poor, and would never have done that =3D]

I'm not particularly poor, I'm just unlucky enough to live in a country w= here banks rip off their customers. (As if there are banks which don't pr= actice this) :o)

> Why not? You'd single handedly help the Amiga game scene get really am= azing,

> by removing us programmers from the hassle of having to write a new eng=





Subject: Re: End of mildred!!!

Encoding: quoted-printable

Mikkel L=F8kke wrote:

> > Why not? You'd single handedly help the Amiga game scene get really =  
amazing,

> > by removing us programmers from the hassle of having to write a new e=  
ngine for

> > all our games, so we can concentrate on adding lots of -game- and ori=  
ginality

> > and... stuff =3D]

> =

> Actually this is what's more or less hapening on the PC. Some companies=

> (id Software for one) are developing "engines" that other companies

> "buy" rights to use. Then they can concentrate on making good games

> instead. Or at least, that's the theory. In practice, however, when

> using someone elses "engine" you can never do anything he hasn't though=  
t

> of (and since you spent all that money on the original engine, you

> can't affor to pay a programmer taylor it to suit your needs), thus

> killing invention.

If you're using the Id example then you probably never seen any of the  
games that use the Quake 2 engine. Using Half-Life as an example, it  
makes Quake 2 look quite dated because the engine has been improved  
so much. When you get the rights to an engine you also get the chance  
to change it to fit your game. Thats why all the Q2 based games are  
not just "clones" with new levels. Half-Life is a great example but  
I guess Sin isn't quite so good. They still managed to improve on  
the Quake 2 engine a great deal. Using an engine doesn't make your  
game instantly good but it does give you a great start and the  
freedom to develop game ideas. Half-Life guys did an amazing job and  
the Sin dudes need a good slap for an oportunity missed! :)

This message seems to be off-topic but I'm just saying that Paul  
could develop the tools required to build some good games here. It  
would have to go a very long way before it became something like  
the old SEUCK days.

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.273 Re: End of mildred!!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:55:49 +0200

Organization: A97

Subject: Re: End of mildred!!!

Encoding: quoted-printable

On 18-Feb-99, Paul Burkey wrote:

> If you're using the Id example then you probably never seen any of the  
> games that use the Quake 2 engine. Using Half-Life as an example, it  
> makes Quake 2 look quite dated because the engine has been improved  
> so much. When you get the rights to an engine you also get the chance  
> to change it to fit your game. That's why all the Q2 based games are  
> not just "clones" with new levels. Half-Life is a great example but  
> I guess Sin isn't quite so good. They still managed to improve on  
> the Quake 2 engine a great deal. Using an engine doesn't make your  
> game instantly good but it does give you a great start and the  
> freedom to develop game ideas. Half-Life guys did an amazing job and  
> the Sin dudes need a good slap for an opportunity missed! :)

Well, I wasn't only using id, but they are a part of it. And yes, I have =  
seen some of the Quake 2 engine spinoffs. Both the successful, and the n=  
ot quite so successful. And I too agree that some are vast improvements =  
over the original Quake engine. However it's still "old wine in new bott=  
les" and there is very little originality.

> This message seems to be off-topic but I'm just saying that Paul  
> could develop the tools required to build some good games here. It  
> would have to go a very long way before it became something like  
> the old SEUCK days.

Yes. At the present time it would, but if he kept developing Mildred to a=  
ccomodate everyone (like for example I'm still hoping he incorporates my =  
Plasma "engines" into it), Mildred will (or at least might) become just =  
a complex "game creator", so a game could be written like:

```
MinitDisplay Standard ;Opens a screenrequester, sets up everything, a=  
nd opens a tripple buffered display. This is at
```

```
; least already half done in his =
```

```
MScreen2 example.
```

```
MLoadGameObjects "PROGDIR:Gameobj.MOB" ; loads and allocates RAM for a=
```

ll the graphics and stuff.

Repeat

MDoDisplay ; Converts chunky buffers, and swap display buffer

If MIsCollisionCookieTable ; Have ShapeCookies of objects from a simpl=  
e to do table colided ?

MLOSELife ; Displays the : "Death animation" =  
and subtracts one life.

Else

MMoveObjects ; Handles and moves all game objects, =  
animates them and blits anything that is onscreen

EndIf

Until RawStatus (\$45) ; Wait until we get bored and press ESC.

I know this is over simplified, but It's probably the best way (and short=  
est way) to illustrate my point. I know Mildred will never actually do al=  
l this for you, but as paul said, by using Mildred, at least 20% (well, h=  
e said 50, but 20 is probably alot more realistic.) of your game code has=  
allready been done for you.

Regards

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+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.274 Re: End of mildred!!!

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 03:36:55 +0000

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

Organization: private

Date: 19 Feb 99 03:36:47 +0000

Subject: Re: End of mildred!!!

Encoding: 7bit

Mikkel.

> I know this is over simplyfied, but It's probably the best way (and  
>shortest way) to illustrate my point. I know Mildred will never  
>actually do all this for you, but as paul said, by using Mildred, at  
>least 20% (well, he said 50, but 20 is probably alot more realistic.)  
>of your game code has allready been done for you.

I say 50 because I'm talking about code, not the whole game. As far as  
graphics, sound etc goes that's more on-top. I just meant that about  
50% of my code is done.

And more broadreaching game tools haven't escaped my imagination but  
it will only come about through growth so I do not know at this point  
that it will happen.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.275 Enforcer

Paris Thu, 18 Feb 1999 02:12:48 +0100 (MET)

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

Date: Thu, 18 Feb 1999 02:13:55 +0100

Subject: Enforcer

Hi all,

most of you, Blitzers, seem to use Enforcer to help during the debugging  
phase. I tried to use this tool, but when my Blitz prog write in illegal  
memory, Enforcer do nothing, and the Amiga crashes :-(

I just run Enforcer (without argument) and then, my program. I certainly use  
Enforcer in a wrong way ? I don't know what I have to do, in fact. What is the  
problem ?

Cheers,

Mathias

--

Lisez aMiGa = PoWeR --> <http://www.quartz.fr/amigapower/>

**1.276 Re: Enforcer**

18 Feb 99 09:08:43 0

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

Organization: The Robert Gordon University, E&EE

Date: Thu, 18 Feb 1999 09:08:33 -0000

encoding: Quoted-printable

Subject: Re: Enforcer

On 18 Feb 99, at 2:13, Mathias PARNAUDEAU wrote:

> most of you, Blitzers, seem to use Enforcer to help during the debugging

> phase. I tried to use this tool, but when my Blitz prog write in illegal

> memory, Enforcer do nothing, and the Amiga crashes :-)

You need to make sure that Enforcer is sending its output somewhere. I can=

't

remember the parameter, but there is also a tooltype for setting this - ch=

eck

the docs. The safest place to send the output is a file on a RAD disk, tha=

t way

you don't lose the output when the Amiga crashes, and you don't invalidate=

any

(important) disks.

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.277 Re: Enforcer**

id 10DQo5-0005mX-00; Thu, 18 Feb 1999 10:35:45 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 18 Feb 99 10:36:53 +0000

Subject: Re: Enforcer

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<==MD236CBED45-2725B599==8<=\_=

Encoding: 7bit

Hello Mathias,

> I just run Enforcer (without argument) and then, my program. I certainly use  
> Enforcer in a wrong way ? I don't know what I have to do, in fact. What is the  
> problem ?

I've attached two project icons you can use to start and stop  
enforcer.

"EnfSTART" will output data on screen in a CON: window (it also has an  
alternate FILE tooltype you could use to send data to a RAD: disk)

"EnfSTOP" just quits Enforcer.

Copy the Enforcer executable to your C: directory, and you can launch  
it with the EnfSTART icon from anywhere.

Hope this is of some help :-)

P.S. If anyone wants to swear at me for attaching this huge file,  
please use the form provided...

----- Insult Form -----

- a) You are a B-----D
- b) You are a C--T
- c) Die horribly and go to H--L

-----

--

Bye f'now

Simon

--=\_8<==MD236CBED45-2725B599==8<=\_=

Encoding: base64

Content-Disposition: attachment; filename="EnfICONS.lha"

X-MD2-FilePath: Ram Disk:EnfICONS.lha

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nplRwQrOKHBDgsFBS9Ylix0D5CBKQisFgoHQvOt2WSOwRYLBY7qIhwWCsFZqkKDqIcNYIq733/UN  
hoK6MzJGNcXJBD2YVMppYZQVOhEjoxkSOmGX75D+0iN1kiL3bqlylfc+9mLvSmlFJ8UPHurPOylK  
twxstNk+mJSwT+0DvrYPC5QeLyA83jB2W+pRsWXFHMWPR8x6/nPdyT4eeDRVBk2DIrDrP3RBghsR  
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wOo6D8NVsl0afEDdsDHPHj+JnqGflXB0zNwzT8Gfs2Ut1138o5g6luiMKoI4HqZ4hFApSbhFE+ZX  
mDX7RjxIx3O0ep4Duczhb5nwnye5/XTfZ21sdbbW16wQfhiBpJ0KRCy4LWxoNS2SAQAaAIAAKZS  
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HkkIgrRQ9AOUOY0C5INAu9If3hnFoz/jiGf8IVCx0fcbB3Ht6UUPOGEHmlVUrzmOi4V+rDIYUQ51  
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MKUMZkwY15oxm1xjD8MFHer0ubB4cFw//P3tcuhe2vEYaYXB8c75UMxhrMZQdPtE7mwJ6zYn0a7I  
PTe7cE27A9dYuv1Efvi+uuJ6hG0Rn8SPvZCG223/MOVLJboxdawxxe4jyQDDWg2wB55QuwTe849d  
56S2dgqnaLZyN1ske2Xk/1/tpdz/t8vvW+HxrX/+11p0KWrtzRb159HQny82loyVE40ZOP7USUUT  
v2OvQorJzrUk9WdRWGwyMsrHSnZ0m/Sez5/T8/j1AAjTy1saDUtJwIAAKgEAAC6UIImAgANRW5m  
SUNPTIMuaW5mb/4XAa5iYtrG1LPvd3XavLa5xrgzBagwEqhrAWBkMXoDGRtbrYObmAwVgrL3IGqs  
PQGCwFBBgccKDERUWPoVBLB0JRh4ZGMZff//d7qC4sZQRINwWKSuL65gYFqwNAaQzxIdjL42Wda  
/bGSmQZpu0PJM13GT2NnYr9PHn+UeJn2Hqc5SQDN2EzfMdnYvTj0vXHScLP/zTWkkBwir8tnL/W  
NcXVO/AskuUt+i7Ct9S9vT91T/F0insa+9PApPWOn6jtzT8x8anZqXPbZU/Md61PU1HbbVP7nfN  
T2OruTpGdmB33P55deeZD8+Vau44H/1cg6fdGYSxPvH8PA88Keqdm5boz226DnVpekT/v59QxPqj  
/1EOLhXk9OyJ8Ccn94VuivJ6nXk/OTkvLXhARzSu25tURSV3egVRH571za5K/v0WyDliPBeFrAme  
PgkJ+wRryfY1kQMm+g3RVXk+XWHHnWpv7Cz0F4vDwIL2H9B9slrjtPO6ig048KXqhvukdJLU6yWw  
59Y56obY1pQ2hyhtTqhtDIDanVdaHKG0OUNwjEea7zaf7wGU520xPIKF/038M6bC/quq+R99+fk1  
/5OUNpy/CUTyUIbQ6obJyieQobx79tO/sUK7xwvkiegDB4DB/0efhPbXFTtR0ChvvtTKG4kOvJ+e  
3TKG4m2ihu6OcUN8Rtoobui2UN81toobujlFDfvbaKG79Da4N9vZ4EJtrGN5aYERkAAA  
--=\_8<==MD236CBED45-2725B599==8<=\_--

(end of MIME multipart message)

## 1.278 Erm, uh, ghee, hum.....

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 14:54:56 +0200

Organization: A97

Subject: Erm, uh, ghee, hum.....

Encoding: quoted-printable

Hello.

I'm going to sweden now for the weekend, and won't be able to check my ma=  
il for two days (which is disasterous with you guys) so could you please =  
hold of any large mails you plan sending until at least monday ? It's "ba=  
d" enough there are 60+ mails (most of which are by myself) a day and Nin=  
tendo are sending my a huge archive later today aswell..

I think Frederic is going to have a mild heart attack when he gets back f=  
rom his skiing holiday.

Greets,

-- =



```

+++++
|M i k k e l L =F8 k k e l _
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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.279 Events in an arcade game

Date: Tue, 02 Feb 1999 11:18:20 +0000

From: stocksjames <stocksjames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: Events in an arcade game

Encoding: 7bit

I'm thinking up some way of handling events in an arcade game e.g. a door opening, enemies attacking etc. None of these happen at the same time, and they all take different amounts of time.

I was thinking of creating an event 'type'

NewType .event

time.w

flags.b

nextevent.b

End NewType

Then putting them into an array. 'time' would specify how long the event lasts for. I would need a system of flags to represent all the properties of the event e.g. it's a map effect, copy 2,3 to 2,4 or monsterattack by monster one, monster one's current shape is 54.

I was going to use nextevent to call a new event after that event has expired e.g. when a player attacks, the first frame of animation is called, then when that is finished, it refers to the event for the next frame of animation.

If anyone can see what I'm trying to do, can they suggest a better system?

Cheers

James

--

This message comes from an account holder of  
Our Lady & St. Patrick's College, Knock  
<http://www.knock.co.uk>

## 1.280 Re: Events in an arcade game

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Wed, 03 Feb 1999 13:38:05 +1300

Subject: Re: Events in an arcade game

On 03-Feb-99, stocksjames wrote:

> I'm thinking up some way of handling events in an arcade game e.g. a  
> door opening, enemies attacking etc. None of these happen at the same  
> time, and they all take different amounts of time.

> I was thinking of creating an event 'type'

>

> NewType .event

> time.w

> flags.b

> nextevent.b

> End NewType

>

> Then putting them into an array. 'time' would specify how long the  
> event lasts for. I would need a system of flags to represent all the  
> properties of the event e.g. it's a map effect, copy 2,3 to 2,4 or  
> monsterattack by monster one, monster one's current shape is 54. I was  
> going to use nextevent to call a new event after that event has  
> expired

> e.g. when a player attacks, the first frame of animation is called,  
> then when that is finished, it refers to the event for the next frame  
> of animation.

>

> If anyone can see what I'm trying to do, can they suggest a better  
> system?

I think I know what you're doing. What I've done in my game is have everything object-orientated. I have monsta-generators that put out a monsta every so many seconds (assuming there's not a max number of monstas already onscreen). Each generator in the level has a number- this refers to the difficulty of the generator- defined in a series of time delays (before next monsta comes out) and type of monsta (how nasty monsta is). I then have a number of patterns of the above to keep things random. You can also have several numbers at around the same difficulty level, but different in makeup- ie: more stupid monstas, but they come out at a faster rate; this can suit some levels better than others.

Tweaking levels is then easy, you just change the number for each generator until you've got the level right- I'm about to put the numbers in a text file for developing purposes, so you could adjust it in a text editor and load it back in while the game was running, to speed the process up.

Once a monsta has been generated, it's then on it's own, and is controlled by AI (or you could use patterns for dumb monstas). This way it's easy to keep everything under control. The only thing the generator code is then interested in is when (if) the monsta dies (or disappears offscreen- I allow an area offscreen for my monstas to play in before they're removed from play).

Even if your game is more sophisticated in how your monstas are created, the above theory still applies.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

---

## 1.281 Re: Events in an arcade game

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 05 Feb 1999 08:12:35 +0500

Subject: Re: Events in an arcade game

On 02-Feb-99, stocksjames flashed:

>I'm thinking up some way of handling events in an arcade game e.g. a  
>door opening, enemies attacking etc. None of these happen at the same  
>time, and they all take different amounts of time.

>I was thinking of creating an event 'type'

>NewType .event

>time.w

>flags.b

>nextevent.b

>End NewType

>Then putting them into an array. 'time' would specify how long the event

>lasts for. I would need a system of flags to represent all the

>properties of the event e.g. it's a map effect, copy 2,3 to 2,4 or

>monsterattack by monster one, monster one's current shape is 54.

>I was going to use nextevent to call a new event after that event has

>expired e.g. when a player attacks, the first frame of animation is

>called, then when that is finished, it refers to the event for the next

>frame of animation.

>If anyone can see what I'm trying to do, can they suggest a better

>system?

Do you mean making a flexible animation system that allows for cutting  
from one anim stream to another at any frame as the situation demands?

If so, I have been working on that very same problem but I haven't yet come  
up with a system that I find wholly satisfactory. If I do, I'll share it  
with you.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.282 Re: Events in an arcade game AND name\$=

Date: Wed, 03 Feb 1999 13:35:14 +0000

From: stocksjames <stocksjames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: Re: Events in an arcade game AND name\$=

---

Encoding: 7bit

Anton Reinauer wrote:

> I think I know what you're doing. What I've done in my game is have  
> everything object-orientated. I have monsta-generators that put out a  
> monsta every so many seconds (assuming there's not a max number of  
> monstas already onscreen). Each generator in the level has a number-  
> this refers to the difficulty of the generator- defined in a series of  
> time delays (before next monsta comes out) and type of monsta (how  
> nasty monsta is). I then have a number of patterns of the above to keep  
> things random. You can also have several numbers at around the same  
> difficulty level, but different in makeup- ie: more stupid monstas, but  
> they come out at a faster rate; this can suit some levels better than  
> others.  
> Tweaking levels is then easy, you just change the number for each  
> generator until you've got the level right- I'm about to put the  
> numbers in a text file for developing purposes, so you could adjust it  
> in a text editor and load it back in while the game was running, to  
> speed the process up.  
> Once a monsta has been generated, it's then on it's own, and is  
> controlled by AI (or you could use patterns for dumb monstas). This way  
> it's easy to keep everything under control. The only thing the  
> generator code is then interested in is when (if) the monsta dies (or  
> disappears offscreen- I allow an area offscreen for my monstas to play  
> in before they're removed from play).  
> Even if your game is more sophisticated in how your monstas are  
> created, the above theory still applies.

Cheers Anton (and Jake Frederic!). I just dreamt up this funny system,  
and wanted to check it was okay or had been done before, before I  
developed it fully. I wanted a laid back arcade game, the player can  
discover 'monsters' that are friendly or don't react to the player, as  
well as using 'baddies' for decoration e.g. glowing torches, reflections  
of water or moving walls.

Could you explain 'object orientated'? I have a vague idea that it is  
about creating 'entities' that react with each other...

Che-az

James

P.s. Solved that name\$ problem. I needed a PopInput, but I don't know  
why, because I always told the program where to get input. I think there  
may be a 'stack' of input channels, and I was messing this up?

## 1.283 Re: Events in an arcade game AND name\$=

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

Date: Thu, 04 Feb 1999 13:10:00 +1300

Subject: Re: Events in an arcade game AND name\$=

On 04-Feb-99, stocksjames wrote:

> Anton Reinauer wrote:

>

>> I think I know what you're doing. What I've done in my game is have

>> everything object-orientated. I have monsta-generators that put out

a

>> monsta every so many seconds (assuming there's not a max number of

>> monstas already onscreen). Each generator in the level has a number-

>> this refers to the difficulty of the generator- defined in a series

>> of time delays (before next monsta comes out) and type of monsta

(how

>> nasty monsta is). I then have a number of patterns of the above to

>> keep things random. You can also have several numbers at around the

>> same difficulty level, but different in makeup- ie: more stupid

>> monstas, but they come out at a faster rate; this can suit some

>> levels better than others.

>> Tweaking levels is then easy, you just change the number for each

>> generator until you've got the level right- I'm about to put the

>> numbers in a text file for developing purposes, so you could adjust

>> it in a text editor and load it back in while the game was running,

>> to speed the process up.

>> Once a monsta has been generated, it's then on it's own, and is

>> controlled by AI (or you could use patterns for dumb monstas). This

>> way it's easy to keep everything under control. The only thing the

>> generator code is then interested in is when (if) the monsta dies

(or

>> disappears offscreen- I allow an area offscreen for my monstas to

>> play in before they're removed from play).

>> Even if your game is more sophisticated in how your monstas are

>> created, the above theory still applies.

>

> Cheers Anton (and Jake Frederic!). I just dreamt up this funny system,

> and wanted to check it was okay or had been done before, before I

> developed it fully. I wanted a laid back arcade game, the player can

> discover 'monsters' that are friendly or don't react to the player, as  
> well as using 'baddies' for decoration e.g. glowing torches,  
> reflections of water or moving walls. Could you explain 'object  
> orientated'? I have a vague idea that it is about creating 'entities'  
> that react with each other...

Yes, it's exactly as I mentioned above- create objects with 'Real World' characteristics ie: speed, direction, acceleration, animation frame, amount of damage etc. Everything on screen can be an object, ie: a lamp can just throw out light in a certain area, and cycle through it's animation frames. You can then apply collision and/or momentum checks to everything and use simple mechanics for some things, ie: like a bullet bouncing off a wall. The monsta generator can be an object that can create monstas, or in your case, you have monstas that reside in certain parts of your map. Once a monsta is created or activated by having a player come close to it, you can apply your AI or movement routines to how the monsta will react/move.

In my game my monstas only make choices (how to chase the player), when they come to an intersection (to cut down on CPU time), inbetween intersections the AI code just blindly checks wether the monsta has got to the destination or not- if it hasn't it just adds (or subtracts), x and y positions from it's position depending on it's speed and direction (set by the AI at the last intersection). The above test is done every frame for each monsta- the AI routine only ever (usually), is done once per frame (ie: only one monsta usually needs it).

If you keep everything as independant objects, it allows you to break complicated AI down into small routines, and makes it easy to add in new objects/AI. Creating a Newtype as you have already done for your objects is a good idea, then different routines can refer/change the objects attributes as they need to.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

---

## 1.284 EXE Files and stuff

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: EXE Files and stuff

Date: Mon, 8 Feb 1999 16:09:55 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello everyone!

I am in need of some information about exe files. What I am wanting to do is write a kinda `compiler` for my program `Visions`. I wish to attach a data file to the end of the Visions exe and then for visions to recognise the attached file and run it as if someone had loaded it into the program.

I have tried expanding exe files by adding stuff to the end of them, however when i try to run the exe it say `Bad Hunk file`. I therefore need some information about how exe files operate.

Kind regards,

Matt Briggs

## 1.285 Re: EXE Files and stuff

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 16:12:07 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Tue, 09 Feb 1999 15:50:03 +0000

Organization: personal

Subject: Re: EXE Files and stuff

Hello Matt

On 08-Feb-99, Matt Briggs wrote:

> Hello everyone!

>

> I am in need of some information about exe files. What I am wanting to do is  
> write a kinda `compiler` for my program `Visions`. I wish to attach a data  
> file to the end of the Visions exe and then for visions to recognise the  
> attached file and run it as if someone had loaded it into the program.

>

> I have tried expanding exe files by adding stuff to the end of them, however  
> when i try to run the exe it say `Bad Hunk file`. I therefore need some  
> information about how exe files operate.

>

> Kind regards,

---



> Matt Briggs

>

>

Regards

Right! where to start :)

The only way to attach different files to an executable i found was to use  
\_strings\_.

First u need your program code, which will do whatever u want to do with the  
attached file

which u will need to be something like this :-

```
WBStartup
```

```
Restore DAT
```

```
Read a$
```

```
; a$ is now your attached data file, do what u want with it here...
```

```
;-----
```

```
;your code! goes here!
```

```
;-----
```

```
End
```

```
DAT:
```

```
Data$ "PUTTER" ; the string must be stored as the last variable in your proggy
```

Now that was the easy part :) heheh

The hard part is attaching the file.

To do this u must understand how strings in exe's work, and i spent a long  
bloody time with

mi hex editor trying to find this out :))

First of all, in an exe all the vars and strings are stored near the end of  
the file in one big

block. Although there isn't any variable names, unlike blitz of coarse :)

At the beggining of each string there is a hex word describing how long the  
string is in charactures, since our "PUTTER" is at the end of the block all we  
need to do is find "PUTTER"'s position in the file and it's length then we cut  
all the file before it into a variable known as b\$ and cut all the file after  
it into a var known as c\$.

Now we put our new file in d\$ alter the hex length of "PUTTER" in b\$ and paste  
it all back together as b\$+d\$+c\$, ahhhaaa! i hear u say, but it's not quite  
that simple yet.

the block at the end known as c\$ must fit backinto the completed file padded  
so it will fit evenly into each hex word. this seams a little complicated and  
tricky, but once u start messing with your hex editor u will see what i mean.

---

The 3rd problem is at the beginning of the file there are two hex words which show where the block of vars are located i think, so u will have to figure that out.

The best way to work out how it works is to keep compiling the following proggy and keep looking at it with your hex editor (AZAP is the best) except changing the contents of the string ie :-

```
WBstartup
```

```
a$="PUTTER"
```

```
Print a$
```

```
End
```

```
Changed to ...
```

```
WBstartup
```

```
a$="Work you damned git!"
```

```
Print a$
```

```
End
```

There, i hope that helped :)

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

## 1.286 Re: EXE Files and stuff

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: EXE Files and stuff

Date: Tue, 9 Feb 1999 18:38:54 +0100

charset="iso-8859-1"

Encoding: quoted-printable

>Hello everyone!

---

>

>I am in need of some information about exe files. What I am wanting to =  
do is

>write a kinda `compiler` for my program `Visions`. I wish to attach a =  
data

>file to the end of the Visions exe and then for visions to recognise =  
the

>attached file and run it as if someone had loaded it into the program.

>

>I have tried expanding exe files by adding stuff to the end of them, =  
however

>when i try to run the exe it say `Bad Hunk file`. I therefore need some

>information about how exe files operate.

>

>Kind regards,

>Matt Briggs

>

>

Take a look at [aminet:dev/misc/HunkGuide.lha](http://aminet.dev/misc/HunkGuide.lha)

or buy the Amiga Guru Book.

Anders Hasselqvist

[hassel@acc.umu.se](mailto:hassel@acc.umu.se)

## 1.287 Re: EXE Files and stuff

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 15:46:22 +0000

From: Chris Deeney <[chris@addnet.demon.co.uk](mailto:chris@addnet.demon.co.uk)>

Date: Wed, 10 Feb 1999 12:21:32 +0000

Organization: personal

Subject: Re: EXE Files and stuff

Hello Matt

On 08-Feb-99, Matt Briggs wrote:

> Hello everyone!

>

> I am in need of some information about exe files. What I am wanting to do is

> write a kinda `compiler` for my program `Visions`. I wish to attach a data

> file to the end of the Visions exe and then for visions to recognise the

> attached file and run it as if someone had loaded it into the program.

>

---

> I have tried expanding exe files by adding stuff to the end of them, however  
> when i try to run the exe it say `Bad Hunk file`. I therefore need some  
> information about how exe files operate.

>

> Kind regards,

> Matt Briggs

>

>

Regards

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\_strings\_.

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which u will need to be something like this :-

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; a$ is now your attached data file, do what u want with it here...
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```
;-----
```

```
;your code! goes here!
```

```
;-----
```

```
End
```

```
DAT:
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To do this u must understand how strings in exe's work, and i spent a long  
bloody time with

mi hex editor trying to find this out :))

First of all, in an exe all the vars and strings are stored near the end of  
the file in one big

block. Although there isn't any variable names, unlike blitz of coarse :)

At the beggining of each string there is a hex word describing how long the  
string is in charactures, since our "PUTTER" is at the end of the block all we  
need to do is find "PUTTER"'s position in the file and it's length then we cut  
all the file before it into a variable known as b\$ and cut all the file after  
it into a var known as c\$.

Now we put our new file in d\$ alter the hex length of "PUTTER" in b\$ and paste

---

it all back together as b\$d+c\$, ahhhaaa! i hear u say, but it's not quite that simple yet.

the block at the end known as c\$ must fit back into the completed file padded so it will fit evenly into each hex word. this seems a little complicated and tricky, but once u start messing with your hex editor u will see what i mean. The 3rd problem is at the beginning of the file there are two hex words which show where the block of vars are located i think, so u will have to figure that out.

The best way to work out how it works is to keep compiling the following proggy and keep looking at it with your hex editor (AZAP is the best) except changing the

contents of the string ie :-

```
WBstartup
```

```
a$="PUTTER"
```

```
Print a$
```

```
End
```

```
Changed to ...
```

```
WBstartup
```

```
a$="Work you damned git!"
```

```
Print a$
```

```
End
```

There, i hope that helped :)

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Critters\* | 0000465 lines | 050% complete |

+-----+

## 1.288 Re: EXE Files and stuff

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 20:02:15 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Wed, 10 Feb 1999 20:04:18 +0000

Organization: personal

Subject: Re: EXE Files and stuff

Hello Matt

On 08-Feb-99, Matt Briggs wrote:

> Hello everyone!

>

> I am in need of some information about exe files. What I am wanting to do is

> write a kinda `compiler' for my program `Visions'. I wish to attach a data

> file to the end of the Visions exe and then for visions to recognise the

> attached file and run it as if someone had loaded it into the program.

>

> I have tried expanding exe files by adding stuff to the end of them, however

> when i try to run the exe it say `Bad Hunk file'. I therefore need some

> information about how exe files operate.

>

> Kind regards,

> Matt Briggs

>

>

Regards

Right! where to start :)

The only way to attach different files to an executable i found was to use

`_strings_`.

First u need your program code, which will do whatever u want to do with the  
attached file

which u will need to be something like this :-

WBStartup

Restore DAT

Read a\$

; a\$ is now your attached data file, do what u want with it here...

;-

;your code! goes here!

;-

End

---

DAT:

Data\$ "PUTTER" ; the string must be stored as the last variable in your proggy

Now that was the easy part :) heheh

The hard part is attaching the file.

To do this u must understand how strings in exe's work, and i spent a long bloody time with

mi hex editor trying to find this out :))

First of all, in an exe all the vars and strings are stored near the end of the file in one big

block. Although there isn't any variable names, unlike blitz of coarse :)

At the beggining of each string there is a hex word describing how long the string is in charactures, since our "PUTTER" is at the end of the block all we need to do is find "PUTTER"'s position in the file and it's length then we cut all the file before it into a variable known as b\$ and cut all the file after it into a var known as c\$.

Now we put our new file in d\$ alter the hex length of "PUTTER" in b\$ and paste it all back together as b\$+d\$+c\$, ahhhaaa! i hear u say, but it's not quite that simple yet.

the block at the end known as c\$ must fit backinto the completed file padded so it will fit evenly into each hex word. this seams a little complicated and tricky, but once u start messing with your hex editor u will see what i mean.

The 3rd problem is at the beggining of the file there are two hex words which show where the block of vars are located i think, so u will have to figure that out.

The best way to work out how it works is to keep compiling the following proggy

and keep looking at it with your hex editor (AZAP is the best) except changing the

contents of the string ie :-

```
WBstartup
```

```
a$="PUTTER"
```

```
Print a$
```

```
End
```

```
Changed to ...
```

```
WBstartup
```

```
a$="Work you damned git!"
```

```
Print a$
```

```
End
```

There, i hope that helped :)

---

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

## 1.289 Execbase processor flags

([62.136.121.15] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Bdbj-0003Xz-00

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 11:51:36 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 13 Feb 1999 11:44:49 +0000

Subject: Execbase processor flags

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.1747548608.2

Hi all,

How do I read the processor flags from exec.library?

I've attached my effort, but it doesn't work properly (this version returns 030 no matter what ;)

Also, for 060, do you just try to open the 68060.library or something?

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1747548608.2



```
Content-Disposition: attachment; filename="execstuff.asc"
; from execbase.bb2 :
;***** Bit defines for AttnFlags (see above) *****/
; /* Processors and Co-processors: */
#AFB_68010=0 ;/* also set for 68020 */
#AFB_68020=1 ;/* also set for 68030 */
#AFB_68030=2 ;/* also set for 68040 */
#AFB_68040=3
#AFB_68881=4 ;/* also set for 68882 */
#AFB_68882=5
#AFB_FPU40=6 ;/* Set if 68040 FPU */
; /*
; * The AFB_FPU40 bit is set when a working 68040 FPU
; * is in the system. If this bit is set and both the
; * AFB_68881 and AFB_68882 bits are not set, then the 68040
; * math emulation code has not been loaded and only 68040
; * FPU instructions are available. This bit is valid *ONLY*
; * if the AFB_68040 bit is set.
; */
#AFB_PRIVATE=15; /* Just what it says */
#AFF_68010=(1LSL0)
#AFF_68020=(1LSL1)
#AFF_68030=(1LSL2)
#AFF_68040=(1LSL3)
#AFF_68881=(1LSL4)
#AFF_68882=(1LSL5)
#AFF_FPU40=(1LSL6)
#AFF_PRIVATE=(1LSL15)
; /* #define AFB_RESERVED8 8 */
; /* #define AFB_RESERVED9 9 */
.BEGINNING
e$="exec.library"
*ex.ExecBase=OpenLibrary_(&e$,0)
If *ex
  prcsr.w=*ex\AttnFlags
  NPrint prcsr
  NPrint ""
.PROBLEM
; don't know how to read bits!
```

```
If prcsr AND #AFF_68010#AFF_68020#AFF_68030
; apparently, these three bits are all set for an 030...
; do I use the #AFFs or #AFBs...? what's the difference?
NPrint "Processor : 68030"
EndIf
MouseWait
CloseLibrary_ *ex
Else Request "", "Failed!", "OK"
EndIf
End
--BOUNDARY.1747548608.2--
```

## 1.290 Re: Execbase processor flags

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 15:24:53 +0000  
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>  
Organization: International House of Mojo  
Date: Sat, 13 Feb 1999 15:15:40 -0000  
Subject: Re: Execbase processor flags

--Message-Boundary-26685

encoding: Quoted-printable

Content-description: Mail message body

On 13 Feb 99, at 11:44, James broke out long enough to write:

> How do I read the processor flags from exec.library?

>

> I've attached my effort, but it doesn't work properly (this

> version returns 030 no matter what ;)

I've attached my effort, and it works for 020 and 060, but I don't know ab=

out  
anything else.

> Also, for 060, do you just try to open the 68060.library or

> something?

No, if the updated setpatch command is run, it will set up the 68060.lib=

ary  
and also patch the AttnFlags so that 1 LSL 7 is the flag for 060.

Also, for OS constants, one with a B (like AFB\_68040) means the bit numbe=

r and  
one with an F (like AFF\_68040) means the full bit pattern. So when you are=  
checking for a bit being set, you can do: If attn & #AFF\_68040. If there i=

```
s no
F constant defined then just do: If attn & (1 LSL #AFB_68040)
[] ^ V [] [ D ] M =A9 M [] [ N M
dmcminn@house-of-mojo.freemove.co.uk
http://members.xoom.com/David_McMinn
--Message-Boundary-26685
encoding: 7BIT
Content-description: Text from file 'ATTN.ASC'
*e.ExecBase = Peek.l(4)
part.w=0
If *e\AttnFlags & (1 LSL 7)
part=6
Else
For i.w=3 To 0 Step -1
If *e\AttnFlags & (1 LSL i)
part = i+1
Pop For
Goto partfound
End If
Next
End If
partfound:
NPrint "Part number = 680",part,"0"
ClickMouse
End
--Message-Boundary-26685--
```

## 1.291 Re: Execbase processor flags

```
(envelope-from FlameDuck@usa.net)
(envelope-from FlameDuck@usa.net)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
Date: Sat, 13 Feb 1999 19:29:05 +0200
Organization: A97
Subject: Re: Execbase processor flags
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.124200016.3
```

Encoding: quoted-printable

Hello James.

On 13-Feb-99, James L Boyd wrote:

> How do I read the processor flags from exec.library?

> I've attached my effort, but it doesn't work properly (this

> version returns 030 no matter what ;)

This should work 100%. It's written in ASM, and has been tested on all 68=0x0's. I was going to do a library of all my old ASM sources (which I recently found) but I don't know how to build a Blitz library (any help appreciated, I know you guys know how). Unfortunately I can't help you on the FPU bit, since I don't know what to look for, I might give it a try, but since Blitz (to my knowledge) doesn't support FPU's anyway (And the only usefull ones are the 50Mhz 68882 or the 68040) I kinda think it's a mute point.

> Also, for 060, do you just try to open the 68060.library or

> something?

Well, you could, and it might even work. But this is safer :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

--BOUNDARY.124200016.3

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

```
WBStartup
NoCli
*exec.ExecBase=Peek.l($4)
GetReg d1,*exec\AttnFlags
MOVE.l #6,d2
BTST #7,d1
BNE CPUCheckOK
MOVE.l #4,d2
BTST #3,d1
BNE CPUCheckOK
MOVE.l #3,d2
BTST #2,d1
BNE CPUCheckOK
MOVE.l #2,d2
BTST #1,d1
BNE CPUCheckOK
MOVE.l #1,d2
BTST #0,d1
BNE CPUCheckOK
MOVE.l #000,d2
.CPUCheckOK
PutReg d2,realcpu.l
EZRequest "Detected an 680"+Str$(realcpu)+"0"
End
--BOUNDARY.124200016.3--
```

## 1.292 Re: Execbase processor flags

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 19:16:47 +0000

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

Organization: private

Date: 13 Feb 99 19:16:38 +0000

Subject: Re: Execbase processor flags

Encoding: 7bit

Mikkel,

> This should work 100%. It's written in ASM, and has been tested on

>all 680x0's. I was going to do a library of all my old ASM sources

>(which I recently found) but I don't know how to build a Blitz

>library (any help appreciated, I know you guys know how).

See the `DOCUMENTATION` text file in the developers area of your blitz setup, it should be there. It explains most of how to set up a library.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.293 Re: Execbase processor flags

([62.136.55.242] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10C7Ny-0005NT-00

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 19:39:23 +0000

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Sun, 14 Feb 1999 19:31:02 +0000

Subject: Re: Execbase processor flags

Thanks to everyone who replied to this :)

See ya,

--

James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.294 Re: Execbase processor flags

(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))

(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[FlameDuck@usa.net](mailto:FlameDuck@usa.net)>

Date: Mon, 15 Feb 1999 01:24:29 +0200

Organization: A97

Subject: Re: Execbase processor flags

Encoding: quoted-printable

Hello Anton.

On 15-Feb-99, Anton Reinauer wrote:

>> How do I read the processor flags from exec.library?

>> I've attached my effort, but it doesn't work properly (this

>> version returns 030 no matter what ;)  
 >> Also, for 060, do you just try to open the 68060.library or  
 >> something?  
 > The installer for my PPC installed the 68060.library, even though I've=  
 > only got an 040! And you couldn't work out wether you needed it or not  
 > from the docs! I've since got rid of it- because installers think I've  
 > got an 060! =  
 Hrmmm, could you install it back and test to see if my CPUPatch program wo=  
 rks ? (i.e. if setpatch actually loads the 68060.library)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.295 Re: Execbase processor flags

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

Date: Mon, 15 Feb 1999 12:38:00 +1300

Subject: Re: Execbase processor flags

On 14-Feb-99, James L Boyd wrote:

> Hi all,

>

> How do I read the processor flags from exec.library?

>  
 > I've attached my effort, but it doesn't work properly (this  
 > version returns 030 no matter what ;)  
 >  
 > Also, for 060, do you just try to open the 68060.library or  
 > something?  
 >  
 The installer for my PPC installed the 68060.library, even though I've  
 only got an 040! And you couldn't work out whether you needed it or not  
 from the docs! I've since got rid of it- because installers think I've  
 got an 060!  
 --  
 Anton Reinauer <anton@ww.co.nz>

## 1.296 Re: Execbase processor flags

From: Toby Zuijdveld <hotcakes@abacus.net.au>  
 Blitz List <blitz-list@netsoc.ucd.ie>  
 Date: Mon, 15 Feb 1999 12:40:53 +0500  
 Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Execbase processor flags  
 Encoding: quoted-printable

On 15-Feb-99, Anton Reinauer set out across the seas with this message:  
 -> The installer for my PPC installed the 68060.library, even though  
 ->only got an 040! And you couldn't work out whether you needed it or not  
 ->from the docs! I've since got rid of it- because installers think I've  
 ->got an 060! =

The installer for Workbench3.0 also installs 68040.library even tho I only  
 y  
 have an 020 ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Drive slower than your guardian angel can fly.

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V



## 1.297 Re: Execbase processor flags

15 Feb 99 09:09:10 0

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

Organization: The Robert Gordon University, E&EE

Date: Mon, 15 Feb 1999 09:08:59 -0000

encoding: Quoted-printable

Subject: Re: Execbase processor flags

On 15 Feb 99, at 12:38, Anton Reinauer wrote:

> The installer for my PPC installed the 68060.library, even though I've  
> only got an 040! And you couldn't work out whether you needed it or not  
> from the docs! I've since got rid of it- because installers think I've g=  
ot  
> an 060!

When I got my 060, there was a slip of paper in the box telling me to run=  
the

PPC install program from the disk - apparently whoever done the install pr=  
ogram

got the two sets of code mixed up.

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.298 Re: Execbase processor flags

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 15 Feb 1999 19:56:20 +0000

Organization: Pagan Software

Subject: Re: Execbase processor flags

I watched as Toby Zuijdveld hammered "Re: Execbase processor flags" out on  
their keyboard...

> On 15-Feb-99, Anton Reinauer set out across the seas with this message:  
> -> The installer for my PPC installed the 68060.library, even though  
> ->only got an 040! And you couldn't work out whether you needed it or not  
> ->from the docs! I've since got rid of it- because installers think I've  
> ->got an 060!  
> The installer for Workbench3.0 also installs 68040.library even tho I  
only  
> have an 020 ;]

Yes, but SetPatch won't load the 68040.library cause it knows you don't have a 040 :) Unfortunately, the commodore installer doesn't seem to be able to tell what CPU you have.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:/pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>There cannot be a crisis next week. My schedule is already full.

## 1.299 Re: Execbase processor flags

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Tue, 16 Feb 1999 12:52:05 +1300

Subject: Re: Execbase processor flags

On 15-Feb-99, David McMinn wrote:

> On 15 Feb 99, at 12:38, Anton Reinauer wrote:

>

>> The installer for my PPC installed the 68060.library, even though

>> I've only got an 040! And you couldn't work out wether you needed it

>> or not from the docs! I've since got rid of it- because installers

>> think I've got an 060!

>

> When I got my 060, there was a slip of paper in the box telling me to

> run the PPC install program from the disk - apparently whoever done  
the

> install program got the two sets of code mixed up.

I was wondering if that had happened- problem is, with the updates on Aminet, they give you the 040 and 060 libs, but the documentation is so bad, you can't figure out from it if the 060 lib is needed on an 040! I just leave it out, and everything seems to run ok.

--

Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

---

### 1.300 Faggot?

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Thu, 05 Jan 1978 19:18:58 +0500

Organization: Sniper Productions

Subject: Faggot?

A Faggot is a pile of sticks or a homosexual..

This handy peice of information was brought to you by:

Jamie Bentley

### 1.301 Re: Faggot? (Sorry, couldn't help it! :))

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

Date: Tue, 09 Feb 1999 12:10:37 +1300

Subject: Re: Faggot? (Sorry, couldn't help it! :))

On 08-Feb-99, Loki wrote:

> Hello Anton

> Hiya, Anton... ,on 08-Feb-99 you mailed me about: Re: Faggot?! So

> I ma reply`in...

>

>>> On 07-Feb-99, Loki wrote: AR>>>

>>>> You know, it amazes me how you lot can just pickup on \*one\* word,

>>>> in a totally meaningless message. And turn it into an entire

>>>> subject. Talk about making a mountain out of a mole hill or what?

> :) AR>>

>>> It depends on wether the gay people on this list (considering how

>> > people on this list are creative- probably quite a few), are

> offended AR>> by it or not.

>>> As most people on this list are quite assertive and sarcastic,

> it's AR>> probably not a problem- but if they were offended, would they

> say "Heh, AR>> that offends me!" ?

>

> You missed the point ENTIRLY!!!!

>

> I didn't call the people on the list gays!..

> I said, and I quote: `you are acting like a bunch of faggots'..

> ACTING!

But why is it an insult to call someone gay?? I think /you/ missed the

point ;)

>

> Are you saying gay people are creative? I have nothing against  
> gay people, but you pretty much just called half the people on  
> this list gay! Without knowing any of them are.

I'm saying they're more likely to be creative, as they're usually not  
so uptight as us hetros :-)

--

Anton Reinauer <anton@ww.co.nz>

### 1.302 Re: Faggot? (Sorry, couldn't help it! :))

([62.136.77.165] helo=194.152.64.35 ident=disaintcool)

by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10A35G-0004w1-00

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 02:39:31 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 09 Feb 1999 01:19:32 +0100

Organization: Satanic Dreams Software.

Subject: Re: Faggot? (Sorry, couldn't help it! :))

Encoding: binary

Hello Anton

Hiya, Anton... ,on 09-Feb-99 you mailed me about: Re: Faggot? (Sorry, couldn't help it! :))! So I ma reply`in...

AR>>> I didn't call the people on the list gays!!..

AR>>> I said, and I quote: `you are acting like a bunch of faggots' ..

AR>>> ACTING!

AR>>

AR>> But why is it an insult to call someone gay?? I think /you/ missed the

AR>> point ;)

It is extremely offensive to call homophobics and people who just dont  
like being called homosexual, faggots!

So /who/ missed the point?

Oh lets just drop it hey? At the risk of filling the list with \*more\* crap!

AR>>>

AR>>> Are you saying gay people are creative? I have nothing against

AR>>> gay people, but you pretty much just called half the people on

AR>>> this list gay! Without knowing any of them are.

AR>>

AR>> I'm saying they're more likely to be creative, as they're usually not

AR>> so uptight as us hetros :-)

Um yeah! I spoze,.

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

### 1.303 Re: Faggot? (Sorry, couldn't help it! :))

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 00:34:10 +0000

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

Organization: private

Date: 9 Feb 99 00:34:06 +0000

Subject: Re: Faggot? (Sorry, couldn't help it! :))

Encoding: 7bit

> I'm saying they're more likely to be creative, as they're usually not

> so uptight as us hetros :-)

I'm uptite and also creative, so is that a definition for bisexuality?

;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

---

### 1.304 FD's mail size poll - The end.

for scott@online.u-net.com; Tue, 23 Feb 1999 17:05:56 +0000  
 (envelope-from flameduck@software.dk)  
 (envelope-from flameduck@software.dk)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>  
 Date: Tue, 23 Feb 1999 04:12:28 +0200  
 Organization: M2 productions  
 Subject: FD's mail size poll - The end.  
 Encoding: 8bit

Hello.

Okay, the results are in, you where asked:

I think mails to the Blitzlist should be:

- A. less than 10K - 1 vote
- B. less than 30K - 3 votes
- C. less than 50K - 1 vote
- D. less than 70K - 3 votes
- E. no size limits - 7 votes

If anyone still hasn't voted, now would be the best time.

In any way, it seems that most people don't really mind large attachments, but also it is the general opinion that large attachments should be forewarned (by at least 2 days), and that people would prefer them to be attached in the weekend (where phones charges are generally cheaper).

If people think it is a good idea, I could compile a set of guidelines (which can't really be rules, since we apparently don't have a moderator) which all members of the list are required to oblige. Any suggestions should be sent to me personally.

Greets,

--

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 Visit : <http://members.tripod.com/~FlameDuck>

### 1.305 feeble request for TCP/IP help...

From: Blitzwing <[blitzwing@goldweb.com.au](mailto:blitzwing@goldweb.com.au)>

Date: Thu, 18 Feb 1999 04:10:55 +1000

Subject: feeble request for TCP/IP help...

Encoding: quoted-printable

Hey guys (are there \*any\* chicks on this list),

I need a helping hand in TCP/IP, basically all I need to get going is some code to allow me to send a text message from one IP to another... you know just like a simple version of a DCC chat.....

Anyone care to volunteer some help ?

Blitzwing

P.S I'm still waiting for more Blitz projects info to plug on my site

<http://blitzwing.goldweb.com.au/>

-- =

### 1.306 Re: feeble request for TCP/IP help...

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Fri, 19 Feb 1999 21:27:09 +1300

Subject: Re: feeble request for TCP/IP help...

On 18-Feb-99, Blitzwing wrote:

> Hey guys (are there \*any\* chicks on this list),

>

> I need a helping hand in TCP/IP, basically all I need to get going is

> some code to allow me to send a text message from one IP to another...

> you know just like a simple version of a DCC chat.....

Check out Paul Burkey's NetPage- there's Demo's and Functions on there to show you how to do that:

<http://www.sneech.freemove.co.uk/netlink.html>

Give us a yell if you need any help :)

--

Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: [dev/basic/UDP\\_Chat.lha](http://dev/basic/UDP_Chat.lha) (V2.1)

<<http://www.ww.co.nz/home/anton/>>

### 1.307 Filechecking (WAS: Re: Weird GFX card problem)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:39:45 +0200

Organization: A97

Subject: Filechecking (WAS: Re: Weird GFX card problem)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Paul.

On 04-Feb-99, Paul Burkey wrote:

[-Checking files text snipped-]

> Yes, you`re right. It is a nice structured system. Obviously this  
 > is similar to Exists() but inside the QuickFind function there would  
 > be a whole lot more stuff including the check for various default/user  
 > paths and a way of causing a clean exit if an \*important\* file is  
 > missing. It`s still tempting to load files without all this from  
 > time to time. Especially if you think/hope there`s no chance of the fil=  
 e  
 > being missing ;)

There is allways a chance a file is missing or corrupted. I know several =  
 people (well at least two) who go through their "Games" partition, delete=  
 ing all "redundant" files. Naturally this often causes games to fail comp=  
 letely. Some people huh?

Regards

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Visit : <http://members.tripod.com/~FlameDuck>



## 1.308 Re: Filechecking (WAS: Re: Weird GFX card problem)

From: amorel <amorel@xs4all.nl>

Date: Sat, 06 Feb 1999 23:29:58 +0500

Subject: Re: Filechecking (WAS: Re: Weird GFX card problem)

Encoding: quoted-printable

On 06-Feb-99, Mikkel L=F8kke wrote:

C=3D> missing. It`s still tempting to load files without all this from  
C=3D> time to time. Especially if you think/hope there`s no chance of the=  
file

C=3D> being missing ;)

C=3D>There is always a chance a file is missing or corrupted. I know seve=  
ral

C=3D>people (well at least two) who go through their "Games" partition, de=  
leteing

C=3D>all "redundant" files. Naturally this often causes games to fail comp=  
letely.

C=3D>Some people huh?

Reminds me of the fact that I try to check for any file(libs etc) which i=  
s

needed by

the program I`m making(song player). For example the appicon commands fro=  
m

rwe. First my prog tries to load its own icon to use, if that isn`t there=

it tries to find the def\_tool icon from env:sys/ if thats not found it

won`t iconify. If it would you wouldnt find the program back anymore :-D

It`s still there, but invisible(tried that myself :)

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 Aura 12/16 sampler=

=

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorderdeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc=  
=2E)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage=

=2E =

=

### 1.309 Re: Filechecking (WAS: Re: Weird GFX card problem)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 02:26:45 +0200

Organization: A97

Subject: Re: Filechecking (WAS: Re: Weird GFX card problem)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello amorel.

On 06-Feb-99, amorel wrote:

> Reminds me of the fact that I try to check for any file(libs etc) which=  
 is  
 > needed by  
 > the program I'm making(song player). For example the appicon commands f=  
 rom  
 > rwe. First my prog tries to load its own icon to use, if that isn't the=  
 re  
 > it tries to find the def\_tool icon from env:sys/ if thats not found it  
 > won't iconify. If it would you wouldnt find the program back anymore :-=

D

> It's still there, but invisible(tried that myself :)

Two things:

1. Make it a commodity. Then you can use Exchange to get it back.
2. If it can't do that icon thingy, make it an AppMenuItem instead.

Anyway, that's enough helpfull stuff, let's get back to all that off topi=  
 c mumbo jumbo, YeaY !!

Regards

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An 8 bit screen in trinary is 6,561 colors

A 9 bit (expected to be standard default) screen in binary is 19,683 colors

A 16 bit screen in trinary is 43,046,721 colors (binary is 65,536)

A 24 bit screen in trinary is 279,997,347,051 colors (binary is 16,777,216)

(Yes indeedy-do, thats 280 BILLION colors in trinary!)

A 27 bit (high-res default) screen in trinary is 7,559,928,370,377 colors

(Yes, you read right... over seven and one half TRILLION colors!!!)

Now for a real WOWee-ZOWee factoid for ya...

A 30 bit screen in binary is just over a Billion colors. Thats a lot!

However, a 30 bit screen in trinary is over a QUADRILLION COLORS!!!!

Thats a MILLION TIMES THE AMOUNT OF THE EQUIVELANT BINARY SCREEN!!!!

These are just a small sample of why file sizes will be MUCH smaller,

buss transfers will be MUCH faster, and detail will be MUCH, MUCH

greater. The simple fact is, more can be stored per bit, and the

gains go up in an accellerating curve rather than a strait line.

A simple illustration... You gain DIGITS in your resulting information

resolution half again as fast when adding bits in trinary over binary.

Thats DIGITS, not value!!! The resulting values curve up amazingly

fast!

O.K., I've told you the simple public-knowledge reasons for doing

trinary. We are working on the best ways to deal with it electronically

but I can't tell you any of that so don't ask. Nyaa Nyaa ;)

cach y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

P.S. Is Quadrinary or Sextinary or more possible!?

Well, we have thought of a possible way but it is BUCUs more

complicated than Trinary so we just don't know yet how practical it would

be electronically in real life. Patience! One thing at a time! ;)

## 1.311 Re: Food For Thought For Ya

for scott@online.u-net.com; Tue, 23 Feb 1999 01:28:50 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 01:23:20 +0200

Organization: M2 productions

Subject: Re: Food For Thought For Ya

Encoding: 8bit

---

Hello Donovan.

On 20-Feb-99, Donovan Reeve wrote:

> A single bit in trinary has 3 states instead of 2 in binary. (Duh!)

No it doesn't. A BIT is a BINARY digiT. There for a BIT will allways only be able to be 0 or 1. You'll have to call them TITs or something :o)

> Trinary makes 3D work MUCH easier and faster

No.

> A 2 bit screen in trinary is 9 colors

> A 5 bit screen in trinary is 243 colors

> A 6 bit screen (lo-res default)in trinary is 729 colors (perfect for games)

> An 8 bit screen in trinary is 6,561 colors

> A 9 bit (expected to be standard default) screen in binary is 19,683 colors

Erm, a 2,5,6,8 or 9 tit screen

> A 16 bit screen in trinary is 43,046,721 colors (binary is 65,536)

Actually binary 16 bit is only actually 12 bits (4096 colours) the last four bits are used for Alpha channel.

> A 24 bit screen in trinary is 279,997,347,051 colors (binary is 16,777,216)

> (Yes indeedy-do, thats 280 BILLION colors in trinary!)

Hrm, hurrah. More colours than is humanly concievable. What's the point ? I mean it's not actually practically usefull.

> A 27 bit (high-res default) screen in trinary is 7,559,928,370,377 colors

> (Yes, you read right... over seven and one half TRILLION colors!!!)

> Now for a real WOWee-ZOWee factoid for ya...

> A 30 bit screen in binary is just over a Billion colors. Thats a lot!

> However, a 30 bit screen in trinary is over a QUADRILLION COLORS!!!!

> Thats a MILLION TIMES THE AMOUNT OF THE EQUIVELANT BINARY SCREEN!!!!

Once again, there is no need for these insane resolution. It seems more an example of engineering that practicle application.

> These are just a small sample of why file sizes will be MUCH smaller,

> buss transfers will be MUCH faster, and detail will be MUCH, MUCH

> greater. The simple fact is, more can be stored per bit, and the

> gains go up in an accelerating curve rather than a strait line.

Yeah, but you can't do anything using industry standard digital electronics, so the end price for one unit will be astronomical. Oh, and file sizes will be exactly the same, and any serious Computer users today really don't give a rats arse for the file sizes, coz they have bigger HD's than they will ever (sensibly) need.

> P.S. Is Quadrinary or Sextinary or more possible!?

> Well, we have thought of a possible way but it is BUCUs more

> complicated than Trinary so we just don't know yet how practical it would

> be electronically in real life. Patience! One thing at a time! ;)

Actually, everything here is mathematically and theoretically applied, quite true. In real life however, I'm affraid you'll experience some crushing defeats. The power of the Binary systems is that there is NO question as to wheter there is power or no power. In a trinary system however since the volts drop for every transistor you put a signal through, at some point, the value might change (when the higher voltage drops to a lower voltage, or lower voltage is no longer powerfull enough to open a transist

or), or otherwise the charge will have to be something like 12 volts, and then you wouldn't be able to use 16-12 micron technology, so your CPU will be slower anyway.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.312 Re: Food For Thought For Ya

for scott@online.u-net.com; Tue, 23 Feb 1999 09:19:56 +0000

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

Date: Tue, 23 Feb 1999 20:17:59 +1000

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

> Yeah, but you can't do anything using industry standard digital electronics, so the end price for one unit will be astronomical. Oh, and file sizes will be exactly the same, and any serious Computer users today really don't give a rats arse for the file sizes, coz they have bigger HD's than they will ever (sensibly) need.

A side though is for anyone who's read about transpacitors, never mind 1 = bit storage, each one is capable of storing \*4 bytes\* or 32 bits, anyone who reads Nexus will have possibly stumbled across these before. Imagine what a 32 gig simm looks like (hmmmm, more than 4 times what people own = in hd space), and the pricing apparently is more than worth it, the technology... has been around for \*decades\*

Blitzwing

-- =

### 1.313 Re: Food For Thought For Ya

for scott@online.u-net.com; Wed, 24 Feb 1999 07:57:15 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 23 Feb 1999 22:48:40 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

Hello Mikkel

Somewhere Mikkel L=F8kke wrote:

ML > Hello Donovan.

ML > On 20-Feb-99, Donovan Reeve wrote:

ML >> A single bit in trinary has 3 states instead of 2 in binary. (Duh!=  
)

ML > No it doesn't. A BIT is a BInary digiT. There for a BIT will allways=  
only

ML > be able to be 0 or 1. You'll have to call them TITs or something :o)=

Yes! I'll vote for that...

ML >> A 9 bit (expected to be standard default) screen in binary is 19,=  
683

ML >> colors

ML > Erm, a 2,5,6,8 or 9 tit screen

I really like a 2 tit screen :)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Success is like a fart - only your own smells nice.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%| =

<tsb>=

---

### 1.314 Re: Food For Thought For Ya

for scott@online.u-net.com; Wed, 24 Feb 1999 00:37:23 +0000

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

Date: Wed, 24 Feb 1999 12:51:53 +1300

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke wrote:

=

> Actually, everything here is mathematically and theoretically applied,  
> quite true. In real life however, I'm affraid you'll experience some  
> crushing defeats. The power of the Binary systems is that there is NO  
> question as to wheter there is power or no power. In a trinary system  
> however since the volts drop for every transistor you put a signal  
> through, at some point, the value might change (when the higher  
voltage  
> drops to a lower voltage, or lower voltage is no longer powerfull  
> enough to open a transist or), or otherwise the charge will have to be  
> something like 12 volts, and then you wouldn't be able to use 16-12  
> micron technology, so your CPU will be slower anyway.

=

How do you know all this? Have you tried it- I doubt it! If everyone  
had your attitude, the computer would never have got built in the first  
place!

If it worked- they'd be Billionaires! A good incentive to give it a  
try IMO.

-- =

Anton Reinauer <anton@ww.co.nz>

=

### 1.315 Re: Food For Thought For Ya

for scott@online.u-net.com; Wed, 24 Feb 1999 22:35:06 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Wed, 24 Feb 1999 04:56:48 +0200

Organization: M2 productions

Subject: Re: Food For Thought For Ya

---



Encoding: quoted-printable

Hello Blitzwing.

On 23-Feb-99, Blitzwing wrote:

>> Yeah, but you can't do anything using industry standard digital electronics, so the end price for one unit will be astronomical. Oh, and file sizes will be exactly the same, and any serious Computer users today really don't give a rats arse for the file sizes, coz they have bigger HD's than they will ever (sensibly) need.

> A side though is for anyone who's read about transpacitors, never mind 1 bit storage, each one is capable of storing \*4 bytes\* or 32 bits, anyone who reads Nexus will have possibly stumbled across these before. Imagine what a 32 gig simm looks like (hmmmm, more than 4 times what people own in hd space), and the pricing apparently is more than worth it, the technology... has been around for \*decades\*

Yeah, the only real problem is ofcourse speed. You'll never get a transpacitor to work fast enough, to be usable in high performance computers (Unless you want the price to skyrocket). It would be handy for a temporary "Ram Disk:" like thingy, since it would still be considerably faster than a HD.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.316 Re: Food For Thought For Ya

for scott@online.u-net.com; Wed, 24 Feb 1999 22:37:15 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Wed, 24 Feb 1999 04:58:14 +0200

Organization: M2 productions

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

Hello Anton.

On 24-Feb-99, Anton Reinauer wrote:

>> Actually, everything here is mathematically and theoretically applied,=  
>> quite true. In real life however, I'm affraid you'll experience some  
>> crushing defeats. The power of the Binary systems is that there is NO  
>> question as to wheter there is power or no power. In a trinary system  
>> however since the volts drop for every transistor you put a signal  
>> through, at some point, the value might change (when the higher voltag=  
e  
>> drops to a lower vantage, or lower vantage is no longer powerfull  
>> enough to open a transist or), or otherwise the charge will have to be=  
>> something like 12 volts, and then you wouldn't be able to use 16-12  
>> micron technology, so your CPU will be slower anyway.  
> How do you know all this? Have you tried it- I doubt it! If everyone  
> had your attitude, the computer would never have got built in the first=  
> place!

No, I haven't tried it, I don't have the nessecary laboratory to build 12=  
(or even 16) micron microprocessors, but how on earth would you prevent =  
a 12 volt charge from "jumping" 12 micron ? And it's not "just" an attitu=  
de. You'd think if it was "just as easy as that" someone else would have =  
thought of it. And they have (There's actually a three page article of it=  
in an old "Alt om DATA" I have lying arround here somewhere, which tells=  
about the problems of trinary systems). There are actually built octinia=  
ry machinces, and they are running. They cost a small fortune and are abo=  
ut as powerfull as an MC68030 at the same clockspeed. So while it certain=  
ly is technically possible to create an "analoge" computer, it's not real=  
ly worth the hassle as binary systems are much faster. Instead it might b=  
e a good idea to think of making optical computers instead, that operate =  
on photons instead of electrons, that's where the real speed increase is.=

Oh, and the computer got built because of people kept on adding things to typewriters. Not very original really.

> If it worked- they'd be Billionaires! A good incentive to give it a  
> try IMO.

No they wouldn't. The guys at IBM that invented the PC aren't even millionaires, and are totally unremembered (And their invention has become one of the most used appliances since the hammer). The people that invent stuff don't get rich, it's the people that market and sell those inventions.

IMHO it would be better to concentrate on a new and original CPU architecture (the RISC replacement)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.317 Re: Food For Thought For Ya

for scott@online.u-net.com; Fri, 26 Feb 1999 04:30:37 +0000

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

Date: Fri, 26 Feb 1999 15:28:37 +1000

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

>> If it worked- they'd be Billionaires! A good incentive to give it a

>> try IMO.

> No they wouldn't. The guys at IBM that invented the PC aren't even millionaires, and are totally unremembered (And their invention has become one of the most used appliances since the hammer). The people that =

What's a hammer ;)

Blitzwing=

## 1.318 Re: Food For Thought For Ya

for scott@online.u-net.com; Fri, 26 Feb 1999 04:33:19 +0000

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

Date: Fri, 26 Feb 1999 15:31:33 +1000

Subject: Re: Food For Thought For Ya

Encoding: quoted-printable

> Yeah, the only real problem is ofcourse speed. You'll never get a transistor to work fast enough, to be usable in high performance computers = (Unless you want the price to skyrocket). It would be handy for a temporary "Ram Disk:" like thingy, since it would still be considerably faster than a HD.

not to to disrespect your opinion but transpacitors are about half the speed of a transistor, yet transmit 32 times the information, that reflects a ram speed of sub 1 nanosecond times based on SDRAM technology.

Blitzwing

-- =

## 1.319 Re: Food For Thought For Ya

for scott@online.u-net.com; Sat, 27 Feb 1999 22:31:06 +0000

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 22:24:43 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 27 Feb 99 17:11:23 +0000

Subject: Re: Food For Thought For Ya

X-Face: ggbXL/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51wVM\*4PG63s(pwT&qE@dB\*IkwW:

Encoding: quoted-printable

Well, well Anton Reinauer, OK then but=2E=2E=2E

> On 23-Feb-99, Mikkel L=F8kke wrote:

>=20=20

---

>> Actually, everything here is mathematically and theoretically applied,  
>> quite true=2E In real life however, I'm affraid you'll experience some  
>> crushing defeats=2E The power of the Binary systems is that there is NO  
>> question as to wheter there is power or no power=2E In a trinary system  
>> however since the volts drop for every transistor you put a signal  
>> through, at some point, the value might change (when the higher  
> voltage  
>> drops to a lower voltage, or lower voltage is no longer powerfull  
>> enough to open a transist or), or otherwise the charge will have to be  
>> something like 12 volts, and then you wouldn't be able to use 16-12  
>> micron technology, so your CPU will be slower anyway=2E  
>=20=20

> How do you know all this? Have you tried it- I doubt it! If everyone  
> had your attitude, the computer would never have got built in the first  
> place!

>=20

> If it worked- they'd be Billionaires! A good incentive to give it a  
> try IMO=2E

>=20

>

It can be done, the problem you need some very-very low tempture,  
Dried Ice cold=2E As you can guess Dried ice works out very expanse as  
you will need new supply because for some unknow reason people don't  
like cool temptures=2E

Why do you need such low temps?

Simple at very low temps there is very little or if any loss in  
voltage=2E

Other problems with low temps?

A lot of electronics will not work at very low temps=2E So you could  
still for bussiness bigger then Micro\$lop, but this time making  
something usfull!

I rember watching one day one Open-University about this  
subbect when I couldn't get any sleep=2E OU usaly douse the trick but  
this time it was very intresting if

rember=2E

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

### 1.320 For Library writes!!!

for scott@online.u-net.com; Sun, 28 Feb 1999 11:12:51 +0000

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 28 Feb 1999 13:09:57 +0300

Subject: For Library writes!!!

Encoding: quoted-printable

If you write libraires of any kind but wouldn't want to or can't use Blit=

z

for doing those (like I Blitz do not make correct HUNKS butI don't know why?). What would you do?

Of course convert those library writing macros to your favorite ASM compiler.

So if anybody wants a small packet, which will contain:

Library and copper instruction macros converted to PHXASS.

Small test library source for doing signed multiplications between two longwords and will return long.

And Library number constant include. (Graped from NCS documentations.)

So now you have the posibility to use ASM compiler optimizations to your code.

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

### 1.321 Re: Forbid (was re: mouse disabling but wandered off topic)

Date: Tue, 2 Feb 1999 14:48:25 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Forbid (was re: mouse disabling but wandered off topic)

FlameDuck quacked 8):

>>> How about Forbid\_ ? Just don't forget to put a Permit\_ at the end of your code.

>

>> You could do that but you program will not work on 3.5!

>

> How on earth do you know !!?

Maybe not for OS 3.5, but certainly in the future forbid will be removed - it's too impolite. Instead a system of semaphores will be used for all publicly accessible data.

There is an article about it on the Developer's CD

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

### **1.322 Forbid()...Permit() (Mouse-Disable Part II)**

via sendmail with P:esmtpr/inet\_hosts/T:smtp

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

id <m1089pX-002pCmC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Wed, 3 Feb 1999 22:27:27 +0100 (MET)

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

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

Date: Wed, 03 Feb 1999 22:16:43 +0100

Organization: Airsoft Softwair

Subject: Forbid()...Permit() (Mouse-Disable Part II)

Hi !!

I finally managed it to get mouse locked with Forbid() and Permit().

But now there's another problem: I want to lock the mouse for 5 seconds but I can't use a Delay(250) because this would break the Forbid().....anyone knows how to do this??

--

Greetings,

Andreas

email: [Andreas.Falkenhahn@gmx.de](mailto: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

### **1.323 Re: Forbid()...Permit() (Mouse-Disable Part II)**

Date: Thu, 4 Feb 1999 07:11:57 -0800 (PST)

From: Thomas Cobb <[thomcobb@yahoo.com](mailto:thomcobb@yahoo.com)>

Subject: Re: Forbid()...Permit() (Mouse-Disable Part II)

---

---Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de> wrote:

> I finally managed it to get mouse locked with Forbid() and Permit().

> But now there`s another problem: I want to lock the mouse for

> 5 seconds but I can`t use a Delay(250) because this would break

> the Forbid().....anyone knows how to do this??

Not sure if this helps, but how about giving up on the forbid idea and using an empty shape for the mouse. Before you want to lock the mouse save it`s x and y coordinates, switch to a blank shape and then have a loop like:

```
for n=1 to 250
```

```
vwait
```

```
absmouse 0,0
```

```
next n
```

and then replace the mouse position and shape.

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.324 Full screen CDXL

Wed, 10 Feb 1999 13:06:48 +0000

10 Feb 99 13:06:49 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Wed, 10 Feb 1999 13:06:30 +0000

encoding: 7BIT

Subject: Full screen CDXL

For all the disbelievers out there, this is ripped straight out of the developer Cd in cd32/cd32\_support/notes/appdeveloper.spec:

V40 also added four new display modes which are useful for animation support. These modes are defined in

<graphics/modeid.h> as:

```
/* Added for V40 - may be useful modes for some games or  
animations. */
```

```
#define LORESSDBL_KEY 0x00000008
```

```
#define LORESHAMSDBL_KEY 0x00000808
```

```
#define LORESEHBSDBL_KEY 0x00000088
```

```
#define HIRESHAMSDBL_KEY 0x00008808
```

---



These new V40 display modes allow you to display a given raster at twice its height. Each line of the raster automatically gets repeated on the screen as it is displayed. This allows a 128 pixel high raster to be displayed as if it was 256 pixels tall. This can be very helpful in order to create full screen animations. For example, a 128 pixel high CDXL animation can suddenly occupy the full screen.

I've got a feeling that this is only gonna work with Kickstart/Workbench 3.1. Still, at least the potential is there.

On another note, I noticed that you can use dual playfield screens through intuition. Seeing as this is a feature of wb3.1 and CGFX uses wb3.1 - would these be displayed ok on a graphics card?

Steven Croy

### 1.325 FW: Computer Problem Report Form (fwd)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>  
<AnthonyJarvis@lynxvideo.co.uk>, Blitzlist <blitz-list@netsoc.ucd.ie>,  
Brian Jarvis <Brian11@mdx.ac.uk>, David Ashmore-Turner  
<dturner@dio.org.uk>, Debbi <u9601040@bournemouth.ac.uk>, Janet McColl  
<jsm196@soton.ac.uk>, Juliet Kimber <jk6355@bristol.ac.uk>,  
Katherine Austin <K.J.Austin@bradford.ac.uk>, Matthew Jarvis  
<MATTHEW.RYDER-JARVIS@BSKYB.COM>, "C.J.R.Jarvis"  
<C.J.R.Jarvis@wkac.ac.uk>

Subject: FW: Computer Problem Report Form (fwd)

Date: Mon, 1 Feb 1999 13:53:11 -0000

charset="iso-8859-1"

Subject: Computer Problem Report Form

>Computer Problem Report Form

>

> 1. Describe your problem:

> \_\_\_\_\_  
\_\_\_\_\_

> 2. Now, describe the problem accurately:

>  
> \_\_\_\_\_  
\_\_\_\_\_

> 3. Speculate wildly about the cause of the problem:

>

---

> \_\_\_\_\_

>

>4. Problem Severity:

>

> A. Minor\_\_

> B. Minor\_\_

> C. Minor\_\_

> D. Trivial\_\_

>

> 5. Nature of the problem:

> A. Locked Up\_\_

> B. Frozen\_\_

> C. Hung\_\_

> D. Strange Smell\_\_

>

> 6. Is your computer plugged in? Yes\_\_ No\_\_

>

> 7. Is it turned on? Yes\_\_ No\_\_

>

> 8. Have you tried to fix it yourself? Yes\_\_ No\_\_

>

> 9. Have you made it worse? Yes\_\_

>

>10. Have you had "a friend" who "Knows all about computers"  
try to fix it for you? Yes\_\_ No\_\_

>

>11. Did they make it even worse? Yes\_\_

>

>12. Have you read the manual? Yes\_\_ No\_\_

>

>13. Are you sure you've read the manual? Maybe\_\_ No\_\_

>

>14. Are you absolutely certain you've read the manual? No\_\_

>

>15. If you read the manual, do you think you understood it?

Yes\_\_ No\_\_

>

>16. If 'Yes' then explain why you can't fix the problem

\_\_\_\_\_

yourself.

> \_\_\_\_\_

\_\_\_\_\_

>

>17. What were you doing with your computer at the time the  
problem

>occurred?

> \_\_\_\_\_

\_\_\_\_\_

>

>18. If you answered 'nothing' then explain why you were logged  
in?

> \_\_\_\_\_

\_\_\_\_\_

>

>19. Are you sure you aren't imagining the problem? Yes\_\_ No\_\_

>

>20. Does the clock on your home VCR blink 12:00? Yes\_\_ What's a VCR?\_\_

>

>21. Do you have a copy of 'PCs for Dummies'? Yes\_\_ No\_\_

>

>22. Do you have any independent witnesses to the problem?

Yes\_\_ No\_\_

>

>23. Do you have any electronics products that DO work? Yes\_\_ No\_\_

>

>24. Is there anyone else you could blame this problem on?

Yes\_\_ No\_\_

>

>25. Have you given the machine a good whack on the top? Yes\_\_ No\_\_

>

>

>26. Is the machine on fire? Yes\_\_ Not Yet\_\_

>

>27. Can you do something else instead of bothering me? Yes\_\_

\_\_\_\_\_

## 1.326 Getting directory paths

From: Gareth Griffiths <gaz@jokerd.free-online.co.uk>

Date: Thu, 11 Feb 1999 22:34:30 +0100

Organization: Joker Developments

Subject: Getting directory paths

Hello everybody!

For my NetDock proggy, I am writing a settings prog which lets you change your program paths and then save them out to the settings file loaded by the main prog.

However, for the file requesters, I want to be able to have the path automatically be the one currently set in the settings file.

I've tried every way I can think of, but nothing works! HELP!

Anyone else (except Curt) want to betatest the finished prog (it's almost finished)?

Cheerz

Gareth Griffiths:

#gaz@jokerd.free-online.co.uk

P.S. Is there a Blitz IRC channel?

## 1.327 Re: Getting directory paths

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

Date: Fri, 12 Feb 1999 02:02:57 -0500

Subject: Re: Getting directory paths

Hi Gareth,

On 11-Feb-99, Gareth Griffiths wrote:

>

> However, for the file requesters, I want to be able to have the path

> automatically be the one currently set in the settings file.

>

> I've tried every way I can think of, but nothing works! HELP!

Maxlen pa\$=255

Maxlen fi\$=255

pa\$= (path from the settings file)

fi\$= (file name from settings file)

sav\$=ASLFileRequest\$("Save Settings As",pa\$,fi\$)

The ASLFileRequest\$ command will always return the user-selected path in pa\$ and the file name in fi\$ as well as the full path in sav\$, and it will use

any path and file name yo give as defaults. So if you want it to show a given directory only, with nothing selected as a default name, just set: fi\$="" before calling the requester.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.328 Getting off the list

for scott@online.u-net.com; Sun, 28 Feb 1999 14:29:37 +0000

From: Chris McGonagle <chris@kickstart.free-online.co.uk>

Date: Sat, 20 Feb 1999 10:17:36 +0000

Organization: Emerald

Subject: Getting off the list

Yes there!

I have several POP mailboxes and instead of receiving all mail through my main one, i would like the blitz list to go through it instead. How do I Unsubscribe and then resubscribe with the other mailbox?

See yah soon!

--

Chris McGonagle (Emerald Amiga Users - Author of CoolMod)

Get CoolMod on: <http://dez.over-the-edge.com/coolmod>

Some people hope to achieve immortality through their works or their children. I would prefer to achieve it by not dying.

-- Woody Allen

## 1.329 Gold Ed

for scott@online.u-net.com; Tue, 23 Feb 1999 16:41:32 +0000

Tue, 23 Feb 1999 16:36:46 +0000

23 Feb 99 16:36:46 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Tue, 23 Feb 1999 16:36:34 +0000

encoding: 7BIT

Subject: Gold Ed

Hello Blitzers,

---

I recently found a demo of Golded 5 on a recent AFCD.  
Boy, was I well impressed!! Highliting of numbers, comments,  
strings and commands in different colours. Do you know if anyone  
has written a Blitz command thingy for this? It would be great to  
get swap Ted for this!  
Steven Croy

### 1.330 Re: Gold Ed

for scott@online.u-net.com; Tue, 23 Feb 1999 19:52:05 +0000  
([62.136.53.71] helo=all-hail.freemove.co.uk ident=James L Boyd)  
by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 10FNr4-0002Cx-00

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 19:50:55 +0000  
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>  
Date: Tue, 23 Feb 1999 18:45:16 +0000  
Subject: Re: Gold Ed

S.J.CROY churned out \*this\* drivel :

> I recently found a demo of Golded 5 on a recent AFCD.  
> Boy, was I well impressed!! Highliting of numbers, comments,  
> strings and commands in different colours. Do you know if anyone  
> has written a Blitz command thingy for this? It would be great to  
> get swap Ted for this!

I'm not sure if it's on Aminet, but the author put v4 on his site for free,  
so might wanna check that out...I think if you get a little program from  
Aminet (bcc or something) you can add it to GoldED's menus somehow...but I  
think that command-line thing just runs TED and starts it compiling :)  
Still, you'd get to do your stuff in GoldED...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

After I'm dead I'd rather have people ask why I have no monument  
than why I have one.

-- Cato the Elder

### 1.331 Re: Gold Ed

for scott@online.u-net.com; Wed, 24 Feb 1999 02:01:22 +0000

Date: Wed, 24 Feb 1999 15:05:39 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Gold Ed

Encoding: 7bit

"S.J.CROY" wrote:

>

> Hello Blitzers,

>

> I recently found a demo of Golded 5 on a recent AFCD.

> Boy, was I well impressed!! Highliting of numbers, comments,

> strings and commands in different colours. Do you know if anyone

> has written a Blitz command thingy for this? It would be great to

> get swap Ted for this!

Yes, I've actually written a syntax highlighter, but I sort of gave up on it, because i was annoyed at some bugs that were in SuperTED. But the highlighter itself is finished, and it supports highlighting of commands names.

--

Julian Kinraid

### 1.332 Re: Gold Ed

for scott@online.u-net.com; Wed, 24 Feb 1999 14:32:09 +0000

Wed, 24 Feb 1999 14:27:37 +0000

24 Feb 99 14:27:37 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Wed, 24 Feb 1999 14:27:20 +0000

encoding: 7BIT

Subject: Re: Gold Ed

James had this to say:

> I'm not sure if it's on Aminet, but the author put v4 on his site for

> free, so might wanna check that out...I think if you get a little program

> from Aminet (bcc or something) you can add it to GoldED's menus

> somehow...but I think that command-line thing just runs TED and starts it

> compiling :)  
>  
> Still, you'd get to do your stuff in GoldED...  
Hardly the most elegant solution, but it works!!  
Another thing concerning Golded.. It has an option to  
increase/decrease the height and width of the scroll bars, just like  
VisualIPrefs. Does anyone know how this is achieved? I'd love to  
stick that feature in my programs!  
> See ya,  
> --  
> <tsb>  
> <sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk  
> <sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*  
> <sb>Connected from Dundee, Scotland.  
~~~~~  
Good man, I'm from Grangemouth myself (but studying in London).
Steven Croy

1.333 GT Text Fields

for scott@online.u-net.com; Sun, 28 Feb 1999 21:59:58 +0000
([62.136.133.151] helo=194.152.64.35 ident=IP)
by mail12.svr.pol.co.uk with smtp (Exim 2.12 #1)
id 10HEEy-0000Gk-00
for blitz-list@netsoc.ucd.ie; Sun, 28 Feb 1999 21:59:12 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Sun, 28 Feb 1999 21:52:22 +0100
Organization: Satanic Dreams Software.
Subject: GT Text Fields
Hello,
Anyone know how to use: #GTTX_Justification in blitz to
centre the text in the gadget? What the tag value is?
Any help would be appreciated, ta :)
bye
Cya!
--
<tsb>
<sb>*CONTACTING ME:*
<sb>E-MAIL: loki@napalmdeath.freemove.co.uk

<sb>WWW: <http://www.napalmdeath.freemove.co.uk/>
<sb>ICQ: 27181384
<tsb>
<sb>*SATANIC DREAMS SOFTWARE FOUNDER*
<sb>ADMIN: admin@satanicdreams.freemove.co.uk
<sb>AMINET: SDPackN.lha (docs/misc)
<sb>WWW: <http://www.satanicdreams.freemove.co.uk/>
<sb>IRC: Dalnet/#SatanicDreams
<tsb>

1.334 GtDrag.library Problems !!

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Tue, 16 Feb 1999 15:23:43 +0100

Subject: GtDrag.library Problems !!

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.7716.2164.2015930168.5

Hi All Blitzers,

I have some problems with the GtDrag.library, the drag and drop function don't work in blitz and i don't know where's the problem.

Can you help me please ??

You can find the original gtdrag.library at:

http://uk.aminet.net/pub/aminet/dev/gui/gtdrag2_10.lha

I have include in attachement, my source code and the gtdrag.library1 for the blitz.

Bye !!

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernox@inforoutes-ardeche.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

--BOUNDARY.7716.2164.2015930168.5

Encoding: base64

Content-Description: Blitz libs

AAAD8wAAAAAAAAABAAAAAAAAAAAAAAAAACuAAAD6QAAAK4AAAAAAAAAYAAAAAAAAAAAAAAAAAAAA
AAACTAABAAACYAAAAAAAAAAAAAAAAAAAAAAAAABgAAAAAABv/iEP8AAAAAABHVERfR2V0SU1z
Z18AKG1wb3J0KQAAAYAAAAAAAAAb/3BD/AAAAAAAAAR1REX1JlcGx5SU1zZ18AKG1zZykAAAAG
AAAAAAAAAG/9YQ/wAAAAAAAAEdURF9GaWx0ZXJJTXNnXwAoSW50dWINZXNzYWdlKQAAAYAAAAA
AAAb/0BD/AAAAAAAAAR1REX1Bvc3RGaWx0ZXJJTXNnXwAoSW50dWINZXNzYWdlKQAAAYAAAAA
AAAb/yv8AAAAAAAAAR1REX0dlERyYWdNc2dfAAAAAAAAAYAAAAAAB/xBD/AAAAAAAAAR1REX1Jl
cGx5RHJhZ01zZ18AKG1zZykAAAAYAAAAAAB/vhAR/wAAAAAAAAABHVERfQWRkQXBwQV8AKG5h
bWUzdGFuTGldCkAAAYAAAAAAB/uP8AAAAAAAAAR1REX1JlbW92ZUFwcF8AAAAGAAAAAAAG
/7IQef8AAAAAAAAAR1REX0FkZFdpbmRvd0FfACh3aW4sdGFuTGldCkAAAYAAAAAAB/rBD/
AAAAAAAAAR1REX1JlbW92ZVdpbmRvd18AKHdpbikAAAYAAAAAAB/pgAQERL/AAAAAAAAAEdu
RF9BZGRHYWRnZXRBXwAodHlwZSxnYWQsd2luLHRhZ0xpc3QpAAAABgAAAAAABv+gEP8AAAAA
AABHVERfUmVtb3ZIR2FkZ2V0XwAoZ2FkKQAAAAAAAAAAAAAAAAAAAAAJ+AAAAAAAAAAAAAAAAAG
EQAAAAAAAAAAAAKOOAAAAAP//AAAAACx4AARD+gAicABOrv3YTnUgCUqAZwAADcx5AAAABE6u
/mJodXAATnVndGRyYWcubGlicmFyeQAAAAAAAAAPsAAAABAAAAAAAAAAWAAAAHAAAAIgAAAJw
AAAAAAAAAA/I=

--BOUNDARY.7716.2164.2015930168.5

Encoding: quoted-printable

Content-Description: My code

IMPORTANT

;;

; Include the resident 'blitzlibs:amigalibs.res' ;

; in 'Compiler->Compiler Options...' ;

;;

#####

WBStartup

;NoCli

WBenchToFront_

FindScreen 0

ShowScreen 0

Use Screen 0

NEWTYPe.item

bitem.s

End NEWTYPE

NEWTYPe.it

alist.w

blist.s

End NEWTYPE

Dim List pref.it(100)

; gtdrag.library include

```
NEWTYPEDef .ImageNode
    *in_Succ.Node
    *in_Pred.Node
    in_Type.b
    in_Pri.b
    *in_Name.b
    *in_Image.Image
End NEWTYPE
; The DragGadget structure manages the gadgets which support dragging.
; * Remember that these fields are read-only!
;
#DGF_IMAGES =3D 1 ; Images only, if possible
#DGF_NODRAG =3D 2 ; can't be the source of a drag
#DGF_SAME =3D 4 ; icon can be dragged over the same gadget
#DGF_NOPOS =3D 8 ; no positioning, listview only
NEWTYPEDef .DragGadget
    dg_Node.MinNode
    *dg_Gadget.Gadget
    *dg_Window.Window
    *dg_Task.Task
    *dg_List.List
    *dg_Render.Hook
    dg_Type.l
    dg_Mask.l
    dg_AcceptMask.l
    dg_ItemHeight.w
    dg_Width.w
    dg_Height.w
    dg_Flags.w
End NEWTYPE
; You receive the DragMsg structure if someone has dragged an item.
; * And again, all fields are read-only!
;
#DMT_GADGET =3D 1 ; target is a window
#DMT_WINDOW =3D 2 ; target is a gadget
#DMT_UNKNOWN =3D 4 ; target doesn't support drag&drop
NEWTYPEDef .DragMsg
    dm_Node.MinNode
    dm_Type.l
```

```

*dm_Object.ImageNode ; dragged object
*dm_Source.DragGadget
*dm_SourceApp.b ; owner Name or NULL for your own
*dm_Target.l ; pointer to a DragGadget or Window
dm_SourceEntry.l ; the list position of the entry
dm_TargetEntry.l ; dto. - may be higher than the number of entries
dm_X.l :dm_Y.l ; exact co-ordinates
End NEWTYPE
; The flags for the IDCMP-MsgPort of your Window
#DRAGIDCMP =3D (#LISTVIEWIDCMP | #IDCMP_MOUSEBUTTONS)
; Tags to pass to GTD_AddGadget()
#GTDA_TagBase =3D (#TAG_USER + $90000)
#GTDA_ItemHeight =3D #GTDA_TagBase + 1 ; height of a listview entry=
#GTDA_RenderHook =3D #GTDA_TagBase + 2 ; render hook for listview
#GTDA_Images =3D #GTDA_TagBase + 3 ; drags only images (listview=
w MUST contain ImageNodes)
#GTDA_Width =3D #GTDA_TagBase + 4 ; width of icon (only for GT=
DA_RenderHook & GTDA_Images)
#GTDA_Height =3D #GTDA_TagBase + 5 ; height of a icon ("")
#GTDA_NoDrag =3D #GTDA_TagBase + 6 ; do not drag from this gadg=
et
#GTDA_Object =3D #GTDA_TagBase + 7 ; drag node from a non-listv=
iew
#GTDA_Same =3D #GTDA_TagBase + 8 ; set DGF_SAME
#GTDA_Mask =3D #GTDA_TagBase + 9 ; mask value
#GTDA_AcceptMask =3D #GTDA_TagBase + 10 ; accept mask value
#GTDA_NoPosition =3D #GTDA_TagBase + 11 ; set DGF_NOPOS
; Tags to pass to GTD_AddApp()
#GTDA_InternalOnly =3D #GTDA_TagBase + 42 ; drags only internally
; end gtdrag.library include
#W4=3D1
AddIDCMP $400000
For i=3D0 To 99
If AddItem(pref()) Then pref()\blist =3D "Item "+UStr$(i)
Next i
succ=3DFirstItem(pref())
GTLListView #W4,1,8,10,192,100,"",0,pref()
;GTString #W4,2,8,39,180,13,"",0,256,""

```

```
GTButton #W4,3,230,165,72,16,"Ins"+Chr$(233)+"rer",16
GTButton #W4,4,70,165,135,16,"Effacer",16
Window #W4,140,30,380,200,$E,"GTDRAG-TEST",0,0
AttachGTLList #W4,#W4
Use Window #W4
*win.Window=3DPeek.l(Addr Window(1))
*gad1.Gadget=3DPeek.l(Addr GTButton(1))
uport.l=3D*win\UserPort
*gad2.Gadget=3D*gad1\NextGadget
*gad3.Gadget=3D*gad2\NextGadget
*gad4.Gadget=3D*gad3\NextGadget
d$=3D"dragtest"
InitTagList 1,20
InitTagList 2,20
InitTagList 3,20
suc.l=3D GTD_AddAppA_(&d$,0)
If suc
Else
End
EndIf
Use TagList 1
AddTags #GTDA_Mask,1,#GTDA_Same,1
AddTags #TAG_END,0
Use TagList 2
AddTags #TAG_END,0
Use TagList 3
AddTags #GTDA_AcceptMask,1
AddTags #TAG_END,0
Use TagList 1
GTD_AddGadgetA_ #LISTVIEW_KIND,*gad1,*win,TagList
Use TagList 3
GTD_AddGadgetA_ #BUTTON_KIND,*gad2,*win,TagList
Use TagList 2
GTD_AddWindowA_ *win,TagList
Repeat
WaitPort_(uport)
*msg1.IntuiMessage=3DGT_GetIMsg_(uport)
msg.l=3DGTD_GetIMsg_(uport)
If msg
```

```
GTD_ReplyIMsg_(msg)
If *dm.DragMsg=3DGTD_GetDragMsg_
GTD_ReplyDragMsg_(*dm)
WLocate 0,0:NPrint *dm\dm_Type
;If *dm\dm_SourceApp DisplayBeep_(0)
EndIf
EndIf
If *msg1<>0
GT_ReplyIMsg_(*msg1)
EndIf
If *msg1\Class=3D$40
Select *gad1\GadgetID
;Case 1:push=3Dpush+1:listhit=3DEventCode:ActivateString #W4,2;:P=
ushItem pref();:PopItem pref()
;If push=3D6 PopItem pref():push=3D5
;Case 2:pref(listhit)\blist=3DGTGetString(#W4,2):GTChangeList #W4=
,1:GTChangeList #W4,1,pref()
;Case 3:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=
t i
;succ=3DAddItem(pref()):pref()\blist =3D ""
;GTChangeList #W4,1:GTChangeList #W4,1,pref()
;GTSetHighlight #W4,1,listhit+1
;ActivateString #W4,2;:PopItem pref()
;Case 4:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=
t i
;KillItem pref()
;GTChangeList #W4,1:GTChangeList #W4,1,pref()
End Select
EndIf
Until *msg1\Class=3D$200
CloseWindow 1
Free GTList 1
GTD_RemoveApp_ ; remove GtDrag
End
--BOUNDARY.7716.2164.2015930168.5--
```

1.335 GtDrag.library Problems !!

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Tue, 16 Feb 1999 22:31:47 +0100

Subject: GtDrag.library Problems !!

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.7716.2392.2017156784.2

Hi All Blitzers,

I have some problems with the GtDrag.library, the drag and drop function don't work in blitz and i don't know where's the problem.

Can you help me please ??

You can find the original gtdrag.library at:

http://uk.aminet.net/pub/aminet/dev/gui/gtdrag2_10.lha

I have include in attachement, my source code and the gtdrag.library1 for the blitz.

Bye !!

--

--- . .

|| \ /

l--- \ / *Benjamin Vernoux*

|| \ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

--BOUNDARY.7716.2392.2017156784.2

Encoding: base64

Content-Description: Blitz libs

```
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AAACTAABAAACYAAAAAAAAAAAAAAAAAAAAAAAAABgAAAAAAAAABv/iEP8AAAAAAAAABHVERfR2V0SU1z
Z18AKG1wb3J0KQAAAAYAAAAAAAAAb/3BD/AAAAAAAAAR1REX1JlcGx5SU1zZ18AKG1zZykAAAAG
AAAAAAAAAG/9YQ/wAAAAAAAAEdURF9GaWx0ZXJJTXNnXwAoSW50dWlnczYwZlKQAAAAYAAAAA
AAAb/0BD/AAAAAAAAAR1REX1Bvc3RGaWx0ZXJJTXNnXwAoSW50dWlnczYwZlKQAAAAYAAAAA
AAAb/yv8AAAAAAAAAR1REX0ldERyYWdNc2dfAAAAAAAAAYAAAAAAAAAb/xBD/AAAAAAAAAR1REX1Jl
cGx5SRHJhZ01zZ18AKG1zZykAAAAYAAAAAAAAAb/vhAR/wAAAAAAAAABHVERfQWRkQXBwQV8AKG5h
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/7IQef8AAAAAAAAAR1REX0FkZFdpbmRvd0FfACh3aW4sdGFuTGldZCkAAAYAAAAAAAAAb/rBD/
AAAAAAAAAR1REX1JlbW92ZVdpbmRvd18AKHdpbikAAAYAAAAAAAAAb/pgAQERL/AAAAAAAAAEdu
```

RF9BZGRHYWRnZXRbXwAodHlwZSxnYWQsd2luLHRhZ0xpc3QpAAAABgAAAAABv+gEP8AAAAA
 AABHVERfUmVtb3ZIR2FkZ2V0XwAoZ2FkKQAAAAAAAAAAAAAAAAAAAAAJ+AAAAAAAAAAAAAAAAAG
 EQAAAAAAAAAAAAAKOAAAAAP//AAAAACx4AARD+gAicABOrv3YTnUgCUqAZwAADcX5AAAAABE6u
 /mJodXAATnVndGRyYWcubGlicmFyeQAAAAAAAAAPsAAAAABAAAAAAAAAAAAWAAAAHAAAAIlgAAAJw
 AAAAAAAAAA/I=

--BOUNDARY.7716.2392.2017156784.2

Encoding: quoted-printable

Content-Description: My code

IMPORTANT

;;

; Include the resident 'blitzlibs:amigalibs.res' ;

; in 'Compiler->Compiler Options...' ;

;;

#####

WBStartup

;NoCli

WBenchToFront_

FindScreen 0

ShowScreen 0

Use Screen 0

NEWTYPE.item

bitem.s

End NEWTYPE

NEWTYPE.it

alist.w

blist.s

End NEWTYPE

Dim List pref.it(100)

; gtdrag.library include

NEWTYPE .ImageNode

*in_Succ.Node

*in_Pred.Node

in_Type.b

in_Pri.b

*in_Name.b

*in_Image.Image

End NEWTYPE

; The DragGadget structure manages the gadgets which support dragging.

; * Remember that these fields are read-only!


```
;
#DGF_IMAGES =3D 1 ; Images only, if possible
#DGF_NODRAG =3D 2 ; can't be the source of a drag
#DGF_SAME =3D 4 ; icon can be dragged over the same gadget
#DGF_NOPOS =3D 8 ; no positioning, listview only
NEWTTYPE .DragGadget
dg_Node.MinNode
*dg_Gadget.Gadget
*dg_Window.Window
*dg_Task.Task
*dg_List.List
*dg_Render.Hook
dg_Type.l
dg_Mask.l
dg_AcceptMask.l
dg_ItemHeight.w
dg_Width.w
dg_Height.w
dg_Flags.w
End NEWTYPE
; You receive the DragMsg structure if someone has dragged an item.
; * And again, all fields are read-only!
;
#DMT_GADGET =3D 1 ; target is a window
#DMT_WINDOW =3D 2 ; target is a gadget
#DMT_UNKNOWN =3D 4 ; target doesn't support drag&drop
NEWTTYPE .DragMsg
dm_Node.MinNode
dm_Type.l
*dm_Object.ImageNode ; dragged object
*dm_Source.DragGadget
*dm_SourceApp.b ; owner Name or NULL for your own
*dm_Target.l ; pointer to a DragGadget or Window
dm_SourceEntry.l ; the list position of the entry
dm_TargetEntry.l ; dto. - may be higher than the number of entr=
ies
dm_X.l :dm_Y.l ; exact co-ordinates
End NEWTYPE
; The flags for the IDCMP-MsgPort of your Window
```

```

#DRAGIDCMP =3D (#LISTVIEWWIDCMP | #IDCMP_MOUSEBUTTONS)
; Tags to pass to GTD_AddGadget()
#GTDA_TagBase =3D (#TAG_USER + $90000)
#GTDA_ItemHeight =3D #GTDA_TagBase + 1 ; height of a listview entry=
#GTDA_RenderHook =3D #GTDA_TagBase + 2 ; render hook for listview
#GTDA_Images =3D #GTDA_TagBase + 3 ; drags only images (listvie=
w MUST contain ImageNodes)
#GTDA_Width =3D #GTDA_TagBase + 4 ; width of icon (only for GT=
DA_RenderHook & GTDA_Images)
#GTDA_Height =3D #GTDA_TagBase + 5 ; height of a icon ("")
#GTDA_NoDrag =3D #GTDA_TagBase + 6 ; do not drag from this gadg=
et
#GTDA_Object =3D #GTDA_TagBase + 7 ; drag node from a non-listv=
iew
#GTDA_Same =3D #GTDA_TagBase + 8 ; set DGF_SAME
#GTDA_Mask =3D #GTDA_TagBase + 9 ; mask value
#GTDA_AcceptMask =3D #GTDA_TagBase + 10 ; accept mask value
#GTDA_NoPosition =3D #GTDA_TagBase + 11 ; set DGF_NOPOS
; Tags to pass to GTD_AddApp()
#GTDA_InternalOnly =3D #GTDA_TagBase + 42 ; drags only internally
; end gtdrag.library include
#W4=3D1
AddIDCMP $400000
For i=3D0 To 99
If AddItem(pref()) Then pref()\blist =3D "Item "+UStr$(i)
Next i
succ=3DFirstItem(pref())
GTListView #W4,1,8,10,192,100,"",0,pref()
;GTString #W4,2,8,39,180,13,"",0,256,""
GTButton #W4,3,230,165,72,16,"Ins"+Chr$(233)+"rer",16
GTButton #W4,4,70,165,135,16,"Effacer",16
Window #W4,140,30,380,200,$E,"GTDRAg-TEST",0,0
AttachGTList #W4,#W4
Use Window #W4
*win.Window=3DPeek.l(Addr Window(1))
*gad1.Gadget=3DPeek.l(Addr GTButton(1))
uport.l=3D*win\UserPort
*gad2.Gadget=3D*gad1\NextGadget
*gad3.Gadget=3D*gad2\NextGadget

```

```
*gad4.Gadget=3D*gad3\NextGadget
d$=3D"dragtest"
InitTagList 1,20
InitTagList 2,20
InitTagList 3,20
suc.l=3D GTD_AddAppA_(&d$,0)
If suc
Else
End
EndIf
Use TagList 1
AddTags #GTDA_Mask,1,#GTDA_Same,1
AddTags #TAG_END,0
Use TagList 2
AddTags #TAG_END,0
Use TagList 3
AddTags #GTDA_AcceptMask,1
AddTags #TAG_END,0
Use TagList 1
GTD_AddGadgetA_ #LISTVIEW_KIND,*gad1,*win,TagList
Use TagList 3
GTD_AddGadgetA_ #BUTTON_KIND,*gad2,*win,TagList
Use TagList 2
GTD_AddWindowA_ *win,TagList
Repeat
WaitPort_(uport)
*msg1.IntuiMessage=3DGT_GetIMsg_(uport)
msg.l=3DGTD_GetIMsg_(uport)
If msg
GTD_ReplyIMsg_(msg)
If *dm.DragMsg=3DGTD_GetDragMsg_
GTD_ReplyDragMsg_(*dm)
WLocate 0,0:NPrint *dm\dm_Type
;If *dm\dm_SourceApp DisplayBeep_(0)
EndIf
EndIf
If *msg1<>0
GT_ReplyIMsg_(*msg1)
EndIf
```

```
If *msg1\Class=3D$40
Select *gad1\GadgetID
;Case 1:push=3Dpush+1:listhit=3DEventCode:ActivateString #W4,2;:P=
ushItem pref();:PopItem pref()
;If push=3D6 PopItem pref():push=3D5
;Case 2:pref(listhit)\blist=3DGTGetString(#W4,2):GTChangeList #W4=
,1:GTChangeList #W4,1,pref()
;Case 3:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=
t i
;succ=3DAddItem(pref()):pref()\blist =3D ""
;GTChangeList #W4,1:GTChangeList #W4,1,pref()
;GTSetHighlight #W4,1,listhit+1
;ActivateString #W4,2;:PopItem pref()
;Case 4:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=
t i
;KillItem pref()
;GTChangeList #W4,1:GTChangeList #W4,1,pref()
End Select
EndIf
Until *msg1\Class=3D$200
CloseWindow 1
Free GTList 1
GTD_RemoveApp_ ; remove GtDrag
End
--BOUNDARY.7716.2392.2017156784.2--
```

1.336 GtDrag.library Problems !!

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Tue, 16 Feb 1999 22:31:47 +0100

Subject: GtDrag.library Problems !!

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--BOUNDARY.7716.2392.2017156784.2

Hi All Blitzers,

I have some problems with the GtDrag.library, the drag and drop function

don't work in blitz and i don't know where's the problem.

Can you help me please ??

You can find the original gtdrag.library at:

http://uk.aminet.net/pub/aminet/dev/gui/gtdrag2_10.lha

I have include in attachement, my source code and the gtdrag.library1 for the blitz.

Bye !!

--

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|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

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--BOUNDARY.7716.2392.2017156784.2

Encoding: base64

Content-Description: Blitz libs

```

AAAD8wAAAAAAAAABAAAAAAAAAAAAAAAAAACuAAAD6QAAAK4AAAAAAAAAYAAAAAAAAAAAAAAAAAAAA
AAACTAABAAACYAAAAAAAAAAAAAAAAAAAAAAAAABgAAAAAAAAABv/iEP8AAAAAAAAABHVERfR2V0SU1z
Z18AKG1wb3J0KQAAAYAAAAAAAAAb/3BD/AAAAAAAAAR1REX1JlcGx5SU1zZ18AKG1zZykAAAAG
AAAAAAAAAG/9YQ/wAAAAAAAAEdURF9GaWx0ZXJJTXNnXwAoSW50dWlnczYwZlKQAAAYAAAAAA
AAAb/0BD/AAAAAAAAAR1REX1Bvc3RGaWx0ZXJJTXNnXwAoSW50dWlnczYwZlKQAAAYAAAAAA
AAAb/yv8AAAAAAAAAR1REX0ldERyYWdNc2dfAAAAAAAAAYAAAAAAAb/xBD/AAAAAAAAAR1REX1Jl
cGx5SRHJhZ01zZ18AKG1zZykAAAAYAAAAAAAb/vhAR/wAAAAAAAAABHVERfQWRkQXBwQV8AKG5h
bWUzdGFuTGldZCkAAAYAAAAAAAb/uP8AAAAAAAAAR1REX1JlbW92ZUFwcF8AAAAGAAAAAAAG
/7IQef8AAAAAAAAAR1REX0FkZFdpbmRvd0FfACh3aW4sdGFuTGldZCkAAAYAAAAAAAb/rBD/
AAAAAAAAAR1REX1JlbW92ZVdpbmRvd18AKHdpbikAAAYAAAAAAAb/pgAQERL/AAAAAAAAAAEdU
RF9BZGRHYWRnZXRBRXwAodHlwZSx0YXN0YXN0YXN0YXN0YXN0YXN0YXN0YXN0YXN0YXN0YXN0YXN0
AABHVERfUmVtb3ZIR2FkZ2V0XwAoZ2FkKQAAAAAAAAAAAAAAAAAAAAAJ+AAAAAAAAAAAAAAAAAG
EQAAAAAAAAAAAAAKOAAAAAP//AAAAACx4AARD+gAicABOrv3YTnUgCUqAZwAADcX5AAAABE6u
/mJOdXAATnVndGRyYWcubGlicmFyeQAAAAAAAAAPsAAAAABAAAAAAAAAAAAWAAAAHAAAAIlgAAAJw
AAAAAAAAAA/I=

```

--BOUNDARY.7716.2392.2017156784.2

Encoding: quoted-printable

Content-Description: My code

```

;##### IMPORTANT #####
;;
; Include the resident 'blitzlibs:amigalibs.res' ;
; in 'Compiler->Compiler Options...' ;
;;

```

```
#####
```

```
WBStartup
```

```
;NoCli
```

```
WBenchToFront_
```

```
FindScreen 0
```

```
ShowScreen 0
```

```
Use Screen 0
```

```
NEWTYPE.item
```

```
bitem.s
```

```
End NEWTYPE
```

```
NEWTYPE.it
```

```
alist.w
```

```
blist.s
```

```
End NEWTYPE
```

```
Dim List pref.it(100)
```

```
; gtdrag.library include
```

```
NEWTYPE .ImageNode
```

```
*in_Succ.Node
```

```
*in_Pred.Node
```

```
in_Type.b
```

```
in_Pri.b
```

```
*in_Name.b
```

```
*in_Image.Image
```

```
End NEWTYPE
```

```
; The DragGadget structure manages the gadgets which support dragging.
```

```
; * Remember that these fields are read-only!
```

```
;
```

```
#DGF_IMAGES =3D 1 ; Images only, if possible
```

```
#DGF_NODRAG =3D 2 ; can't be the source of a drag
```

```
#DGF_SAME =3D 4 ; icon can be dragged over the same gadget
```

```
#DGF_NOPOS =3D 8 ; no positioning, listview only
```

```
NEWTYPE .DragGadget
```

```
dg_Node.MinNode
```

```
*dg_Gadget.Gadget
```

```
*dg_Window.Window
```

```
*dg_Task.Task
```

```
*dg_List.List
```

```
*dg_Render.Hook
```

```
dg_Type.l
```

```

dg_Mask.l
dg_AcceptMask.l
dg_ItemHeight.w
dg_Width.w
dg_Height.w
dg_Flags.w
End NEWTYPE
; You receive the DragMsg structure if someone has dragged an item.
; * And again, all fields are read-only!
;
#DMT_GADGET =3D 1 ; target is a window
#DMT_WINDOW =3D 2 ; target is a gadget
#DMT_UNKNOWN =3D 4 ; target doesn't support drag&drop
NEWTYPE .DragMsg
dm_Node.MinNode
dm_Type.l
*dm_Object.ImageNode ; dragged object
*dm_Source.DragGadget
*dm_SourceApp.b ; owner Name or NULL for your own
*dm_Target.l ; pointer to a DragGadget or Window
dm_SourceEntry.l ; the list position of the entry
dm_TargetEntry.l ; dto. - may be higher than the number of entr=
ies
dm_X.l :dm_Y.l ; exact co-ordinates
End NEWTYPE
; The flags for the IDCMP-MsgPort of your Window
#DRAGIDCMP =3D (#LISTVIEWWIDCMP | #IDCMP_MOUSEBUTTONS)
; Tags to pass to GTD_AddGadget()
#GTDA_TagBase =3D (#TAG_USER + $90000)
#GTDA_ItemHeight =3D #GTDA_TagBase + 1 ; height of a listview entry=
#GTDA_RenderHook =3D #GTDA_TagBase + 2 ; render hook for listview
#GTDA_Images =3D #GTDA_TagBase + 3 ; drags only images (listvie=
w MUST contain ImageNodes)
#GTDA_Width =3D #GTDA_TagBase + 4 ; width of icon (only for GT=
DA_RenderHook & GTDA_Images)
#GTDA_Height =3D #GTDA_TagBase + 5 ; height of a icon ("")
#GTDA_NoDrag =3D #GTDA_TagBase + 6 ; do not drag from this gadg=
et
#GTDA_Object =3D #GTDA_TagBase + 7 ; drag node from a non-listv=

```

```
iew
#GTDA_Same =3D #GTDA_TagBase + 8 ; set DGF_SAME
#GTDA_Mask =3D #GTDA_TagBase + 9 ; mask value
#GTDA_AcceptMask =3D #GTDA_TagBase + 10 ; accept mask value
#GTDA_NoPosition =3D #GTDA_TagBase + 11 ; set DGF_NOPOS
; Tags to pass to GTD_AddApp()
#GTDA_InternalOnly =3D #GTDA_TagBase + 42 ; drags only internally
; end gtdrag.library include
#W4=3D1
AddIDCMP $400000
For i=3D0 To 99
If AddItem(pref()) Then pref()\blist =3D "Item "+UStr$(i)
Next i
succ=3DFirstItem(pref())
GTListView #W4,1,8,10,192,100,"",0,pref()
;GTString #W4,2,8,39,180,13,"",0,256,""
GTButton #W4,3,230,165,72,16,"Ins"+Chr$(233)+"rer",16
GTButton #W4,4,70,165,135,16,"Effacer",16
Window #W4,140,30,380,200,$E,"GTDRAG-TEST",0,0
AttachGTList #W4,#W4
Use Window #W4
*win.Window=3DPeek.l(Addr Window(1))
*gad1.Gadget=3DPeek.l(Addr GTButton(1))
uport.l=3D*win\UserPort
*gad2.Gadget=3D*gad1\NextGadget
*gad3.Gadget=3D*gad2\NextGadget
*gad4.Gadget=3D*gad3\NextGadget
d$=3D"dragtest"
InitTagList 1,20
InitTagList 2,20
InitTagList 3,20
suc.l=3D GTD_AddAppA_(&d$,0)
If suc
Else
End
EndIf
Use TagList 1
AddTags #GTDA_Mask,1,#GTDA_Same,1
AddTags #TAG_END,0
```



```

Use TagList 2
AddTags #TAG_END,0
Use TagList 3
AddTags #GTDA_AcceptMask,1
AddTags #TAG_END,0
Use TagList 1
GTD_AddGadgetA_ #LISTVIEW_KIND,*gad1,*win,TagList
Use TagList 3
GTD_AddGadgetA_ #BUTTON_KIND,*gad2,*win,TagList
Use TagList 2
GTD_AddWindowA_ *win,TagList
Repeat
WaitPort_(uport)
*msg1.IntuiMessage=3DGT_GetIMsg_(uport)
msg.l=3DGTD_GetIMsg_(uport)
If msg
GTD_ReplyIMsg_(msg)
If *dm.DragMsg=3DGTD_GetDragMsg_
GTD_ReplyDragMsg_(*dm)
WLocate 0,0:NPrint *dm\dm_Type
;If *dm\dm_SourceApp DisplayBeep_(0)
EndIf
EndIf
If *msg1<>0
GT_ReplyIMsg_(*msg1)
EndIf
If *msg1\Class=3D$40
Select *gad1\GadgetID
;Case 1:push=3Dpush+1:listhit=3DEventCode:ActivateString #W4,2;:P=
ushItem pref();:PopItem pref()
;If push=3D6 PopItem pref():push=3D5
;Case 2:pref(listhit)\blist=3DGTGetString(#W4,2):GTChangeList #W4=
,1:GTChangeList #W4,1,pref()
;Case 3:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=
t i
;succ=3DAddItem(pref()):pref()\blist =3D ""
;GTChangeList #W4,1:GTChangeList #W4,1,pref()
;GTSetHighlight #W4,1,listhit+1
;ActivateString #W4,2;:PopItem pref()

```

```
;Case 4:FirstItem pref():For i=3D1 To listhit:NextItem pref():Nex=  
t i  
;KillItem pref()  
;GTChangeList #W4,1:GTChangeList #W4,1,pref()  
End Select  
EndIf  
Until *msg1\Class=3D$200  
CloseWindow 1  
Free GTList 1  
GTD_RemoveApp_ ; remove GtDrag  
End  
--BOUNDARY.7716.2392.2017156784.2--
```

1.337 Re: GtDrag.library Problems !!

From: amorel <amorel@xs4all.nl>

Date: Thu, 18 Feb 1999 15:43:18 +0500

Subject: Re: GtDrag.library Problems !!

On 17-Feb-99, Benjamin VERNOUX wrote:

C=I have some problems with the GtDrag.library, the drag and drop function
C=don't work in blitz and i don't know where's the problem.

C=Can you help me please ??

Why not try the app library from red when excited. It allows u to make
appwindows, appmenus. appicons etc. and has drag and drop functionality
which is very easy to implement.

Regards

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.338 Re: GtDrag.library Problems !!

Fri, 19 Feb 1999 14:28:29 +0100

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Fri, 19 Feb 1999 14:26:42 +0100

Subject: Re: GtDrag.library Problems !!

Encoding: quoted-printable

Le 18-F=E9v-99, amorel a =E9crit:

>On 17-Feb-99, Benjamin VERNOUX wrote:

>C=3DI have some problems with the GtDrag.library, the drag and drop func=
tion =

>C=3Ddon't work in blitz and i don't know where's the problem.

>C=3DCan you help me please ??

>Why not try the app library from red when excited. It allows u to make

>appwindows, appmenus. appicons etc. and has drag and drop functionality

>which is very easy to implement.

But the gtdrag.library is for drag and drop button and listview text in
window (see the exemple) like MUI and in the RWE pack it's just for drag =
some

icon on it's not the same usage =

=

-- =

--- . .

|| \ /

|--- \ / *Benjamin Vernoux*

|| \ / *E-Mail: bvernox@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.339 Re: GtDrag.library Problems !!

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 13:01:19 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
=

Subject: Re: GtDrag.library Problems !!

Encoding: quoted-printable

On 18-Feb-99, amorel set out across the seas with this message:

->C=3DI have some problems with the GtDrag.library, the drag and drop

->C=3Ddon't work in blitz and i don't know where's the problem.

->C=3DCan you help me please ??

->Why not try the app library from red when excited. It allows u to make

->appwindows, appmenus. appicons etc. and has drag and drop

->which is very easy to implement.

Hmm well I'm not so sure that's what he wants. From what I've seen the GTDrag.library deals with drag'n'dropping between GadTools gadgets (listv=

iews were given in the example) somewhat like MUI.

-- =

*** CAT TAG *** --- There's ALWAYS one more bug! ---

-----^_--

_____v_____^____ -- Toby Zuijdveld --

____=ACV. ______/

l))_ ^____ v \ -EMail : <mailto:hotcakes@abacus.net.au>

!! | =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

|__| //____ //__ // [Last updated : 14=B702=B799]

!__/_VDTN.V

1.340 GTListview TopSelected

(Netscape Messaging Server 3.0) with SMTP id AAD1253

for <blitz-list@netsoc.ucd.ie>; Fri, 12 Feb 1999 09:58:43 +0100

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: GTListview TopSelected

Date: Thu, 11 Feb 1999 13:23:54 +0100

charset="iso-8859-2"

Encoding: 7bit

I was trying to make GTListview with selected FIRST item on top.

GTSetHighlight isn't good idea because it shows selected item

SOMWHERE in visible area. How to get highlighted TOP item?

Chris, eteacher@amiga.org.pl

1.341 GTListView With some Fields

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sat, 15 Dec 2012 10:22:28 +0500

Subject: GTListView With some Fields

Hi all Blitzers,

Is it possible to create a GtListView gadget with more than one field? And if yes, How can we do it?

Another question,...

Can we write something in the Screen titlebar like a help description, with a different colour than the Title itself?

Thx

Roger

1.342 Re: gtsetstring

Date: Mon, 8 Feb 1999 05:33:37 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: gtsetstring

> On 07-Feb-99, Oliver Marks wrote:

> >i am having problems with gtsetstring i have set gtext with a string

You need to refresh the gadget after you have updated it usind Redraw

<WINDOW>,<GADGET>

Thom

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

1.343 GTSlider ant GTScroller

(Post.Office MTA v3.5.2 release 221

ID# 631-58653U30000L30000S0V35) with SMTP id cz

for <blitz-list@netsoc.ucd.ie>; Sun, 21 Feb 1999 20:23:14 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Fri, 19 Feb 1999 17:27:11 +0100

Subject: GTSlider ant GTScroller

Encoding: quoted-printable

Hi

How i get position from GTSlider and GTScroller?

I tryd GTGetAttrs (GTList,id,\$80080000+40) and returned zero but GTSetAtt=

rs

GTList,id,\$80080000+40,40

functioned normal.

EventCode is for me unsuitable. =

Sorry for my English.

-- =

rostsoft@iol.cz "2Mb"

RStenicka@seznam.cz "10Mb" =

Jen na dlouhe soubory (oznamit na rostsoft@iol.cz), vybyram ji jen v sobo=
tu.

<http://web.iol.cz/rostsoft/>

Rostislav Stenicka #A4000/040/30 20MB FAST RAM#

Malesov 157, okr. Kutna Hora, 285 41 #Cybervision64 4MB#

TEL: 0327-59 54 21 #Toccat (AHI 16 BIT)#

#1.2GB IDE, 2GB SCSI#

Pokud pouzivate KOI8 #CDrom 32 Toshiba SCSI#

Rostislav =F3t=C5ni=C3ka, Male=D3ov 157 #V-lab video graber, Fast=
line#=

1.344 GTSlider ant GTScroller

(Post.Office MTA v3.5.2 release 221

ID# 631-58653U30000L30000S0V35) with SMTP id cz

for <blitz-list@netsoc.ucd.ie>; Fri, 19 Feb 1999 17:41:27 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Fri, 19 Feb 1999 17:27:11 +0100

Subject: GTSlider ant GTScroller

Encoding: quoted-printable

Hi

How i get position from GTSlider and GTScroller?

I tryd GTGetAttrs (GTList,id,\$80080000+40) and returned zero but GTSetAtt=
rs

GTList,id,\$80080000+40,40

functioned normal.

EventCode is for me unsuitable. =

Sorry for my English.

-- =

rostsoft@iol.cz "2Mb"

RStenicka@seznam.cz "10Mb" =

Jen na dlouhe soubory (oznamit na rostsoft@iol.cz), vybyram ji jen v sobo=
tu.

<http://web.iol.cz/rostsoft/>

Rostislav Stenicka #A4000/040/30 20MB FAST RAM#

Malesov 157, okr. Kutna Hora, 285 41 #Cybervision64 4MB#
TEL: 0327-59 54 21 #Toccatà (AHI 16 BIT)#
#1.2GB IDE, 2GB SCSI#
Pokud pouzivate KOI8 #CDrom 32 Toshiba SCSI#
Rostislav =F3t=C5ni=C3ka, Male=D3ov 157 #V-lab video graber, Fast=
line#=

1.345 GTSlders

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>
Date: Thu, 18 Feb 1999 17:22:30 +0100
Organization: Joker Developments
Subject: GTSlders

Hi,

Cheers to David McMinn for the GURU problem. But, I have another. How the f*^k do you get the current level of a GT Slider?

I am doing it like this:

```
#GTSlder# 1,5,x,y,w,h,"No of Icons:",33,2,99,numoficons
```

where numoficons is a variable set to 12 (a test figure).

Then, I am using #GTSL_Level and GTGetAttrs to get it, and then displaying the level in a #GTNumber# gadget next to the slider.

The slider 'pot' moves allright, but the #GTNumber# isn't changing, so I don't know if# GTGetAttrs# is doing the job.

I have tried everything I can think of. Help!

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

1.346 Re: GTSlders

Date: Thu, 18 Feb 1999 13:32:10 -0400 (AST)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: GTSlders

On Thu, 18 Feb 1999, Gareth Griffiths wrote:

> Cheers to David McMinn for the GURU problem. But, I have another. How the

> f*^k do you get the current level of a GT Slider?

I think it's a command called EventCode - it will return the value of the last gadget or something like that. Sorry I can't be more specific, but I'm on my way out the door at the moment (well, almost) :)

| John Mason : chebucto.ns.ca@ah210 |

| Amiga 1200 020/882 3.0 10MB RAM 810M HD |

<http://chebucto.ns.ca/~ah210/Profile.html>

1.347 Re: GTSliders

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 20:13:37 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 18 Feb 1999 20:04:06 -0000

Subject: Re: GTSliders

--Message-Boundary-16356

encoding: Quoted-printable

Content-description: Mail message body

Hi Gareth,

The reason you probably couldn't do this is because the Blitz manual explains

everything so clearly ;)

Source code attached: the \$80 flag for the GTSlider means 'send #IDCMP_GADGETDOWN messages'

You'll probably need amigalibs.res for the constants I've used.

[] ^ V [] [] M =A9 M [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

--Message-Boundary-16356

encoding: 7BIT

Content-description: Text from file 'gtslider.asc'

WbToScreen 0

WBenchToFront_

DEFTYPE.w

AddIDCMP #SLIDERIDCMP

Window 0,0,0,320,200,\$100f,"Test",-1,-1

numicons.w=12

sliderdrag.w=0

GTSlider 0,1,60,20,100,14,"Icons", \$80!#PLACETEXT_LEFT,0,100,numicons


```
GTNumber 0,2,60,40,100,14,"Level",#PLACETEXT_LEFT,numicons
AttachGTLList 0,0
While ev.l<>#IDCMP_CLOSEWINDOW
ev=WaitEvent
Select ev
Case #IDCMP_GADGETDOWN
If GadgetHit=1
sliderdrag=1
End If
Case #IDCMP_MOUSEMOVE
If sliderdrag=1
numicons=EventCode
GTSetInteger 0,2,numicons
End If
Case #IDCMP_GADGETUP
If GadgetHit=1
sliderdrag=0
numicons=EventCode
GTSetInteger 0,2,numicons
End If
End Select
Wend
End
--Message-Boundary-16356--
```

1.348 GURU!

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 18 Feb 1999 10:55:56 +0500

Subject: GURU!

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.19304768.4

Someone gave me these fade routines a while ago, it works fine when I run it from the Blitz compiler but when I make an executable and try to run it from Workbench I get "GURU! Privilage Violation" It works when I boot with no startup-sequence, but even if I boot Workbench with no commodities it gives me the same error. Help!

--

-If the doors of perception were cleansed everything would appear to man as it

truly is, infinite.-

--BOUNDARY.19304768.4

Content-Disposition: attachment; filename="Fade"

Encoding: base64

```
AC5GSUIAAIAIIEZJQiB7fQAgIIAWIGJyaWdodCA9IDAuMDAaggBggMS4wMCCAGSAwLjAxACAg
ICDOFiAxLDAsYnJpZ2h0ACAgICDOEyAwACAgICCANyAxACAggBcAgAIggAggOyBGSUIAAAAu
Rk9CAACACCBGT0Ige30AICCAFiBicmlnaHQgPSAxLjAwIIAYIDAuMDAaggBkgLTAuMDEAICAg
IM4WIDAsMSxicmlnaHQAIcAgIM4TIDEAICAgIIA3IDEAICCAFwCAAiCACCA7IEZPQgAA0AEg
MCw2NDAsMjAwLDgA0AIgMCwiaGQxOmdmeC9pZmZzL2VpbndhdGVyIiwAM8BIDAsOADPCiAw
AM4ZIDAsMQAARkiCIHt9AEZPQiB7fQA=
```

--BOUNDARY.19304768.4--

1.349 Re: GURU!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:02:58 +0200

Organization: A97

Subject: Re: GURU!

Encoding: quoted-printable

Hello Jake.

On 18-Feb-99, Jake Frederick wrote:

> Someone gave me these fade routines a while ago, it works fine when I r=
un it

> from the Blitz compiler but when I make an executable and try to run it=
from

> Workbench I get "GURU! Privilage Violation" It works when I boot with n=
o

> startup-sequence, but even if I boot Workbench with no commodities it g=
ives

> me the same error. Help!

Hrmmmm, sounds like it tries to force the CPU into supervisor mode using =
an exception. Why it works from Blitz tho' is beyond me.

Regards

-- =

```

+-----+
|M i k k e l L =F8 k k e l _
^ + + l _
/ - \ | a l i a s | | \
+ _____ . _ +
M | \ _____ / | | _____ | | |
| | + | _ ) | | \ _ \ / \ _ \ + | |
| | \ | | _ / _ \ Y Y \ _ / |
o + \ _ / | _ ( _ _ / _ | | ^ _ > + |
| | V V V V | | _
_ + _____ _ + _
/ _ | \ _____ \ _ _ _ _ | | _ | | _
\ | + | | \ | \ / _ \ | / / + | _
| | ` \ | ^ \ _ | < | _
^ + / _____ / _ _ / \ _ > _ | \ + /
/ - \ | V V V V | / _
+-----+
Visit : http://members.tripod.com/~FlameDuck=

```

1.350 Re: GURU!

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 12:57:05 +0500

Organization: =?iso-8859-1?Q?Res=A l stance? =

Subject: Re: GURU!

Encoding: quoted-printable

On 18-Feb-99, Jake Frederick set out across the seas with this message:

->Someone gave me these fade routines a while ago, it works fine when
->from the Blitz compiler but when I make an executable and try to run
->Workbench I get "GURU! Privilage Violation" It works when I boot
->startup-sequence, but even if I boot Workbench with no commodities
->me the same error. Help!

Ahhh, sounds to me like you havn't shoved #WBStartUp# up the top of your =
code

=3D]

-- =

*** CAT TAG *** Honk if you've been married to Elizabeth Taylor.

-----^--
 _____v_____^___ -- Toby Zuijdveld --
 ___ =ACV. _____/
 l) _^___ v\ -EMail : <mailto:hotcakes@abacus.net.au>-
 !! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>
 |__| //____ //__ // [Last updated : 14=B702=B799]
 !___/VDTN.v

1.351 Re: GURU!

for scott@online.u-net.com; Sat, 20 Feb 1999 20:18:58 +0000

From: Jake Frederick <gonzo@acadia.net>

Date: Sat, 20 Feb 1999 15:08:28 +0500

Subject: Re: GURU!

On 20-Feb-99, Toby Zuijdveld wrote:

>

> Ahhh, sounds to me like you havn't shoved #WBStartup# up the top of your code

> =]

Stupidly, I did forget to put WBstartup in. After doing this it stopped the gurus but now it just brings up a blank message with "OKAY!" as both options. What is that all about?

--

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

1.352 Re: GURU!

Date: 20 Feb 99 22:09:28 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: GURU!

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 11.5 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, CV64 gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Jake Frederick (gonzo@acadia.net) wrote:

> Stupidly, I did forget to put WBstartup in. After doing this it stopped
>the gurus but now it just brings up a blank message with "OKAY!" as both
>options. What is that all about?

Simple. You just forgot to terminate the program with End. You get that
requester if the program runs out of code to run.

I.e.

This program will throw that requester in your face:

```
For I=1 to 10:Next
```

The following won't:

```
For I=1 to 10:Next:End
```

Let me take you on a trip around the world and back, and you won't
have to move. You just sit still. Now let your mind do the walking.

Practice safe hex: Use plastic keyboard covers!

1.353 Re: GURU!

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

Organization: ProPassWord

Date: 21 Feb 99 10:14:50 +0000

Subject: Re: GURU!

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Toby Zuijdveld, OK then but=2E=2E=2E

> On 20-Feb-99, Jake Frederick set out across the seas with this message:

>=20

> ->> Ahhh, sounds to me like you havn't shoved #WBStartUp# up the top

> ->code

> ->> =3D]

>=20

> -> Stupidly, I did forget to put WBstartup in=2E After doing this it

> ->the gurus but now it just brings up a blank message with "OKAY!" as

> ->options=2E What is that all about?

>=20

> Ahhh=2E=2E=2E That's a good question =3D]

That Okay is much use as PC!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP http://www=2Ewirenet=2Eco,uk/

ICQ 21765436

1.354 Re: GURU!

for scott@online.u-net.com; Sun, 21 Feb 1999 08:16:42 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 21 Feb 1999 18:43:35 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: GURU!

Encoding: quoted-printable

On 20-Feb-99, Jake Frederick set out across the seas with this message:

->> Ahhh, sounds to me like you havn't shoved #WBStartUp# up the top

->code

->> =3D]

-> Stupidly, I did forget to put WBstartup in. After doing this it

->the gurus but now it just brings up a blank message with "OKAY!" as

->options. What is that all about?

Ahhh... That's a good question =3D]

-- =

*** CAT TAG *** Why Bother With Taglines?

-----^_--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l) _^___ V\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ \ - HTTP : http://abacus.net.au/hotcakes

l_| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.355 Re: HB

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 1 Feb 99 14:03:57 +1000
Subject: Re: HB
Encoding: 7bit

On 30-Jan-99, Rui Carvalho wrote:

> Happy Birthday to me...
> Happy Birthday to me...
> Happy Birthday Rui...
> Happy Birthday to me...
> (I know... It's sad ;)

It's already tomorrow, but I hope you had a good one.

--

Tony Rolfe
Amiga 2000, 68030/25, 1+4Mb
www.shoalhaven.net.au/edgewater

1.356 Re: HB

Date: Tue, 02 Feb 1999 11:00:46 +0000
From: stocksjames <stocksjames@KNOCK.co.uk>
Organization: Our Lady & St. Patrick's College, Knock
Subject: Re: HB
Encoding: 7bit

Rui Carvalho wrote:

>
> Hello,
>
> Happy Birthday to me...
> Happy Birthday to me...
> Happy Birthday Rui...
> Happy Birthday to me...
>
> (I know... It's sad ;)

Happy Birthday, or should I say cumpleaños feliz, Spanish pendejo!

1.357 Hello everybody !!

Paris Mon, 15 Feb 1999 21:25:04 +0100 (MET)

Date: Mon, 15 Feb 1999 21:26:56 +0100

From: Vincent Besançon <Vincent.Besancon@wanadoo.fr>

Subject: Hello everybody !!

Encoding: 8bit

Hi all !

My name is Vincent and I am a new Blitzer on this Mailing list.

I have the BlitzBasic v2.1 with BSS, some new commands, etc... but I am not very good in Blitz ;-)

This is my config :

Amiga 1200T 030/50 with a 882/50, 10Mb RAM (8Mb FAST+2Mb CHIP), CD 8x, + lot of other things ;)

That's all !

(Sorry for my english)

Ciao

Vincent Besançon

E-Mail= Vincent.Besancon@wanadoo.fr

1.358 Re: Hello everybody !!

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 16 Feb 1999 23:10:44 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Re: Hello everybody !!

Encoding: quoted-printable

On 16-Feb-99, Vincent Besan=E7on set out across the seas with this message:
e:

->That's all !

->(Sorry for my english)

That's OK, English is most welcome on this list <grin>

-- =

*** CAT TAG *** Jesus Saves. The Pope makes tape backups!

----- ^ _

_____V_____^___ -- Toby Zuijdveld --
___ =ACV. _____ /
l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-
!! |=AC\\ \\ - HTTP : <http://abacus.net.au/hotcakes>
|_| // _____ // ___ // [Last updated : 14=B702=B799]
!___/VDTN.V

1.359 RE: Hello everybody !!

for scott@online.u-net.com; Fri, 19 Feb 1999 17:17:18 +0000

Paris Fri, 19 Feb 1999 18:12:33 +0100 (MET)

Date: Fri, 19 Feb 1999 18:14:26 +0100

From: Vincent Besançon <Vincent.Besancon@wanadoo.fr>

Subject: RE: Hello everybody !!

Encoding: 8bit

Thu, Feb 18, 1999, at 01:47 AM, Mathias PARNAUDEAU wrote :

> Salut !

Salut Mathias.

> Ah ! Et un blitzer de plus en France, un ! Ca fait bien plaisir. Je ne sais

> pas si tu connais la BlitzList-Fr qui est plutôt à l'abandon.

Oui, effectivement, j'étais abonné à la BlitzList-fr mais je me suis désabonné pour venir sur la ML anglaise car ça plafonnait dur sur la FR. :-)

> Tu as dû voir mon mail sur l'Amiga List concernant les questions de programmation.

Oui, le dernier sur "l'Enforcer" et le "Mungwal" mais c'est mon père qui est plutôt orienté C. ;-) Voici son URL: " <http://perso.wanadoo.fr/besancon> ".

> J'ai commencé le Blitz il y a près d'un an et demi.

Moi aussi !

> Pour t'aider en Blitz, tu as bien fait de t'abonner à la BlitzList. En

> plus ça fait bosser l'anglais :-)

Exact, c'est aussi pour cette raison que je me suis abonné.

> Mais pour apprendre, tu peux trouver une rubrique

> Blitz dans Dream et dans AMIGA=POWER.

Je connais la rubrique Blitz dans Dream, elle est tenue par Benjamin Vernoux. Je pense l'avoir aperçu sur cette liste.

Je suis jamais allé sur le site AMIGA=POWER, mais j'irai jeter un coup d'oeil...

> Sur mon site, j'ai déjà un répertoire Amiga/Blitz que je compte élargir et

> parler du Blitz en France : regrouper les utilisateurs, leurs projets,

> proposer des programmes d'exemples commentés, ...

Ca c'est une très bonne idée !!

> En attendant, tu peux jeter un oeil à
> <http://perso.wanadoo.fr/> et tu te laisses guider ...
Ok ! je passerai.
> Mais j'ai un disque dur ;-)
Moi aussi, mais j'ai oublié de le préciser: un de 2.1 GB ;-)
> C'est bon, entre nous, parlons français ;-)
Entre nous d'accord !
Ciao
A+

Vincent Besançon
E-Mail= Vincent.Besancon@wanadoo.fr

1.360 Re: Hello everybody !!

Sat, 20 Feb 1999 10:45:12 -0500
Sender: C_LECLERC@csi.com
From: "Christophe" <C_LECLERC@csi.com>
Subject: Re: Hello everybody !!
Date: Sat, 20 Feb 1999 16:40:43 +0100
charset="iso-8859-1"
Encoding: 8bit

-----Message d'origine-----

De : Vincent Besançon <Vincent.Besancon@wanadoo.fr>
À : Blitz List <blitz-list@netsoc.ucd.ie>
Date : vendredi 19 février 1999 18:16
Objet : RE: Hello everybody !!
Oui que cela fait plaisir d'entendre parler français sur cette liste, même si un peu d'anglais ne fait pas de mal.
J'ai pour ma part commencé le Blitz il y a moins d'un an. J'éprouve encore des difficultés et notamment avec MUI.
J'avais aussi l'intention de parler du Blitz sur mon site où j'ai déjà déposé deux programmes : un pour gérer les modems et un pour la génération de fichiers catalogue. Si une action concertée vous tente, je suis partant. Mon site est http://ourworld.compuserve.com/homepages/c_leclerc (voir dans la rubrique OLGA).
A+
Christophe

1.361 Re: Hello everybody !!

From: Rui Carvalho <grim@ip.pt>

Date: Sat, 20 Feb 1999 21:25:57 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Hello everybody !!

Encoding: quoted-printable

Hello Christophe

Somewhere Christophe wrote:

C > -----Message d'origine-----

C > De : Vincent Besan=E7on <Vincent.Besancon@wanadoo.fr>

C > =C0 : Blitz List <blitz-list@netsoc.ucd.ie>

C > Date : vendredi 19 f=E9vrier 1999 18:16

C > Objet : RE: Hello everybody !!

C > Oui que cela fait plaisir d'entendre parler fran=E7ais sur cette list=
e, m=EAm

C > si un peu d'anglais ne fait pas de mal.

C > J'ai pour ma part commenc=E9 le Blitz il y a moins d'un an. J'=E9prou=
ve encore

C > des difficult=E9s et notamment avec MUI.

Check my site for source code, you'll find a MUI program there :)

Sorry but my written French REALLY sucks ;)...

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

You cannot kill time without injuring eternity.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%-----| =

<tsb>=

1.362 Help! Bouncing Mails!?!?

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 20:33:42 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Wed, 10 Feb 1999 20:36:05 +0000

Organization: personal

Subject: Help! Bouncing Mails!?!?

Can! someone please help me! my mails to the list keep bouncing back to me from the postmaster, but my mails seam to get through to the list before i get a mail saying user unknown?? my previous mails seam to have got through with no problems, and all i have done recently was change the Alias for blitz list in my mailer (YAM), please help, i havn't a clue as to why this is happening? Sorry if there have been any duplicated mails on the list, but i presumed that when a mail is bounced back, it doesn't get to where it's suppose to :/

:(

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

1.363 RE: Help! Bouncing Mails!?!?

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Help! Bouncing Mails!?!?

Date: Thu, 11 Feb 1999 13:47:44 -0000

charset="iso-8859-1"

Don't worry - your mail is only getting bounced from once person on the blitzlist. The rest of us are getting your messages just fine.

Chris

1.364 Re: Help! Bouncing Mails!?!?

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 12:01:03 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Thu, 11 Feb 1999 20:33:28 +0000

Organization: personal

Subject: Re: Help! Bouncing Mails!?!?

Hello C.J.R.Jarvis

On 11-Feb-99, C.J.R.Jarvis wrote:

>

> Don't worry - your mail is only getting bounced from once person on the
> blitzlist. The rest of us are getting your messages just fine.

>

> Chris

>Regards

Thanks for putting my mind at ease and to everybody who helped me
it's much appreciated :))

Cheers, Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../^\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Crittters* | 0000465 lines | 050% complete |

+-----+

1.365 Hmm

From: amorel <amorel@xs4all.nl>

Date: Fri, 19 Feb 1999 22:49:25 +0500

Subject: Hmm

Now that I think about it, did I hear anybody whining when the authors
were sending NCset or Mildred to the list then?

No, so why be so selective huh? :-)

1.366 Re: hmmm

[[62.136.75.6] helo=194.152.64.35 ident=disaintcool)
by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10CTdw-0002L8-00
for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 19:25:21 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Mon, 15 Feb 1999 19:27:26 +0100
Organization: Satanic Dreams Software.
Subject: Re: hmmm

Encoding: binary

Hello John

Hiya, John... ,on 15-Feb-99 you mailed me about: hmmm! So I'ma reply`in...

JOP>> I am making a batballgame in blitz,and have a few questions... 1:how

JOP>> can i make a routine that reads the mouse,and moves the bat the same

JOP>> way....is it best to use a shape,or a sprite to bat_? what blitcommand

JOP>> do i use for moving the bat,so it refreshes correctly?

JOP>>

The #BBlit# command is probably best for this sort of thing...

Also see #Buffer# and #UnBuffer#

Also, for the mouse commands are: #SMouseX#, #SMouseY#, #MouseX#, #MouseY#

#MouseXSpeed# and #MouseYSpeed#. (Depending on how you are doing it)

You could actually just use the #MouseYSpeed# command to move

a bat up and down, or you could have the bat

as the mouse pointer, (if in blitzmode, switch the mouse on with

#MouseOn#) and use #MouseArea# to limit the mouse to a certain area,..

I have some source here to do exactly what you want, I'll send it

if you want me to? :)

Cya

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

1.367 hmmm

From: John Olav Pedersen <loud.thing@c2i.net>

Date: Mon, 15 Feb 1999 20:12:37 +0100

Subject: hmmm

I am making a batballgame in blitz,and have a few questions...

1:how can i make a routine that reads the mouse,and moves the bat the same way....is it best to use a shape,or a sprite to bat_?

what blitzcommand do i use for moving the bat,so it refreshes correctly?

1.368 Holo-playerGUI

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 20 Feb 99 20:26:03 -0100

Subject: Holo-playerGUI

Encoding: 7bit

hello,

When my friends and I see the exe of holoPlayerGUI, we have been very interested by the GFX inside a window scalable, the main problem we have actually.

Is It possible to see the original Blitz source, or where is a free source code that made the same for learning how we can make that in your program (in internet for example).

--

Philippe Bovier (*Mrod*) <mailto:Bovier@club-internet.fr>

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

1.369 Hunks in blitz

for scott@online.u-net.com; Mon, 22 Feb 1999 21:39:55 +0000

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Mon, 22 Feb 1999 15:32:51 +0100

Subject: Hunks in blitz

Hi all,

I want to know if there's some commands in blitz or system commands for make lot of Hunks of differents types(Data, Code, BSS..etc) in blitz, like commands in ASM (Devpac) "section Demarrage,CODE", "section

Demarrage,DATA".

Thanks

Bye !!

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.370 I think you're all acting just a tad childish here...

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 09:44:43 +0200

Organization: A97

Subject: I think you're all acting just a tad childish here...

Encoding: quoted-printable

Hello.

This letter is addressed to all parties in the <> 100K mail "discussion"

1. I thought we agreed not to use four letter words directly at persons, and only to use them sparingly in a generic sense.
2. I personally think that it's okay to occasionally send large files to mailing lists, if they are of general interest. Although I can sympathise with our New Zealand friends who have to spend hours downloading at 2400 baud. But this really isn't the fault of the person who originally sent the mail now, is it ?
3. I just downloaded 109 3-4K messages of which about half (A good 150K) were off topic flames of people for sending large mails to the list.
4. Could we please find some understanding here ? Like say max. one large mail a fortnight, which has been pre warned by at least two days, so our 2400 baud friends have time to tell YAM not to download large files. (My suggestion)
5. And could we in the future, no go "over the edge" again ?

Thank you,

-- =

+++++

| M i k k e l L = F 8 k k e l _


```

^++l)
/-\| alias | | \
+ _____ . _ +
M | \ _____ / | _____ | | |
| | + | _ ) | | \ \ / \ / _ \ + | |
| | \ | | / _ \| Y Y \ _ / |
o + \ _ / | _ ( _ _ / _ | | ^ _ > + |
| | V V V V | | _
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/ _ | \ _____ \ _ _ _ _ | | _ | | _
\ | + | | \ | \ / _ \| // / + | _
| | ^ \ | \ \ _ | < | _
^ + / _____ / _ _ / \ _ > _ | \ + /
/-\ | V V V | / _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

1.371 Re: I think you're all acting just a tad childish here...

From: Dobbin <dobbin@thenet.co.uk>
 Date: Thu, 18 Feb 1999 18:24:56 -0000
 Subject: Re: I think you're all acting just a tad childish here...
 Encoding: quoted-printable

On 18-Feb-99, Mikkel L=F8kke wrote:

>1. I though we agreed not to use four letter words directly at persons,
 >and only to use them sparingly in a gereric sense.
 Exactly. If you have to roast people at all, roast them
 in private. Or find a mailing list where flaming is on topic.
 Most users (I hope! ;) have no interested in childish
 name-calling.

>2. I personally think that it's okay to occasionally send large file to =
 mailing
 >lists, if they are of general interest. Allthough I can sympatise with o=
 ur
 >New Zealand friends who have to spend hours downloading at 2400
 >baud. But this really isn't the fault of the person who originally sent =
 the
 >mail now, is it ?

Mailing lists are, in general, not places for the publication

of large binaries or sources. Put large files on your website and post the URL to the list. Or upload your files to Aminet's priv/ area. That way, only the folks that /have/ an interest need to spend the time downloading them.

>3. I just downloaded 109 3-4K messages of which about half
>(A good 150K) where off topic flames of people for sending
>large mails to the list.

Exactly. Lengthly flame threads are just as annoying, if not moreso, than large binaries and sources.

>4. Could we please find some understanding here ? Like sa
> max. one large mail a fortnight, which has been pre warned
>by at least two days, so our 2400 baud friends have time to
>tell YAM not to download large files. (My sugestion)

I don't think there should be any large (10k+) binaries or sources at all. (My suggestion and common practice on most mailing lists ;)

>5. And could we in the future, no go "over the edge" again ?

No argument from me.

Dobbin

-- =

/=3D-----=3D=

\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=3D-----=3D=

/=

1.372 Re:Library Commands

for scott@online.u-net.com; Mon, 22 Feb 1999 13:24:50 +0000

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

Date: Mon, 22 Feb 1999 07:03:07 -0500

Subject: Re:Library Commands

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.1748260528.1

Encoding: quoted-printable

Hi Andreas

On 22-Feb-99, Andreas H=E5kansson wrote:

> =

> Thanks for the code. But do you have any source that scans threw the

> Acidlibs and

> the .library1 files as well and gives you the tokens from them? The cod=

e

> you sent to

> the list doesnt work with those files..

Yes, here is an improved one.

It will allow you to read all Blitz libraries, including DefLibs and

AcidLibs, and all the ones in Amigalibs/ as well.

Also it can send output to console window, printer, or disk.

It can also be used as a TED "plugin" by calling from the SuperTed menu w=

ith

the argument "TED"

No docs yet, but it should be self-explanatory I hope...

It needs ReqTools, and I recommend KingCON (but not required)

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748260528.1

Content-Disposition: attachment; filename="Investigator.lha"

Encoding: base64

Jt8tbGg1LRELAADjiQAA5jZWJgAAEEludmVzdGlnYXRvci5hc2MISAgNe9rukTcexXj56Ace
0V4ExtgNyToyDnzbYStc4xoH0at8GrAMGbWbuk3c2OEXem/9/zNzd0AG3JHHOs68rZbyVVVV
SvlXw6lfrZ92HdZG225X4Mbqvcfm4zV72U/DHCo9mKJMjQ99D3Sn/5327L6VX4Htkfpq+NES
jvQYHcLqcB7Sbx61U9Xy+XymNXhSjBEdgPxu3oUQupiOh/AfJC6+qI8EajoGUAFBhOrEk4Cb
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Ghi0DamZVNzfwceExrnPZ/ddSriYEuIQer6oIcp61OTf+Gh26ay4DWT4R1s3rFSZp+N8koqT
gDa7Upk1FyxvcyIYiI2CE7p7B6p+eCfGWZA86FF2lYWzIwzFiOxVGh5U+2UvOgmDw/lw2+Xd

c7Xog7FHkCIA6+ISYRCZA0ZGdfgxpaiUTnZB8B1gR12NUGs44kzYkmGsdSYTm05rtee7gM5
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/7cn/rbm2txShUL7btbZ4sUEePAe8k6FHqLlhbPuKxHvZVJAPq/mENsgg0H2fK0HiY0AjhCk
DvhZZ61RYRiASrTBjZlcaF9S2MIOhkXUt+Jox3Xyk/LmofrOi+7gLyEps8GQMeI0rwlYHE7
fJGoxuKCLgJw4SmJ1NlrfGPeGUCsLaEzQSBUa5z7pxOiJ6a6tt89QxjIfi60whwonMxPSjSE
ayxv6bl0nsGUIOUFmAi8hTsD/ncpuBwbidi6vw5ioUkw/gG6YNY53KdanVp7lImXWB6xWIZg
Y3zPNJHjyBB3G/7AORQxB6jtaCYwiSchJqthEFp0Iao1abAosVFmh52oBU0x3LNy5buawKrh
QUy9aWtCWBI74+uXLnoH37B9rOMalkGhCm2tOgf40JoEYrueaNdTjEG+Q+gCyb+n3ddcQMbv
AEdrcFmo1CUJzDxIUQxP+BCKCijxinCVBurmMCLrAWCFc1TNElaxm1zqFqXXrZFETrlnXJxx
FQqQt2C4/mUlwieqURXrdDobqtaQchNjVB0dum4TLMmSGAVsGHc6EOqdf6VxU5iK2dnZbRzz
pX29O7O5pwM1WPnaF3XPluuEoKS2JasmC0gr1hmDLBrOxWGD1OtU3PtnXT1k9wJtn2JeleJJ
XzFKA1Q9xxOvHUI8FJddEVTIMftKSS3BAzbDCIxYqZR5AwCXu2tOIF/EwCyYVCjKAlwQpZB
K81dL4IGFpaCzuVCqkbiciUKM/ApaMlnXed6QMyI2Gx5XyqlP3/5+cJ12RHomYrluSAnY/n8
4aRTa9kadVES07JJ9ImlvSJ1TvJAJatldyRSp+SWy9CMIhZNEzWDQJywprBOXWX1Q5SKVeO2
hN9EA2IsmI6MRMEFmFQ1mlYuYSWlj1s+YMDUS2VIp91U91ScmwXjm/iTfEpv0uhURaGm7Tq
yuMyZgmzHt3JfWVqhtoVPvNeq1zXkATkThU3Lbku52tJKFIMKN95ps0ggFEVxWbXJx8F1ZD9
mZv8PHxMzVorYxIyCVMkfSkZmXcTiQKpTYh4EM8jqSeKOFIgSik/RnuucusZr+HG+T99TMkX
jf6k5aFHc1JAE/1tms1s6wzcSULPgA8wFFjDQYcOoCSI4XrNOXqC9apS/QX+beKhk0jDMrnU
MZABD66FiRTev7hTCOxFoexI7WRMEbz2XwnZgGU3Lf3SRkvxRayRPCKF1HWjLNRpbkIG6zao
l2NWc7xiuZJrrOLLE2DizAnGzc2w2MTMnuvB1UwdPWdty22PG/G9eklnbAJYBZZouWIWE2b
g3Az6gNkKEZkqP1L6lxmGkIuZDnpK67UvxKy45h3ReRlvJlpnRAObTPUp72gmzrqU9R6lOt9
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beqd3AfA7QoLZ67CD7/LxHoWrXdpPRAOBSXAPsvd2cTir2BYG3qiwNLB19/BP6YyfhoJp8eb
6ZlP88Xtw9WD0JFP7oY3q6K80MJzM/xfFhXb8hv0XxKmw/vTbMe1OSBFTcKYr+oYDNyb+SI2
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9ggBmYzB28STopCK+OCDqXSyhH1q0VuCdduOX+FnQOMxSuE+vj6w0wv0a1APKSk7Oe8PbsVW
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12KqwRkTTO9GJD95nH6hPOnl8F8wI0kZKFeQIkB5LVJn3TApGPHPHmOT8RUFrp4VmqRdJCkA
Jz3jtdAlxjkgCOTzxtXML2XazySVgpqwW8N9XXgSmfhgjfw2qKx3we89jDogsarXPrZnijf
lBZleO+T1/hDVLjHF28E9uiKBUpxXF0TbkBdkDpKVtqlqiTlwHa6mGW5w1yPi9sua91UK6n
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2promW7oz5HGZeQ9rlzopxcRywmkX1RoxytIxKC4+nQHwmnXzEFLB+zz9+10qV07eZxXQuIS
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qmRXEqDgYlbtbnDkGZZcJSRtMuCux+GEv72Zo/hcjhvXhDkBMElhKGNkmzKVzQP9D8X5QOG
v8Z37P+PwNVbnhDt6Ar+s7PTOMKa7KkrxkjPyHE2X/U9muEoz1AlNiDud5I42ps2bNNiN9J4
KxDNEZZA52uZntmbDOSFv7mWpi7edZuhF+NjdxNJQkzzyCt6c88jPRGeKd1L8arnPQ6yhOZ
4+ehOXrGaLPIG7qFL4RH9VDP4RHuyhrrxDnvlOvFM0XGpE0cqNh4VMBIW+sXPvkQaWVc0gLW
j9/+j0CICx5MSLwN2+F6jqNRxp8Pn//j//7j/Hm51r40cP1kJEBLyA4No56T/silsZ5nGL5u
Zsm89vPJPLoUTGAA

--BOUNDARY.1748260528.1--

1.373 Re: IBROWSE: Shockwave Flash plugin available with source (fwd)

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

Date: Wed, 17 Feb 1999 14:45:57 +1000

Subject: Re: IBROWSE: Shockwave Flash plugin available with source (fwd)

Encoding: quoted-printable

> For those that don't know yet, there is a Macromedia Shockwave Flash plugin

> for Netscape with source code available. I guess this could be an

> opportunity for anybody willing to port the plugin to any of the Amiga

> browsers. There is also a library to generate you own Flash animation

> files. The plugin information maybe found at:

> <http://www.geocities.com/TimesSquare/Labyrinth/5084/flash.html>

This is awesome. and if somebody can do it (I assume we would need to wait until IB2 for a proper plug-in). It is certainly what PIV/CV3D PIP features have been waiting for!!!

Well library writers, some of you guys have produced brilliant libs, here's a chance to get something done that almost all of the Amiga community will find out about.....

Blitzwing

Sorry if it's off topic too much.....

-- =

1.374 Re: ILBM

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 02 Feb 1999 20:27:58 +0200

Organization: A97

Subject: Re: ILBM

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 31-Jan-99, Paul wrote:

> Can someone recommend a good, fast, reliable IFF loader to use in

> blitz. I know that LoadIFF is faster but it perhaps not very reliable.

> At the moment i'm having to use LoadBitmap, which is slower but works.

Erm, no. Sorry. :(Maybe it's about time someone should do it ?

> What was that file format library that was bandying about the place a

> while ago?

FileID.library, a library to find out what filetype a certain file is.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.375 Re: ILBM

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

Date: Wed, 03 Feb 1999 03:45:04 -0500

Subject: Re: ILBM

Hi Paul

On 31-Jan-99, Paul wrote:

> Hi

>

> Can someone recommend a good, fast, reliable IFF loader to use in

> blitz. I know that LoadIFF is faster but it perhaps not very reliable.

> At the moment i'm having to use LoadBitmap, which is slower but works.

I had some problem with "LoadIff" a while ago myself. But I don't remember what the problem was. Could you refresh me? Maybe I have the solution

now...

Later...

--

Love thy neighbour - but don't get caught.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.376 Re: ILBM

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 03 Feb 1999 11:53:24 +0000

Organization: Pagan Software

Subject: Re: ILBM

Encoding: quoted-printable

On 02-Feb-99, Mikkel L=F8kke wrote:

> FileID.library, a library to find out what filetype a certain file is.

A friend of mine has developed his own version called Idm.library, contain=

ns
1100+ filetypes. Search Aminet for an archive called "GetType.lha"

-- =

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:pagan@thehub.u-net.com)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Experiments should be reproducible - they should all fail in the same=

way.

1.377 Re: interrupts

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

Date: Thu, 05 Feb 1998 14:55:50 -0500

Subject: Re: interrupts

Hi Paul,

On 05-Feb-99, Paul wrote:

> Hi.

>

> I wish a program to run at a steady framerate regardless of the

> processor. I thought of putting the entire loop into an interrupt but

> I'm not sure that verticle blanks are always 50 to the second. I know

> that the interrupt method has been used in some games such as in

> superfrog where the tilescroller is in an interrupt so that it runs at

> a constant 50fps, with the game characters in the main program so that
> they only get to see the remaining cpu time - thus slowing down their
> update but maintaining the scroll. I need to do something similar but
> I need the whole thing to run at 25fps. It's obvious enough to say put
> the whole thing in an interrupt, but i don't know if its legal for it
> to take longer than one interrupt call to perform the routine. Any
> suggestions?
>

No, anything inside an interrupt MUST take less than 1 vblank to complete!

Try something like this:

```
SetInt 5 ;every Vblank  
count.b+1 ;increase the counter every Vblank  
EndSetInt
```

In the main loop:

```
if count<2 ;pause unless 2 vblanks have passed  
repeat  
Vwait  
until count=2  
endif  
count=0 ;reset the counter
```

This would have the advantages of holding the speed down to a reasonable level on faster machines, yet allowing it to go as fast as possible on slower machines.

BTW, a Vblank is NOT always 1/50th - in NTSC, it will be 1/60th, and maybe some other value on other screen modes - I'm not sure.

So the above code would run at 30FPS on an NTSC system, 25FPS on a PAL

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

1.378 interrupts

for blitz-list@netsoc.ucd.ie; Fri, 5 Feb 1999 16:49:11 +0000

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

Organization: private

Date: 5 Feb 99 16:20:49 +0000

Subject: interrupts

Encoding: 7bit

Hi.

I wish a program to run at a steady framerate regardless of the processor. I thought of putting the entire loop into an interrupt but I'm not sure that verticle blanks are always 50 to the second. I know that the interrupt method has been used in some games such as in superfrog where the tilesroller is in an interrupt so that it runs at a constant 50fps, with the game characters in the main program so that they only get to see the remaining cpu time - thus slowing down their update but maintaining the scroll. I need to do something similar but I need the whole thing to run at 25fps. It's obvious enough to say put the whole thing in an interrupt, but i don't know if its legal for it to take longer than one interrupt call to perform the routine. Any suggestions?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.379 Re: interrupts

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

Date: Sat, 06 Feb 1999 12:27:03 +1300

Subject: Re: interrupts

On 06-Feb-99, Paul wrote:

> Hi.

>

> I wish a program to run at a steady framerate regardless of the
> processor. I thought of putting the entire loop into an interrupt but
> I'm not sure that verticle blanks are always 50 to the second. I know
> that the interrupt method has been used in some games such as in
> superfrog where the tilesroller is in an interrupt so that it runs at
> a constant 50fps, with the game characters in the main program so that
> they only get to see the remaining cpu time - thus slowing down their
> update but maintaining the scroll. I need to do something similar but
> I need the whole thing to run at 25fps. It's obvious enough to say put
> the whole thing in an interrupt, but i don't know if its legal for it
> to take longer than one interrupt call to perform the routine. Any

> suggestions?

Yes, this is tricky one- you'd use the CIA timers for the interrupt, not the VBL- but as you say, things screw up if the routine takes longer than the interrupt- the problem is that as it's OS legal, another program in the background could take up lots of CPU time and make your program go over the interrupt time :-/

What I'm thinking about is just doing a timer using a CIA (say firing once per 50th), and running the program synchronisation around that timer, as the timer (if using the highest priority timer- CIAB timer B from memory) will always be the exact time. This is how 3D games work, as they have a variable frame rate, and can't rely on on a counter in the main loop.

I have the Dev CD docs and examples in C for the CIA's (OS legal), if you want them- I haven't had the time to attempt to convert to blitz

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

1.380 Re: interrupts

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

Date: Fri, 05 Feb 1999 23:03:50 -0500

Subject: Re: interrupts

Hi Anton

On 05-Feb-99, Anton Reinauer wrote:

> I have the Dev CD docs and examples in C for the CIA's (OS legal), if

> you want them- I haven't had the time to attempt to convert to blitz

Could I have a copy of this, PLEASE ;)

I've been trying to figure out the CIA timers forever...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.381 Re: interrupts

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 06 Feb 1999 12:42:43 +0300

Subject: Re: interrupts

Encoding: quoted-printable

On 05-Feb-99, Paul wrote.

> Hi.

> =

> I wish a program to run at a steady framerate regardless of the
> processor. I thought of putting the entire loop into an interrupt but
> I'm not sure that verticle blanks are always 50 to the second. I know
> that the interrupt method has been used in some games such as in
> superfrog where the tilescroller is in an interrupt so that it runs at=
> a constant 50fps, with the game characters in the main program so that=
> they only get to see the remaining cpu time - thus slowing down their
> update but maintaining the scroll. I need to do something similar but
> I need the whole thing to run at 25fps. It's obvious enough to say put=
> the whole thing in an interrupt, but i don't know if its legal for it
> to take longer than one interrupt call to perform the routine. Any
> suggestions?

> =

Well VBL rate differs from screen mode to screen mode say about 48 to 103=
Hz

so it will be VERY hard to make it run in 25 fps in EVERY system. CIA
interrupt would be the closest, but it wont be perfect either.

The VBL over loading can run over one VBL screws the other users of VBL
though. :)

So it CAN be used safely in Blitz (yak ;) mode games.

well you can do a couter in vbl like Anton suggested.

and you can expand it a litle, by making your "working" part of the loop
as software interrupted so no task switching allowed! all CPU time is
exclusively yours (except interrupts of course).

This software interrupting thing is explained on ADs don't remember where=
though. ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.382 Re: interrupts

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

Date: Mon, 08 Feb 1999 13:10:21 +1300

Subject: Re: interrupts

Encoding: quoted-printable

On 06-Feb-99, Sami N=E4=E4t=E4nen wrote:

=

> well you can do a couter in vbl like Anton suggested. and you can
> expand it a litle, by making your "working" part of the loop as
> software interrupted so no task switching allowed! all CPU time is
> exclusively yours (except interrupts of course).

=

I assume that doesn't allow multi-tasking.

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.383 Re: interrupts

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 08 Feb 1999 20:39:24 +0300

Subject: Re: interrupts

Encoding: quoted-printable

On 08-Feb-99, Anton Reinauer wrote.

> On 06-Feb-99, Sami N=E4=E4t=E4nen wrote:

> =

>> well you can do a couter in vbl like Anton suggested. and you can
>> expand it a litle, by making your "working" part of the loop as
>> software interrupted so no task switching allowed! all CPU time is
>> exclusively yours (except interrupts of course).

> =

> I assume that doesn't allow multi-tasking.

> =

Well I took a litle searching and found out that forbid in fact does this=
to prevent task changing. So it wont multitask. But I think it would be
quite aproprate if done properly (for active game loop (the actual scree=
n

is the front most)) So here is the idea.

This is system "legal" and fast implementation and will work. :)

Well check the signal things properly, because I can guarantee that this =
one
wont work. :)

; this one can be the cia int or the more easily implemented VBI
intterrupt counter ; setint 5
count.w+1
if count=3D2
count=3D0
signal_(Mytask.l,signal.l) ; It's allowed to call this one from
interrupts
endif
end intterrupt ; end setint
repeat
wait_(signalsetlsignal)
forbid_
; do your stuff
enable
until 0=3D1
-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L
EMail: sami.naatanen@dlc.fi

1.384 Re: interrupts

for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 22:56:27 +0000
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>
Organization: International House of Mojo
Date: Mon, 8 Feb 1999 22:46:14 -0000
encoding: Quoted-printable
Subject: Re: interrupts

On 8 Feb 99, at 20:39, Sami broke out long enough to write:

> On 08-Feb-99, Anton Reinauer wrote.
>
>> On 06-Feb-99, Sami N=E4=E4t=E4nen wrote:
>>
>>> well you can do a couter in vbl like Anton suggested. and you can
>>> expand it a litle, by making your "working" part of the loop as
>>> software interrupted so no task switching allowed! all CPU time is

>>> exclusively yours (except interrupts of course).
 >>
 >> I assume that doesn't allow multi-tasking.
 >>
 >
 > Well I took a little searching and found out that forbid in fact does this
 > to prevent task changing. So it won't multitask. But I think it would be
 > quite appropriate if done properly (for active game loop (the actual screen
 > is the front most)) So here is the idea.
 >
 > This is system "legal" and fast implementation and will work. :)
 >
 > Well check the signal things properly, because I can guarantee that this
 > one won't work. :)
 Doesn't the OS3+ have double buffering stuff that uses signals, similar to
 this? It tells you when it's safe to change bitmap and when it's safe to draw
 on
 the hidden one. But I think it works as fast as possible, not as a frame speed
 limiter.
 [] ^ V [] [D] M I = A 9 M I [] [M M
 dmcminn@house-of-mojo.freemove.co.uk
 http://members.xoom.com/David_McMinn

1.385 Intuition

Mon, 22 Feb 1999 11:14:12 +0000

22 Feb 99 11:14:12 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Mon, 22 Feb 1999 11:13:50 +0000

encoding: 7BIT

Subject: Intuition

Hello Blitzers

As you may recall, a few weeks ago I asked why my machine
 crashed when I used CloseLibrary_(*IntuitionBase). Well peeking

into the includes file intuition/intuitionbase.h revealed a little nugget of information. So, now, I think this is the best way to open

IntuitionBase

```
*IBase.IntuitionBase = OpenLibrary_ ("intuition.library",37)
```

```
Lock.l=LockIBase_ (0)
```

```
.....
```

```
UnLockIBase_ (lock)
```

```
CloseLibrary_ (*IBase)
```

Now, I can read the ActiveScreen and FirstScreen titles with no problems and especially no crashes!! The LockIBase allows you to read from IntuitionBase without any changes happening when you read from it.

Steven Croy

1.386 Intuition Screens and GFX cards

Fri, 19 Feb 1999 03:00:49 PST

X-Originating-IP: [194.83.205.6]

From: "Jamie Solomons" <jamiesblitz@hotmail.com>

Subject: Intuition Screens and GFX cards

Date: Fri, 19 Feb 1999 03:00:49 PST

Hi blitzers,

The Intui-version of Domination is coming along well but I am still a little worried about graphic card compatability. At the moment I am using the simple version of the Screen command (y'know, the one with three parameters). It opens a 5 bitplane (32 colour) lowres screen. Will this screen work with most graphic cards, or do I have to do something a little more advanced with screen tags, etc.?

Thanks for your help,

Jamie Solomons of the Amiga1 team.

Get Your Private, Free Email at <http://www.hotmail.com>

1.387 Re: Intuition Screens and GFX cards

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Sat, 20 Feb 1999 00:17:29 -0000

Subject: Re: Intuition Screens and GFX cards

On 19-Feb-99, Jamie Solomons wrote:

>but I am still a
>little worried about graphic card compatability. At the moment I am
>using the simple version of the Screen command (y'know, the one with
>three parameters). It opens a 5 bitplane (32 colour) lowres screen. Will
>this screen work with most graphic cards, or do I have to do something a
>little more advanced with screen tags, etc.?

I still haven't had any luck opening a blitz screen on my BVision. It seems that the mode value in the screen command is a .w but graphics cards need longwords. I think you'll need to use the OS OpenScreen(). If anyone knows an easy way out of this I'd like to know.

Tim Hanson

in the Basement,London.

1.388 Re: Intuition Screens and GFX cards

for blitz-list@netsoc.ucd.ie; Sat, 20 Feb 1999 16:49:30 +0000

Date: Sat, 20 Feb 1999 15:29:09 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Intuition Screens and GFX cards

Encoding: 7bit

Tim Hanson wrote:

> >but I am still a
> >little worried about graphic card compatability. At the moment I am
> >using the simple version of the Screen command (y'know, the one with
> >three parameters). It opens a 5 bitplane (32 colour) lowres screen. Will
> >this screen work with most graphic cards, or do I have to do something a
> >little more advanced with screen tags, etc.?
>

> I still haven't had any luck opening a blitz screen on my BVision. It
> seems that the mode value in the screen command is a .w but graphics cards
> need longwords. I think you'll need to use the OS OpenScreen(). If anyone
> knows an easy way out of this I'd like to know.

The normal "Screen" command might work with gfx cards but it would probably require some "screen promotion" commodity to help. This is not a good thing. It's much better to use the ScreenTags function which really isn't that hard to get to grips with. I don't have any source code at hand but maybe someone else can post the "definitive method of using ASL mode requesters and ScreenTags command".

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.389 Re: Intuition Screens and GFX cards

for scott@online.u-net.com; Sun, 21 Feb 1999 21:16:39 +0000

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

Organization: ProPassWord

Date: 21 Feb 99 10:26:56 +0000

Subject: Re: Intuition Screens and GFX cards

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Paul Burkey, OK then but=2E=2E=2E

> Tim Hanson wrote:

>>>but I am still a

>>>little worried about graphic card compatability=2E At the moment I am

>>>using the simple version of the Screen command (y'know, the one with

>>>three parameters)=2E It opens a 5 bitplane (32 colour) lowres screen=

=2E Will

>>>this screen work with most graphic cards, or do I have to do something=

a

>>>little more advanced with screen tags, etc=2E?

>>=20

>> I still haven't had any luck opening a blitz screen on my BVision=

=2E It

>> seems that the mode value in the screen command is a =2Ew but graphics =

cards

>> need longwords=2E I think you'll need to use the OS OpenScreen()=2E If =

anyone

>> knows an easy way out of this I'd like to know=2E

>=20

> The normal "Screen" command might work with gfx cards but it would

> probably require some "screen promotion" commodity to help=2E This is

> not a good thing=2E It's much better to use the ScreenTags function

> which really isn't that hard to get to grips with=2E I don't have any

> source code at hand but maybe someone else can post the "definitive

> method of using ASL mode requesters and ScreenTags command"=2E

>=20

I lost the last mail, but I learnt how this all works for souch code

on Curt Esser site http://members=2Exoom=2Ecom/Vurt_Esser/ the file is

called screentags=2Elzx when down loaded it! If you cant find just

e-mail me and send it to you!

Ow yer the screen modes are not vailed if you =2Ew but it is =2El=2E If yo=

u

are using VAL commaned there is but in it! If you want to know how to

get round this then download of aminet blitzlstjan99=2Elha, it all

explained in there how to get found it subject for _Found bug in VAL

Command=2E Hope that help you out!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.390 Re: Intuition Screens and GFX cards

for scott@online.u-net.com; Tue, 23 Feb 1999 01:04:56 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:38:57 +0200

Organization: M2 productions

Subject: Re: Intuition Screens and GFX cards

Encoding: 8bit

On 19-Feb-99, Jamie Solomons wrote:

> The Intui-version of Domination is coming along well but I am still a
> little worried about graphic card compatability. At the moment I am
> using the simple version of the Screen command (y'know, the one with
> three parameters). It opens a 5 bitplane (32 colour) lowres screen. Will
> this screen work with most graphic cards, or do I have to do something a
> little more advanced with screen tags, etc.?

Probably not. I think the lowest possible screen resolution you can use on GFXCards is 8 bit. And if you want to actually open aGFXCard screen yourself (Without a promotion utility) you will have to use ScreenTags, which as an additional bonus is more powerfull and flexible.

Regards

--

+--+

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Visit : http://members.tripod.com/~FlameDuck

```

1.391 Re: Intuition Screens and GFX cards

for scott@online.u-net.com; Tue, 23 Feb 1999 09:24:59 +0000

23 Feb 99 09:23:13 0

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

Organization: The Robert Gordon University, E&EE

Date: Tue, 23 Feb 1999 09:23:04 -0000

encoding: Quoted-printable

Subject: Re: Intuition Screens and GFX cards

On 23 Feb 99, at 0:38, Mikkel L=F8kke wrote:

> Probably not. I think the lowest possible screen resolution you can use =
on

> GFXCards is 8 bit. And if you want to actually open aGFXCard screen

You should be able to open any depth screen on GFX cards, but it'll be st=
ored

internally as 8bit, so its a bit wasteful opening anything less.

l) ^ V][l) | M | =A9 | M |][| N | N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

There are very few personal problems that cannot be solved
through a suitable application of high explosives.

1.392 Re: Intuition Screens and GFX cards

for scott@online.u-net.com; Tue, 23 Feb 1999 12:51:04 +0000

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

Date: Tue, 23 Feb 1999 06:37:09 -0500

Subject: Re: Intuition Screens and GFX cards

Encoding: quoted-printable

Hi,

On 23-Feb-99, David Mcminn wrote:

> On 23 Feb 99, at 0:38, Mikkel L=F8kke wrote:

> =

>> Probably not. I think the lowest possible screen resolution you can use

>> on GFXCards is 8 bit. And if you want to actually open aGFXCard screen

n

> =

> You should be able to open any depth screen on GFX cards, but it'll be

> stored internally as 8bit, so its a bit wasteful opening anything less.

True - but only if the program is meant strictly for GFX cards. It's a bit

it

more

wasteful to open a program in 256 colours on a standard system if you only

need

8 or 16 or so, and also needlessly makes it incompatible with ECS...

A GFX card usually has 4Meg of GFX memory, as opposed to the 2M max for

standard systems, and it can also send unused screens to fast ram if

necessary, so I think it still is best to use less colours if possible,

especially for application - type programs. Then you get the widest

compatibility with all systems.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.393 Re: Intuition Screens and GFX cards

for scott@online.u-net.com; Tue, 23 Feb 1999 19:13:04 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 19:57:34 +0200

Organization: M2 productions

Subject: Re: Intuition Screens and GFX cards

Encoding: 8bit

Hello Curt.

On 23-Feb-99, Curt Esser wrote:

>>> Probably not. I think the lowest possible screen resolution you can use
>>> on GFXCards is 8 bit. And if you want to actually open aGFXCard screen
>> You should be able to open any depth screen on GFX cards, but it'll be
>> stored internally as 8bit, so its a bit wasteful opening anything less.
> True - but only if the program is meant strictly for GFX cards. It's a bit more
> wasteful to open a program in 256 colours on a standard system if you only
> need 8 or 16 or so, and also needlessly makes it incompatable with ECS...

Oh I think what David meant was that since you'll probably have to do different output routines for the screens, you might as well do the GFXBoard stuff in 8bit. Offcourse in a perfect world, all graphics wold be stored as 24bit, and then people who had GFX boards would really be in for a treat, and people with less, would have all the graphics "remapped" to fit what their display can deliver. DirectX on the PC allready does this (in a way) it's just a crying shame really, that it does it so poorly. Oh, and if the PC can do it, I'm sure AMiGA's can do it better. Our only problem is that AMiGA programmers in general are too lazy to bother :o)

> A GFX card usually has 4Meg of GFX memory, as opposed to the 2M max for
> standard systems, and it can also send unused screens to fast ram if
> necessary, so I think it still is best to use less colours if possible,
> especially for application - type programs. Then you get the widest
> compatability with all systems.

Actually, most AMiGA GFX cards only have 2 megs of RAM. Anyway, as you said they can also use FAST RAM, so it's no big deal. And if you really are making an application, you especially shoud cater for those with high-end systems (as that will be your basic target group). The best soltion would be to have a user customizable interface which could be as low as 32 colours (if the user only had ECS) or as high as 32bit (if the user has a GFXboard)

Regards

--

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ECS machine, but for limited palettes, this at least makes sure stuff looks OK.

Sorry just read our mail again, that's not really what you said. However, there's a .library on Aminet which I think does this kind of thing (proper remapping, not the colour thing I mentioned above). But I can't remember what it's called.

[] ^ V [] [] M [=A9 M [] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.395 JavaScript Hover NetDOCK

for scott@online.u-net.com; Fri, 19 Feb 1999 10:56:53 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 10:55:47 +0100

Organization: Joker Developments

Subject: JavaScript Hover NetDOCK

Encoding: 8bit

Hi,

I'm just refining NetDOCK-2 now, it is all font sensitive (cheers Curt) and is pretty good.

Two questions:

- Is it possible to detect when the mouse pointer has gone over a gadget? I want the program name to be shown in the titlebar when they move the mouse over the button.

- Any ideas what formulae I could use for changing the number of rows in the dock? At the moment, it is restricted to 1 row, with upto 99 buttons on it.

I need the window to 'wrap around' if the number of buttons set will not fit on one row. Any ideas?

Another advance warning about a probable large attachment. Just in case you missed the first one!

Gaz.

--

Your sincerely,
Gareth Griffiths.
Managing Director, Joker Developments (UK)
E-Mail: gaz@jokerd.idps.co.uk
WWW: http://www.jokerd.free-online.co.uk

1.396 Re: JavaScript Hover NetDOCK

for scott@online.u-net.com; Fri, 19 Feb 1999 13:14:42 +0000
([62.136.141.212] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10Dpjp-00053V-00; Fri, 19 Feb 1999 13:13:02 +0000
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Fri, 19 Feb 1999 13:04:13 +0000
Subject: Re: JavaScript Hover NetDOCK
Encoding: quoted-printable

Gareth Griffiths churned out *this* drivel :

> =B7 Is it possible to detect when the mouse
> pointer has gone over a gadget? I want
> the program name to be shown in the =
> titlebar when they move the mouse over
> the button.

I don't know how to do it, but get HandBook from Aminet - it's a Blitz
program, with source, and it does this very nicely...

=

> Another advance warning about a probable large attachment. Just in case=
you
> missed the first one!

=

RRRRGGGHHHHH!!!! ASK who wants to receive it!!! Then only those that
are interested will contact you. If no-one does, no-one's interested!
That's not meant to sound nasty, as I know that there are several people
interested...it'd just be nice if these huge files went only to them...
Of course, I won't complain if you do post it to the list...seems I'm
out of fashion (good ;)

=

UPDATE - I've just seen your mail saying you'll only post it to those
who want it...I'll go and stand in the corner now ;)

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)

1.397 Re: JavaScript Hover NetDOCK

for scott@online.u-net.com; Sat, 20 Feb 1999 00:28:59 +0000

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

Date: Fri, 19 Feb 1999 17:58:19 -0500

Subject: Re: JavaScript Hover NetDOCK

Encoding: quoted-printable

Hi James

On 19-Feb-99, James L Boyd wrote:

> Gareth Griffiths churned out *this* drivel :

> =

>> =B7 Is it possible to detect when the mouse

>> pointer has gone over a gadget? I want

>> the program name to be shown in the =

>> titlebar when they move the mouse over

>> the button.

> =

> I don't know how to do it, but get HandBook from Aminet - it's a Blitz

> program, with source, and it does this very nicely...

Handbook uses the Triton library for its GUI...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.398 Re: JavaScript Hover NetDOCK

for scott@online.u-net.com; Sat, 20 Feb 1999 07:25:15 +0000

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

Date: Sat, 20 Feb 1999 18:23:02 +1000

Subject: Re: JavaScript Hover NetDOCK

Encoding: quoted-printable

> =B7 Is it possible to detect when the mouse

> pointer has gone over a gadget? I want
> the program name to be shown in the =
> titlebar when they move the mouse over
> the button.
I'd suggest a simple check where the mouse is every 1/10th of a second (or a similar time frame...) and do basic maths
gadgets are say 16 pixels wide $gadgetnumber = 3D(xmouse/16)+1$ for example =
I did something similar to this in my attempt to rewrite the listview into something I could use....
> =B7 Any ideas what formulae I could use for
> changing the number of rows in the =
> dock? At the moment, it is restricted to 1 row, with upto 99
> buttons on it.
> I need the window to 'wrap around' if
> the number of buttons set will not fit
> on one row. Any ideas?
you could always make the window resizable and display the number of gadgets you can fit with next bank / previous bank gadgets up the side sort of like this (crude I know)
XXXXXXX N 12 gadgets XXXXXX N 15 gadgets XXX N 12 Gadgets
XXXXXXX P XXXXXX XXX
XXXXXX P XXX
XXX P
And so on just when the window is resized limit the minimum size and make the window only resize in steps equal to the gadget size...
Blitzwing
P.S I'll go into more detail if you're interested..
-- =

1.399 Re: JavaScript Hover NetDOCK

for blitz-list@netsoc.ucd.ie; Sun, 21 Feb 1999 17:40:01 +0000
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>
Organization: International House of Mojo
Date: Sun, 21 Feb 1999 17:30:19 -0000
encoding: Quoted-printable
Subject: Re: JavaScript Hover NetDOCK
On 20 Feb 99, at 18:23, Blitzwing broke out long enough to write:
> > =B7 Is it possible to detect when the mouse

> > pointer has gone over a gadget? I want
 > > the program name to be shown in the
 > > titlebar when they move the mouse over
 > > the button.
 >
 > I'd suggest a simple check where the mouse is every 1/10th of a second (= or
 > a similar time frame...) and do basic maths
 Better than that, use either #IDCMP_INTUITICKS events for the timing, or =
 use
 #IDCMP_GADGETHELP, if your program runs on OS3+.
 [] ^ V [] [] Ml =A9 Ml [] [M M
 dmcminn@house-of-mojo.freemove.co.uk
 http://members.xoom.com/David_McMinn

1.400 know different kind of diskformat

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 17 Feb 99 20:14:47 -0100

Subject: know different kind of diskformat

Encoding: 7bit

hello,

My friends want to make a program who can copy a lots of files from
 HD, ZIP disk... to disks in PC, AFS, PFS, FFS...) like smartcopy1.4a
 for example but more than amiga format only.

There is no problem for testing and using normal amiga disk like
 OFS,FFS... but untill now, they don't have an idea to test and use
 disk formatted in PC, or PFS or SFS.

They want to know the method for testing what kind of disk is inserted
 in the disk drive, found the filesystem and HD or DD, and if the disk
 have a PC, MAC,... format.

My friends never try to copy and test disk with differents kind of
 formats. All help welcome.

--

Philippe Bovier (*Mrod*) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

1.401 Re: know different kind of diskformat

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:22:06 +0200

Organization: A97

Subject: Re: know different kind of diskformat

Encoding: quoted-printable

On 17-Feb-99, Philippe Bovier wrote:

> My friends want to make a program who can copy a lots of files from
> HD, ZIP disk... to disks in PC, AFS, PFS, FFS...) like smartcopy1.4a
> for example but more than amiga format only.

> There is no problem for testing and using normal amiga disk like
> OFS,FFS... but untill now, they don't have an idea to test and use
> disk formatted in PC, or PFS or SFS.

Try reading Boot Blocks and Root Blocks. These should hold all the inform=ation you need.

> They want to know the method for testing what kind of disk is inserted
> in the disk drive, found the filesystem and HD or DD, and if the disk
> have a PC, MAC,... format.

See the above.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.402 Re: know different kind of diskformat

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

Date: Mon, 22 Feb 1999 22:22:29 +1300

Subject: Re: know different kind of diskformat

On 18-Feb-99, Philippe Bovier wrote:

> They want to know the method for testing what kind of disk is inserted
> in the disk drive, found the filesystem and HD or DD, and if the disk
> have a PC, MAC,... format.

Well PC and Mac disk access is built into OS3.0 (maybe you need 3.1
for mac- I dunno).

--

Anton Reinauer <anton@ww.co.nz>

1.403 Leeeeeky arexx??!!

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 12:46:18 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 12 Feb 1999 12:36:48 +0000

Organization: personal

Subject: Leeeeeky arexx??!!

Hi,

I really, really need some help with arexx. All i want to do is send a command
to a port, and get a return string and/or error code.

It's really important, my proggy is useless without the arexx. It was working
fine until i noticed my memory slowly draining away when i run my proggy, so
i managed to trace it down to the RI Arexx lib's arexx commands not freeing
memory until the program had ended. :(

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

1.404 Re: Lеееееky arexx??!

Date: Fri, 12 Feb 1999 07:14:24 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Lеееееky arexx??!

---Chris Deeney <chris@addnet.demon.co.uk> wrote:

> I really, really need some help with arexx. All i want to do is send
a command

> to a port, and get a return string and/or error code.

How about executing with rx? If you use rx with quotes then it
executesthe text in the quotes as a mini script, so a command like:

```
Execute_ "rx 'ADDRESS <PORTNAME> <COMMAND>'",0,0
```

Not sure how you'd get back the result though. Maybe if you use the
input/output numbers of execute correctly instead of just 0 you could
pick it up, or if not then something like:

```
Execute_ "rx 'ADDRESS <PORTNAME> <COMMAND>' >T:OutputFile",0,0
```

could be used, and then read in the results from outputfile.

Obviously these aren't as ideal as using proper arexx from within your
program, but they might me easier to implement. You might even even be
able to generate a whole script on the fly and execute it.

Thom

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

1.405 Re: Lеееееky arexx??!

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 22:35:01 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 12 Feb 1999 22:35:54 +0000

Organization: personal

Subject: Re: Lеееееky arexx??!

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.1747866304.2

Hello Rui

On 12-Feb-99, Rui Carvalho wrote:

> Hello Chris

>
> Somewhere Chris Deeney wrote:
>> Hi,
>
>> I really, really need some help with arexx. All i want to do is send a
>> command to a port, and get a return string and/or error code.
>
>> It's really important, my proggy is useless without the arexx. It was
>> working fine until i noticed my memory slowly draining away when i run my
>> proggy, so i managed to trace it down to the RI Arexx lib's arexx commands
>> not freeing memory until the program had ended. :(
>
> I never quite understood these dam Arexx commands! Could you please share
your
> REXX code with me :)
>
There u go Rui :) these commands are ok if used only once in your code, but
put
them in a main loop, lets say, to check a command on another proggy, and it
locks
the memory it uses each time in the loop until your proggy ends, giving the
effect
of leeeeeeeeeEEEEeking memory :(
SOOOo please ppl, i really need some arexx code that does what the attached
code
does, except doesn't leak memory :/
--
Chris "PrinceD" Deeney
#chris@addnet.demon.co.uk#
Powered by_
...../^\MIGA
/#irc.dal.net amirc ungabunga#/
+-----coding-----+
| *Powder Burnz* | 0000159 lines | 003% complete |
+-----+
| *Crittters* | 0000465 lines | 050% complete |
+-----+
--BOUNDARY.1747866304.2
Content-Disposition: attachment; filename="RI_Arexx.asc"

Encoding: quoted-printable

Content-Description: RI Arexx lib's dodgy arexx commands

WBStartup

```
l.l=3DRXCreatePort("THISisYOURproggysPORT.1")
```

```
r.$=3DRXSendCommand("AMIRC.1",Chr$(34)+"GETMYNICK"+Chr$(34)); this returns=  
a string
```

```
r1=3DRXErrorCode ; this gets your error code if u want one
```

```
RXDeletePort
```

```
Print r$
```

```
ClickMouse
```

```
End
```

```
--BOUNDARY.1747866304.2--
```

1.406 Leeky Arexx!

for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 11:35:38 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Mon, 08 Feb 1999 11:32:38 +0000

Organization: personal

Subject: Leeky Arexx!

Heyz,

I have a big problem with the RI Arexx lib, it leaks memory if u use it in a loop, ie checking whether a proggy has opened an arexx port up etc..

Does any one have any code that can send an arexx command and give back a reply string + an error code, Dave Newtons code in Statfunctions doesn't work ;(... some good functions there though James :)

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

1.407 lib

for blitz-list@netsoc.ucd.ie; Fri, 5 Feb 1999 22:02:25 +0000

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

Organization: private

Date: 5 Feb 99 19:38:32 +0000

Subject: lib

Encoding: 7bit

hi

I wish to know how to go about opening cybergraphics.library to check that it is available. I know it should be a simple matter of OpenLibrary_() etc, but what I am not sure about it, if I use a cybergraphics library function (converted the fd) in the blitz program, but the lib isn't available, will it just bomb out at the start as blitz tries to open it? Or is the lib not opened until a command from it is used? I need to detect if the lib is available, but in a way that doesn't require it to be available in the first place, iyswim ;)

Also, if i open a screen with screentags and a modeID taken from a screenmode requester, and the screen has not been succesfully opened due to lack of memory, will peek.l addr screen(n) return 0 to indicate fail?

I know there are other functions in the new command set but i haven't tried that yet.

-- .Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.408 Re: lib

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

Date: Sat, 06 Feb 1999 12:31:25 +1300

Subject: Re: lib

On 06-Feb-99, Paul wrote:

> hi

>

> I wish to know how to go about opening cybergraphics.library to check

> that it is available. I know it should be a simple matter of

> OpenLibrary_() etc, but what I am not sure about it, if I use a
 > cybergraphics library function (converted the fd) in the blitz
 > program, but the lib isn't available, will it just bomb out at the
 > start as blitz tries to open it? Or is the lib not opened until a
 > command from it is used? I need to detect if the lib is available, but
 > in a way that doesn't require it to be available in the first place,
 > iyswim ;)

The Openlibrary_ is a Exec library call, it returns the mem address of
 the lib if successful, or 0 if failed (from memory- mine that is :), so
 you can do a clean exit if it fails.

--

Anton Reinauer <anton@ww.co.nz>

1.409 Re: lib

([62.136.39.54] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 108uuq-00021a-00

for blitz-list@netsoc.ucd.ie; Fri, 5 Feb 1999 23:44:05 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 05 Feb 1999 23:36:03 +0000

Subject: Re: lib

Paul churned out *this* drivell :

> I wish to know how to go about opening cybergraphics.library to check
 > that it is available. I know it should be a simple matter of
 > OpenLibrary_() etc, but what I am not sure about it, if I use a
 > cybergraphics library function (converted the fd) in the blitz
 > program, but the lib isn't available, will it just bomb out at the
 > start as blitz tries to open it? Or is the lib not opened until a
 > command from it is used? I need to detect if the lib is available, but
 > in a way that doesn't require it to be available in the first place,
 > iyswim ;)

This any use?

```
Function.b CheckLib {lib$,libv.w}
```

```
*lib.l=OpenLibrary_(&lib$,libv)
```

```
If *lib
```

```
CloseLibrary_ *lib
```

```
Function Return -1
```

```
Else Function Return 0
```

```
EndIf
End Function
#If# CheckLib {cybergraphics.library}=0 #Then End#
Otherwise, If Exists("LIBS:Cybergraphics.library")... ;)
See ya,
--
James L Boyd - jamesboyd@all-hail.freemove.co.uk
Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
Connected from Dundee, Scotland.
(http://surf.to/all-hail/)
```

1.410 Re: lib

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 00:50:29 +0000

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

Organization: private

Date: 6 Feb 99 00:50:27 +0000

Subject: Re: lib

Encoding: 7bit

James,

> This any use?

>

> Function.b CheckLib {lib\$,libv.w}

> *lib.l=OpenLibrary_(&lib\$,libv)

> If *lib

> CloseLibrary_ *lib

> Function Return -1

> Else Function Return 0

> EndIf

> End Function

>

> #If# CheckLib {cybergraphics.library}=0 #Then End#

>

> Otherwise, If Exists("LIBS:Cybergraphics.library")... ;)

Cheers but I know all that and wasn't really asking that. I wanted to know how the program is going to behave if I use cybergraphics calls AT ALL, even if the program skips over them. If it is compiled with some cybergraphics routines in, does blitz automatically try to open the library, and fail if it doesn't exist? Ie, if the library doesn't

exist then maybe the program wouldn't even get as far as my test. ?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.411 Re: lib

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 00:51:34 +0000

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

Organization: private

Date: 6 Feb 99 00:51:33 +0000

Subject: Re: lib

Encoding: 7bit

> The Openlibrary_ is a Exec library call, it returns the mem address of

> the lib if successful, or 0 if failed (from memory- mine that is :), so

> you can do a clean exit if it fails.

Yes but will blitz compile the program to attempt to open the same library, given that the program includes calls to that particular library via a converted FD file.?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.412 Re: lib

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:20:17 +0200

Organization: A97

Subject: Re: lib

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 06-Feb-99, Paul wrote:

> James,

>> This any use?

>> =

```

>> Function.b CheckLib {lib$,libv.w}
>> *lib.l=3DOpenLibrary_(&lib$,libv)
>> If *lib
>> CloseLibrary_ *lib
>> Function Return -1
>> Else Function Return 0
>> EndIf
>> End Function
>> =
>> #If# CheckLib {cybergraphics.library}=3D0 #Then End#
>> =

```

>> Otherwise, If Exists("LIBS:Cybergraphics.library"... ;)

> Cheers but I know all that and wasn't really asking that. I wanted to
 > know how the program is going to behave if I use cybergraphics calls
 > AT ALL, even if the program skips over them. If it is compiled with
 > some cybergraphics routines in, does blitz automatically try to open
 > the library, and fail if it doesn't exist? Ie, if the library doesn't
 > exist then maybe the program wouldn't even get as far as my test. ?

Erm, my guess is that the program will not fail (unless the debugger is running). I think Blitz opens (or attempts to open) it's libraries at the beginning. If the library doesn't exist the OpenLibrary_() will return 0, and the program will jump to a negative offset of 0. (Which will probably result in some really neat crashes). Have fun. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.413 Re: lib

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:21:59 +0200

Organization: A97

Subject: Re: lib

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Paul.

On 06-Feb-99, Paul wrote:

>> The Openlibrary_ is a Exec library call, it returns the mem address =
of

>> the lib if sucessful, or 0 if failed (from memory- mine that is :), so=
>> you can do a clean exit if it fails.

> Yes but will blitz compile the program to attempt to open the same
> library, given that the program includes calls to that particular
> library via a converted FD file.?

Same library, you mean by version number ? I think so.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.414 Re: lib

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

Date: Sat, 06 Feb 1999 01:20:32 -0500

Subject: Re: lib

Hi Paul

On 05-Feb-99, Paul wrote:

>

> Also, if i open a screen with screentags and a modeID taken from a
> screenmode requester, and the screen has not been succesfully opened
> due to lack of memory, will peek.l addr screen(n) return 0 to indicate
> fail?

Yes, you can use this on any Blitz object to see if it exists.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.415 Re: lib

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sat, 06 Feb 1999 11:50:43 +0100

Organization: Fantaisie Software

Subject: Re: lib

Encoding: quoted-printable

Hi Paul, =

>> The Openlibrary_ is a Exec library call, it returns the mem address =
of

>> the lib if sucessful, or 0 if failed (from memory- mine that is :), so=

>> you can do a clean exit if it fails.

> =

> Yes but will blitz compile the program to attempt to open the same

> library, given that the program includes calls to that particular

> library via a converted FD file.?

BTW, have you saw that the program can't find the requiered library

it will loop forever ? Because Blitz is looking for any library it
use and if not found, it loop until it found it (ie: never). So your

program is halted. NCS was written to prevent this too.

Bye, bye, =

and Enforcer at the same time to make sure it's all OK.

Your program will only crash if it tries to use any of the calls, if the library is not installed, hence this library check...

```
Function.b CheckLib {lib$,libv.w}
```

```
*lib.l=OpenLibrary_(&lib$,libv)
```

```
If *lib
```

```
CloseLibrary_ *lib
```

```
Function Return -1
```

```
Else Function Return 0
```

```
EndIf
```

```
End Function
```

```
If CheckLib {"cybergraphics.library",0)=0 Then End
```

Replace the 0 in the function with whatever version you need (integer number only- OS restriction), or leave it if it doesn't matter.

Also, I just found out that you /have/ to use lower case for the library name!

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.417 Re: lib

Date: Sun, 07 Feb 1999 13:28:26 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: lib

Encoding: 7bit

Hello Fellow Kiwi named Anton,

>> I wish to know how to go about opening cybergraphics.library to check
>> that it is available. I know it should be a simple matter of
>> OpenLibrary_() etc, but what I am not sure about it, if I use a
>> cybergraphics library function (converted the fd) in the blitz
>> program, but the lib isn't available, will it just bomb out at the
>> start as blitz tries to open it? Or is the lib not opened until a
>> command from it is used? I need to detect if the lib is available, but
>> in a way that doesn't require it to be available in the first place,
>> iyswim ;)

>

> The `OpenLibrary_` is a Exec library call, it returns the mem address of
> the lib if successful, or 0 if failed (from memory- mine that is :), so
> you can do a clean exit if it fails.

Well, the full process is this -

When you use a library call from a library that you converted with `fdconvert`, Blitz has to open the library. The file created by `fdconvert` contains the opening and closing code for that library. When you compile the program, Blitz includes that code into your program. When the program is run, the opening code is executed right at the start (and the closing code at the end). The opening code returns the result of `OpenLibrary(library_name, 0)`, which Blitz will use whenever you make a call from that library.

Older versions of `fdconvert` would create opening code that would loop forever if it couldn't open the library. So if someone was missing `cybergraphics.library`, and Blitz needed to open it, it would just keep trying `OpenLibrary("cybergraphics.library", 0)` forever. This is fixed in later versions of `fdconvert`, so that if the opening fails, Blitz will be given 0 as the library base. If you try and make a library call from a library that didn't open properly, you will most likely crash the machine.

But, there is a way around that. When writing a Blitz library (like the `NewCommandSet` libraries), you can tell Blitz that you want a particular library base to be passed to a routine. So you could write a function that asked Blitz to return the `cybergraphics` library base -

```
If CybergraphicsBase = 0
```

```
' Blitz couldn't open Cybergraphics.library
```

```
else
```

```
CGFXWritePixelArray_ (bla, bla, bla)
```

```
endif
```

For those of you that are using AhI stuff, that is how the `AHI_Status` function works. You could write a Blitz library that contained commands like this for every library that you use, so you can check whether they opened or not. It's actually quite simple once you know how (and the resulting library takes up very little space), so perhaps someone could write a program that automagically generated a Blitz library like this?

--

Julian Kinraid

1.418 Re: lib

Date: Sun, 07 Feb 1999 13:28:26 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: lib

Encoding: 7bit

Hello Fellow Kiwi named Anton,

>> I wish to know how to go about opening cybergraphics.library to check
>> that it is available. I know it should be a simple matter of
>> OpenLibrary_() etc, but what I am not sure about it, if I use a
>> cybergraphics library function (converted the fd) in the blitz
>> program, but the lib isn't available, will it just bomb out at the
>> start as blitz tries to open it? Or is the lib not opened until a
>> command from it is used? I need to detect if the lib is available, but
>> in a way that doesn't require it to be available in the first place,
>> iyswim ;)
>

> The Openlibrary_ is a Exec library call, it returns the mem address of
> the lib if successful, or 0 if failed (from memory- mine that is :), so
> you can do a clean exit if it fails.

Well, the full process is this -

When you use a library call from a library that you converted with fdconvert, Blitz has to open the library. The file created by fdconvert contains the opening and closing code for that library. When you compile the program, Blitz includes that code into your program. When the program is run, the opening code is executed right at the start (and the closing code at the end). The opening code returns the result of OpenLibrary(library_name, 0), which Blitz will use whenever you make a call from that library.

Older versions of fdconvert would create opening code that would loop forever if it couldn't open the library. So if someone was missing cybergraphics.library, and Blitz needed to open it, it would just keep trying OpenLibrary("cybergraphics.library", 0) forever. This is fixed in later versions of fdconvert, so that if the opening fails, Blitz will be given 0 as the library base. If you try and make a library call from a library that didn't open properly, you will most likely crash the machine.

But, there is a way around that. When writing a Blitz library (like

the NewCommandSet libraries), you can tell Blitz that you want a particular library base to be passed to a routine. So you could write a function that asked Blitz to return the cybergraphics library base -

```
If CybergraphicsBase = 0
```

```
' Blitz couldn't open Cybergraphics.library
```

```
else
```

```
CGFXWritePixelArray_ (bla, bla, bla)
```

```
endif
```

For those of you that are using AhI stuff, that is how the AHI_Status function works. You could write a Blitz library that contained commands like this for every library that you use, so you can check whether they opened or not. It's actually quite simple once you know how (and the resulting library takes up very little space), so perhaps someone could write a program that automagically generated a Blitz library like this?

--

Julian Kinraid

1.419 Re: lib

([62.136.115.31] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 109J4s-0005iG-00

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 01:32:03 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 07 Feb 1999 01:24:51 +0000

Subject: Re: lib

Paul churned out *this* drivell :

>> This works for when the library path doesn't exist and for programs which

>> need a higher version than the user has installed. I ran it with

>> SnoopDOS, and Enforcer at the same time to make sure it's all OK.

>

> Ok so if blitz tries to open the library which path doesn't exist,

> blitz will just continue on with the program anyway? why doesn't it

> bomb out there and then?

Um, ask ACID...! It carries on, that's all I know (/for sure/).

As long as you check and don't use any of the commands if the library

isn't available, you're OK...or just exit if you don't want it to

continue...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.420 Re: lib

([62.136.80.191] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 109bZC-0007QU-00

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 21:16:34 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 07 Feb 1999 12:56:51 +0000

Subject: Re: lib

Frederic Laboureur churned out *this* drivel :

> BTW, have you saw that the program can't find the requiered library

> it will loop forever ? Because Blitz is looking for any library it

> use and if not found, it loop until it found it (ie: never). So your

> program is halted. NCS was written to prevent this too.

Hey Fred, upgrade your copy of Blitz! No looping here when a library doesn't exist!

I seem to remember that you had an older version...?

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.421 library command duplication

for scott@online.u-net.com; Sun, 28 Feb 1999 21:16:16 +0000

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

Date: Sun, 28 Feb 1999 14:43:09 -0500

Subject: library command duplication

Hi,

I forgot to mention that while testing the token scanning code, I found two libraries that have a command with the same name - #75 RIAMosFunc.library

and

#109 ElmoreDos.library both have a command named "MakeDir"

It won't cause a problem with a program - The command always tokenizes as the ElmoreDos.library one. But it could cause a whole extra library to be added to your exec.

My question is, can I safely take a Hex editor and change the name of this command in the library? Just the name, I mean, nothing else, so it will tokenize to whichever library I want?

Later...

--

Nothing is fool-proof to a sufficiently talented fool.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.422 Library Commands

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

Date: Fri, 19 Feb 1999 17:51:36 -0500

Subject: Library Commands

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.1748482752.1

Hi everybody,

Several people have been looking for a program that gives you a list of the commands in a Blitz library.

Here is a little program that will do this. It is actually part of a larger program I am working on, but you may find it useful.

It will read through any of your selected Blitz libraries (including DefLibs and Acidlibs) and give you a listing of the library number and all the commands. In the case of DefLibs or Acidlibs, it gives each individual library number followed by the commands. At the moment, the list just goes to the Blitz CLI window, but you could easily convert it to output to a text file.

If you find any problems, or see a better way to do things, please let me know.

<sb>

Thanks to Toby and Sami, I have about got the tokenized source reader working too.

The finished tool will have a (sort of) nice GUI, and will be able to do 2 (maybe 3) functions:

1) Read your Blitz libraries and get the command names. These will be saved off into text files, one for each library, so it will only need to do this if you add or change libraries. You might also find these command lists useful for other purposes.

2) Read a tokenized Blitz source, and give you a listing of which commands were used from each library, and how many times each was used. Good for optimizing your programs and spotting re-undant stuff. Basically, a clone of Paul Burkey's codestats program, only it should be a bit faster since it only needs to look for tokens, and with the library reading function it can customize itself to your system - ie, it's not locked into a pre-defined command list.

3) Possibly convert a tokenized source into straight ascii. (probably un-necessary, since SuperTed can do this anyway, but if people want it I'll try to add it in)

As always, it will be freeware, with source included.

Later...

--

The man who can smile when things go wrong has thought of someone to blame it on.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748482752.1

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

MaxLen source\$=255

MaxLen path\$=255

WBenchToFront_

WbToScreen 0

Repeat

lib\$=ASLFileRequest("Select a library",path\$,source\$)

If lib\$=""Then End

If ReadFile(0,lib\$)

FileInput 0

While NOT Eof(0)

```
a.b=Asc(Inkey$(1))
If a=$70
a.b=Asc(Inkey$(1))
If a=0
a$=Inkey$(1)
If a$="N"
a$=Inkey$(1)
If a$="u"
a.b=Asc(Inkey$(1))
If a=0
a=Asc(Inkey$(1))
If a<>0
libnum.w=a AND $ff
;NPrint "Lib Num:",libnum
Gosub ReadEm
EndIf
EndIf
EndIf
EndIf
EndIf
EndIf
EndIf
Wend
CloseFile 0
NPrint "-----"
PopInput
EndIf
Forever
ReadEm ;read the command names
;look for $FFFF0000 000000 00
done.b=0
firstcmd.b=0
cmdnum.w=1
Repeat
b.w=Asc(Inkey$(1))
If b=255
b.w=Asc(Inkey$(1))
If b=255
For i = 1 To 6
b=Asc(Inkey$(1))
```

```
If b<>0 Then done=1
Next
If done = 0
gotall.b=0
cmd$=""
a$=Inkey$(1)
If a$ = Chr$(0);<Chr$(65) OR a$>Chr$(122)
done=1
Else
If firstcmd=0
NPrint "Library:",libnum
firstcmd=1
EndIf
cmd$+a$
EndIf
If done=0
Repeat
a$=Inkey$(1)
If a$<>Chr$(0)
cmd$+a$
Else
gotall=1
EndIf
Until gotall
NPrint Str$(cmdnum)," ",cmd$
cmdnum+1
EndIf
EndIf
EndIf
EndIf
Until done
NPrint " "
VWait 100
Return
--BOUNDARY.1748482752.1--
```

1.423 Re: Library Commands

([62.136.134.48] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10EDUB-0000Pb-00

for blitz-list@netsoc.ucd.ie; Sat, 20 Feb 1999 14:34:29 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 20 Feb 1999 11:31:59 +0000

Subject: Re: Library Commands

Curt Esser churned out *this* drivel :

Excellent work, Curt :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.424 Library installer

([62.136.142.138] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 108Ce7-00041j-00

for blitz-list@netsoc.ucd.ie; Thu, 4 Feb 1999 00:27:51 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 04 Feb 1999 00:19:43 +0000

Subject: Library installer

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.1747322992.1

Hi all,

Attached is the first version of my little library installer.

It's intended use is mostly for libraries which have already been fdconverted and are distributed either on the list or in Aminet archives etc...like the PUPit.lha or BlitzFileID.lha archives I put on Aminet...

It checks the new library and looks for a free number to give it if the library's number is already in use.

You can distribute it with any libraries you convert and put
a LIBRARY=blahblah.library1 / LIBRARY=blahblah.obj tooltype
in its icon to auto-install the library :)

Alternatively, give a STARTDIR=Drive:Drawer/Drawer/ tooltype
for a file requester (defaults to RAM:)...

Oh, yeah, you can run it from the CLI with one parameter - the
startdir for the requester...

Works for Amigalibs and Userlibs only for now...

Oh, and you can use it just to check a library's number.

If anybody wants the source, let me know...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1747322992.1

Content-Disposition: attachment; filename="LibStall.lha"

Encoding: base64

```
HiUtbGg1LVJIAADkSAAAZQFEJgAACExpYIN0YWxsgI04oIUDAzKwthP22wwDYAA2wAQCgkbA
ZoDBCACgVCEJG2YAjAVJAsASSVJUyACgUiqWCRVICHdf+53vOe71ErsYbrYAATbA/84D/97g
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JHuqAIXqP0rYE1HTE48gbtf31Y3g8bvX8J3AJDexjt4vn8pa1pF9xTgF0yCI57HvbJpwZUT1
HiJBNh1iLiDLrCeSK8y5DX8cmjvhft81QTInc5+cCeBx3DSgIoH8G48J+fYZD3Mi1yN4Y/R/
2WIP/u98Mv/mqbGncfM1pbn9dqku/On8Tcfbh8D+/MjUyvAsX/8/mU/qWncPQZOdtf9HfYv2

9bP3+prfnYavZU+TxWPhwdrqapXA6bHutWglOhdvurKmbFU562f4v1OM+txperhv81ZBkpvcb
b1mD1z9a6auprcWWZHdx1vXIZ7KN1vPO7882bVQi38jzOMH0bd5auN9e388jKt9SHpjdQ/EY
PVznSXs3vWV/+zJXM8FOX8MGzF9jQcFGJH0yOk82zrdpr4x1cewMGRi5ptLrYmDdNCZNznDq
c6Dyw+bCEEZn62AAp57ZvXbX1pJuqtTuGrsmPbqT+XmjpcAJAfGhGDMAAG//ieCRQOVcKPyY
yOJp6VvCNw5aUgPDXhPtUkxvmDGx/JkKKfVrlpFHzh+CIrunnPgj37vXwTlXrR7emZl3djbt
SvBk73y1BtQWB4GAP15v21Pf7x2I99xsMmOU/f69nLZPWx7gZFvfVd7H4116xR0xK9WqsZTA
xklnhvDNQDsQXm7oV0heu14UFOEaKFXSTI3/B6RN93huwOFk9StYjRnB1jw0zsNSZ+miikxY
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bYYzPZMJqhkIvTuWtcx/2eiPSjPY6WUGF6qB3w/Qp7TvVlY62rSe9cbhEQ39IRW1hEdXDV
StCWl/SARmvZnEssenLiNx+w+JLTD/0UtTZTXwaD0Uc1CsseGg/K+EDS3HahD4A37jSP26F9
Ki5Vq1p3NinZLqlSye5q07BCdlR4xfpz7kAvuBadXeeYh0bUVyrvIwFLCeBDFf0IGxKiMEzs
QY4czdQDnvdyaYAPJfBPjSvrHuYaeQRLZ5BX/+83YYmGvQ0vL82djWsr93UKReql40a5Jw
Pi9JRMz7TzH+ZKYnpbyclmFLOvVa02Bdrqv7KGPbohMOLcFykLcdVhLiGt6Pp8G2io5p+hE
0xfDKXGUjwgclDlc+JGpP6xs38SgqDr/4UXhX2Lktsli2yN2U+/VUXmLkwW0Z/wlcyCPp1cj
Io2n7eSuNblQ08f4F37pQRzF2kPh9B1kvKXZdieEh7FlmQFdqwdhJwSGwCjq9bmSFxvO1Ad9
xXTzJ0rnwbJrjz0gcxJI++OIqHEWT7PGKu2hca295cmMmtDEwyq7Ef1AjzghcOpWRJAAMhfV
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v3CNAY4N/GsCbUu/Ft6E+5wxa6fu0mIKUhN9E01u09zTAil8r0/CH2wZceRt77CvyvIpaicd
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3JIUJyHCaB47nlnLoSoEN0KQWAuC9nH2Y+sUUzBq+IUBaJv9FR+LcYnlpGhG4wMkdFq6tVWE
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3/UzGVQgC7Wz0oz4bom0KDZRsRLAfZi5CJ3rOSNNkOCYrraEfSkgah8Ee+WmLKDSRIkL1IX/
welfZ+mehOyh8cf3ZJbV7wvCbViCQTKGUsCVt/ICSI72SP9UXQwtbB7RyaLVJRUVZT9boAbO
h6p4RvjNfr5IHhmkCeWCzZ51fZjPjB/3eOEoeuH60kVe7me01O5oqe0wRJo6KuKfq7PXBKq
fK8mgmYItCKyNkjK8iNPIwP1IJI/LaD55y0LhFEU2C4ONhccF9XsRVIIYYWfgAHn2kwo3Xdhy
invxAoNgqhLQY5cy2/8IIP8BsNdm6Gdv7fD3gUAoGAFQ35e73ga4jQn2jTmMKgfS8b10XPm
ylonn10UMbeUpqXhcJYyTVchsDluXMH077gBcEWqAjebhrhe6enfn9FWkmGacdhTB+eTgBx1+
oVlkHTwkhfhagmmjcNewTTh66aBXW9cjl+fSpoOD6e2q9oTKjYkauQU442h7ZS8FRTqyAL4
fVUSWtWoUR/CefSduuweP2K7qZWh6O2kwq4pXcoX5CiDFkTlxZlIYDkBgH46OXybanbIA8Qu
H9NgwcTaFOXaodk3xPVAtWxfp5RuxO723amCgjSOjTX64Jf0VdHjgfRbGnoLY+vqa7bEfkWm
AoxMvMpxUTMifK6cWwgYpyztI8KSmIH7yLBkAwIPFJ8ULtP98Y4+uBD6le11fxguhnxUn5
B14JnTiePDj1M/OsHsXy+iUa22xx3uK+wUZhQKhwxj0eM2G+nOSitTN/3aOcVZ7FMv0Vou
bg57CVztLpvWL3p2kWF+RpIRUevuJ4EwueUaq+L4tnuqoGXc+T4/m7rUk+bzcqLXtVhnIRJ9
iY/IGULXyD8DK/o522+/WTHbQRywPAs88w+xtshqSNh1tha34QbLqQ4P9fLCgUxzylk4zGzH
BGSzy+6AJBYpJVt5px3WUCqknztHm0KryozcdAsTQvnXmvo8qIT8kDOIId4Iz6qUDWhWw+p
vwux92Hc4VUNmUYk6Zifzx9uXWW0AuM64V01jSsjDhsapuTgKqLPtNP+bJt72aI8HsHHOWH+

KIY560i6KVYDEolpLJXzem9gfD5bnZq2FZp15Avg++oYJkRjgPe8lNFKxikly/ws/flVETjE
wBXSZtLytKMfNDeEt8mZvtum8VE56+wDe1KRK8Bk6rYq+bE/R1Si74qdgwOKpKY4HEn7oN1s
pTQg70jmF2aeUCQBFfzoDHaU+gn3OML+bDZd6qSLV9/O9RbuEKTsctqr3ZVmYarMTjY5bgEt
rOJwCfoKiMUQ6s1pos0hyoslmEzgzD2COYdtK8Divi/k03UjWG6X+n2h9QvZvue9irk7xkbR
NykjFDmqk7kvXZlHGluXGMdROKBD65Wysjht5NxSkVKvJt2+XtQFeWsGBTSBGh2R+1YtHKuc
bEb61eUQKZ0JQgAI7xajbv09/DDhCiWvy3YXTjgIIBS3Xcwly8IGqcHSQvQOgxY/v9i7vV8
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QKgt1H3f77nc7wtgG8j/B5ydtBBckIzAQ4kRgYfykmT9AzYa4fjw+TgxuLmqNW9cW6Jav12
6xQftpQ3ZQLxlQAB//aMANxu4APAAE6IAA==
--BOUNDARY.1747322992.1--

1.425 Re: List admin / unsubscribing

for blitz-list@netsoc.ucd.ie; Sun, 21 Feb 1999 17:40:06 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 21 Feb 1999 17:30:19 -0000

encoding: Quoted-printable

Subject: Re: List admin / unsubscribing

<color><param>0100,0100,0100</param>On 20 Feb 99, at 18:20, Donovan broke =
out long enough to write:

<color><param>7F00,0000,0000</param>> P.S. If the administrator is moni=
toring this list at all could you

> PLEASE remove this (absent) person so we don't all get loaded down with
> bounced mail!?

I emailed Daire B as he was the one who suggested netsoc as the host for =
this

list. He's now left Blitz, but he says that the admin guy at netsoc is

<underline><color><param>0000,8000,0000</param>andrewmc@netsoc.ucd.ie

</underline><color><param>0000,0000,0000</param> However, for anyone wanti=
ng to unsubscribe (and there's been a few recently)

you should try to unsubscribe properly before hassling this guy. And for
everyone who deletes the ezmlm responses:

Send an empty message to blitz-list-unsubscribe@netsoc.ucd.ie then reply =

the email you are sent back to leave the list. If this doesn't work, try

sending an empty message to blitz-list-unsubscribe-<<x>@netsoc.ucd.ie wher=

e <<x>

is replaced by your email address with the @ sign changed to an =3D sign.

[] ^ V [] [D] M =A9 M [] [N M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.426 Loading External Programs

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 20:20:48 +0000

From: "Steven Bryant" <steve@sbryant.freemove.co.uk>

Subject: Loading External Programs

Date: Tue, 16 Feb 1999 20:14:12 -0000

charset="iso-8859-1"

Encoding: 7bit

I'm trying to load a second program, into an already running program, both written in Blitz Basic, using the screen of the first program.

The second program interacts perfectly with the first program until I try to quit the second program when I get the debugger message "Unable To Free Memory", without the debugger running it crashes the computer, bringing up a "Software Failure" alert.

First Program Screen & Window

Screen 0,0,0,640,256,8,\$29000,"Screen1",0,1

Window 0,0,0,640,256,\$11C00,"",0,1

if gadgethit=1

execute_ "Second.prg",0,0

; wait for the second program to exit

endif

Second Program Screen & Window

FindScreen 1,"Screen1"

Window 1,84,68,552,180,\$1100E,"",0,1

Repeat

we.l=WaitEvent

ew.l=EventWindow

; prog code in here

Until we=512 and ew=1

Free Window 1

CloseScreen 1

End

(These are not the full program listings.)

I want to use the first program as the main displayer and have multiple external programs to make it easier to add new features.

If anyone knows of a solution to this problem, please contact:

Steven Bryant (steve@sbryant.freemove.co.uk)

1.427 Re: Loading External Programs

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 01:59:40 +0500

Subject: Re: Loading External Programs

On 17-Feb-99, Steven Bryant wrote:

C=Until we=512 and ew=1

C=Free Window 1

C=CloseScreen 1

Free the window in the main program?

Regards

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.428 Re: Loading External Programs

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

Steven Bryant <steve@sbryant.freemove.co.uk>

Date: Tue, 16 Feb 1999 16:01:38 -0500

Subject: Re: Loading External Programs

Hi Steven

On 16-Feb-99, Steven Bryant wrote:

> I'm trying to load a second program, into an already running program,
both

> written in Blitz Basic, using the screen of the first program.

>

> The second program interacts perfectly with the first program until I try
> to quit the second program when I get the debugger message "Unable To
Free
> Memory", without the debugger running it crashes the computer, bringing
up
> a "Software Failure" alert.
> I want to use the first program as the main displayer and have multiple
> external programs to make it easier to add new features.
>

You must open a public screen through the OS first. (This is quite similar
to using the Screentags command in Blitz.

Now you "borrow" this screen for your Blitz programs to use, just like
opening a window on the WB.

This works perfectly - we use it to allow MultiView and our separate Prefs
program to open up on our main screen.

When you are finished, you must close down all your windows, then release
the screen using the OS commands again.

Later...

--

A journey of a thousand miles begins with a cash advance.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

1.429 Re: Loading External Programs

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:34:23 +0200

Organization: A97

Subject: Re: Loading External Programs

Encoding: quoted-printable

Hello Steven.

On 16-Feb-99, Steven Bryant wrote:

[I'm running out of whitty things to puut before snip-]

> First Program Screen & Window

> -----

```
> Screen 0,0,0,640,256,8,$29000,"Screen1",0,1
> Window 0,0,0,640,256,$11C00,"",0,1
> if gadgethit=3D1
> execute_ "Second.prg",0,0
```

Someone mentioned you should use "LoadSeg_" and "UnLoadSeg_" for these types of programmes. Don't ask me how they work, though.

Regards

```
-- =
+++++
|M i k k e l L =F8 k k e l _
^ + + l _
/ - \ | a l i a s | \
+ _____ . _ +
M | \ _ _ _ _ / | | _ _ _ _ _ | | |
| | + | _ ) | | \ _ \ \ / _ \ + | |
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o + \ _ _ / | _ _ ( _ _ _ / _ | | ^ _ _ > + |
| | V V V V | | _
_ _ + _ _ _ _ _ _ + _ _
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| | ^ \ | ^ \ _ | < | _
^ + / _ _ _ _ / _ _ / \ _ _ > _ | _ \ + /
/ - \ | V V V | / _
+++++
```

Visit : <http://members.tripod.com/~FlameDuck=>

1.430 long?

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 19:34:21 +0000

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

Organization: private

Date: 6 Feb 99 19:33:45 +0000

Subject: long?

Encoding: 7bit

HI.

If you're using a pointer, like:

```
*Scr_Screen=peek.l(Addr Screen(0))
```

or

*RP._RastPort=RastPort(0)

, do you actually need to define the type for the pointer?

Would

*RP.l=RastPort(0)

do the same thing?

Does a new rastport/screen structure get generated? And can that be ignored (using .l) if you are cludging onto an existing structure such as

*RP.l=*Scr\BitMap\RastPort

?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.431 Re: long?

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 07 Feb 1999 14:06:50 +0300

Subject: Re: long?

Encoding: quoted-printable

On 06-Feb-99, Paul wrote.

> HI.

> =

> If you're using a pointer, like:

> =

> *Scr._Screen=3Dpeek.l(Addr Screen(0))

> =

> or

> =

> *RP._RastPort=3DRastPort(0)

> =

> , do you actually need to define the type for the pointer?

> =

> Would

> =

> *RP.l=3DRastPort(0)

> =

> do the same thing?
 > =
 > Does a new rastport/screen structure get generated? And can that be
 > ignored (using .l) if you are cludging onto an existing structure such=
 > as =
 > =
 > *RP.l=3D*Scr\BitMap\RastPort
 > =
 > ?
 > =

Well if you use this for getting the rastport address

*RP_RastPort=3DRastPort(0) or this RP.l=3DRastport(0)

And then you have to pass rastport address for some function right?

You will use either *RP or RP depending the way you took it.

AND BOTH ARE RIGHT.

The guide line (along some C and commodore guides, Good for a change ;)

Is to make it as "pointer to type" (*RP_RastPort) if you need to dig som=
 e

values out of the structure. And use the later version AnonymousPoinTeR
 (RP.l)

if you just need to pass the address and you don't care about the values
 inside the
 structure.

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.432 Re: long?

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 07 Feb 1999 12:54:19 +0100

Organization: Fantaisie Software

Subject: Re: long?

Encoding: quoted-printable

Hi Paul, =

> If you're using a pointer, like:

> =

> *Scr_Screen=3Dpeek.l(Addr Screen(0))

> =

```

> or
> =
> *RP._RastPort=3DRastPort(0)
> =
> , do you actually need to define the type for the pointer?
> =
> Would
> =
> *RP.l=3DRastPort(0)
> =
> do the same thing?
> =
> Does a new rastport/screen structure get generated? And can that be
> ignored (using .l) if you are cludging onto an existing structure such
> as =
> =
> *RP.l=3D*Scr\BitMap\RastPort
> =
> ?

```

Yes, it's exactly the same, as a pointer is nothing else than a long typed variable which contain a memory location. The 'only' advantage of the pointer is you can assign a type to it to access easily structure fields:

ie: `a = 3D *RP\BitMap`

will be compiled:

```
MOVE.l *RP, a0
```

```
MOVE.l BitMap(a0), a
```

Or

`*RP\BitMap` is the same than

```
PEEK.l (RP+4)
```

I hope this help, =

Fred.

```
-----=
-----
```

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

```
__/_/_ =
```

/ ^ ^ u ^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.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)

-----=

1.433 Re: long?

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 12:33:57 +0000
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>
Organization: International House of Mojo
Date: Sun, 7 Feb 1999 12:25:03 -0000
encoding: Quoted-printable
Subject: Re: long?

On 6 Feb 99, at 19:33, Paul broke out long enough to write:

> HI.

>

> If you're using a pointer, like:

> *Scr_Screen=3Dpeek.l(Addr Screen(0))

> or

> *RP_RastPort=3DRastPort(0)

> , do you actually need to define the type for the pointer?

> Would

> *RP.l=3DRastPort(0)

> do the same thing?

> Does a new rastport/screen structure get generated? And can that be

> ignored (using .l) if you are cludging onto an existing structure such as

s

>

> *RP.l=3D*Scr\BitMap\RastPort

The only reason for using the correct type is if you were accessing the f=
ields

within the structure, i.e. *RP\cp_x, but if you just want a pointer, then =
you

can use any type you want. Using the correct types makes the program easie=
r to

read though, and heaven forbid if Blitz ever became a strict compiler, it =
would

do type checking, to make sure that you only used the correct types (like =
C
does).

No new structure gets allocated.

[] ^ V [] [] Ml =A9 Ml [] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.434 m1.36

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 18:28:02 +0000

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

Organization: private

Date: 14 Feb 99 18:27:54 +0000

Subject: m1.36

Encoding: 7bit

Hi.

Mildred 1.36 is now available, should be online shortly. I've added MProcessor to replace blitz's Processor command. It will return a 6 if you have 060. I have only tested it on 040 however. I've also altered several routines to take account of the cpu value being higher than 4, as it used to only check for <>4. Please report any bugs if you find some, although my tests with some programs so far seem to be okay. I've also caused the initialisation routine of the lib, which gets run at the start of your program regardless, to check for the cpu and make calls to MCPUR, Mc2pCPUmode and M040c2pUsage, to set 'appropriate' default values. This means you no longer have to compulsorily (!) use those commands at the start of your programs, unless you specifically want to target a specific cpu, which frankly there is little point in doing when you can have added efficiency and support a wider audience by relying on the auto detection.

Docs and all the usual shit has been updated as well. Oh, also added a couple of rebound routines for those 'bounce' type demos, to bounce particles off the edges of the bitmap or clip window.

See <http://www.stationone.demon.co.uk> as usual.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.435 M1.38

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 04:29:43 +0000

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

Organization: private

Date: 18 Feb 99 03:27:49 +0000

Subject: M1.38

Encoding: 7bit

Hi,

Just finished v1.38 of Mildred. Been a tricky update due to the problems with library size and so on. If you've used particle animation routines already then you'll need to save off yer progs as ascii and load them in after installing the 1.38, as some tokens have been axed and merged into other ones as extra parameters and optimisations, which will cause most of the particle tokens to come up wrong if you'd used them already. Also MProcessor is affected in this way.

The main addition is full support for MSimpleReMapMode and MReMapMode in all of the plot and draw particle routines. This meant rewriting all of the particle routines three times over, effectively, not forgetting that all of them have versions for clipping also. But anyway, using MParticleMode you can now choose what mode to use. It doesn't affect particle grabs, only plots and draw (also grab-and-plot).

The default mode is MColourMode. So you can now do simple and complex remapping of your particles for transparency, shade-bobs, etc.

The usual place, shortly...

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.436 Re: Mail size poll

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

Date: Fri, 19 Feb 1999 17:56:44 -0500

Subject: Re: Mail size poll

Hi,

>> - FD's Mail size Poll -

>>

>> I think mails to the Blitzlist should be:

>> C. less than 50K

Actually I don't care since I have YAM set to ask before downloading >50k and if it looks interesting I download it, if not it goes to the virtual trashbin...

Off topic stuff I don't mind either, until it gets to the 10th or 12th letter - after that I just dump them unopened too...

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

1.437 Re: Mail size poll

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 20 Feb 1999 13:12:24 +0300

Subject: Re: Mail size poll

Encoding: quoted-printable

On 20-Feb-99, Curt Esser wrote.

> Hi,

> =

> =

> >> - FD's Mail size Poll -

> >> =

> >> I think mails to the Blitzlist should be:

> =

> >> C. less than 50K

> =

> Actually I don't care since I have YAM set to ask before downloading >= 50k

> and if it looks interesting I download it, if not it goes to the virtual trashbin...

> trashbin...

Almost same thing, but I download everything and just dump everything which

are ie continuous off topic or uninteresting subject. It will take so little

time and I only have to pay the phone bill, so which would be bigger if I=

would have to go through mails deciding which to download and which don't=
=2E

I Understand though people who have slower downloading speeds, and that's=
why I vote for the say 70k with the exeption if most of the people want's=
something "BIG" asked in some previous mail. Then the Demo"cracy" ;)
will step in. and those slower will have to take it!

> Off topic stuff I don't mind either, until it gets to the 10th or 12th=
> letter - after that I just dump them unopened too...

Yep same goes for some less interesting subjects which are going on
forever...

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.438 Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Fri, 19 Feb 1999 02:53:36 +0000

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:28:54 +0200

Organization: A97

Subject: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

On 18-Feb-99, Dobbin wrote:

>> 2. I personally think that it's okay to occasionally send large file t=
o mailing

>> lists, if they are of general interest. Although I can sympatise with=
our

>> New Zealand friends who have to spend hours downloading at 2400

>> baud. But this really isn't the fault of the person who originally sen=
t the

>> mail now, is it ?

> Mailing lists are, in general, not places for the publication

> of large binaries or sources. Put large files on your website

> and post the URL to the list. Or upload your files to Aminet's

> priv/ area. That way, only the folks that /have/ an interest

> need to spend the time downloading them.

First of all, like I've allready said before, assuming that all people i=

n the world magically has full internet access, just because they can sen=
d and recieve Emails, is a bit elitist, and quite naive. And I've tryed v=
ery hard to get the private area of Aminet to work, it just doesn't. And =
not all people have webpages. (Some of us think there is enough crap out =
there allready, without us ading to it.)

> I don't think there should be any large (10k+) binaries or
> sources at all. (My suggestion and common practice on
> most mailing lists ;)

10 K ? Now that certainly is just abit low. I know I havn't been on this =
list quite as long as the resst of you probably have, but until rescently=
I havn't experienced any problems about large attachments. Also there ar=
e quite a few very usefull attachments (Like Paul Burkey's codechecker) t=
hat have been mailed to the list (I reckon it's okay to break "the rules"=
when you're rich and famous) :o), and that was a fair bit over 10K.
Maybe we should make a vote in here resulting in a gentlemans agreement (=

or possibly a set of rules) ?

- FD's Mail size Poll -
I think mails to the Blitzlist should be:

- A. less than 10K
- B. less than 30K
- C. less than 50K
- D. less than 70K
- E. no size limits.

I go for B, incase anyone is interested. (Hell, some of paul wests normal=
mails are larger than 10K without attachments) :o) Gguess, he's just mor=
e creative than the rest of us :o)

Regards

-- =

+--+

| M i k k e l L = F 8 k k e l _

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/ - \ | a l i a s | | \

+ _____ . _ +

M | \ _____ / | | _____ _____ | | |

| | + | _) | | \ _ \ / \ / _ \ + | _ |

| | \ | | _ / _ \ | Y Y \ _ / |

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| | V V V V | | _

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/_|______||__|_ |
 _|+||\|\|/___\|//+_ |
 ||^\|\^_|<|__ |
 ^+/______/____/_>_|\+/
 /-|\|VVV|/_ |
 +-+-+-+-+-+-+-+-+
 Visit : <http://members.tripod.com/~FlameDuck=>

1.439 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

From: Blitzwing <blitzwing@goldweb.com.au>
 Date: Fri, 19 Feb 1999 14:48:45 +1000
 Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)
 > - FD's Mail size Poll -
 > I think mails to the Blitzlist should be:
 > A. less than 10K
 > B. less than 30K
 > C. less than 50K
 > D. less than 70K
 > E. no size limits.
 I'll go for E (just don't bomb me with more than 30-40 meg a day)
 Blitzwings
 --

1.440 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

From: Dobbin <dobbin@thenet.co.uk>
 Date: Fri, 19 Feb 1999 07:59:32 -0000
 Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)
 Encoding: quoted-printable
 On 19-Feb-99, Mikkel L=F8kke wrote:
 >> Mailing lists are, in general, not places for the publication
 >> of large binaries or sources. Put large files on your website
 >> and post the URL to the list. Or upload your files to Aminet's
 >> priv/ area. That way, only the folks that /have/ an interest
 >> need to spend the time downloading them.
 >First of all, like I've allready said before, assuming that all people
 >in the world magically has full internet access, just because they
 >can send and recieve Emails, is a bit elitist, and quite naive. And I've=

>tried very hard to get the private area of Aminet to work, it just
>doesn't. And not all people have webpages. (Some of us think there
>is enough crap out there already, without us adding to it.)

I'm sure if anyone /really/ wants your binary they'll mail
you and ask for it. Like Curt said, maybe it'd be better to
just post saying you have this large file and anyone who
wants it should mail and request it.

>> I don't think there should be any large (10k+) binaries or
>> sources at all. (My suggestion and common practice on
>> most mailing lists ;)

>10 K ? Now that certainly is just a bit low.

>

It's a fairly high-traffic list. IMHO that means it could do
with a fairly low size limit.

> I know I haven't

>been on this list quite as long as the rest of you probably
>have, but until recently I haven't experienced any problems
>about large attachments.

This doesn't mean there won't continue to be large
attachments sent to the list unless some guidelines
are agreed by list members.

>Maybe we should make a vote in here resulting in a
>gentleman's agreement (or possibly a set of rules) ?

Good plan.

>- FD's Mail size Poll -

>I think mails to the Blitzlist should be:

>A. less than 10K

>B. less than 30K

>C. less than 50K

>D. less than 70K

>E. no size limits.

I'll compromise then. B. 30k.

Dobbin

-- =

/=3D-----=3D=

\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=3D-----=3D=

/

1.441 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Fri, 19 Feb 1999 11:20:04 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 11:17:09 +0100

Organization: Joker Developments

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Hi,

I'd go for D. less than 70K

UNLESS! the attachment happens to be really

important. I accept that my NetDOCK attachments may have been a tad overkill,

but there are only about 6 AMiGA owners in my town, of which two were interested in beta-testing NetDOCK (and one of those two was me!)

If anybody is interested in getting the NetDOCK-2 test version mailed to them,

contact me personally at

gaz@jokerd.idps.co.uk

and I will mail it to their own addr.

OK, cheers to Loki, Mikkel and Blitzwing for their help. Mikkel, any chance of some of that DOCK code please? I really do need help. I've been stuck for about 2 days now.

Cheerz again, and heres a joke (a long one)

--

'God beams Clinton, Yeltsin, and Bill Gates up to heaven and says to them,

"In my opinion, you three are the most important people in the world. I want you to spread my message around the globe." After they agree, he says "I'm going to destroy the Earth tomorrow."

They all look a bit gutted, and God beams them back down.

Clinton goes to the Whitehouse and calls a meeting. He says "I have some good news and some bad news. The good news is that God exists, the bad is that he is going to destroy the earth tomorrow."

Yeltsin goes to the Kremlin, and says to his people "I have some bad news, and some more bad news, first, God exists, second, he is going to destroy us all tomorrow."

Gates goes back to Microsoft HQ and says "I've got some good news, and some better news. The good news is that I am one of the most important people in the world. The better news is that I've cured the Millenium Bug."

--

Just a little snippet of laughter from the Griffiths archives. Cya!

1.442 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Fri, 19 Feb 1999 13:33:01 +0000

([62.136.119.120] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Dq1N-0002wq-00

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 13:31:10 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 19 Feb 1999 13:14:41 +0000

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

Mikkel L=F8kke churned out *this* drivel :

> - FD's Mail size Poll -

> =

> I think mails to the Blitzlist should be:

> =

> A. less than 10K

> B. less than 30K

> C. less than 50K

> D. less than 70K

> E. no size limits.

C - I whined about 100k posts, but I know that some attachments are very useful...50k seems a reasonable balance (I'd secretly go for B, but I'm trying to compromise here - not my strong point ;)

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

1.443 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

(Netscape Messaging Server 3.6) with ESMTMP id AAA7035

for <blitz-list@netsoc.ucd.ie>; Fri, 19 Feb 1999 07:53:47 -0600

(Netscape Messaging Server 3.6) with ESMTMP id AAA69BD;

Fri, 19 Feb 1999 07:53:46 -0600

Date: Fri, 19 Feb 1999 07:53:46 -0600

From: "Robert R Mason" <rrmason@hti.com>

Organization: Raytheon Training Systems

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

This is a multi-part message in MIME format.

-----B0206823E76B8A2361FC8238

Encoding: 8bit

>

> Mikkel Løkke churned out *this* drivel :

>

>> - FD's Mail size Poll -

>>

>> I think mails to the Blitzlist should be:

>>

>> A. less than 10K

>> B. less than 30K

>> C. less than 50K

>> D. less than 70K

>> E. no size limits.

>

Personally I'd go with E. (ISDN line at work!)

Bob Mason

-----B0206823E76B8A2361FC8238

Encoding: 7bit

Content-Description: Card for Mason, Robert

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) 619-4028

note: Pager # 817-513-0558

x-mozilla-cpt: ;0

x-mozilla-html: TRUE

version: 2.1

end: vcard

-----B0206823E76B8A2361FC8238--

1.444 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Fri, 19 Feb 1999 16:08:39 +0000

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 16:07:02 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 19 Feb 1999 14:53:07 +0000

Organization: personal

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

Hello Mikkel

On 19-Feb-99, Mikkel L=F8kke wrote:

=

> - FD's Mail size Poll -

> =

> I think mails to the Blitzlist should be:

> =

> A. less than 10K

> B. less than 30K

> C. less than 50K

> D. less than 70K

> E. no size limits.

I reckon, D. because it's less than, plus it's the most realistic figure =

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete =

|

+-----+

| *Critters* | 0000465 lines | 050% complete =

|

+-----+

1.445 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

([62.136.91.160] helo=194.152.64.35 ident=disaintcool)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DvF8-00047w-00

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 19:05:42 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Fri, 19 Feb 1999 18:58:42 +0100

Organization: Satanic Dreams Software.

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: 8bit

Hello Robert

Hiya, Robert... ,on 19-Feb-99 you mailed me about: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)!
So I'ma reply`in...

RRM>>>

RRM>>

RRM>>

RRM>>

RRM>>> Mikkel Løkke churned out *this* drivel :

RRM>>>

RRM>>>> - FD's Mail size Poll -

RRM>>>>

RRM>>>> I think mails to the Blitzlist should be:

RRM>>>>

RRM>>>> A. less than 10K

RRM>>>> B. less than 30K

RRM>>>> C. less than 50K

RRM>>>> D. less than 70K

RRM>>>> E. no size limits.

RRM>>>

RRM>>

RRM>> Personally I'd go with E. (ISDN line at work!)

I go for E (56K modem at work, ahahahah)... But for the simple reason
that I won't download them if I don't want them!

RRM>> Bob Mason

RRM>>

RRM>>

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

1.446 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Sat, 20 Feb 1999 00:28:07 -0000

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

>> Mikkel L=F8kke churned out *this* drivel :

>>

>>> - FD's Mail size Poll -

>>>

>>> I think mails to the Blitzlist should be:

>>>

>>> A. less than 10K

>>> B. less than 30K

>>> C. less than 50K

>>> D. less than 70K

>>> E. no size limits.

>>

E. as long as people don't take the p*^s.

Now can we stop the arguement.

Tim Hanson

in the Basement,London.

1.447 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Tue, 23 Feb 1999 01:11:24 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 20 Feb 99 13:07:07 +1000

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: 8bit

On Fri, 19 Feb 1999 02:28:54 +0200 Mikkel Løkke said:

>

> - FD's Mail size Poll -

>

> I think mails to the Blitzlist should be:

>

> A. less than 10K

> B. less than 30K

> C. less than 50K

> D. less than 70K

> E. no size limits.

>

I'd prefer B, with an allowance for C on the odd occasion.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

1.448 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Sat, 20 Feb 1999 12:01:52 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=>

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

On 19-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->- FD's Mail size Poll -

->I think mails to the Blitzlist should be:

->A. less than 10K

->B. less than 30K

->C. less than 50K

->D. less than 70K

->E. no size limits.

I go for a selfish E =3D]

-- =

*** CAT TAG *** I think he's a few bars short of a finished symphony.

----- ^ _

_____ V _____ ^ ____ -- Toby Zuijdveld --

\ ____ =ACV. _____ _/

l)) ^ ____ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l _ | // _____ // ____ // [Last updated : 14=B702=B799]

! ____ / VDTN.V

1.449 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Sat, 20 Feb 1999 08:12:39 +0000

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

Organization: ProPassWord

Date: 20 Feb 99 07:10:50 +0000

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Dobbin, OK then but=2E=2E=2E

> >- FD's Mail size Poll -

>=20

> >I think mails to the Blitzlist should be:

> >A=2E less than 10K

> >B=2E less than 30K

> >C=2E less than 50K

> >D=2E less than 70K

> >E=2E no size limits=2E

>=20

> I'll compromise then=2E B=2E 30k=2E

>=20

I don't to much mind any thing under 200k but I would profer it being

sent on Saturday as cost me half the price being on line!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.450 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

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

Organization: ProPassWord

Date: 20 Feb 99 07:14:01 +0000

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Mikkel L=F8kke, OK then but=2E=2E=2E

> Maybe we should make a vote in here resulting in a gentlemen's agreement (= or possibly a set of rules) ?

>=20

> - FD's Mail size Poll -

>=20

> I think mails to the Blitzlist should be:

>=20

> A=2E less than 10K

> B=2E less than 30K

> C=2E less than 50K

> D=2E less than 70K

> E=2E no size limits=2E

>=20

> I go for B, incase anyone is interested=2E (Hell, some of paul west's normal mails are larger than 10K without attachments) :o) Guuess, he's just more creative than the rest of us :o)

>=20

>=20

> Regards

```

> --=20
> ++++++
> |M i k k e l L =F8 k k e l __
> ^ + + l _ )
> / - \ | a l i a s | | \
> + _____ =2E__ +
> |M | \ _____ / | | _____ | | |
> | | + | _ ) | | \ \ \ / \ / _ \ + | |
> | | \ | | _ / _ \ | Y Y \ _ / |
> o + \ _ / | _ ( _ _ / _ | | ^ _ > + |
> | | V V V V | | _
> _ + _____ _ + _
> / _ | \ _____ \ _ _ _ _ | | _ | | _
> \ | + | | \ | \ / _ \ | / / + | _
> | | ` \ | \ \ _ | < | _
> ^ + / _____ / _ / \ _ > _ | _ \ + /
> / - \ | V V V | / _
> ++++++
> Visit : http://members=2Etripod=2Ecom/~FlameDuck
> =20

```

I would go for A just so you know who can not send the ASCII art!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP http://www=2Ewirenet=2Eco,uk/

ICQ 21765436

1.451 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Sat, 20 Feb 1999 03:06:26 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 13:33:55 +0500

Organization: =?iso-8859-1?Q?Res=A1 stance?=>

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: quoted-printable

On 19-Feb-99, Loki set out across the seas with this message:

->I go for E (56K modem at work, ahahahah),.. But for the simple reason

->that I wont download them if I dont want them!

I go for E (14.4k modem) because I don't pay for calls by the minute =3D]=

-- =

*** CAT TAG *** We came, we saw, we BBSed.

-----^_

_____V_____^___ -- Toby Zuijdveld --

___=ACV. _____/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! !=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|__|//____//__// [Last updated : 14=B702=B799]

!___/VDTN.V

1.452 Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

for scott@online.u-net.com; Tue, 23 Feb 1999 01:24:56 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 01:05:21 +0200

Organization: M2 productions

Subject: Re: Mail size poll (Was: I think you're all acting just a tad childish here...)

Encoding: 8bit

On 20-Feb-99, Andrew Guard wrote:

>> ++++++

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>> ++++++
>> Visit : http://members.tripod.com/~FlameDuck
>>
```

> I would go for A just so you know who can not send the ASCII art!

Hey ! My ascii art is nowhere NEAR 10K. And besides YAM automatically filters out any signitures. And what if you're not using YAM ? Well, then you're asking for it, aren't you ? :o)

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

1.453 manual

(Post.Office MTA v3.5.2 release 221

ID# 631-58653U30000L30000S0V35) with SMTP id cz

for <blitz-list@netsoc.ucd.ie>; Fri, 19 Feb 1999 21:45:52 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Fri, 19 Feb 1999 21:31:42 +0100

Subject: manual

Hi

Exist something good and detailed manual for Blitz Basic.

Sorry for my English.

--

rostsoft@iol.cz "2Mb" #A4000/040/30 20MB FAST RAM#

RStenicka@seznam.cz "10Mb" #Cybervision64 4MB#

<http://web.iol.cz/rostsoft/> #Toccata (AHI 16 BIT)#

Rostislav Stenicka #1.2GB IDE, 2GB SCSI#

Malesov 157, okr. Kutna Hora, 285 41 #CDrom 32 Toshiba SCSI#

TEL: 0327-59 54 21 #V-lab video graber, Fastline#

1.454 Re: manual

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

Organization: ProPassWord

Date: 20 Feb 99 07:10:29 +0000

Subject: Re: manual

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Rostislav Stenicka, OK then but=2E=2E=2E

> Hi

>=20

> Exist something good and detailed manual for Blitz Basic=2E

>=20

>=20

If it in the Blitz Basic manual it isn't worth knowing! That manual that comes with Blitz is junk! A good manual of sorts is downloading all Blitz-list mailing guides, in there you will find something rather stange! A endless stream off good idea and experience=2E The sad thing for you is all in English :(

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco.uk/>

ICQ 21765436

1.455 Re: manual

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 13:39:19 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: manual

Encoding: quoted-printable

On 20-Feb-99, Rostislav Stenicka set out across the seas with this messag=
 e:

->Sorry for my English.

That's OK, but I think it's the lack of comprehensibleness you should be
 worried about <cheeky grin>

-- =

 *** CAT TAG *** C program run. C program crash. C programmer quit.

-----^_

_____V_____^____ -- Toby Zuijdveld --

_ =ACV. _____/

l) _^____ V \ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes

l_| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.456 Re: manual

for scott@online.u-net.com; Tue, 23 Feb 1999 00:56:46 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:53:50 +0200

Organization: M2 productions

Subject: Re: manual

Encoding: 8bit

Hello Rostislav.

On 19-Feb-99, Rostislav Stenicka wrote:

> Exist something good and detailed manual for Blitz Basic.

No. But that book called "Referance Manual" that came with Blitz is a good place too start.

Regards

--

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+++++

Visit : <http://members.tripod.com/~FlameDuck>

1.457 Re: manual

for scott@online.u-net.com; Wed, 24 Feb 1999 16:44:31 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Tue, 23 Feb 1999 23:04:33 +0100

Organization: Joker Developments

Subject: Re: manual

Hello Mikkel

On 22-Feb-99, you wrote:

> No. But that book called "Referance Manual" that came with Blitz is a good
> place too start.

Now I ain't taking the piss, but do you REALLY think that the Blitz manual is detailed? I don't want to count them, but there must be a dozen or less examples of actual command usage in the man. I'm not including the chapter titled Program Examples. I'm thinking of writing a new manual with detailed command examples, AND NO SPELLING MISTAKES! Bloody addendum.

Cya l8r!

--

```

/-----+-----\
| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |
| E-Mail: gaz@jokerd.idps.co.uk | 2mb + 8mb Fast |
| WWW: www.jokerd.free-online.co.uk | 773mb HD, 8x CD |
| ICQ: GazChap (31023012) | 56k Modem |
\-----+-----/

```

1.458 Re: manual

for scott@online.u-net.com; Sat, 27 Feb 1999 22:25:18 +0000

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 22:24:34 +0000

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

Organization: ProPassWord

Date: 27 Feb 99 16:51:40 +0000

Subject: Re: manual

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Gareth Griffiths, OK then but=2E=2E=2E

>=20

> Now I ain't taking the piss, but do you REALLY think that the Blitz manua=

l

> is detailed? I don't want to count them, but there must be a dozen or les=

s

> examples of actual command usage in the man=2E I'm not including the chap=

ter

> titled Program Examples=2E I'm thinking of writing a new manual with deta=

iled

> command examples, AND NO SPELLING MISTAKES! Bloody addendum=2E

>

That total wast of space addendum=2E Why print that? Like, I reading

the manual and see there is typo quick check the addendum to find

correct word=2E Like if somebody was that think and couldn't work it

out them self's=2E Gosh if for every e-mail i have ever send didn't

have some type of mistake it wouldn'y bey mee=2E I better chk this mail

latter findd if there are any mistakes and send addendddddddddddum

affter,

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.459 Re: MDII e-mails twice

id 10BNh5-0000pi-00; Fri, 12 Feb 1999 18:52:04 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 12 Feb 99 12:27:18 +0000

Subject: Re: MDII e-mails twice

Encoding: 7bit

Hello Oliver,

> I have noticed that every e-mail i send to the blitlist is sent twice

> anyone know why this or can anyone confirm that they are getting sent

> twice i am using microdot 2.

Check the sizes of the 2 mails (any difference?)

If one is smaller and has no headers, it's probably to do with the

"Copy Self?" option being ticked (new message window/PGP & Specials)

in MDII.

Next time you send a "New" message, check to see if a copy of

it appears in the folder before you've downloaded it.

--

Bye f'now

Simon

1.460 Re: MEMORY LEAKAGE

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Wed, 17 Feb 1999 02:56:59 -0000

Subject: Re: MEMORY LEAKAGE

On 18-Feb-99, Anton Reinauer wrote:

>On 18-Feb-99, Loki wrote:

>> Hello,

>>

>> We are working on a program, unfortunatly, it`s developed a

>> 50-70k memory leak (IE, it`s not freeing 50-70K of chip mem on
>> exiting). And I know this is my fault, although..
>
> Oh I see, now you want some help from us! Just before you were saying
>you can flood the list with as many 100k+ files as you like, and
>there`s *nothing* we can do about it, we just have to take it!
> Well Fuck you *Cunt*!!! I ask everyone to not answer this post (I
>see some already have :-/) or any others from this shithead- if he
>wants to isolate himself from the list by being an arrogant wanker then
>that`s his business- but don`t have anything more to do with him, until
>he grows up and changes his attitude!!!!
I totally agree with Anton. 50-70K memory leakage? 105K time waste.

1.461 MEMORY LEAKAGE

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 18:13:31 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 17 Feb 1999 18:11:39 +0100

Organization: Satanic Dreams Software.

Subject: MEMORY LEAKAGE

Hello,

We are working on a program, unfortunately, it`s developed a
50-70k memory leak (IE, it`s not freeing 50-70K of chip mem on
exiting). And I know this is my fault, although..

I`m just wondering if anybody knows the name of that program that
you run and specify an EXE as the parameter (it`s just an ikle
CLI program). And it then runs the program as usual, when it exits
it gives you a screen of stats, that tell you what was and wasn`t
freed, the memory locations and stuff,.. stack errors and
memory usage.

I had the proggy before, and may still have, but I think I deleted
it... DOH!.. Anyone know of anything similar or the name of the
proggy?

Cya!

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384
<tsb>
<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk
<tsb>AMINET: SDPackN.lha (docs/misc)
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/
<tsb>IRC: Dalnet/#SatanicDreams
<tsb>

1.462 Re: MEMORY LEAKAGE

([62.136.88.117] helo=194.152.64.35 ident=disaintcool)
by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10DCX4-0003Nr-00
for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 19:21:15 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Wed, 17 Feb 1999 19:23:21 +0100
Organization: Satanic Dreams Software.
Subject: Re: MEMORY LEAKAGE
Encoding: binary

Hello Paul

Hiya, Paul... ,on 17-Feb-99 you mailed me about: Re: MEMORY LEAKAGE! So I ma reply`in...

PB>> You`ll need a MMU for Enforcer though. I m not aware of any

PB>> debuggng tools as powerful as enforcer that works without one.

Exactly why I ve not used it, cos I only have an EC MMU, and it doesn`t
work with it... Thanks for the suggestion :)

Anybody got any other ideas?

PB>> Cheers,

PB>>

PB>> Paul

PB>>

Regards

--

<tsb>
<tsb>*CONTACTING ME:*\br/><tsb>E-MAIL: loki@napalmdeath.freemove.co.uk
<tsb>WWW: http://www.napalmdeath.freemove.co.uk/
<tsb>ICQ: 27181384
<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk
<tsb>AMINET: SDPackN.lha (docs/misc)
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/
<tsb>IRC: Dalnet/#SatanicDreams
<tsb>

1.463 Re: MEMORY LEAKAGE

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 18:46:39 +0000

Date: Wed, 17 Feb 1999 18:47:51 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: MEMORY LEAKAGE

Encoding: 7bit

Loki wrote:

> We are working on a program, unfortunately, it's developed a
> 50-70k memory leak (IE, it's not freeing 50-70K of chip mem on
> exiting). And I know this is my fault, although..

>

> I'm just wondering if anybody knows the name of that program that
> you run and specify an EXE as the parameter (it's just an ike
> CLI program). And it then runs the program as usual, when it exits
> it gives you a screen of stats, that tell you what was and wasn't
> freed, the memory locations and stuff,.. stack errors and
> memory usage.

Best using Enforcer which will tell you every time some illegal
memory use happens. It doesn't really work well with blitz (no
help locating the location in the source) but you can usually
track down the problem with a LOT of trial and error.

You'll need a MMU for Enforcer though. I'm not aware of any
debugging tools as powerful as enforcer that works without one.

Cheers,

Paul

--

< Paul Burkey http://www.sneech.freemove.co.uk >

1.464 Re: MEMORY LEAKAGE

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 20:50:50 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 17 Feb 1999 20:41:14 -0000

encoding: Quoted-printable

Subject: Re: MEMORY LEAKAGE

> Loki wrote:

>> We are working on a program, unfortunately, it's developed a

>> 50-70k memory leak (IE, it's not freeing 50-70K of chip mem on

>> exiting). And I know this is my fault, although..

You are checking the memory with the cli command 'avail flush'? it may be =
that

your program opens a lib which the system doesn't automatically flush afte=
r

program exit.

>> I'm just wondering if anybody knows the name of that program that

>> you run and specify an EXE as the parameter (it's just an ikle

I don't know the name, but if you have the devs cd then there's a whole
directory full of developer tools like enforcer, mungwall, etc.

[] ^ V [] [] M =A9 M [] [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.465 Re: MEMORY LEAKAGE

From: amorel <amorel@xs4all.nl>

Date: Thu, 18 Feb 1999 04:20:53 +0500

Subject: Re: MEMORY LEAKAGE

On 17-Feb-99, Tim Hanson wrote:

C=On 18-Feb-99, Anton Reinauer wrote:

C=>wants to isolate himself from the list by being an arrogant wanker then

C=>that's his business- but don't have anything more to do with him, until

C=>he grows up and changes his attitude!!!!

C=

C= I totally agree with Anton. 50-70K memory leakage? 105K time waste.

Chill out a bit about those 100k emails. I even didnt notice them until

after downloading them and reading them. Takes about less than a minute to

download. And if you still havent got a fast modem than whois the cunt here? :-)

Regards

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.466 Re: MEMORY LEAKAGE

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

Date: Thu, 18 Feb 1999 13:23:30 +1300

Subject: Re: MEMORY LEAKAGE

On 18-Feb-99, Loki wrote:

> Hello,

>

> We are working on a program, unfortunately, it`s developed a
> 50-70k memory leak (IE, it`s not freeing 50-70K of chip mem on
> exiting). And I know this is my fault, although..

Oh I see, now you want some help from us! Just before you were saying you can flood the list with as many 100k+ files as you like, and there`s *nothing* we can do about it, we just have to take it!

Well Fuck you *Cunt*!!! I ask everyone to not answer this post (I see some already have :-/) or any others from this shithead- if he wants to isolate himself from the list by being an arrogant wanker then that`s his business- but don`t have anything more to do with him, until he grows up and changes his attitude!!!!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.1)

<http://www.ww.co.nz/home/anton/>

1.467 Re: MEMORY LEAKAGE

([62.136.100.85] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DIGG-0005vD-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 01:28:16 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 01:20:09 +0000

Subject: Re: MEMORY LEAKAGE

Anton Reinauer churned out *this* drivel :

> Oh I see, now you want some help from us! Just before you were saying

> you can flood the list with as many 100k+ files as you like, and

> there's *nothing* we can do about it, we just have to take it!

>

> Well Fuck you *Cunt*!!! I ask everyone to not answer this post (I

> see some already have :-/) or any others from this shithead- if he

> wants to isolate himself from the list by being an arrogant wanker then

> that's his business- but don't have anything more to do with him, until

> he grows up and changes his attitude!!!!

Hmm, funny, I was thinking the same thing...he comes across as being about

15 years old.

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.468 Re: MEMORY LEAKAGE

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

Date: Wed, 17 Feb 1999 22:47:23 -0500

Subject: Re: MEMORY LEAKAGE

Hi,

> On 18-Feb-99, Loki wrote:

> Hello,

>

> We are working on a program, unfortunately, it's developed a

> 50-70k memory leak (IE, it's not freeing 50-70K of chip mem on

> exiting). And I know this is my fault, although..

Maybe NOT your fault - If you are using MUI in your program.

On my system, anytime I run a program that uses MUI, some chip memory disappears from my system, and is not returned unless I re-boot. And I don't mean just Blitz-MUI programs, I mean ANY program with a MUI interface.

So if you use MUI, forget about the memory loss - I think it is normal...

Later...

--

Carrier bags come in one size: Slightly Too Small.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.469 Re: MEMORY LEAKAGE

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 10:17:29 +0200

Organization: A97

Subject: Re: MEMORY LEAKAGE

Encoding: quoted-printable

Hello Loki.

On 17-Feb-99, Loki wrote:

> I had the proggie before, and may still have, but I think I deleted
> it... DOH!.. Anyone know of anything similar or the name of the
> proggie?

There is one on Aminet called CodeWatcher or something simmilar. But it doesn't work on my system, and I don't know which systems it will work under.

Regards

-- =

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||` \|\^ \_\_|<|__
^+/_\_____/____/\____>_|_\+/
/_\|VVVV|/_

```

+++++
 Visit : <http://members.tripod.com/~FlameDuck=>

1.470 Re: MEMORY LEAKAGE

From: Toby Zuijdveld <hotcakes@abacus.net.au>
 Date: Thu, 18 Feb 1999 23:03:06 +0500
 Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: MEMORY LEAKAGE

Encoding: quoted-printable
 On 17-Feb-99, Loki set out across the seas with this message:
 ->I'm just wondering if anybody knows the name of that program that
 ->you run and specify an EXE as the parameter (it's just an ikle
 ->CLI program). And it then runs the program as usual, when it exits
 ->it gives you a screen of stats, that tell you what was and wasn't
 ->freed, the memory locations and stuff,.. stack errors and
 ->memory usage.

I have a program which may well be the one you are looking for - CodeWatc=
 her
 ring a bell? I'll attach it to a mail to you seperately Loki ;) Anyone e=
 lse
 who wants it should mail me. I like being on ppl's good sides <grin>

-- =

 *** CAT TAG *** Circular Definition: see Definition, Circular.

-----^--
 _____V_____^____ -- Toby Zuijdveld --

___ =ACV. _____ /
 l))____ V\ -EMail : mailto:hotcakes@abacus.net.au-
 !! |=AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes
 |___| // _____ // ___ // [Last updated : 14=B702=B799]
 !___/VDTN.V

1.471 Re: MEMORY LEAKAGE

(envelope-from FlameDuck@usa.net)
 (envelope-from FlameDuck@usa.net)
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
 Date: Fri, 19 Feb 1999 02:16:20 +0200
 Organization: A97
 Subject: Re: MEMORY LEAKAGE

Encoding: quoted-printable

Hello Toby.

> ->I'm just wondering if anybody knows the name of that program that
 > ->you run and specify an EXE as the parameter (it's just an ikle
 > ->CLI program). And it then runs the program as usual, when it exits
 > ->it gives you a screen of stats, that tell you what was and wasn't
 > ->freed, the memory locations and stuff,.. stack errors and
 > ->memory usage.
 > I have a program which may well be the one you are looking for - CodeWa=
 tcher
 > ring a bell? I'll attach it to a mail to you seperately Loki ;) Anyone=
 else
 > who wants it should mail me. I like being on ppl's good sides <grin>
 Does your version work on 040's and OS3 ? In that case, I want it.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

1.472 Re: MEMORY LEAKAGE

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Sat, 20 Feb 1999 05:28:14 -0000

Subject: Re: MEMORY LEAKAGE

On 20-Feb-99, Toby Zuijdveld wrote:

>On 18-Feb-99, Tim Hanson set out across the seas with this message:

>->On 18-Feb-99, Toby Zuijdveld wrote:

>->>I have a program which may well be the one you are looking for -

>->>ring a bell? I'll attach it to a mail to you seperately Loki ;]

>->>who wants it should mail me. I like being on ppl's good sides <grin>

>-> I'd like a look at that there prog. Might just sort out my

>->this bloody game.

>Heheh here goes, and good luck =]

Cheers Toby, The only problem I can see is it will make me even more lazy.

Who cares if I remember to write the cleanup routines? I'll just run it through that clever program when its finished and do it all then. Oh dear ;)

Tim Hanson.

in the Basement,London.

1.473 Re: MEMORY LEAKAGE

Date: Sat, 20 Feb 1999 18:28:27 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: MEMORY LEAKAGE

Encoding: 7bit

amorel wrote:

>

> On 17-Feb-99, Tim Hanson wrote:

> C=On 18-Feb-99, Anton Reinauer wrote:

>

> C=>wants to isolate himself from the list by being an arrogant wanker then

> C=>that's his business- but don't have anything more to do with him, until

> C=>he grows up and changes his attitude!!!!

> C=

>

> C= I totally agree with Anton. 50-70K memory leakage? 105K time waste.

>

> Chill out a bit about those 100k emails. I even didnt notice them until

> after downloading them and reading them. Takes about less than a minute to

> download. And if you still havent got a fast modem than whois the cunt

> here? :-)

But things like that add up. Just today, I had to download over 500 emails. In one mailing list (a while ago), someone had been forwarding messages from another mailing list. And just recently, some pillock said that he would start forwarding each message he got from the list back to the list, because he couldn't unsubscribe from the list. And then later he said that he hadn't subscribed at all, but that someone was forwarding him messages.

I don't have much patience for that sort of stupidity :)

--

Julian Kinraid

1.474 Re: MEMORY LEAKAGE

for scott@online.u-net.com; Tue, 23 Feb 1999 01:02:52 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:55:44 +0200

Organization: M2 productions

Subject: Re: MEMORY LEAKAGE

Encoding: 8bit

On 20-Feb-99, Tim Hanson wrote:

[Speaking of Codewatcher]

>> Heheh here goes, and good luck =]

> Cheers Toby, The only problem I can see is it will make me even more lazy.

> Who cares if I remember to write the cleanup routines? I'll just run it
> through that clever program when its finished and do it all then. Oh dear ;)

Well, because you might get it so messed up that CodeWatcher won't do you any good, and will crash in an instant.

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

1.475 Re: MEMORY LEAKAGE

for scott@online.u-net.com; Tue, 23 Feb 1999 01:17:40 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:57:59 +0200

Organization: M2 productions

Subject: Re: MEMORY LEAKAGE

Encoding: 8bit

Hello Julian.

On 20-Feb-99, Julian Kinraid wrote:

>> Chill out a bit about those 100k emails. I even didnt notice them until
>> after downloading them and reading them. Takes about less than a minute to
>> download. And if you still havent got a fast modem than whois the cunt

>> here? :-)
 > But things like that add up. Just today, I had to download over 500
 > emails. In one mailing list (a while ago), someone had been forwarding
 > messages from another mailing list. And just recently, some pillock
 > said that he would start forwarding each message he got from the list
 > back to the list, because he couldn't unsubscribe from the list. And
 > then later he said that he hadn't subscribed at all, but that someone
 > was forwarding him messages.

I'm sorry, but I've got to say that I think things are running a little off track. If we can't stay "on-topic" could we at least stay "on-list" ? :o)

Regards

--
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+-----+
 Visit : <http://members.tripod.com/~FlameDuck>

1.476 Re: MEMORY LEAKAGE (fwd)

From: Toby Zuijdveld <hotcakes@abacus.net.au>
 Date: Fri, 19 Feb 1999 00:26:45 +0500
 Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: MEMORY LEAKAGE (fwd)
 Encoding: quoted-printable

*** Forwarded message, originally scripted, transcribed and generally mes=

sed

about with by Toby Zuijdveld on 19-Feb-99 ***

->On my system, anytime I run a program that uses MUI, some chip memory

->disappears from my system, and is not returned unless I re-boot.

->don't mean just Blitz-MUI programs, I mean ANY program with a MUI

->interface.

MUI does reserve and 'remember' any pictures it uses even when mui

windows aren't opened. I found a simple flush of all libs will free up

a -lot- of mem, when bigger pictures are configured... I've since gone

back to plain one pen backdrops ;]

-- =

*** CAT TAG *** I/O I/O IT'S WRITE TO DISK I GO I/O I/O.

-----^--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

|___|//____//___// [Last updated : 14=B702=B799]

!___/VDTN.V

1.477 Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

([62.136.21.55] helo=194.152.64.35 ident=disaintcool)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DK28-00063c-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 03:21:49 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 18 Feb 1999 03:20:10 +0100

Organization: Satanic Dreams Software.

Subject: Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

Encoding: binary

Hello Anton

Hiya, Anton... ,on 18-Feb-99 you mailed me about: Re: MEMORY LEAKAGE! So I'ma reply`in...

I was waiting for this,... I see the 2 people I knew it would get to, it

got to, ahahaha!

AR>> On 18-Feb-99, Loki wrote:

AR>>> Hello,

AR>>>

AR>>> We are working on a program, unfortunately, it`s developed a

AR>>> 50-70k memory leak (IE, it`s not freeing 50-70K of chip mem on

AR>>> exiting). And I know this is my fault, although..

AR>>

AR>> Oh I see, now you want some help from us! Just before you were saying

AR>> you can flood the list with as many 100k+ files as you like, and

AR>> there`s *nothing* we can do about it, we just have to take it!

No, I didn`t actually, ask help from YOU!, Persoanlly m8.

And I didn`t say that I could flood the list with 100K mails, have you been reading ANYTHING I wrote latly?

Because if you have, you certainly didn`t take a lot of notice of it did you?

I said, If people think it is important, they are going to send it

And I also agreed not to send anymore large mails,.. for god sake,

I was trying to explain why people will continue to send them,

and be understanding at the same time...

Thats why I suggested pre-selection.

And for your information matey, the mail I sent was less than 100K!

SO FUCK YOU!, And it is the only one I have ever sent. Have I *flooded*

the list with 100K mails? Have I ever been anything but understanding

up until this point? Are you an arse?

It`s not in my interest to flood the kewlest list around with 100K mails.

Why would I want to do that then? I sent ONE, I repeat, ONE 84K mail!!

AR>> Well Fuck you *Cunt*!!! I ask everyone to not answer this post (I

AR>> see some already have :-/) or any others from this shithead- if he

AR>> wants to isolate himself from the list by being an arrogant wanker then

AR>> that`s his business- but don`t have anything more to do with him, until

AR>> he grows up and changes his attitude!!!!

It wasn`t me complaining in the first place, I don`t have the

attitude prob, and remember it was you who resorted to the aggressive behaviour first.

So who lost their temper first?

Who can`t argue civilly to save his life?

And who is the `arrogant wanker`?....

Taint me m8...

This is going to get worse if we continue argueing, so lets NOT, for the sake of annoying everyone else, anymore than we already have!

Oh and I appologise for being a bit touchy with the file attach thing,
but lighten up before you pop a vain or summat :)

<tsb>

Hiya, James... ,on 18-Feb-99 you mailed me about: Re: MEMORY LEAKAGE! So I'ma reply`in...

JLB>> Anton Reinauer churned out *this* drivel :

JLB>>

JLB>>> Oh I see, now you want some help from us! Just before you were

JLB>>> saying you can flood the list with as many 100k+ files as you like,

JLB>>> and there's *nothing* we can do about it, we just have to take it!

JLB>>>

JLB>>> Well Fuck you *Cunt*!!! I ask everyone to not answer this post (I

JLB>>> see some already have :-/) or any others from this shithead- if he

JLB>>> wants to isolate himself from the list by being an arrogant wanker

JLB>>> then that's his business- but don't have anything more to do with

JLB>>> him, until he grows up and changes his attitude!!!!

JLB>>

JLB>> Hmm, funny, I was thinking the same thing...he comes across as being

JLB>> about 15 years old.

Correct me if I'm wrong, but who wasn't happy enough to get NetDock
and VisualGUI? Apart from you 2.

It only seems to be you 2 who care about the 3 (approx 90K) file attaches.

(Please correct me if I'm wrong anyone else, I *CAN* admit it when I'm am.)

I'm not going to argue any long...

JLB>> See ya,

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

1.478 Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

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

Date: Fri, 19 Feb 1999 21:33:58 +1300

Subject: Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

On 18-Feb-99, Loki wrote:

> Hello Anton

> Hiya, Anton... ,on 18-Feb-99 you mailed me about: Re: MEMORY

> LEAKAGE! So I'ma reply`in...

>

>

> I was waiting for this,... I see the 2 people I knew it would get to,

> it got to, ahahaha!

>

>

>>> On 18-Feb-99, Loki wrote: AR>>> Hello,

>>>>

>>>> We are working on a program, unfortunately, it's developed a AR>>>>

> 50-70k memory leak (IE, it's not freeing 50-70K of chip mem on AR>>>>

> exiting). And I know this is my fault, although.. AR>>

>>> Oh I see, now you want some help from us! Just before you were

> saying AR>> you can flood the list with as many 100k+ files as you

> like, and AR>> there's *nothing* we can do about it, we just have to

> take it!

>

> No, I didn't actually, ask help from YOU!, Personally m8. And I didn't

> say that I could flood the list with 100K mails, have you been reading

> ANYTHING I wrote latly? Because if you have, you certainly didn't take

> a lot of notice of it did you?

I can't find the original post, so it might have been another guy, who

originally sent it- it doesn't really make any difference, you agreed

with him, and encouraged him to send as many big E-Mails as he wanted,

just because no-one could stop him!

>

> I said, If people think it is important, they are going to send it

> And I also agreed not to send anymore large mails,.. for god sake,

> I was trying to explain why people will continue to send them,

Saying " Cool arnt they :) ahahahaha!" is hardly explaining!

> and be understanding at the same time...

> Thats why I suggested pre-selection.

>

> And for your information matey, the mail I sent was less than 100K!

> SO FUCK YOU!, And it is the only one I have ever sent. Have I

flooded

> the list with 100K mails? Have I ever been anything but understanding

> up until this point? Are you an arse?

I don't really have a problem with 100+ files, Fred has put big files on the list- which was excellent, because that saved us all having to download it from Aminet- As far as I'm concerned, it would be good if people could ask the list first, if they're going to put big files on it. I never got nasty to anyone for putting big mails on the list- check my mails!

What I was getting pissed of about was someone says "I can put as many big files on the list as I want and no one can do anything about it- ha, ha, HAAA!", this is called Mail bombing, and I don't see why we should put up with that sort of attitude! This attitude being fully supported by you in several mails!!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

1.479 Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

for scott@online.u-net.com; Fri, 19 Feb 1999 19:09:31 +0000

([62.136.91.160] helo=194.152.64.35 ident=disaintcool)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DvFB-00047w-00

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 19:05:45 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Fri, 19 Feb 1999 18:53:22 +0100

Organization: Satanic Dreams Software.

Subject: Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)

Encoding: binary

Hello Anton

Hiya, Anton... ,on 19-Feb-99 you mailed me about: Re: MEMORY LEAKAGE -Oh-how-phun- (Double message Reply)! So I ma reply`in...

At the risk of starting another arguement, I just want to clear things

up here.

**

AR>>> No, I didn`t actually, ask help from YOU!, Persoanlly m8. And I didn`t
AR>>> say that I could flood the list with 100K mails, have you been reading
AR>>> ANYTHING I wrote latly? Because if you have, you certainly didn`t take
AR>>> a lot of notice of it did you?

AR>>

AR>> I can`t find the original post, so it might have been another guy, who
AR>> originally sent it- it doesn`t really make any difference, you agreed
AR>> with him, and encouraged him to send as many big E-Mails as he wanted,
AR>> just because no-one could stop him!

I never ACTUALLY said that m8!

AR>>> I said, If people think it is important, they are going to send it
AR>>> And I also agreed not to send anymore large mails,.. for god sake,
AR>>> I was trying to explain why people will continue to send them,
AR>>

AR>> Saying " Cool arnt they :) ahahahaha!" is hardly explaining!

That was the only thing I said that was a bit dodgy, I never said
ANYTHING else. Esspecially not about mass bombing the list with
100K mails!!!! Which you seem to think I did.

And Yes. I dont care personally if people send 100K mails to the list,
it`s no skin off my nose. But you expressed that you did, and
I agreed not to send anymore!! I also pointed out that you can stop
these mails, so there SHOULDN`T be a problem, if you dont like, dont
download them!! Simple!

AR>>> the list with 100K mails? Have I ever been anything but understanding
AR>>> up until this point? Are you an arse?

AR>>

AR>> I don`t really have a problem with 100+ files, Fred has put big files
AR>> on the list- which was excellent, because that saved us all having to
AR>> download it from Aminet- As far as I`m concerned, it would be good if
AR>> people could ask the list first, if they`re going to put big files on
AR>> it. I never got nasty to anyone for putting big mails on the list- check
AR>> my mails!

AR>> What I was getting pissed of about was someone says "I can put as many
AR>> big files on the list as I want and no one can do anything about it-

AR>> ha, ha, HAAA!", this is called Mail bombing, and I don't see why we
AR>> should put up with that sort of attitude! This attitude being fully
AR>> supported by you in several mails!!

Did say that? No I didnt!!!!!!... I was trying to say:

If people think their attaches are important, they will more than likely
send them, and that YOU have the ability to stop them anyway, so
I STILL can't see what the problem is.. Ok it would be nice to be told
you are going to be send a 100K mail..

But I STILL think you were making a mountian out of a mole hill when
you started this. Because you downloaded those mails, and you have
the ability not too.

Although I do think it's 'inappropriate' to send large files to a mailing
list in principal. BUT, It doesn't bother me personally. So what am I
supposed to say?

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

1.480 Memory Masking - Possible ?!

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: Memory Masking - Possible ?!

Date: Sun, 7 Feb 1999 11:53:19 +0100

Hey guys!

Guess what .. I have a real though one here for you guys to give a
go, and hopefully be able to help me with my "small" problem. It's
like this. I'm woking on a game in isometric view, and it's time to
start adding moving objects. I jave built up a city using isometric

builgins etc.

Now I want to add moving characters and I want them to be able to move behind the buildings etc. Of course I could check if the object is behind a building or not and then blit the object and then the building so it would seem that the object is behind the building.

The problem with this is that it would be slow, since the buildings can be abit big sometimes, and there might be many moving characters, since it's the population of the city (imagine Syndicate and you'll understand what I want to do).

So I got an idea.. Is it possible to use a kind of memosry masking routine when I blit my characters ? (it would have to be a custom blit routine). I mean

first you'd have to calculte IF the charchet is behind the building or not.

Then

what I was thinking about was that you'd just make a routine that masks out (dont blit) the pixels of the character that's behind the building. If this can be

done by checking (masking) at a memory level then it would be fast.

I have a second version of this... I use a 2 color mask (back with white mask on it)

of the buildings etc, and then the custom blit routine would check the mask and

check if they r overlappig etc. But this would mean I would have to load in masks

for all my objects which would take more time and memory, and would be slower than my first idea. And it's not very convenient to have masks for all objects

in the game (people, cars, buildings, trees etc etc)..

Well I know there are some wizkids out there. I know Paul Burkey must have had this

problem with foundation, but I think he told me once that he just reblits the building

over the character...and he can, coz his buildings are small..

Well hope ya can help me, working example are always welcome ==)) ==)

ByE!

1.481 Re: Memory Masking - Possible ?!

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 07 Feb 1999 13:27:34 +0100

Organization: Fantaisie Software

Subject: Re: Memory Masking - Possible ?!

Encoding: quoted-printable

Hi Andreas, =

Whow, you've got an incredible idea here :-). I've never had a tough of that before. And yes, you can do very good special effect with that..

I will work on it,

Fred.

-----=

^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

//_/_ =

/^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.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)

-----=

1.482 Re: Memory Masking - Possible ?!

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 16:17:14 +0000

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

Organization: private

Date: 7 Feb 99 16:17:12 +0000

Subject: Re: Memory Masking - Possible ?!

Encoding: 7bit

> So I got an idea.. Is it possible to use a kind of memosry masking routine

> when I blit my characters ? (it would have to be a custom blit routine). I

> mean

> first you'd have to calculte IF the charchet is behing the building or not.

> Then

> what I was thinking about was that you'd just make a routine thats masks out

> (dont blit) the pixels of the character thats behing the building. If this
> can be
> done by checking (masking) at a memory level then it would be fast.
Mildred can do this.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.483 Re: Memory Masking - Possible ?!

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 18:47:39 +0200

Organization: A97

Subject: Re: Memory Masking - Possible ?!

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 07-Feb-99, Andreas H=E5kansson wrote:

[-Most of the problem description left out-]

> I have a second version of this... I use a 2 color mask (bacl with whit=
e mask on it)

> of the buildings etc, and then the custom blit routine would check the =
mask and

> check if they r overlappig etc. But this would mean I would have to loa=
d in masks

> for all my objects which would take more time and memory, and woudl be

> slower then my first idea. And it's not very convenient to have masks f=
or all objects

> in the game (people, cars, buildings, trees etc etc)..

> Well I know there are som wizkids out there.I know Paul Burkey must hav=
e had this

> problem with foundation, but I think he told me once that he just rebli=
ts

> the building over the character...and he can, coz his buildings are sma=
ll..

> Well hope ya can help me, working example are always welcome =3D)) =3D)=

Like paul said, Mildred will do this for you, and make it "easy to use" at=

the same time. Actually, the very first Mildred demo Paul wrote demonstr=

ates exactly how to do this. As allways you can get it from Pauls web pa=
ge.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.484 Re: Memory Masking - Possible ?!

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 19:04:16 +0200

Organization: A97

Subject: Re: Memory Masking - Possible ?!

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 07-Feb-99, Paul wrote:

>> So I got an idea.. Is it possible to use a kind of memosry masking rou=
tine

>> when I blit my characters ? (it would have to be a custom blit routine=
) . I

>> mean

>> first you'd have to calculte IF the charchet is behing the building or=
not.

>> Then
 >> what I was thinking about was that you'd just make a routine that masks out
 ks out
 >> (dont blit) the pixels of the character that's behind the building. If =
 this
 >> can be
 >> done by checking (masking) at a memory level then it would be fast.
 > Mildred can do this.
 Once again you beat me too it. At least my reply was more fulfilling. (But not much tho'.) :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.485 Re: Memory Masking - Possible ?!

for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 01:11:19 +0000
 for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 00:37:47 +0000
 Date: Sun, 07 Feb 1999 19:33:46 +0000
 From: Paul Burkey <burkey@bigfoot.com>
 X-Accept-Language: en
 Subject: Re: Memory Masking - Possible ?!

Encoding: quoted-printable

"Andreas H=E5kansson" wrote:

> Now I want to add moving characters and I want them to be able
> to move behind the buildings etc. Of course I could check if the
> object is behind a building or not and then blit the object and then
> the building so it would seem that the object is behind the building.
> =
> The problem with this is that it would be slow, since the buildings can=
> be a bit big sometimes, and there might be many moving characters,
> since it's the population of the city (imagine Syndicate and you'll
> understand what I want to do).

It all depends on the size of the buildings (i think you're
talking huge buildings here?) and then it'll depend on how
complex the display was ie, many buildings with many levels of
depth (buildings in front of other buildings in front of ...)
> I know Paul Burkey must have had this problem with foundation,
> but I think he told me once that he just reblits
> the building over the character...and he can, coz his buildings
> are small..

Yes, all objects in Foundation are rendered every frame in
perspective order (from back to front). The masking idea
just wouldn't be possible or it wouldn't give any speed
benefits due to the complexity of the display. At any time
you could have people walking inbetween trees which are
behind some buildings which are in front of other trees
etc. This wasn't so bad because it allowed all objects to be
animated, which was nice.

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freeseerve.co.uk> >

1.486 MicroMart

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: MicroMart

Date: Thu, 11 Feb 1999 13:58:17 -0000

charset="iso-8859-1"

Just so you know the Feb18th Issue of Micromart is going to have an article
on the amiga in it.

Chris

1.487 Re: MicroMart

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 16:27:46 +0200

Organization: A97

Subject: Re: MicroMart

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello C.J.R.Jarvis.

On 11-Feb-99, C.J.R.Jarvis wrote:

> Just so you know the Feb18th Issue of Micromart is going to have an art=
icle

> on the amiga in it.

What is micromart and where do I get it :o) (it sounds alot like a store,=
but I assme it's a magazine/newspaper)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.488 Re: MicroMart

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

Date: Thu, 11 Feb 1999 12:02:55 -0500

Subject: Re: MicroMart

Hi C.J.R.Jarvis

On 11-Feb-99, C.J.R.Jarvis wrote:

> Just so you know the Feb18th Issue of Micromart is going to have an article

> on the amiga in it.

There is also one in the Feb issue of VideoMaker magazine...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.489 Re: MicroMart

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 12 Feb 1999 07:14:07 +0500

Subject: Re: MicroMart

On 11-Feb-99, Curt Esser wrote:

>

> There is also one in the Feb issue of VideoMaker magazine...

>

And it was mentioned in a recent issue of PC Action (I think that's what it's called) yipee!!! A new 3D t-mapped version of Hired Guns is coming out for the PC and it simply said that the game had formed quite a following from the Amiga version. Anyone remember that game? It was pretty good.

--

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

1.490 RE: MicroMart

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: MicroMart

Date: Fri, 12 Feb 1999 13:42:36 -0000

charset="iso-8859-1"

>>What is micromart and where do I get it :o) (it sounds alot like a store,
but I assme it's a magazine/newspaper)
It's a 2nd hand and trade magazine - like "exchange and mart" only its just
for computer hardware/software. You can probably get it in most newsagents.
WHSmith definitely stock it.
Chris

1.491 RE: MicroMart

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: MicroMart

Date: Fri, 12 Feb 1999 13:43:13 -0000

charset="iso-8859-1"

Oh i've just realised it's probably a UK only mag - apologies to non-uk's
Chris

1.492 Re: MicroMart

id 10BnbT-0005Ax-00; Sat, 13 Feb 1999 22:31:59 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Sat, 13 Feb 1999 22:34:11 -0000

Organization: ASP/Warrington

Subject: Re: MicroMart

Encoding: quoted-printable

On 12-Feb-99, Jake Frederick coffered up:

> And it was mentioned in a recent issue of PC Action (I think that's =
what
>it's called) yipee!!! A new 3D t-mapped version of Hired Guns is coming =
out
>for the PC and it simply said that the game had formed quite a following=
from
>the Amiga version. Anyone remember that game? It was pretty good.
Yeah, yet another Doom/Quake clone, whohoo?!?
Saying that thou', I dont think there is a month that goes by without a =
PlayStation mag that doesnt have the word 'Amiga' in it (good or bad :)
Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)-----(
 | CURRENT GAMES | ICQ Num : 16295659 |
)-----(
 | =B7 Survivors DX - [#####=3D--]85% |
=B7 Conquest - [#=3D-----]10%

1.493 mikkel

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>
 Subject: mikkel
 Date: Sun, 7 Feb 1999 12:07:41 +0100
 Mikkel Lokke..if yor on righth now then emial me and give me your ICQ
 UIn or tell me where to met ya on IRC...like to talk to you =)

1.494 Mikkel Lokke, check your mailer

for scott@online.u-net.com; Tue, 23 Feb 1999 22:03:16 +0000
 Date: Tue, 23 Feb 1999 22:22:17 +0100
 From: amorel <amorel@xs4all.nl>
 Subject: Mikkel Lokke, check your mailer
 =?iso-8859-1?Q?=3B_from_Mikkel_L=F8kke_on_Tue=2C_Feb_23=2C_1999_at_07:57?=
 =?iso-8859-1?Q?:34PM_+0200?=
 Hey Mikkel
 Please check your emailer(Yam I suppose) as I keep getting errors with
 your email, forcing me to manually delete yours through telnet. I'm using
 Yam 1.3.5(a STABLE version, as far as yam can be called stable). The
 errors are about *NULL POINTER* or sth. I notice a weird character in your
 emails, a + cross in white surrounded by a black border(reverse + I
 guess).
 Seems your Yam is maybe a bit too beta? ;-)
 Thanks

1.495 Re: Mikkel Lokke, check your mailer

for scott@online.u-net.com; Wed, 24 Feb 1999 11:54:44 +0000
 id 10Fcox-00061E-00; Wed, 24 Feb 1999 11:49:43 +0000
 From: Anthony Sherratt <shezzor@asp.u-net.com>
 Date: Wed, 24 Feb 1999 11:52:24 -0000

Organization: ASP/Warrington

Subject: Re: Mikkel Lokke, check your mailer

Encoding: quoted-printable

On 23-Feb-99, amorel coffered up:

>Hey Mikkel

>Please check your emailer(Yam I suppose) as I keep getting errors with
>your email, forcing me to manually delete yours through telnet. I'm using

>Yam 1.3.5(a STABLE version, as far as yam can be called stable). The
>errors are about *NULL POINTER* or sth. I notice a weird character in your

>emails, a + cross in white surrounded by a black border(reverse + I
>guess). =

Im getting exactly the same this end, keeps coming up with
NULL POINTER everytime Mikkel sends an email to the list,
whats going on ? :)

Anthony Sherratt

-- =

```
-----
| ASP Software - http://www.asp.u-net.com |
)-----
| CURRENT GAMES | ICQ Num : 16295659 |
)-----
| =B7 Survivors DX - [#####=3D--]85% |
| =B7 Conquest - [#=3D-----]10% |
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1.496 Re: Mikkel Lokke, check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 00:53:03 +0000

From: amorel <amorel@xs4all.nl>

Date: Thu, 25 Feb 1999 01:50:54 +0500

Subject: Re: Mikkel Lokke, check your mailer

Encoding: quoted-printable

On 25-Feb-99, Mikkel L=F8kke wrote:

C=3Dchanged my config to use ASCII7 encoding again. I suppose I'll just have to

C=3Dmanage with the slow transfers.

Life`s a bitch isn`t it? :-)

-- =

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on =

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage. =

-*Coming soon, the first release of a new multiformat song/sound player*-=

=

=

1.497 Re: Mikkel Lokke, check your mailer

for scott@online.u-net.com; Wed, 24 Feb 1999 23:08:26 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Wed, 24 Feb 1999 23:51:34 +0200

Organization: M2 productions

Subject: Re: Mikkel Lokke, check your mailer

Encoding: quoted-printable

Hello Anthony.

On 24-Feb-99, Anthony Sherratt wrote:

>> Please check your mailer(Yam I suppose) as I keep getting errors with=

>> your email, forcing me to manually delete yours through telnet. I'm us=
ing

>> Yam 1.3.5(a STABLE version, as far as yam can be called stable). The

>> errors are about *NULL POINTER* or sth. I notice a weird character in =
your

>> emails, a + cross in white surrounded by a black border(reverse + I

>> guess). =

> Im getting exactly the same this end, keeps coming up with

> NULL POINTER everytime Mikkel sends an email to the list,

> whats going on ? :)

I can answer that easily. You have a lame ISP that hasn't updated their P=
OP3/SMTP software for about 2 years, and don't support 8 bit encoding. H=
owever since people on this list are obviously using pre war ISP's I have=
changed my config to use ASCII7 encoding again. I suppose I'll just have=
to manage with the slow transfers.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.498 Re: Mikkel Lokke, check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 10:53:34 +0000

id 10FyMc-0002sF-00; Thu, 25 Feb 1999 10:49:54 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Thu, 25 Feb 1999 10:52:37 -0000

Organization: ASP/Warrington

Subject: Re: Mikkel Lokke, check your mailer

Encoding: quoted-printable

On 25-Feb-99, Mikkel L=F8kke cofed up:

>changed my config to use ASCII7 encoding again. I suppose I'll just have=

>manage with the slow transfers.

You'd do that for us ? Arn't you sweet :)

Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)------(

| CURRENT GAMES | ICQ Num : 16295659 |
)-----(
 | =B7 Survivors DX - [#####=3D--]85% |
=B7 Conquest - [#=3D-----]10%

1.499 Re: Mikkel Lokke, check your mailer

for scott@online.u-net.com; Sat, 27 Feb 1999 22:27:08 +0000

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 22:24:37 +0000

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

Organization: ProPassWord

Date: 27 Feb 99 16:59:53 +0000

Subject: Re: Mikkel Lokke, check your mailer

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
 VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Mikkel L=F8kke, OK then but=2E=2E=2E

> Hello Anthony=2E

>=20

> On 24-Feb-99, Anthony Sherratt wrote:

>=20

>=20

> >> Please check your mailer(Yam I suppose) as I keep getting errors with
 > >> your email, forcing me to manually delete yours through telnet=2E Γ m =
 using

> >> Yam 1=2E3=2E5(a STABLE version, as far as yam can be called stable)=2E=

The

> >> errors are about *NULL POINTER* or sth=2E I notice a weird character i=
 n your

> >> emails, a + cross in white surrounded by a black border(reverse + I

> >> guess)=2E=20

>=20

> > Im getting exactly the same this end, keeps coming up with

> > NULL POINTER everytime Mikkel sends an email to the list,

> > whats going on ? :)

>=20

> I can answer that easily=2E You have a lame ISP that hasn't updated their=

POP3/SMTP software for about 2 years, and don't support 8 bit encoding=2E=

However since people on this list are obviously using pre war ISP's I have= changed my config to use ASCII7 encoding again=2E I suppose I'll just have= to manage with the slow transfers=2E

>

God help us if 256 Bit encoding in e-mail ever happens=2E I hate 64 Bit thing, Send Exe to some have to be x3 orginal size=2E If ISP want to cut down bandwidth there is one place to start=2E=20=20

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.500 Re: Mikkel Lokke, check your mailer (fwd)

for scott@online.u-net.com; Wed, 24 Feb 1999 13:51:30 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 24 Feb 1999 23:50:14 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Re: Mikkel Lokke, check your mailer (fwd)

Encoding: quoted-printable

*** Forwarded message, originally scripted, transcribed and generally mes= sed

about with by Toby Zuijdveld on 24-Feb-99 ***

->Please check your emailer(Yam I suppose) as I keep getting errors with

->your email, forcing me to manually delete yours through telnet. I'm

->Yam 1.3.5(a STABLE version, as far as yam can be called stable). The

->errors are about *NULL POINTER* or sth. I notice a weird character

->emails, a + cross in white surrounded by a black border(reverse + I

->guess). =

OH MY GOD!!! I thought it was my server causing this problem (I don't pu= t

much past it these days, I'm switching soon:~)! Now I can just blame it o=

n

someone else =3D]

-- =

*** CAT TAG *** Sex relieves tension, Love makes tension.

-----^--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l_| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.501 Re: Mikkel Lokke, check your mailer (fwd)

for scott@online.u-net.com; Wed, 24 Feb 1999 23:06:28 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Wed, 24 Feb 1999 23:53:25 +0200

Organization: M2 productions

Subject: Re: Mikkel Lokke, check your mailer (fwd)

Encoding: quoted-printable

Hello Toby.

On 24-Feb-99, Toby Zuijdveld wrote:

> ->Please check your emailer(Yam I suppose) as I keep getting errors wit=
h

> ->your email, forcing me to manually delete yours through telnet. I'm

> ->Yam 1.3.5(a STABLE version, as far as yam can be called stable). The

> ->errors are about *NULL POINTER* or sth. I notice a weird character

> ->emails, a + cross in white surrounded by a black border(reverse + I

> ->guess). =

> OH MY GOD!!! I thought it was my server causing this problem (I don't =
put

> much past it these days, I'm switching soon:!) Now I can just blame it=

on

> someone else =3D]

It is your server casing this problem. Like I already said elsewhere, it=

is because your postmaster is incompetent.

Regards

-- =


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Visit : http://members.tripod.com/~FlameDuck=

```

1.502 Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Wed, 24 Feb 1999 19:21:40 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 24 Feb 1999 19:12:35 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

Hello Toby

Somewhere Toby Zuijdveld wrote:

> ->Please check your emailer(Yam I suppose) as I keep getting errors wi=
th

TZ > ->your email, forcing me to manually delete yours through telnet. Γ=
m

TZ > ->Yam 1.3.5(a STABLE version, as far as yam can be called stable). T=
he

TZ > ->errors are about *NULL POINTER* or sth. I notice a weird character=

TZ > ->emails, a + cross in white surrounded by a black border(reverse + =

I

TZ > ->guess). =

TZ > OH MY GOD!!! I thought it was my server causing this problem (I don't put

TZ > much past it these days, I'm switching soon:!) Now I can just blame it on

TZ > someone else =3D]

Erh!!?

It's the 6th message saying this, get YAM 2 Preview 6!!!

It's *VERY* stable.

I've been using it for 5 months now and 0 problems...

(Except for the bloody forward option on the mail filters...)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Life is the difference between death and inexistence.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%-| =

<tsb>=

1.503 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 12:25:09 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Thu, 25 Feb 1999 22:52:01 +0500

Organization: =?iso-8859-1?Q?Res=A1stance? =

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

On 25-Feb-99, Rui Carvalho set out across the seas with this message:

-> > ->Please check your emailer(Yam I suppose) as I keep getting

->TZ > ->your email, forcing me to manually delete yours through

->TZ > ->Yam 1.3.5(a STABLE version, as far as yam can be called

->TZ > ->errors are about *NULL POINTER* or sth. I notice a weird

->TZ > ->emails, a + cross in white surrounded by a black

->TZ > ->guess). =

->TZ > OH MY GOD!!! I thought it was my server causing this problem

->put
->TZ > much past it these days, I'm switching soon:)! Now I can just
->on
->TZ > someone else =3D]
->Erh!!?
->It's the 6th message saying this, get YAM 2 Preview 6!!!
Everyone keeps saying this but I can't find it *anywhere*... Where do I =
get
it?!?
-- =

*** CAT TAG *** Childish game: One at which you cannot beat your
***** spouse.
_ _ _ _ _ ^ _ _
_ _ _ _ _ V _ _ _ _ _ ^ _ _ -- Toby Zuijdveld --
\ _ _ _ _ =ACV. _ _ _ _ _ /
l) _ ^ _ _ _ V \ -EMail : mailto:hotcakes@abacus.net.au-
!! | =AC\ \ \ \ - HTTP : http://abacus.net.au/hotcakes
| _ _ | // _ _ _ // _ _ // [Last updated : 14=B702=B799]
! _ _ / VDTN.V

1.504 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 19:11:12 +0000
From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>
Date: Thu, 25 Feb 1999 21:07:35 +0300
Subject: Re: Mikkel Lokke, DONT check your mailer
Encoding: quoted-printable
On 25-Feb-99, Toby Zuijdveld wrote.
> On 25-Feb-99, Rui Carvalho set out across the seas with this message:
> =
> -> > ->Please check your emailer(Yam I suppose) as I keep getting
> ->TZ > ->your email, forcing me to manually delete yours through
> ->TZ > ->Yam 1.3.5(a STABLE version, as far as yam can be called
> ->TZ > ->errors are about *NULL POINTER* or sth. I notice a weird
> ->TZ > ->emails, a + cross in white surrounded by a black
> ->TZ > ->guess). =
> =
> ->TZ > OH MY GOD!!! I thought it was my server causing this problem

> ->put
> ->TZ > much past it these days, I'm switching soon:!) Now I can just
> ->on
> ->TZ > someone else =3D]
> =
> ->Erh!!?
> ->It's the 6th message saying this, get YAM 2 Preview 6!!!
> =
> Everyone keeps saying this but I can't find it *anywhere*... Where do=
I
get
> it?!?
> =
<http://www.yam.ch/>
-- =
Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L
EMail: sami.naatanen@dlc.fi

1.505 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 21:20:59 +0000

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

Date: Thu, 25 Feb 1999 15:12:07 -0500

Subject: Re: Mikkel Lokke, DONT check your mailer

Hi Toby

On 25-Feb-99, Toby Zuijdveld wrote:

> On 25-Feb-99, Rui Carvalho set out across the seas with this message:

>

> ->Erh!!?

> ->It's the 6th message saying this, get YAM 2 Preview 6!!!

>

> Everyone keeps saying this but I can't find it *anywhere*... Where do I

get

> it?!?

<http://www.yam.ch>

I have had it since it first came out. Very stable. I would suggest anyone who still uses a 1.xx version of YAM give it a try.

Oh, and I never had a problem with Mikkel's mail, or anybody else's. And no one has reported any problems with my mails, including PC and MAC users...

>

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.506 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Thu, 25 Feb 1999 23:54:46 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Thu, 25 Feb 1999 23:51:47 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

Hello Curt

Somewhere Curt Esser wrote:

CE > Oh, and I never had a problem with Mikkel's mail, or anybody else's.=

And no

CE > one has reported any problems with my mails, including PC and MAC us=
ers...

Uau! Do PC and MAC user have internet !? 8)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Sex is hereditary. If your parents never had it, chances are you
won't either.

-- Murphy's laws on sex

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%| =

<tsb>=

1.507 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Fri, 26 Feb 1999 10:34:30 +0000

id 10GKY3-0003I5-00; Fri, 26 Feb 1999 10:31:11 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Fri, 26 Feb 1999 10:31:10 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: 7bit

Rui Carvalho wrote:

> CE > Oh, and I never had a problem with Mikkel's mail, or anybody else's. And no

> CE > one has reported any problems with my mails, including PC and MAC users...

>

> Uau! Do PC and MAC user have internet !? 8)

>

Yes - it's a common misconception but you can actually get online using a suitably specced pc or mac. Of course it can be hard finding an ISP which supports those machines, and the speed isn't wonderful, but given a little time and effort anything is possible...

Thom

1.508 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Fri, 26 Feb 1999 14:20:54 +0000

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 27 Feb 1999 00:46:55 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=<?iso-8859-1?Q?Res=A1stance?=>

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

On 26-Feb-99, amorel set out across the seas with this message:

->C=3D->Erh!!?

->C=3D->It's the 6th message saying this, get YAM 2 Preview 6!!!

->C=3DEveryone keeps saying this but I can't find it *anywhere*...

->C=3Dit?!?

->It is beta and so can only be obtained from the author afaik. It's a

->thing anyway to use beta software for any serious things, so I think

->shouldnt listen to ppl advicing you to use a beta Yam version. =

Think I'll keep a backup of my old yam just in case ;]

-- =

*** CAT TAG *** Caution! Sensitive SYSOP - DO NOT offend !!!! :->

-----^_

_____V_____^___ -- Toby Zuijdveld --

___=ACV. _____/

l))_ ^___ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l ___ | // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.509 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Sat, 27 Feb 1999 08:44:04 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 09:09:39 +0200

Organization: M2 productions

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

Hello Toby.

On 26-Feb-99, Toby Zuijdveld wrote:

> ->C=3D->Erh!!?

> ->C=3D->It's the 6th message saying this, get YAM 2 Preview 6!!!

> ->C=3DEveryone keeps saying this but I can't find it *anywhere*...

> ->C=3Dit!?!?

> ->It is beta and so can only be obtained from the author afaik. It`s a

> ->thing anyway to use beta software for any serious things, so I think

> ->shouldnt listen to ppl advicing you to use a beta Yam version. =

It's not a Beta, it's a release. It just hasn't yet gotten all the featur=

es Marcel Beck would like, besides the true meaning of Beta version is th=

at the program has reached a level where the programmer couldn't find any=

more bugs by normal usage. I personally think it's fine using Beta versio=

ns, because in general they work great ! I would mind using Alpha versio=

s tho' :o>

> Think I'll keep a backup of my old yam just in case ;]

Throw it out ! You don't need it anymore !!

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

| M i k k e l L = F 8 k k e l _ _

^ + + l _)

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+ _____ . _ +

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+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Visit : <http://members.tripod.com/~FlameDuck>=

1.510 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Sat, 27 Feb 1999 15:33:59 +0000

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

Date: Sat, 27 Feb 1999 06:55:47 -0500

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

Hi,

On 27-Feb-99, Mikkel L=F8kke wrote:

> It's not a Beta, it's a release. It just hasn't yet gotten all the features

> Marcel Beck would like, besides the true meaning of Beta version is that

> the program has reached a level where the programmer couldn't find anymore

> bugs by normal usage. I personally think it's fine using Beta versions,=

> because in general they work great ! I would mind using Alpha versions tho'

> :o>

Yes, it has given me 0 problems here. And if a program will cause a problem, it will definately show up on my system, as I use every patch and

hack known to man :)

There were some problems with earlier releases, but this one is very stable.

And I hear that a newer version is due out in a couple weeks.

Yours electronically,

Curt Esser

cange@ix.netcom.com

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

1.511 Re: Mikkel Lokke, DONT check your mailer

for scott@online.u-net.com; Sat, 27 Feb 1999 20:36:56 +0000

From: amorel <amorel@xs4all.nl>

Date: Sat, 27 Feb 1999 21:06:54 +0500

Subject: Re: Mikkel Lokke, DONT check your mailer

Encoding: quoted-printable

On 27-Feb-99, Mikkel L=F8kke wrote:

C=3DIt's not a Beta, it's a release. It just hasn't yet gotten all the features

Then why is it not on aminet and all? Its not afaik. I call it beta and beta it is :-)

-- =

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on =

<http://www.xs4all.nl/~amorel> \\ /aminet or at my homepage. =

-*Coming soon, the first release of a new multiformat song/sound player*-=

=

=

1.512 Mildred 1.34

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 22:00:04 +0000

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

Organization: private

Date: 9 Feb 99 21:56:50 +0000

Subject: Mildred 1.34

Encoding: 7bit

Hi Blitzers.

I've just uploaded the latest update to my website so Mildred v1.34 should be available there shortly: <http://www.stationone.demon.co.uk>

The features for this update are particle animation routines. The system isn't finished yet as I have other routines to add but all of the things added so far are complete.

1.34 - Added MPlotParticles for plotting list of pixels to a colour. List items are X.w,Y.w

- Added MGrabParticles for grabbing list of pixels to a buffer. List items are X.w,Y.w. Buffer is Pixel.b's
- Added MDrawParticles for drawing grabbed list of pixels from a buffer. List items are X.w,Y.w. Buffer is Pixel.b's
- Added MGrabParticlesAndPlot for grabbing and plotting pixels to a colour. List items are X.w,Y.w. Buffer is Pixel.b's
- Fixed bug in initialisation, auto-clip for bitmaps and shapes shouldn't have been automatically On!
- Added MPlotParticlesA, MGrabParticlesA, MDrawParticlesA, MGrabParticlesAndPlotA, for actual-address list items
- Added MPlotParticlesQ, MGrabParticlesQ, MDrawParticlesQ, MGrabParticlesAndPlotQ, for X.q,Y.q items [*16*.16][*16*.16]
- Added MAddToParticles, MAddToParticlesA, MAddToParticlesQ, for adding values to particle list items
- Added MAdd2ToParticles, MAdd2ToParticlesA, MAdd2ToParticlesQ, for more efficient multiple adds to list items

The normal coordinate tables should be X.w,Y.w pairs. Handle the memory yourself. The routines ending in `Q' use .q quick values so the table for those are in X.q,Y.q pairs (two actual longwords). The routines ending in `A' use actual memory addresses (single longword) or values to add to the actual memory address (single longword).

The grab routines can be used to pick up pixels from an image, which can be used for background store. The plot routines just plot loads of pixels (the MPlotParticlesA is fastest). The draw routine puts the grabbed particles back to the display cause background restore (in reverse order as it needs to be a stack to work properly). The MAddTo routines add a list of increments (again coordinate pairs or longword value) to the coordinate list, for which there is also the MAdd2To routines which add two lists. The list data can be signed values.

A combination of MGrabParticlesAndPlotA and MDrawParticlesA gives a very fast `BPlot' system with [un]buffering, and simple precalculated animation using MAddToParticlesA or MAdd2ToParticlesA. I suggest,

perhaps, you could use Mildred's table objects to store the lists and/or buffers, passing MTablePtr(n) as the addresses.

Note that if a clip window is active in the dest bitmap (currently used bitmap) clipping will take effect. This has NO effect on the `A` routines, but for .w and .q it will only plot/grab/draw pixels that are within the clip window.

More routines are on the way, for actual movement and other clipping effects (wraparound etc), and also possibly MReMap and MSimpleReMap mode plotting (currently the mode is MColourMode). The command syntax is as follows:

MPlotParticles CoordinateList.l,NumPoints.l[,Colour.b] ; Plot lots of points from an X.w,Y.w table of coords
MGrabParticles CoordinateList.l,NumPoints.l,Buffer.l ; Grab lots of points from X.w,Y.w table, into buffer mem
MDrawParticles CoordinateList.l,NumPoints.l,Buffer.l ; Draw lots of previously grabbed points, using X.w,Y.w's
MGrabParticlesAndPlot CoordinateList.l,NumPoints.l,Buffer.l[,Colour.b]; Grabs points X.w,Y.w to buffer & plots
MPlotParticlesA AddressList.l,NumPoints.l[,Colour.b] ; Plot lots of points from an Ptr.l table of coords
MGrabParticlesA AddressList.l,NumPoints.l,Buffer.l ; Grab lots of points from Ptr.l table, into buffer mem
MDrawParticlesA AddressList.l,NumPoints.l,Buffer.l ; Draw lots of previously grabbed points, using Ptr.l's
MGrabParticlesAndPlotA AddressList.l,NumPoints.l,Buffer.l[,Colour.b] ; Grabs points Ptr.l to buffer & plots
MPlotParticlesQ CoordinateList.l,NumPoints.l[,Colour.b] ; Plot lots of points from an X.q,Y.q table of coords
MGrabParticlesQ CoordinateList.l,NumPoints.l,Buffer.l ; Grab lots of points from X.q,Y.q table, to buffer mem
MDrawParticlesQ CoordinateList.l,NumPoints.l,Buffer.l ; Draw previously grabbed points, using X.q,Y.q's
MGrabParticlesAndPlotQ CoordinateList.l,NumPoints.l,Buffer.l[,Colour.b]; Grabs points X.q,Y.q to buffer & plots
MAddToParticles CoordinateList.l,NumPoints.l,IncrementsList.l ; Add X.w,Y.w to X.w,Y.w items in particle list
MAddToParticlesA AddressList.l,NumPoints.l,IncrementsList.l ; Add Ptr.l to Ptr.l items in particle list
MAddToParticlesQ CoordinateList.l,NumPoints.l,IncrementsList.l ; Add X.q,Y.q to X.q,Y.q items in particle list
MAdd2ToParticles CoordinateList.l,NumPoints.l,IncA.l,IncB.l ; Add X.w,Y.w from two lists to .w particle list
MAdd2ToParticlesA AddressList.l,NumPoints.l,IncA.l,IncB.l ; Add Ptr.l from two lists to .l particle list
MAdd2ToParticlesQ CoordinateList.l,NumPoints.l,IncA.l,IncB.l ; Add X.q,Y.q from two lists to .q particle list
Enjoy,

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.513 RE: Mildred 1.34

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Mildred 1.34

Date: Wed, 10 Feb 1999 12:18:55 -0000

charset="iso-8859-1"

What is particle/pixel animation ?

Chris

1.514 Re: Mildred 1.34

for blitz-list@netsoc.ucd.ie; Wed, 10 Feb 1999 16:06:19 +0000

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

Organization: private

Date: 10 Feb 99 16:06:13 +0000

Subject: Re: Mildred 1.34

Encoding: 7bit

> What is particle/pixel animation ?

Basically the animation, movement, rendering etc of lots of small particles, which in our case means pixels. If you for example were doing a firework routine with lots of points, you'd have to do lots of seperate Plots, and possible lots of Points in order to preserve background. With these particle animation routines you can handle a large number of pixels very fast using a list of coordinates (on a stack) and data buffers. If you wanted to do a snow effect for example each snowflake would be a pixel and to make it move like snow you may want to add some precalculated values to coordinates of each pixel, and these new commands make that easier and more efficient. Or if you wanted to do a starfield effect the routines could be put to use again, saving having to individually calculate and plot all the pixels which takes longer. If you just had a table of coordinates for pixels (stars) and a table of amounts to add to x and y to make the stars move, you could then get it to move all the stars and render them as fast as possible. Mind you, come to think of it a starfield could cause problems due to perspective. But anyway... basically being able to treat individual pixels as animatable objects.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.515 Mildred : a small point of interest

From: Toby Zuidveld <hotcakes@abacus.net.au>

Date: Mon, 15 Feb 1999 15:18:28 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Mildred : a small point of interest

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.7715.1410.4778240.1

Encoding: quoted-printable

Well, thanks to the discussion on this list I've managed to get the demos working (Well, most of them)

I just grabbed Mildred v1.36 and his update to Sami's update to FD's explosion

code, and WOW! ;]

You say it's at least 200% faster? Well, on my system it's -over- 1000% faster ;]

The update with 15000 pixels works faster than Sami's update with 1500, on my

020 (15000 works at around 10fps:)

Just thought you'd like to know <la la la>

Oh, now the fireworks have some colour, too

Actually I tried some colouring routines a bit more advanced than these (fading from several random colours into the palette) but the AGARed, AGAGreen

and AGABlue commands seem to be broken...

-- =

*** CAT TAG *** RADIOACTIVE: if you can read this you're sterile

-----^_

_____V_____^___ -- Toby Zuijdveld --

___=ACV. _____/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|_| // _____ // [Last updated : 14=B702=B799]

!___/VDTN.V

--BOUNDARY.7715.1410.4778240.1

Encoding: quoted-printable

;Pixel Explosion Mildred Library Example.

;

;Programmed by : Mikkell Loekke, aka. FlameDuck.

```
;
;Please read the README file.
; _ _
;Modified by Sami Naatanen (25.01.1999)
; Just made it faster and more "realistic"
; Can now do easily 4000 pixels and 060 with 10000 stars is still
; super smooth! In fact 15000 stars runs quite smooth
; (some jerking at the beginning).
;Modified by Paul West (10.2.1999)
; Split point newtypes into two distinct groups
; Implemented particle animation routines, speed is *over* 1000%!!
;Modified by Toby Zuijdveld [15.02.99]
; Cosmetic change.
; Added pretty colours <ooer>
; Replaced Processor with MProcessor commands
; Added MUse2pWindow before main loop so it doesn't crash ;]
WBStartup
NoCli
degrad.q =3D Pi/180
NEWTYPED .point
x.q
y.q
End NEWTYPE
NEWTYPED .point2
anglx.q
angly.q
End NEWTYPE
Statement RandomPalette{ }
PaletteRange 0,0,255,0,0,0,Int(Rnd(2))*256,Int(Rnd(2))*256,Int(Rnd(2))*=
256
End Statement ; Now we have pretty fireworks =3D]
#numpts=3D1500 ; Change this for more or less poin=
ts.
Dim pnt.point (#numpts)
Dim pnt2.point2 (#numpts)
DEFTYPE.1
MCPUCPU MProcessor ; Tell Mildred which CPU it should u=
se.
Mc2pCPUmode MProcessor ; Tell Mildred which CPU it should u=
```

```
se for c2p.
MReserveBitmaps 2 ; Tell Mildred that we're going to use
e 1 chunky bitmap.
MReservec2pWindows 2 ; Tell it we only need one c2p display.
MReserveShapes 2 ; Tell Mildred that we need a shape assembly.
InitPalette 0,256 ; Setup a grayscale palette.
=Einitgraphics
MBitmap 0,320,256 ; This will contain our chunky buffer.
=E
Mc2pWindow 0,320,256 ; Setup structures for c2p conversions.
*pbb.l=3DAllocMem(320*256,$10002) ; Get some free CHIP memory
If *pbb.l ; and if we succeed
CludgeBitMap 0,320,256,8,*pbb ; make it a planar bitmap.
Else End
EndIf
Dim scrtaglst.TagItem(7) ; All this stuff sets up our
scrtaglst(0)\ti_Tag =3D #SA_Left ; Taglist for the screen we
scrtaglst(0)\ti_Data =3D 0 ; want.
scrtaglst(1)\ti_Tag =3D #SA_Depth
scrtaglst(1)\ti_Data =3D 8
scrtaglst(2)\ti_Tag =3D #SA_Width
scrtaglst(2)\ti_Data =3D 320
scrtaglst(3)\ti_Tag =3D #SA_Height
scrtaglst(3)\ti_Data =3D 256
scrtaglst(4)\ti_Tag =3D #SA_BitMap
scrtaglst(4)\ti_Data =3D Addr BitMap (0)
scrtaglst(5)\ti_Tag =3D #SA_ShowTitle
scrtaglst(5)\ti_Data =3D 0
scrtaglst(6)\ti_Tag =3D #SA_Draggable
scrtaglst(6)\ti_Data =3D 0
scrtaglst(7)\ti_Tag =3D #TAG_END ; The most important tag of them all.
ScreenTags 0,"MildredDEMO",&scrtaglst(0) ; Open our intuition screen.
RandomPalette{ }
ShowPalette 0 ; Attach our palette to the screen.
Dim cin.q(359),kos.q(359)
```

```

For t.l=3D0 To 359
cin(t)=3DSin(degrad*t)
kos(t)=3DCos(degrad*t)
Next t
=2Egoagain ; A Label that tells us where to go=
; to reset all our variables
centerx.q=3D80+Rnd(160)
centery.q=3D64+Rnd(128)
For t.l=3D0To #numpts
pnt(t)\x=3Dcenterx
pnt(t)\y=3Dcentery
r.w=3DRnd(359)
v.q=3DRnd(Rnd(4.4)+3)+Rnd(1.6)
pnt2(t)\anglx=3Dcin(r)*v
pnt2(t)\angly=3Dkos(r)*v
Next
phase.w=3D0
pntskip.w=3D0
MUsec2pWindow 0
RandomPalette{ }
ShowPalette 0
Repeat ; Repeat our mainloop ....
Mc2p *pbb ; Convert our chunky buffer to
MCIs
MAddToParticlesQ &pnt(0)\x,#numpts,&pnt2(0)\anglx
MBitmapClip 0,On
MPlotParticlesQ &pnt(0)\x,#numpts,QLimit(255-phase+(Int(Rnd(32))-16),0=
,255)
MBitmapClip 0,Off ; Added possibility for fireworks to flicker a little=
=3D]
phase+2:If phase=3D256 Then pntskip=3D#numpts
Until RawStatus($45) OR pntskip=3D#numpts ; .... Until we press Escape,=
or the fade is complete.
If pntskip=3D#numpts Then Goto goagain ; If the fade completed, rese=
t variables, and go again.
End ; End our nice program.
--BOUNDARY.7715.1410.4778240.1--

```


1.516 Re: Mildred : a small point of interest

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 16 Feb 1999 01:34:49 +0300

Subject: Re: Mildred : a small point of interest

Encoding: quoted-printable

On 15-Feb-99, Toby Zuijdveld wrote.

> =

> Well, thanks to the discussion on this list I've managed to get the de=
mos

> working =3D] (Well, most of them)

> =

> I just grabbed Mildred v1.36 and his update to Sami's update to FD's
explosion

> code, and WOW! ;]

> =

> You say it's at least 200% faster? Well, on my system it's -over- 100=
0%

> faster ;]

> =

> The update with 15000 pixels works faster than Sami's update with 1500=
on my

> 020 =3D] (15000 works at around 10fps:)

Well you will get the full benefit of that fact that it is not moving all=
registers to stack and from stack between each pixel. :)

And in 020 this kind of optimization really shows up.

=

Well the Paul's version runs smoothly with 35000 stars in my Amy. :)

I'm doing some BIG changes to it. ...so hopefully we can get to fly in th=
e

star field some day... ;) (coding ASM rotating and projecting things)

> Just thought you'd like to know <la la la> =3D]

> =

> Oh, now the fireworks have some colour, too =3D]

> =

> Aaactually I tried some colouring routines a bit more advanced than th=
ese

> (fading from several random colours into the palette) but the AGARed,
AGAGreen

> and AGABlue commands seem to be broken... =3D\$

> =

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.517 mildred example not working

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 16 Feb 99 18:53:45 -0100

Subject: mildred example not working

Encoding: 7bit

hello,

I have download in the mildred site the examples called:

bounce9.lha, FDexample3.lha, FDexample4.lha, pixelexplosion.lha,
remap2.lha, scrolldemo.lha.

- FDExample3.lha->zeewolf scroll: No problem with AGA and Blitz.

- Remap2.lha: GURU and Reboot with PIV mode, NTSC or PAL mode.
with my config or with my friend amiga.

-Scrolldemo.lha and Bounce9.lha :

No GURU with my config but only work in PIV mode. In PAL or NTSC mode,
black screen or only maybe the first 50 pixel vertically in the top of
the screen appeared, the rest of the screen is black.

With my friend Amiga, guru or Black screen all the time. With at least
30 try, only see one time the example with the mountain picture with
only the first 50 pixel vertically, and the rest is black screen.

My Amiga: A1500T+blizzardIV 030/082-50 and 24 mb fast+PIV in ZII mode,
patch like MCP, newicons, birdie, powerWB,...

The friend Amiga: A1200 030/50 and 16 mb fast with MCP,

--

Philippe Bovier (*Mrod*) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

1.518 Re: mildred example not working

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 09:49:10 +0200

Organization: A97

Subject: Re: mildred example not working

Encoding: quoted-printable

On 16-Feb-99, Philippe Bovier wrote:

- > I have download in the mildred site the examples called:
- > bounce9.lha, FDexample3.lha, FDexample4.lha, pixexplosion.lha,
- > remap2.lha, scrolldemo.lha.
- > - FDExample3.lha->zeewolf scroll: No problem with AGA and Blitz.

I rule ! :o)

Regards

-- =

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+++++

Visit : <http://members.tripod.com/~FlameDuck=>

1.519 Mildred extensions

for scott@online.u-net.com; Sat, 20 Feb 1999 22:15:15 +0000

for blitz-list@netsoc.ucd.ie; Sat, 20 Feb 1999 22:14:07 +0000

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

Organization: private

Date: 20 Feb 99 22:12:22 +0000

Subject: Mildred extensions

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<==MD236CF3346-1554DC92==8<=_=

Encoding: 7bit

Hi blitzers,

I started to implement extension support into Mildred, and got about a quarter way through typing in a jump table, when I remembered something in the blitz manual. I looked up ALibJsr and on the same page are other commands - TokeJsr, for example. It seems that TokeJsr can do a jump to a routine in any library by supplying it with an actual (active) token. So, for example, TokeJsr MBlockScroll /should/ do a blockscroll from Mildred. So this removes the need for me to implement a jump table of my own. You do have to trust one thing though, and that is that everyone has Mildred installed as library 15, otherwise the token calls you put into your library would be wrong.

Anyway, on reading the developers docs for libs further I found that you can pass a value to other libraries, which they ask for in the !libs macro in their library definition. So, I've activated this feature in Mildred and she should pass the base address of the internal data area if you ask for it. I haven't tested it though, and nor have i tested the TokeJsr, although a test TokeJsr MBlockScroll did compile without fault. I do not, however, know what the `Form`

parameter is meant to be specified as (how do you use it?).

So in v1.39 I've added MMildredBase which returns the base address of Mildred's internal data area. Bare in mind though that it is possible for changes to be made to it as I add other features so unless you go strictly via calling tokens with TokeJsr you may need to modify things in future.

So at this point it should be possible for someone (sami?) to create a library, perhaps which does chunky-related things, which can use (if necessary) Mildred's tokens and/or access the internal data .. which includes pointers to memory areas where the various objects are allocated. Mind you, you could also find out that information by calling tokens such as MBitmapPtr, or MAddrBitmap, for example. Until someone has attempted to try out this approach to `add on' chunky routines, I won't be implementing a custom jumtable.

A copy of the internal data area (i refrain from using the word `structure' ;), is attached (valid for v1.39 onwards). This is just a cut of the actual sourcecode. I did have lots of Even4's but I've taken them out and counted the positioning to get alignment. Notice also I use a dummy example of each object structure so that I can use offset(a0) to reference, rather than some fancy newtype or header file or list of constants. If you don't like it bugger off. <g>

!!!DO NOT USE `M' AS THE IDENTIFYING FIRST LETTER OF YOUR TOKENS!!!

`M....' commands are Mildred lib only. Call your extension something else!

Let me know, any questions, etc.. and let's see that new extension sami! :)

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

--=_8<==MD236CF3346-1554DC92==8<=_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="Internal.txt"

X-MD2-FilePath: Comms:HomePage/Homepage/Text/Internal.txt

Even4 ; BEFORE .Data!

_Data

;000

GeneralCPUmode: Dc.b 0 ; 0=000-030, 1=040-060 max cpu allowed to use with regards 040+ instructions such as move16

SpecificCPUmode:Dc.b 0 ; 0=000, 1=010, 2=020, 3=030, 4=040, 6=060 minimum cpu that is available
;002
c2pLace: Dc.b 0 ; Interlaced c2p (0=No, <>0=Yes)
c2pLaceFrame: Dc.b 0 ; Interlace frame (line offset, 0 or 1 for even/odd)
c2p040useable: Dc.b 1 ; Allow 040 c2p routines to be used ever (0=No, <>0=Yes)
c2pCPUmode: Dc.b 1 ; 0=000-030, 1=040-060 c2p routine to use
c2pColumns: Dc.b 0 ; Column lacing c2p (0=No, <>0=Yes)
c2pColumnsFrame:Dc.b 0 ; Column frame (longword offset, 0 or 1 for leftmost or second to left)
c2p_Rows: Dc.w 0 ; Temporary
c2p_RowsStore: Dc.w 0 ; Temporary
c2p_Pixels: Dc.w 0 ; Temporary
c2p_Pmod: Dc.w 0 ; Temporary
c2p_Cmod: Dc.w 0 ; Temporary
;018
c2pWindowsTotal:Dc.w 0 ; Total number of c2p windows (do -1 for highest)
c2pWindowsMem: Dc.l 0 ; Pointer to mem reserved for c2pWindow structures
;024
Autoc2pWindowsUse: Dc.b 1 ; Automatically use new c2pWindows? 0=No, <>0=Yes
Dc.b 0 ; Spare
;026
Currentc2pWindows:
Currentc2pWindow1: Dc.w -1 ; Number of current c2pWindow
Currentc2pWindow2: Dc.w -1 ; Number of second current c2pWindow
Currentc2pWindow3: Dc.w -1 ; Number of third current c2pWindow
;032
;c2pWindow structure, 16 bytes
c2pWindows
c2p0_Pixels: Dc.w 0 ;0 Number of pixels per row
c2p0_RowsStore: Dc.w 0 ;2 Row counter
c2p0LaceOffsetA:Dc.w 0 ;4 Interlace bytes to add to source pointer in odd frames
c2p0LaceOffsetB:Dc.w 0 ;6 Interlace bytes to add to dest pointer in odd frames
c2p0_Pmod: Dc.w 0 ;8 Planar line modulo
c2p0_Cmod: Dc.w 0 ;10 Chunky line modulo
c2p0Lace: Dc.b 0 ;12 Same as Row-Lacing yes/no. Tells if rowlace was on when object was created
c2p0Pad0: Dc.b 0 ;13
c2p0Pad1: Dc.w 0 ;14
;048
CShape_AutoCookie: Dc.b 0 ; AutoCookie status for shapes. 0=None, <>0 =ByteForByte
CBitmap_AutoStencil: Dc.b 0 ; AutoStencil status for bitmaps. 0=None, <>0 =ByteForByte

CShape_AutoClip: Dc.b 0 ; AutoClip status for shapes. 0=Off, <>0=On

CBitmap_AutoClip: Dc.b 0 ; AutoClip status for bitmaps. 0=Off, <>0=On

;052

CShape_AutoWrap: Dc.b 0 ; AutoWrap status for shapes. 0=Off, <>0=On automatic handle wrapping

CBitmap_AutoWrap: Dc.b 0 ; AutoWrap status for bitmaps. 0=Off, <>0=On automatic handle wrapping

;054

CCookie_AutoXFlip: Dc.b -1 ; Automatic flipping of cookies when flipping shapes horizontally

CCookie_AutoYFlip: Dc.b -1 ; Automatic flipping of cookies when flipping shapes vertically

CStencil_AutoXFlip: Dc.b -1 ; Automatic flipping of stencils when flipping bitmaps horizontally

CStencil_AutoYFlip: Dc.b -1 ; Automatic flipping of stencils when flipping bitmaps vertically

;058

CurrentCShapes:

CurrentChunkyShape1: Dc.w -1 ; Number of current ChunkyShape

CurrentChunkyShape2: Dc.w -1 ; Number of second current ChunkyShape

CurrentChunkyShape3: Dc.w -1 ; Number of third current ChunkyShape

;064

CurrentCBitmaps:

CurrentChunkyBitmap1:Dc.w -1 ; Number of current ChunkyBitmap

CurrentChunkyBitmap2:Dc.w -1 ; Number of second current ChunkyBitmap

CurrentChunkyBitmap3:Dc.w -1 ; Number of thid current ChunkyBitmap

;070

ChunkyShapesTotal: Dc.w 0 ; Total number of ChunkyShapes (do -1 for highest)

ChunkyShapesMem: Dc.l 0 ; Pointer to mem reserved for ChunkyShape structures

ChunkyBitmapsMem: Dc.l 0 ; Pointer to mem reserved for ChunkyBitmap structures

ChunkyBitmapsTotal:Dc.w 0 ; Total number of ChunkyBitmaps (do -1 for highest)

;082

CurrentChunkyShapeBank: Dc.w 0 ; Current Shape bank, 0 as default

;084

AutoChunkyShapesUse: Dc.b 1 ; Automatically use new ChunkyShapes? 0=No, <>0=Yes

AutoChunkyBitmapsUse: Dc.b 1 ; Automatically use new ChunkyBitmaps? 0=No, <>0=Yes

;086

_DoubleQBlitModeType:Dc.w 0 ; Type of blit that DoubleQBlit does. 0=Cookie,1=Erase,2=Inv,3=Solid,4=MColourMode,5=MReMapM

_DoubleBlitModeType: Dc.w 0 ; Type of blit that DoubleBlit does. 0=Cookie,1=Erase,2=Inv,3=Solid,4=MColourMode,5=MReMapMo

_QBlitModeType: Dc.w 0 ; Type of blit that QBlit does. 0=Cookie,1=Erase,2=Inv,3=Solid,4=MColourMode,5=MReMapMode,6=MSim

_BlitModeType: Dc.w 0 ; Type of blit that Blit does. 0=Cookie,1=Erase,2=Inv,3=Solid,4=MColourMode,5=MReMapMode,6=MSimple

_ParticleModeType: Dc.w 4 ; Type of blit that particle routines plot/draw do. 4=MColourMode,5=MReMapMode,6=MSimpleReMapM

SScrollModeType: Dc.w 0 ; Type of blit that SScroll and CScroll do. 0=Cookie,1=Erase,2=InvMode,3=SolidMode,4=MColourMode,5=

SMaskScrollModeType: Dc.w 0 ; Type of blit that MSMaskScrolls do. 0=Cookie,1=Erase,2=InvMode,3=SolidMode,4=MColourMode,5=

DoubleScrollMode: Dc.b 0 ; Mode that DoubleScrolls use. 0=Paste, <>0=Cut.

DoubleBlitMode: Dc.b 0 ; Mode that DoubleBlits use. 0=Paste, <>0=Cut.
 DoubleQBlitMode: Dc.b 0 ; Mode that DoubleQBlits use. 0=Paste, <>0=Cut.
 Dc.b 0 ; Spare
 ;104
 ;ChunkyResource structure, 64 bytes (bitmaps and shapes)
 ChunkyResources
 CRsrc_Width: Dc.w 0 ;0 Width of the chunky resource in pixels (=bytes)
 CRsrc_Height: Dc.w 0 ;2 Height of the chunky resource in pixels (=lines) Must be positioned directly after Width
 CRsrc_LineMod: Dc.w 0 ;4 Horizontal line modulo - bytes to add at end of line to get to start of next line (usually zero)
 CRsrc_Clippping: Dc.b 0 ;6 Clip window active/deactive. 0=Off, <>0=On
 CRsrc_Wrapping: Dc.b 0 ;7 X&Y Handle-wrapping active/deactive. 0=Normal, <>0=MemoryWrap (add WrapBytes to base address)
 CRsrc_Data: Dc.l 0 ;8 Pointer to move16-aligned memory containing resource's graphic
 CRsrc_Stencil: Dc.l 0 ;12 Pointer to move16-aligned memory containing resource's stencil/mask/cookie
 CRsrc_XHandle: Dc.w 0 ;16 X-Handle coordinate horizontal offset
 CRsrc_YHandle: Dc.w 0 ;18 Y-Handle coordinate verticle offset
 CRsrc_DMem: Dc.l 0 ;20 Actual base pointer of memory reserved for data (before move16-alignment)
 CRsrc_DBytes: Dc.l 0 ;24 Total number of bytes in the resource's graphic mem (before align)
 CRsrc_SMem: Dc.l 0 ;28 Actual base pointer of memory reserved for stencil (before move16-alignment)
 CRsrc_SBytes: Dc.l 0 ;32 Total number of bytes in the resource's stencil/mask/cookie (before align)
 CRsrc_DHere: Dc.b 0 ;36 Graphic data here. 0=Cludged, <>0=CRsrc_DMem is base address
 CRsrc_SHere: Dc.b 0 ;37 Stencil data here. 0=Cludged, <>0=CRsrc_SMem is base address
 CRsrc_ClipLMod: Dc.w 0 ;38 Clip window horizontal line modulo in bytes compared with bitmap width (additional to LineMod)
 CRsrc_ClipLeft: Dc.w 0 ;40 Clip window's left-edge X coordinate offset
 CRsrc_ClipTop: Dc.w 0 ;42 Clip window's top-edge Y coordinate offset
 CRsrc_ClipWidth:Dc.w 0 ;44 Clip window's width in pixels
 CRsrc_ClipHight:Dc.w 0 ;46 Clip window's height in pixels
 CRsrc_ClipBytes:Dc.l 0 ;48 Clip window bytes to add to addresses to find topleft corner of clip window
 CRsrc_WrapBytes:Dc.l 0 ;52 Handle bytes to add to base addresses to find topleft XHandle,Yhandle offset
 CRsrc_Pad1: Dc.l 0 ;56
 CRsrc_Pad2: Dc.l 0 ;60
 ;168
 ChunkyQueuesMem: Dc.l 0 ; Pointer to where the ChunkyQueue structures are held
 ChunkyQueuesTotal: Dc.w 0 ; Number of ChunkyQueue structures
 AutoChunkyQueuesUse: Dc.b 1 ; Automatically use new ChunkyQueues? 0=No, <>0=Yes
 ;175
 CurrentInks:
 CurrentInk1: Dc.b 1 ; Current ink to use in graphics routines, default colour
 CurrentInk2: Dc.b 1 ; Second current ink to use

CurrentInk3: Dc.b 1 ; Third current ink to use
;178
CurrentChunkyQueues:
CurrentChunkyQueue1: Dc.w -1 ; Number of current ChunkyQueue
CurrentChunkyQueue2: Dc.w -1 ; Number of second current ChunkyQueue
CurrentChunkyQueue3: Dc.w -1 ; Number of third current ChunkyQueue
;184
;ChunkyQueue structure, 16 bytes
ChunkyQueues
CQueue_LMem: Dc.l 0 ;0 Pointer to memory used to store the list. 0=Queue doesn't exist
CQueue_LBytes: Dc.l 0 ;4 Bytes of mem reserved
CQueue_MaxItems:Dc.w 0 ;8 Maximum number of items in the queue
CQueue_Items: Dc.w 0 ;10 Actual number of items in the queue
CQueue_ItemAddr:Dc.l 0 ;12 Memory address of the current item
;200
LineLastXpos: Dc.w 0 ;0 X coordinate of the end of the previously drawn line
LineLastYpos: Dc.w 0 ;2 Y coordinate of the end of the previously drawn line
;204
ChunkyTablesMem: Dc.l 0 ; Pointer to where the ChunkyTable structures are held
ChunkyTablesTotal: Dc.w 0 ; Number of ChunkyTable structures
AutoChunkyTablesUse: Dc.b 1 ; Automatically use new ChunkyTables? 0=No, <0=Yes
Dc.b 0 ; Spare
;212
CurrentChunkyTables:
CurrentChunkyTable1: Dc.w -1 ; Number of current ChunkyTable
CurrentChunkyTable2: Dc.w -1 ; Number of second current ChunkyTable
CurrentChunkyTable3: Dc.w -1 ; Number of third current ChunkyTable
Dc.w 0 ; Spare
;220
;ChunkyTable structure, 16 bytes
ChunkyTables
CTable_LMem: Dc.l 0 ;0 Pointer to memory used to store the list. 0=Table doesn't exist
CTable_LBytes: Dc.l 0 ;4 Bytes of mem reserved.Also maximum number of items
CTable_Items: Dc.l 0 ;8 Actual number of items in the table
CTable_ItemAddr:Dc.l 0 ;12 Memory address of the current item
;236
ChunkyShapeBanks
;ChunkyShapesMem0: Dc.l 0 ; ChunkyShapesMem bank 0
;ChunkyShapesTotal0:Dc.w 0 ; ChunkyShapesTotal bank 0

;ChunkyShapesPad0: Dc.w 0 ;
Ds.w #NumberOfShapeBanks*8
;Next is at 492, with 32 shape banks
--=_8<==MD236CF3346-1554DC92==8<=_--
(end of MIME multipart message)

1.520 Mildred Newbie's revenge

for scott@online.u-net.com; Wed, 24 Feb 1999 00:10:27 +0000
for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 00:09:27 +0000
From: david white <david@tara-1.demon.co.uk>
Date: Wed, 24 Feb 1999 00:00:44 +0000
Subject: Mildred Newbie's revenge

Hi,

Hi,

Another newbie mildred problem :)

I've tried writing my own mildred programs, and they quite literally fly along compared to the blitter way of doing things. But when I moved my game's display routines over to mildred the whole thing suffered a massive slowdown compared to the old Qblit/Cpublit routine.

Is there anything that can massively slow down Mildred? Eg the way the bitmap is initialised, or the shape width or anything. The manual says something about the Planar bitmap being longword aligned otherwise there is a 50% speed decrease. ?? How do I make sure my bitmaps are longword aligned?

CYa!

--

1.521 Mildred Newbie's revenge

for scott@online.u-net.com; Wed, 24 Feb 1999 00:44:16 +0000
for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 00:43:24 +0000
From: david white <david@tara-1.demon.co.uk>
Date: Wed, 24 Feb 1999 00:40:46 +0000
Subject: Mildred Newbie's revenge

Hi,

Another newbie mildred problem :)

I've tried writing my own mildred programs, and they quite literally fly along compared to the blitter way of doing things. But when I moved my

game's display routines over to mildred the whole thing suffered a massive slowdown compared to the old Qblit/Cpublit routine.

Is there anything that can massively slow down Mildred? Eg the way the bitmap is initialised, or the shape width or anything. The manual says something about the Planar bitmap being longword aligned otherwise there is a 50% speed decrease. ?? How do I make sure my bitmaps are longword aligned?

CYa!

--

1.522 Re: Mildred Newbie's revenge

for scott@online.u-net.com; Wed, 24 Feb 1999 00:50:13 +0000

for blitz-list@netsoc.ucd.ie; Wed, 24 Feb 1999 00:49:17 +0000

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

Organization: private

Date: 24 Feb 99 00:49:07 +0000

Subject: Re: Mildred Newbie's revenge

Encoding: 7bit

> Another newbie mildred problem :)

>

> I've tried writing my own mildred programs, and they quite literally fly
> along compared to the blitter way of doing things. But when I moved my
> game's display routines over to mildred the whole thing suffered a massive
> slowdown compared to the old Qblit/Cpublit routine.

>

> Is there anything that can massively slow down Mildred? Eg the way the
> bitmap is initialised, or the shape width or anything. The manual says
> something about the Planar bitmap being longword aligned otherwise there is
> a 50% speed decrease. ?? How do I make sure my bitmaps are longword
> aligned?

Make sure that you output the c2p to an address that is a multiple of 4. The conversion works in longwords at a time and is meant to be longword aligned. All bitmap memory will pretty certainly be longword aligned at least, if not double longword aligned. If you try to output data to AGA using the c2p, and you output to an unaligned address, it WILL have a tremendous drawback on speed. Also it is highly advisable to make your bitmaps aligned to the nearest 2 longwords because then the o/s has a better likelihood of using fetchmode 3 (64-bit fetch)

which, if not used, would cause a further slowdown. Do not try to implement scrolling by changing the position of the destination. Instead, change the position of the source. Unaligned source data does not have an effect on speed, or at least it is negligible.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.523 Re: Mildred Newbie's revenge

for scott@online.u-net.com; Wed, 24 Feb 1999 22:39:21 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Wed, 24 Feb 1999 05:01:17 +0200

Organization: M2 productions

Subject: Re: Mildred Newbie's revenge

Encoding: quoted-printable

On 24-Feb-99, david white wrote:

> Another newbie mildred problem :)

> I've tried writing my own mildred programs, and they quite literally fl=

y

> along compared to the blitter way of doing things. But when I moved my

> game's display routines over to mildred the whole thing suffered a mass=

ive

> slowdown compared to the old Qblit/Cpublit routine. =

Yikes ! Maybe it's better to just make rewrite the display stuff to suit =

Mildred ?

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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^+/_|_|/_|_|/_>_|_|+|
/|\|VVV|_|
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

1.524 Mildred problems

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Fri, 19 Feb 1999 12:45:22 +0100

Subject: Mildred problems

Hi all blitzers,

I have lot of problems when i using mildred exemples in blitz, when i Compile&Run an exemple with Runtime Error Debugger... actived, i have an error: Unable to Free Memory on MReserveBitmaps function.

When i create an exec and i launch it i have a reboot with a guru.

I have also tested the mildred exemples on WB and without WB:

- dissolvedemo.lha --> it fail, my computer reboot with a guru
- FDsExample2.lha --> it fail, my computer reboot with a guru
- FDsExample4.lha --> it fail, my computer reboot with a guru
- GravityExample.lha --> it fail, my computer reboot with a guru
- PixelExplosion.lha --> it fail, my computer reboot with a guru
- PixelExplosion2.lha --> it fail, my computer reboot with a guru
- ScrollDemo.lha --> i use a screen 320*240 (default) and there's some strange graphics bugs and i have a guru.

With no WB ScrollDemo.lha have working after ten try, without WB i have launched SetPatch v43.6 before launch the exemples.

I have a blizzard 1230 4 with 32Mo of fast and no GFX card (only the AGA).

my patchs are:

MCP v1.30, FastFontList v1.0, PowerWB v0.8, CenterTitles v40.15,

MagicMenu_020+ v2.15, MFS v37.9, ToolsDaemon v2.1a, SetPatch v43.6.

I use blizkick for remap the Rom 3.1 with the options LOCALFAST MODULE PrepareEmul.

Can you help me please ??

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.525 Re: Mildred problems

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Sun, 21 Feb 1999 21:41:31 +0100

Subject: Re: Mildred problems

Encoding: quoted-printable

Le 20-F=E9v-99, Paul a =E9crit:

>> When i compile an exemple with the Runtime Error Debugger... ON, i hav=

e

some

>> problems with MReserveBitmaps and MReserveShapes function =

>> the debuggers says me: Unable to Free Memory.

>> I have tested lot of mildred exemple without any patch and they don't =

>> work. =

>They work for everyone else so what are you doing different? I'll

>check the MReserveBitmaps and the MReserveShapes to see if there is a

>problem there.

I have found a bug who make me some crash, it's the patch =

NewAllocMem v1.0, but some exemples don't work.

With the Merge exemple i have an error on line:

Mc2p MBitmapPtr(0),PlanarBuf(buf)

the debugger say: c2pWindow number out of range

With the ScrollDemo exemple i have an error on line:

MMaskScroll xpos,ypos,64,64,128,0,1

the debugger say: The source Bitmap does not have a Stencil

With 2DPixelExplosion2 or 2DPixelExplosion exemple i have an =

error on line: =

Mc2p *pbb

the debugger say: c2pWindow number out of range =

=

-- =

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.526 Re: Mildred problems

for blitz-list@netsoc.ucd.ie; Mon, 22 Feb 1999 03:20:53 +0000

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

Organization: private

Date: 21 Feb 99 22:45:47 +0000

Subject: Re: Mildred problems

Encoding: 7bit

> With the Merge exemple i have an error on line:

> Mc2p MBitmapPtr(0),PlanarBuf(buf)

> the debugger say: c2pWindow number out of range

This doesn't report an error on my computer. Have you got the latest Mildred?

> With the ScrollDemo exemple i have an error on line:

> MMaskScroll xpos,ypos,64,64,128,0,1

> the debugger say: The source Bitmap does not have a Stencil

By looking at the sourcecode I'd say this is because there is an

`MMakeStencil 1' missing! lol

> With 2DPixelExplosion2 or 2DPixelExplosion exemple i have an

> error on line:

> Mc2p *pbb

> the debugger say: c2pWindow number out of range

Again, have you got the latest version? It works fine for me.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.527 Re: Mildred problems

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Mon, 22 Feb 1999 16:48:04 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred problems

Encoding: quoted-printable

On 22-Feb-99, Benjamin VERNOUX set out across the seas with this message:=

->With the Merge exemple i have an error on line:

->Mc2p MBitmapPtr(0),PlanarBuf(buf)

->the debugger say: c2pWindow number out of range

->With 2DPixelExplosion2 or 2DPixelExplosion exemple i have an =

->error on line: =

->Mc2p *pbb

->the debugger say: c2pWindow number out of range =

For all of the demos, almost, you will need to stick the following line b=
 efore

the main loop of the code :

```
#MUsec2pWindow# 0
```

```
-- =
```

```
*****
```

```
*** CAT TAG *** Believe me... It's a hardware problem or a Virus
```

```
*****
```

```
----- ^ _
```

```
_____ V _____ ^ ____ -- Toby Zuijdveld --
```

```
\ ____ =ACV. _____ _/
```

```
l ) _ ^ ____ V \ -EMail : mailto:hotcakes@abacus.net.au-
```

```
!! | =AC\ \ \ \ - HTTP : http://abacus.net.au/hotcakes
```

```
| _ | // _____ // ____ // [ Last updated : 14=B702=B799 ]
```

```
! _ / VDTN.V
```

1.528 Re: Mildred problems

for scott@online.u-net.com; Tue, 23 Feb 1999 11:46:44 +0000

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Tue, 23 Feb 1999 12:24:43 +0100

Subject: Re: Mildred problems

Encoding: quoted-printable

Le 22-F=E9v-99, Toby Zuijdveld a =E9crit:
 >On 22-Feb-99, Benjamin VERNOUX set out across the seas with this message=
 >->With the Merge exemple i have an error on line:
 >->Mc2p MBitmapPtr(0),PlanarBuf(buf)
 >->the debugger say: c2pWindow number out of range
 >->With 2DPixelExplosion2 or 2DPixelExplosion exemple i have an =
 >->error on line: =
 >->Mc2p *pbb
 >->the debugger say: c2pWindow number out of range =
 >For all of the demos, almost, you will need to stick the following line
 before
 >the main loop of the code :
 >#MUsec2pWindow# 0
 Thanks Toby but with the version 1.40 of Mildred 2DPixelExplosion2 and =
 2DPixelExplosion works fine !!!
 -- =
 --- . .
 ||\/
 |-- \ / *Benjamin Vernoux*
 ||\ / *E-Mail: bvernoux@kyxar.fr*
 --- | *Page WEB: <http://www.chez.com/titan>*

1.529 Re: Mildred problems

for scott@online.u-net.com; Wed, 24 Feb 1999 13:27:11 +0000
 From: Toby Zuijdveld <hotcakes@abacus.net.au>
 Blitz List <blitz-list@netsoc.ucd.ie>
 Date: Wed, 24 Feb 1999 23:15:04 +0500
 Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred problems
 Encoding: quoted-printable
 On 23-Feb-99, Benjamin VERNOUX set out across the seas with this message:=
 ->>>->With 2DPixelExplosion2 or 2DPixelExplosion exemple i have an =
 ->>>->error on line: =
 ->>>->Mc2p *pbb
 ->>>->the debugger say: c2pWindow number out of range =
 ->>>For all of the demos, almost, you will need to stick the following
 ->>>before
 ->>>the main loop of the code :

->#MUsec2pWindow# 0
->Thanks Toby but with the version 1.40 of Mildred 2DPixelExplosion2 and =
->2DPixelExplosion works fine !!!
Yeh, Paul read my above message before releasing it ;]
-- =

*** CAT TAG *** Answers: =A31, Short: =A35, Correct: =A325

_ _ _ _ _ ^ _ _
_ _ _ _ _ v _ _ _ _ _ ^ _ _ -- Toby Zuijdveld --
\ _ _ _ _ =ACV. _ _ _ _ _ /
l) _ ^ _ _ _ v \ -EMail : mailto:hotcakes@abacus.net.au-
!! l =AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes
| _ _ | // _ _ _ // _ _ // [Last updated : 14=B702=B799]
! _ _ / \DTN.v

1.530 Mildred reservations + Screen.RastPort vs Bitmap

From: Toby Zuijdveld <hotcakes@abacus.net.au>
Date: Fri, 19 Feb 1999 17:23:53 +0500
Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Mildred reservations + Screen.RastPort vs Bitmap
Encoding: quoted-printable
Here's a question, if you have a certain amount of say, bitmaps reserved
and have some MBitmaps created, if you change the reserved amount of
bitmaps do your existing ones get erased?
Also, ack for the picture datatype example that comes with the MethodLib.=
=
Basically it hands the datatype.library the entire screen/rastport addres=
ses
and structures and everything and it gets drawn straight to the screen. =
What
values can I use to 'emulate' a screen and get it to draw straight to a
predefined bitmap instead? I'm lost. That happens a lot to me doesn't i=
t
<grin>
Any help would be greatly appreciated - as always.

-- =

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Visit : http://members.tripod.com/~FlameDuck

```

1.532 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 03:32:40 +0000

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 03:31:50 +0000

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

Organization: private

Date: 23 Feb 99 03:31:39 +0000

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: 7bit

>> Here's a question, if you have a certain amount of say, bitmaps reserved
>> and have some MBitmaps created, if you change the reserved amount of
>> bitmaps do your existing ones get erased?

>

> I don't see why. They might get "lost" but probably not erased. Anyway, you should just reserve the correct number of bitmaps at the beginning of your program....

MReserveBitmaps is there to allocate space for holding the structures.

If you reallocate that space using MReserveBitmaps it has to get rid of the old space. This means freeing up any and all memory that was made for bitmap or shape data, and then also freeing the structure memory. So basically it is killed, wiped, no more.

If you must, do MReserveBitmaps at the start of the program. Keep track of how many you need, it's not hard.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.533 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 19:25:34 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 19:46:14 +0200

Organization: M2 productions

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: 8bit

Hello Toby.

On 23-Feb-99, Toby Zuijdveld wrote:

> ->should just reserve the correct number of bitmaps at the begining of

> ->progam....

> Ahh, that takes up too much memory ;]

> (32768 reservations cost 2 meg;)

Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and not many people will have that much anyway.

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

1.534 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 19:20:36 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 19:48:20 +0200

Organization: M2 productions

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: 8bit

Hello Toby.

On 23-Feb-99, Toby Zuijdveld wrote:

> ->If you must, do MReserveBitmaps at the start of the program. Keep

> ->track of how many you need, it's not hard.

> OK, maybe I'll just limit my caching system to 500 files or something =]

Your caching system ? In memory ? 500 images ? Good luck. (Don't bother to ask me to beta test it as I only have 16 megs of RAM) :o)

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

1.535 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 12:37:58 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Tue, 23 Feb 1999 23:01:41 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> Here's a question, if you have a certain amount of say, bitmaps

->> and have some MBitmaps created, if you change the reserved amount of

->> bitmaps do your existing ones get erased?

->I don't see why. They might get "lost" but probably not erased.

Hmmm, I suppose I could just store all the pointers and recludge em again=
 afterwards...

->should just reserve the correct number of bitmaps at the begining of

->progam....

Ahh, that takes up too much memory ;]

(32768 reservations cost 2 meg;)

-- =

*** CAT TAG *** Computers can never replace human stupidity.

-----^_--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l))_ ^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

|___| // _____ // ___ // [Last updated : 14=B702=B799]

!___/ \DTN.V

1.536 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 14:18:03 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 24 Feb 1999 00:41:26 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

On 23-Feb-99, Paul set out across the seas with this message:

->If you must, do MReserveBitmaps at the start of the program. Keep

->track of how many you need, it's not hard.

OK, maybe I'll just limit my caching system to 500 files or something =3D=

]

-- =

*** CAT TAG *** I didn't wake up grouchy, I let her sleep.

-----^_--

_____V_____^____ -- Toby Zuijdveld --

____=ACV. ______/

l) _^____ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! !=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|__|//____//__// [Last updated : 14=B702=B799]

!___/VDTN.V

1.537 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Tue, 23 Feb 1999 23:06:55 +0000

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 23:05:51 +0000

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

Organization: private

Date: 23 Feb 99 23:05:40 +0000

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: 7bit

> Hello Toby.

>

> On 23-Feb-99, Toby Zuijdveld wrote:

>

>> ->should just reserve the correct number of bitmaps at the begining of

>> ->progam....

>

>> Ahh, that takes up too much memory ;]

>

>> (32768 reservations cost 2 meg;)

>

> Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and not many people will have that much anyway.

Might i recommend some compression if you are storing the bitmaps for later use. Chunky 8-bit data compresses very well with huffman type things like Lha.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.538 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Wed, 24 Feb 1999 13:09:25 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 24 Feb 1999 23:23:05 +0500

Organization: =?iso-8859-1?Q?Res=A1 stance?=
Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

On 23-Feb-99, Paul set out across the seas with this message:

->> ->If you must, do MReserveBitmaps at the start of the program. Keep

->> ->track of how many you need, it's not hard.

->> =

->> OK, maybe I'll just limit my caching system to 500 files or

->Huh?

Oh, never mind =3D]

->This way, you could reserve 500 to start with and then if you used

->them all up you could allocate space for another 500 and so on. It's

->perfectly simple to copy the bitmap to the shape, using something like

->MBlockScrollBitmapToShape or MScrollBitmapToShape. Indeed you could

->also use MBitmapsShape.

Yeh, I actually only just noticed them today and did some reading up and =

it

all seemed fairly useless =3D] But that's actually a good idea, I'll have=

a look

into that =3D]

-- =

*** CAT TAG *** It's as bad as you think and they are out to get you.

-----^_--
 _____v_____^_-- Toby Zuijdveld --
 ____=ACV. _____/

l) _^____ v\ -EMail : <mailto:hotcakes@abacus.net.au>-
 !! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>
 |____|//____//____// [Last updated : 14=B702=B799]
 !____/VDTN.v

1.539 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Wed, 24 Feb 1999 13:34:28 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 24 Feb 1999 23:36:44 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->should just reserve the correct number of bitmaps at the

->> ->progam....

->> Ahh, that takes up too much memory ;]

->> (32768 reservations cost 2 meg;)

->Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and

->people will have that much anyway.

That's OK, I only need half of that at the very most. Probably a quarter=
 =3D]

(WinUAE and Windows' VirtualMem, anyone? <grin>:)

-- =

*** CAT TAG *** What color is a chameleon in a mirror?

-----^_--
 _____v_____^_-- Toby Zuijdveld --
 ____=ACV. _____/

l) _^____ v\ -EMail : <mailto:hotcakes@abacus.net.au>-
 !! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>
 |____|//____//____// [Last updated : 14=B702=B799]
 !____/VDTN.v

1.540 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Wed, 24 Feb 1999 13:40:54 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 24 Feb 1999 23:39:03 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

On 23-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->If you must, do MReserveBitmaps at the start of the program. Keep

->> ->track of how many you need, it's not hard.

->> OK, maybe I'll just limit my caching system to 500 files or

->Your caching system ? In memory ? 500 images ? Good luck. (Don't

->me to beta test it as I only have 16 megs of RAM) :o)

Well, you know, 500 16x16 images for example, don't take up all that much=
 mem

=3D]

Although most shapes would prolly be about 80x64... <checks> That's still=
 only

2.5meg for 500 =3D]

-- =

*** CAT TAG *** Dramatize: What well dressed RAM chips wear.

----- ^ _

_____ V _____ ^ ____ -- Toby Zuijdveld --

\ ____ =ACV. _____ _/

l) _ ^ ____ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| _ | // _____ // ____ // [Last updated : 14=B702=B799]

! _ _ / VDTN.V

1.541 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Fri, 26 Feb 1999 04:00:23 +0000

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Date: Thu, 25 Feb 1999 12:15:22 +0100

>->> Ahh, that takes up too much memory ;]

>->> (32768 reservations cost 2 meg;)
>->Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and
>->people will have that much anyway.
>That's OK, I only need half of that at the very most. Probably a quarter
=]
>(WinUAE and Windows' VirtualMem, anyone? <grin>:)
Suck anyone? Target users anyone?
a4000/200mhc ppc/060/cybervision ppc 8mb/3.5gbhd/19" nokia monitor/50mb ram/
anyone?
take a wild guess which machine I prefer ..his or mine =)
hehe just kidding with ya Toby...my still i prefer my miggy =)

1.542 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Fri, 26 Feb 1999 04:10:58 +0000
(envelope-from flameduck@software.dk)
(envelope-from flameduck@software.dk)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>
Date: Fri, 26 Feb 1999 04:46:40 +0200
Organization: M2 productions
Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap
Encoding: quoted-printable

Hello Toby.

On 24-Feb-99, Toby Zuijdveld wrote:

> ->Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and
> ->people will have that much anyway.
> That's OK, I only need half of that at the very most. Probably a quart=
er =3D]
> (WinUAE and Windows' VirtualMem, anyone? <grin>:)
Argh !! Virtual Memory is propabaly the most FUCKED UP way of getting mor=
e RAM, I mean it's okay for PC owners who are used to having slow unstabl=
e operating systems, but everyone else should go buy the additional RAM t=
hey need. (It's not like RAM is expensive anymore). Has anyone ever notic=
ed how much faster a PC gets when it doesn't have to use Virtual Memory ?=
It's quite impressive, if you don't believe it, go find someone with 256=
MB of RAM, it really is nice. (Too bad about the OS tho', well you can't =
have everything) =
Anyway, you could allways implement your own "Virtual Memeory" system. (I=
mean it's not like saving stuff to a harddrive is difficult)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.543 Re: Mildred reservations + Screen.RastPort vs Bitmap

for scott@online.u-net.com; Fri, 26 Feb 1999 15:01:49 +0000

for blitz-list@netsoc.ucd.ie; Fri, 26 Feb 1999 14:57:20 +0000

for blitz-list@netsoc.ucd.ie; Fri, 26 Feb 1999 14:55:52 +0000

Date: Fri, 26 Feb 1999 14:22:30 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mildred reservations + Screen.RastPort vs Bitmap

Encoding: quoted-printable

Mikkel L=F8kke wrote:

> On 24-Feb-99, Toby Zuijdveld wrote:

> =

>> ->Yeah, well 32768 320x256 bitmaps take up 2.5 gigabytes of mem, and

>> ->people will have that much anyway.

> =

>> That's OK, I only need half of that at the very most. Probably a qua=

rter =3D]

> =

>> (WinUAE and Windows' VirtualMem, anyone? <grin>:)

> =

> Argh !! Virtual Memory is propabaly the most FUCKED UP way of getting
> more RAM, I mean it's okay for PC owners who are used to having
> slow unstable operating systems, but everyone else should go buy the
> additional RAM they need. (It's not like RAM is expensive anymore).
You can get over 8GIG of HD space for the price of 128Meg of ram so
please lets not get into the ram is cheap thing ;) Even 128Meg of
ram is a serious limitation for some jobs (see below).

I wouldn't try to advocate the PC but I think Virtual Mem is one of
the biggest things I miss on the Amiga. I know Amiga has virtual memory
features but I never had any luck getting it to work. Anyway, some of
the work I do on my PC is editing sound samples, I recently recorded a
radio show onto HD (1 hour a week, 6 weeks, CD quality stereo). It takes
around 3GIG of space and I've been editing it down to fit onto 3 CD`s.
Quite often I'm working with 2 or 3 100Meg samples at the same time,
fading from one, mixing to another cut and paste here and there. If
I didn't have virtual memory I'd have to hope the sound software had
it's own Virtual ram options (some amiga software does which is nice)
but I'm sure I don't have to explain why that's not good enough.

This sound example is not unique, there are many tasks I can now do
that would normally require 100+ meg of ram and I never have to consider
running out of memory. Okay so I'm sure we've all seen low spec PC`s
trying to run Windows with 16 or 32 meg or ram. It's not a pretty site.
I agree, but Windows arguments aside, Virtual Memory is one of the
reasons I'm doing more of my work on my PC.

I must avoid potential PC/Windows arguments here... This message is
advocating an OS based, global, Virtual Memory for tasks that require
large temp storage durring heavy jobs, nothing more! :)

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.545 More GTShape stuff

12 Feb 99 15:43:46 0

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Feb 1999 15:43:35 -0000

Subject: More GTShape stuff

--Message-Boundary-25682

encoding: Quoted-printable

Content-description: Mail message body

Here's some code which fixes the problem with all the highlight shapes being

the same, for GTShapes. Basically you need to create a new Image newtype for

each GTShape which has a highlight shape and put that into the OS gadget structure. Remember to restore the original before you quit though, Blitz may

try to free the memory or something and then crash.

l) ^ V][l) | | =A9 | |][| | |

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

http://members.xoom.com/David_McMinn

Someday we'll look back on all this and plow into a parked car.

--Message-Boundary-25682

encoding: 7BIT

Content-description: Text from file 'GTShape2.asc'

WbToScreen 0

WBenchToFront_

DEFTYPE.w

BitMap 0,16,16,8

Cls

Line 0,0,15,15,1

GetaShape 0,0,0,16,16

Cls

Line 15,0,0,15,1

GetaShape 1,0,0,16,16

Cls

Box 4,4,11,11,2

GetaShape 2,0,0,16,16

Cls

```
Boxf 4,4,11,11,2
GetaShape 3,0,0,16,16
Window 0,0,0,640,200,$100f,"Test",-1,-1
GTShape 0,0,50,50,0,0,1
GTShape 0,1,100,50,0,2,3
*g.Gadget = GTGadPtr(0,0)
*oldimg.Image = *g>SelectRender
DEFTYPE.Image newimg
*sptr.shape = Addr Shape(1)
newimg\LeftEdge = 0
newimg\TopEdge=0
newimg\Width=*sptr\_pixwidth
newimg\Height=*sptr\_pixheight
newimg\Depth=*sptr\_depth
newimg\ImageData=*sptr\_data
newimg\PlanePick=0
For i.w=0 To *sptr\_depth-1
newimg\PlanePick = newimg\PlanePick | (1 LSL i)
Next
newimg\PlaneOnOff=0
*g>SelectRender = &newimg\LeftEdge
AttachGTList 0,0
While WaitEvent<>$200
Wend
DetachGTList 0
*g>SelectRender = *oldimg
End
--Message-Boundary-25682--
```

1.546 More Mouse Control Questions

```
for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 22:37:50 +0000
From: Whee_Cool <apwheeler@apwheeler.demon.co.uk>
Date: Tue, 16 Feb 1999 22:36:48 +0000
Subject: More Mouse Control Questions
```

Hi,

Firstly, thank you to you all whom helped with my Mouse Control query.

I was wondering if there was a routine, to simulate a mouse click, For example,

place the mouse on a certain part of the screen(absmouse) and then make it click.

I would really appreciate your help

Thanks

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : Http://www.apwheeler.demon.co.uk

IRC Undernet : Channel- #amirc Nick- Whee_Cool

1.547 Re: More Mouse Control Questions

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

Date: Thu, 18 Feb 1999 04:55:23 +1000

Subject: Re: More Mouse Control Questions

For

> example,

> place the mouse on a certain part of the screen(absmouse) and then make it

> click.

try ClickButton x

x=0 for left button

x=1 for right button

Blitzwing

--

1.548 More MUI goodies. :)

id 108uMK-0004WG-00; Fri, 5 Feb 1999 23:08:25 +0000

From: Peter Price <peter@amigauni.u-net.com>

Date: Fri, 05 Feb 1999 16:58:57 +0000

Organization: Team AU

Subject: More MUI goodies. :)

Well, having my faith in Blitz restored by the fix for that other MUI problem, here's another one :)

MUI Custom Classes. If they aren't covered in mui.res, is there any way to make them usable? Some developers provide Blitz documentation and stuff.

What about those that don't? :)

Thanks for your help again peeps.

Best Regards

--

Peter "Agima" Price \ Amiga Universe 1999 \
 Member - Team AMIGA \ <http://www.amigauni.u-net.com> \
 Member - AmiBench \ Bolder, bigger and better than ever! \
 Member - aMozilla \ Reviews, tutorials, news and views \
 Krazy KOSHan -----
 When all else fails, I STILL refuse to read the docs.

1.549 Re: More MUI goodies. :)

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 14:40:02 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 6 Feb 1999 14:31:11 -0000

encoding: Quoted-printable

Subject: Re: More MUI goodies. :)

On 5 Feb 99, at 16:58, Peter broke out long enough to write:

> Well, having my faith in Blitz restored by the fix for that other MUI

> problem, here's another one :)

>

> MUI Custom Classes. If they aren't covered in mui.res, is there any way =

> make them usable? Some developers provide Blitz documentation and stuff.

> What about those that don't? :)

Give them endless hassle until they do provide stuff.

But whatever they give you for developing in C should be sufficient to use=

in

Blitz i.e. C header files can be converted (made easier by Frederic Labour=

eur's

OpenBlitz program, .fd files (do you get those for mui custom classes) can=

be

fdconverted.

[] ^ v [] [] Ml =A9 Ml [] M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.550 More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Fri, 12 Feb 1999 15:53:16 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: More newbie Mildred user questions =]

Encoding: quoted-printable

Mildred promises to be very exciting and all, but... nothing works =3D]

I mean, all but two of the example sources have problems (#Mc2p# always reports that the specified c2pWindow is out of range for most examples, a=nd

the Bounce demos are screwed like, -everywhere- =3D]), none of the pre-co=mpiled

demos work either, [ie crash crash crash] so I can only put it down to on=e

thing...

Mildred doesn't support 020s? Except it doesn't say that anywhere..? Or=did

I miss something? Not everyone out there has 030s and higher, do they? <=sob>

Surely someone else must have noticed this? =3D]

Aaanyway, for anyone who cares, the DissolveTest and FD's Scroll demos wo=rk

aok =3D]

-- =

*** CAT TAG *** Believe me... It's a hardware problem or a Virus

-----^_

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| //_____//___// [Last updated : 08=B702=B799]

!___/VDTN.V

Okay first don't complain, because it's free. However, I can see you are correct in what you say so I won't take it too personally.

All routines should work on 020+, i think the actual problems would only occur on the 68000 where unaligned memory access is not available. The lib won't do any illegal instructions unless you mistakenly tell it to. The problem with the exe's might be that they are compiled using v40 graphics lib installed which seems to have some commands tokenised in different places to the earlier version.

Your suggestions about invalid c2pWindows may have been a bug that was fixed in later versions. Make sure you have an up to date version of Mildred. I do remember there being a bug to do with the c2pWindows which reported that the number was invalid when it wasn't, which has been long ago fixed. The bounce demo's have a few bugs dotted around but they are purely in the blitz code and are intermitten due to being to do with rnd() numbers that occasionally produce unsafe values, not in the Mildred routines. ALL of the example programs work 100% on my system, which is AGA, o/s 3.1, 040/25 processor and 32megs fastram. I don't see any reason for them not to work on anything as low as 020, although a couple of demo's may require o/s 3.1 and some may require graphics library v40 to be installed in order that they can be correctly compiled (otherwise there would be tokenisation problems).

Perhaps you would like to oblige by producing some example programs which work? ;-) I trust you have some fastram also? Although, I think I allocate public ram not specifically fastram.

I am curious as to what you might be trying to do using Mildred on an 020, as I don't think any other users have anything less than an 030.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.553 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 17:11:54 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Fri, 12 Feb 1999 17:10:03 +0000

Subject: Re: More newbie Mildred user questions =]

Hi, Paul

On 12-Feb-99, you wrote:

>>

>> Mildred promises to be very exciting and all, but... nothing works =]

<SNIP>

Ok, not exactly true but some things don't like anything less than '040s for some annoying reason. Like the demos.

> 100% on my system, which is AGA, o/s 3.1, 040/25 processor and 32megs

> fastram. I don't see any reason for them not to work on anything as

> low as 020, although a couple of demo's may require o/s 3.1 and some

> may require graphics library v40 to be installed in order that they

> can be correctly compiled (otherwise there would be tokenisation

> problems).

>

<SNIP>

Right, here's my problem... Although Mildred itself seems to work fine, the demos have a lot of tokenisation problems (a lot of '???'s appearing). Which leads me to think I need that Graphics Library thingy. Where

do I get this graphics library? Is it an Amiga lib or a Blitz addon or

something? I'm just pretty confused, as the Mildred docs don't seem to say

anything about any other libraries being needed (although to be fair I've

only had a quick scan through 'em).

Got any ideas?

Thanx in advance

Regards

1.554 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 19:47:13 +0000

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

Organization: private

Date: 12 Feb 99 19:46:20 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

> Right, here's my problem... Although Mildred itself seems to work fine, the

> demos have a lot of tokenisation problems (a lot of '???'s appearing). Which

> leads me to think I need that Graphics Library thingy. Where

> do I get this graphics library? Is it an Amiga lib or a Blitz addon or

> something? I'm just pretty confused, as the Mildred docs don't seem to say

> anything about any other libraries being needed (although to be fair I've
> only had a quick scan through 'em).

>

> Got any ideas?

graphics.library is part of the o/s. I have converted the o/s 3.1 lib
for use in blitz and it is available on the mildred site. But it's
only going to work if you do have o/s 3.1.

o/s 3.1 is NOT compulsory. There is simply just some support for it in
a few of the programs, such as support for WriteChunkyPixels in the
MScreen examples. The reason I supply ascii text versions of all
programs is that if there are tokenisation problems you can load in
the ascii, so try that. If you get question marks it is either some
graphics lib commands you've not got access to or you have an old
version of mildred.

The examples are not meant to be conclusive exhibits of how best to do
anything in mildred, it's just something else to reference to get some
gist of how to do things.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.555 Re: More newbie Mildred user questions =]

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

Date: Fri, 12 Feb 1999 17:26:13 -0500

Subject: Re: More newbie Mildred user questions =]

Hi Paul

On 12-Feb-99, Paul wrote:

> Okay first don't complain, because it's free.

Good point!

And please, the following comments are NOT intended as complaints, just to
add some information to the discussion. I can appreciate the hard work
that has obviously gone into this library!

First, I have an 030 x 50, no FPU, wb3.1 (v40), AGA only, and 16M fast ram.

And I do have a recent version of Mildred (I think, I got it about a week
ago from your site)

The compiled demos all crash on my system also.

I think I have traced this to the use of the Processor command for setting Mildred to use the 030< routines, or the 040>. The Processor command DOES return the expected "3" on my system - but this seems to be using the 040 routines anyway. If I replace this code by simply setting the value to "0", the programs don't crash.

> All routines should work on 020+, i think the actual problems would
> only occur on the 68000 where unaligned memory access is not
> available. The lib won't do any illegal instructions unless you
> mistakenly tell it to. The problem with the exe's might be that they
> are compiled using v40 graphics lib installed which seems to have some
> commands tokenised in different places to the earlier version.

I do get this here also - the tokenized Blitz source seems to be ok, no "????", but when I check the syntax for some of the commands that result in a "syntax error", I find the syntax is correct - but the command is the wrong one!

I would recommend to everybody who is having any Mildred problems with the demos that they use the ascii version of the demos, as this one is a real head-scratcher...

>

> Your suggestions about invalid c2pWindows may have been a bug that was
> fixed in later versions.

I still get this on some of the demos...

Also, one thing more - I have problems with some of the demos if I select an NTSC screen, even though they will work fine on a PAL screenmode.

Any ideas on this? Is a PAL screenmode necessary for Mildred, or should it work in NTSC modes too? Or is it just the demo itself is intended for PAL only?

I have not yet actually coded anything of my own using Mildred - I was playing with the demos to get a "feel" for it first...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.556 Re: More newbie Mildred user questions =]

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

Date: Fri, 12 Feb 1999 17:30:20 -0500

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

Hi Mikkel,

On 12-Feb-99, Mikkel L=F8kke wrote:

> =

> Hrrm, I can't imagine why any of my stuff works on a 020, it generalkly=

> doesn't even work on a 030.

I think it is the "Processor" command bug I mentioned in my other letter.=

=

On an 020 it would return a "2" rather than a "3", and perhaps use the correct routines...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.557 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 03:46:58 +0000

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

Organization: private

Date: 13 Feb 99 03:46:53 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

>> Hrrm, I can't imagine why any of my stuff works on a 020, it generalkly

>> doesn't even work on a 030.

>

> I think it is the "Processor" command bug I mentioned in my other letter.

> On an 020 it would return a "2" rather than a "3", and perhaps use the

> correct routines...

Not with regards mildred it wouldn't. It only distinguishes between 4 and anything <>4.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.558 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 04:04:43 +0000

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

Organization: private

Date: 13 Feb 99 04:04:37 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

Curt,

> First, I have an 030 x 50, no FPU, wb3.1 (v40), AGA only, and 16M fast ram.

Cool.

> And I do have a recent version of Mildred (I think, I got it about a week

> ago from your site)

Been two or three updates since then :-)

> The compiled demos all crash on my system also.

Hmm.

> I think I have traced this to the use of the Processor command for setting

> Mildred to use the 030< routines, or the 040>. The Processor command DOES

> return the expected "3" on my system - but this seems to be using the 040

> routines anyway. If I replace this code by simply setting the value to

> "0", the programs don't crash.

Ok.

You don't necessarily have to use the Processor command, that's just a

guideline for making things easier. Feel free to just pass 0 for

normal or 4 for 040+ routines, when it is safe to do so. It is meant

to recognise <>4 as meaning 030 routines.

> I do get this here also - the tokenized Blitz source seems to be ok, no

> "????", but when I check the syntax for some of the commands that result in

> a "syntax error", I find the syntax is correct - but the command is the

> wrong one!

Yes. This is the clash with the graphics lib version.

> Also, one thing more - I have problems with some of the demos if I select an

> NTSC screen, even though they will work fine on a PAL screenmode.

maybe I assume a screen size of 320x240.

> Any ideas on this? Is a PAL screenmode necessary for Mildred, or should it

> work in NTSC modes too? Or is it just the demo itself is intended for PAL

> only?

Screenmode is irrelevant so long as it is supported (ie planar with

c2p or gfx-card output with chunky 8-bit).

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>E-M: paul@stationone.demon.co.uk**1.559 Re: More newbie Mildred user questions =]**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 13 Feb 1999 11:47:42 +0200

Organization: A97

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

Hello Curt.

On 13-Feb-99, Curt Esser wrote:

>> Hmmm, I can't imagine why any of my stuff works on a 020, it generalkl=

y

>> doesn't even work on a 030.

> I think it is the "Processor" command bug I mentioned in my other lette=

r. =

> On an 020 it would return a "2" rather than a "3", and perhaps use the

> correct routines...

Okay, fortunately I now have the source to do my own CustomCPU routine. =

I'm using it for a bunch of stuff I'm working on. Can any of you Lib crea=

ting GURU's :o) out there tell me how it's done ?

Regards

-- =

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| | V V V V | | _

<sb>EMail us at /pagan@thehub.u-net.com/
<sb>"Dafel: Bloodline" - The most acomplished RPG ever!
<sb>
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick
<sb>Team *AMIGA*
<sb>
<sb>If ours is a man made world, why can't we remake it?

1.562 Re: More newbie Mildred user questions =]

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 13 Feb 1999 18:57:30 +0200

Organization: A97

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 12-Feb-99, david white wrote:

>>> Mildred promises to be very exciting and all, but... nothing works =
=3D]

> <SNIP>

> Ok, not exactly true but some things don't like anything less than '040=
s for

> some annoying reason. Like the demos.

I think this has something to do with the MCPU/Mc2pCPU bug (?) mentioned =
earlier. Try setting changing the processor command to a 0.

>> 100% on my system, which is AGA, o/s 3.1, 040/25 processor and 32megs

>> fastram. I don't see any reason for them not to work on anything as

>> low as 020, although a couple of demo's may require o/s 3.1 and some

>> may require graphics library v40 to be installed in order that they

>> can be correctly compiled (otherwise there would be tokenisation

>> problems).

> <SNIP>

> Right, here's my problem... Although Mildred itself seems to work fine,=
the

> demos have a lot of tokenisation problems (a lot of '???'s apearing). W=
hich

> leads me to think I need that Graphics Library thingy. Where

Once again, (which had only been pointed out about a million times) load =

the ASCII version (it's usually denoted by .asc, you may have to delete =
 the "Pattern" field on the ASL requester, depending on which version/conf=
 igation of Blitz you have) it is there for a reason. The reason is that=
 not all people have Blitz2 setup equally, and Blitz2 wasn't designed to =
 "share" source code.

> do I get this graphics library? Is it an Amiga lib or a Blitz addon or
 > something? I'm just pretty confused, as the Mildred docs don't seem t=
 o say
 > anything about any other libraries being needed (although to be fair I'=
 ve
 > only had a quick scan through 'em).

Both. And the Mildred homepage states with large childish letters that yo=
 u MIGHT need the OS3.1 converted graphics.library, but ONLY if you have a=
 graphics card, and ONLY if you have OS 3.1. No as far as Mildred is conc=
 erned it is a stand-alone Blitz library.

> Got any ideas?

Load in the ASCII. (For crying out loud.)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.563 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 20:23:34 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Sat, 13 Feb 1999 20:18:41 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: binary

Hi Mikkel

just thought I'd snow ya all under with some more mildred mail. hehehe.

> I think this has something to do with the MCPu/Mc2pCPU bug (?) mentioned

> earlier. Try setting changing the processor command to a 0.

In fact, I found that what's crashing my system is using bitmaps initiated using the Initbank command. If I change this to Allocmem and store the location manually it doesn't crash. Hmmmm.....

> Once again, (which had only been pointed out about a million times)

Yes, after I sent my message if you check the date/ time :) And I mentioned

I only had a very quick look through the page, etc...

Ok, I know Mildred seems to work on '040, I first downloaded and tested Mildred on a '40 machine. But I've tried everything on offer on the list here and the demos and most of my own progs don't work. It's down to the MC2P command always returning a 'C2P window out of range' error. None of the demos, or my programs can get past the MC2P bit on my '030.

I just downloaded mildred again 5 minutes ago and re-installed. Which had no effect on this :(

Is there anything else I should try or should I just give it all up?

Does *ANYONE* have mildred working on an '030??

1.564 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 21:18:34 +0000

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

Organization: private

Date: 13 Feb 99 21:05:35 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

Dave,

> Ok, I know Mildred seems to work on '040, I first downloaded and tested

> Mildred on a '40 machine. But I've tried everything on offer on the list here

> and the demos and most of my own progs don't work. It's down to the MC2P command always

> returning a 'C2P window out of range' error. None of the demos, or my programs
> can get past the MC2P bit on my '030.
>
> I just downloaded mildred again 5 minutes ago and re-installed. Which had no
> effect on this :(
>
> Is there anything else I should try or should I just give it all up?
> Does *ANYONE* have mildred working on an '030??

Mildred is being used for most of the graphics work in Dafel:Bloodline and the main coder, Liz, is running on an 030/50 and everything, and I mean everything, is working as it should.

Have you tried to run without runtime errorchecking? This would force it to attempt to use the c2p window, and if something is wrong it will obviously crash but the problem you're having is with the runtime errorchecks it seems rather than the actual routine.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.565 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 21:18:39 +0000

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

Organization: private

Date: 13 Feb 99 21:17:46 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

> Ok, I know Mildred seems to work on '040, I first downloaded and tested
> Mildred on a '40 machine. But I've tried everything on offer on the list here
> and the demos and most of my own progs don't work. It's down to the MC2P command always
> returning a 'C2P window out of range' error. None of the demos, or my programs
> can get past the MC2P bit on my '030.

I've checked the sourcecode and cannot spot any bugs. If you send me a SHORT program that does not work in the way that you say, I will look into it.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.566 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 22:54:35 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Sat, 13 Feb 1999 22:52:48 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: binary

Hi, Paul

On 13-Feb-99, you wrote:

> Mildred is being used for most of the graphics work in Dafel:Bloodline
> and the main coder, Liz, is running on an 030/50 and everything, and I
> mean everything, is working as it should.

Whahey, same here :))))))

After mucking around with MC2PWindow and trying other simply insane stuff, I finally got my prog to work. I found it was ALL down to 2 things it seems.

First off, I have to make sure I -MReserveC2pWindow- for 2 windows instead of one, even if I'm using window 0. And then I need to use MUseC2PWindow right after initialising the window.

Phew. Thanx for your help everyone!

One little thing. What library does the NPEEKL command belong to, and where do I get it? Dissolvedemo(itthink) needs this.

Regards

David

1.567 Re: More newbie Mildred user questions =]

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 00:58:31 +0200

Organization: A97

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 14-Feb-99, david white wrote:

> After mucking around with MC2PWindow and trying other simply insane stuff, I
> finally got my prog to work. I found it was ALL down to 2 things it seems.

> First off, I have to make sure I -MReserveC2pWindow- for 2 windows instead

1.568 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 02:42:38 +0000

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

Organization: private

Date: 14 Feb 99 02:42:27 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

David.

> After mucking around with MC2PWindow and trying other simply insane stuff, I

> finally got my prog to work. I found it was ALL down to 2 things it seems.

> First off, I have to make sure I -MReserveC2pWindow- for 2 windows instead

> of one, even if I'm using window 0. And then I need to use MUseC2PWindow right

> after initialising the window.

>

> Phew. Thanx for your help everyone!

You should not need to do a MUseC2pWindow if the most recently created

c2pWindow is the one you wish to use but I'm glad you found the bug to

be in your own program.

> One little thing. What library does the NPEEKL command belong to, and where

> do I get it? Dissolvedemo(ithink) needs this.

If you wish you can replace it with the equivalent peek.l from the

normal blitz repertoire. However, NPEEKL is from the new command set.

I kinda use it out of habit now.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.569 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 02:45:34 +0000

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

Organization: private

Date: 14 Feb 99 02:45:29 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

> Use MUseC2pWindow 0 (or other window num) after M2pWindow 0,....

> instruction.

> Seems to fix this problem on my 030/50Mhz 32Mb A1200/OS 3.0.
You shouldn't need to do this. Be default, MAutoUsec2pWindows is
switched on so when you create a c2pWindow object it will be `Use'd.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.570 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 15:09:25 +0000

Date: Sun, 14 Feb 1999 14:22:02 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

Toby Zuijdveld wrote:

> ->> do I get this graphics library? Is it an Amiga lib or a Blitz
> ->> something? I'm just pretty confused, as the Mildred docs don't
> ->> anything about any other libraries being needed (although to be
> ->> only had a quick scan through 'em).

>

> ->Both. And the Mildred homepage states with large childish letters
> ->MIGHT need the OS3.1 converted graphics.library, but ONLY if you
> ->graphics card, and ONLY if you have OS 3.1. No as far as Mildred is
> ->it is a stand-alone Blitz library.

>

> BUT! You need to compile your code using those libs if you want your
> code to -run- on a gfxboard with os 3.1, too, right?

You'll only need to bother with OS3.1 if you really insist on
using the WriteChunkyPixels_ function. I've not used that myself
and I'm a happy GFX card coder :) I don't even run OS3.1 so unless
Mildred has some hardcoded OS3.1 stuff built into it you'll be
free to do almost anything you like without OS3.1 I think as far
as extra GFX card support goes you'd be better off using the
functions from cybergraphics.library and skipping OS3.1 altogether.
Remember that GFX card users don't necessarily have OS3.1

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.571 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 15:52:27 +0000

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

Organization: private

Date: 14 Feb 99 15:52:20 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

Hi Toby,

> Actually I dare say the main problem seems to lie with the Mc2p routine...

> (which if I remember correctly the DissolveTest code doesn't use, which is

> probably why it works:)

Dissolve test uses c2p only.

> Well, ummm, I would, except, you know, it's all too confusing and that's what

> I needed the examples for to begin with anyway ;]

I thought I had designed it to be simple. Most of the system is a direct representation of existing blitz instructions.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.572 Re: More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 20:56:03 +0500

Organization: =?iso-8859-1?Q?Res=A 1stance?=
Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 13-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> Ok, not exactly true but some things don't like anything less than

->> some annoying reason. Like the demos.

->I think this has something to do with the MCPU/Mc2pCPU bug (?)

->earlier. Try setting changing the processor command to a 0.

I'll try that. Thanks... Curt? I think mentioned it first? Maybe? =3D=

]

<shrugs>

->> do I get this graphics library? Is it an Amiga lib or a Blitz
->> something? I'm just pretty confused, as the Mildred docs don't
->> anything about any other libraries being needed (although to be
->> only had a quick scan through 'em).
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BUT! You need to compile your code using those libs if you want your code
to
-run- on a gfxboard with os 3.1, too, right?

-- =

*** CAT TAG *** Enfields Couple Slain; Police Suspect Homicide

-----^--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| // _____ // ___ // [Last updated : 08=B702=B799]

!___/VDTN.V

1.573 Re: More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 20:56:03 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
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Subject: Re: More newbie Mildred user questions =]

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l_| // _____ // ___ // [Last updated : 08=B702=B799]

!___/VDTN.V

1.574 Re: More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 21:08:42 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
=

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 14-Feb-99, david white set out across the seas with this message:

->and the demos and most of my own progs don't work. It's down to the

->command always

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!!! EXCELLENT! =3D] That means it's not all just my fault/problem ;]

-- =

*** CAT TAG *** Constants aren't; variables don't.

-----^_

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l_| // _____ // ___ // [Last updated : 08=B702=B799]

!___/VDTN.v

1.575 Re: More newbie Mildred user questions =]

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Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 21:08:42 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

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l_| // _____ // ___ // [Last updated : 08=B702=B799]

!___/VDTN.v

1.576 Re: More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 21:11:36 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=-

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 14-Feb-99, Paul set out across the seas with this message:

->Have you tried to run without runtime errochecking? This would force

->it to attempt to use the c2p window, and if something is wrong it will

->obviously crash but the problem you're having is with the runtime

->errorchecks it seems rather than the actual routine.

Well, I don't know about David, but when I try that, three things could h= appen

1) The display is totally black and nothing gets outputted

2) The display has random gibberish all over it

3) CRASH CRASH CRASH CRASH CRASH! =3D]

<I suspect some random memory trashing is at fault...>

-- =

*** CAT TAG *** Copyright 1991 Elmer Fudd. All wights wesewved.

-----^_--

_____v_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l))_ ^___ v \ -EMail : <mailto:hotcakes@abacus.net.au>-

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|___| //_____ //___ // [Last updated : 08=B702=B799]

!___/VDTN.V

1.577 Re: More newbie Mildred user questions =]

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 21:25:57 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=-

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

On 14-Feb-99, david white set out across the seas with this message:

->> Mildred is being used for most of the graphics work in
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 ->After mucking around with MC2PWindow and trying other simply insane
 ->finally got my prog to work. I found it was ALL down to 2 things it
 ->First off, I have to make sure I -MReserveC2pWindow- for 2 windows
 ->of one, even if I'm using window 0. And then I need to use
 ->right =
 ->after initialising the window.

Hmm, I'll look into that. But didn't the docs say that in later revision=
 s of

Mildred, 20 Mc2pWindows are reserved by default?

->One little thing. What library does the NPEEKL command belong 2,
 ->do I get it? Dissolvedemo(itthink) needs this.

It belongs in either the NCS Misc.lib or NCS Memory.lib (I forget) In any=
 case, if you don't have it, you can get by with replacing #NPOKEL# with
 #Poke#.l

-- =

*** CAT TAG *** The more I learn, the more I have to learn.

-----^_--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| |//____ //___ // [Last updated : 08=B702=B799]

!___/VDTN.V

1.578 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 18:11:17 +0000

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

Organization: private

Date: 14 Feb 99 16:31:56 +0000

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

> You'll only need to bother with OS3.1 if you really insist on

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> free to do almost anything you like without OS3.1 I think as far
> as extra GFX card support goes you'd be better off using the
> functions from cybergraphics.library and skipping OS3.1 altogether.
> Remember that GFX card users don't necessarily have OS3.1

I think the minimum legal specification for anything written in Mildred is o/s 2.0 or higher - which is due to the ClearCacheU_() that Mc2pWindow has to perform, without which it would not be possible to have flexible operation sizes. You also need an 020 or higher because the 68000 does not support memory accesses on unaligned offsets, something which happens throughout the lib. I don't think fastram is compulsory as I use public mem which will use fast if available or if not, then chip.

As you rightly say, o/s 3.1 gfx lib is only needed really to support WriteChunkyPixels_(). I've put support for this into my 'MScreen' example rtg program, although also support for the cybergraphics WritePixelFormat_() function. It is only there to allow support for outputting from a bitmap that has line modulo's which isn't possible with WritePixelFormat8. There is also a method of copying a rectangle from the linemodulo bitmap to a temporary non-modulo one, and then performing a WPA8 which is faster than separate WritePixelFormat8_()'s. o/s 3.1 would only be needed to properly load in the source for those programs that have WriteChunkyPixels thus requiring the v40 graphics lib. It certainly isn't dependent upon it and at the end of the day can function using other routines perfectly well as you rightly say, such as WritePixelFormat_() in cybergraphics lib. There is also the custom MBlockScroll output which works almost all of the time and can be the fastest method so long as the graphics card mem is aligned okay. o/s 2.0, an 020 cpu, some fastram perhaps and maybe cybergraphics lib (also picasso96) is all that's needed to support AGA and graphics-card output with Mildred, although 030 or higher is recommended for speed purposes.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.579 Re: More newbie Mildred user questions =]

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:50:28 +0200

Organization: A97

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

Hello Toby.

On 14-Feb-99, Toby Zuijdveld wrote:

> ->Both. And the Mildred homepage states with large childish letters

> ->MIGHT need the OS3.1 converted graphics.library, but ONLY if you

> ->graphics card, and ONLY if you have OS 3.1. No as far as Mildred is

> ->it is a stand-alone Blitz library.

> BUT! You need to compile your code using those libs if you want your c=ode to

> -run- on a gfxboard with os 3.1, too, right?

No. You only need to compile code using those libs if yor program USES an= y GFXBoard and/or OS 3.1 graphics.library stuff.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.580 Re: More newbie Mildred user questions =]

(envelope-from FlameDuck@usa.net)
(envelope-from FlameDuck@usa.net)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
Date: Sun, 14 Feb 1999 20:52:18 +0200
Organization: A97
Subject: Re: More newbie Mildred user questions =]
Encoding: quoted-printable

Hello Toby.

On 14-Feb-99, Toby Zuijdveld wrote:

> ->and the demos and most of my own progs don't work. It's down to the
> ->command always
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> ->programs
> ->can get past the MC2P bit on my '030. =
> !!! EXCELLENT! =3D] That means it's not all just my fault/problem ;]

Of course it is. It's you guys that are doing something wrong. Like Paul = said that guy coding on "his" game uses a 030, and it works like a charm = for him.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.581 Re: More newbie Mildred user questions =]

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:54:32 +0200

Organization: A97

Subject: Re: More newbie Mildred user questions =]

Encoding: quoted-printable

Hello Toby.

On 14-Feb-99, Toby Zuijdveld wrote:

> ->Have you tried to run without runtime errochecking? This would force

> ->it to attempt to use the c2p window, and if something is wrong it wil=

l

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> 1) The display is totally black and nothing gets outputted

> 2) The display has random gibberish all over it

> 3) CRASH CRASH CRASH CRASH CRASH! =3D]

> <I suspect some random memory trashing is at fault...>

I suspect you're right. As farr as I can tell (without seeing the code) i=

t would seem that you're Mc2p is doing something you don't want it too. T=

ry supplying all vales to all the commands, you might read read the synta=

x incorrectly.

Regards

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->Mildred has some hardcoded OS3.1 stuff built into it you`ll be
->free to do almost anything you like without OS3.1 I think as far
->as extra GFX card support goes you`d be better off using the
->functions from cybergraphics.library and skipping OS3.1 altogether.
See, I don`t have that either =3D] Could someone pretty please pass me th=
e
graphics.library1, graphics.library2 for OS 3.0 and cybergraphics.library=
1
files, please? =3D]
->Remember that GFX card users don`t necessarily have OS3.1
Ohhh, well, you see, I thought I read somewhere that they did <grin>
-- =

*** CAT TAG *** ...nauseum. Adnauseum. Adnauseum. Adnauseum.
***** Ad...
_ _ _ _ _ ^ _ _
_ _ _ _ _ v _ _ _ _ _ ^ _ _ -- Toby Zuijdveld --
\ _ _ =ACV. _ _ _ _ _ /
l) _ ^ _ _ v \ -EMail : mailto:hotcakes@abacus.net.au-
!! l =AC\ \ \ \ - HTTP : http://abacus.net.au/hotcakes
l _ _ | // _ _ _ // _ _ // [Last updated : 14=B702=B799]
! _ _ / \DTN.\

1.584 Re: More newbie Mildred user questions =]

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 10:31:26 +0000

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 10:30:42 +0000

Date: Mon, 15 Feb 1999 09:50:01 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: More newbie Mildred user questions =]

Encoding: 7bit

Toby Zuijdveld wrote:

>

> On 14-Feb-99, Paul Burkey set out across the seas with this message:

>


```

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

1.586 more token problems

for scott@online.u-net.com; Sat, 27 Feb 1999 07:15:49 +0000

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

Date: Sat, 27 Feb 1999 01:08:22 -0500

Subject: more token problems

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.1749082024.1

Hi again,

I am still not having any luck reading the tokens in Blitz sources.

I have attached my source - maybe someone can see what is wrong?

I am using the routine provided by Sami - it works right most of the time, but gives incorrect results if the library # is even, and small.

Here is some results I get

Command I used in source: Results I get:

Lib Command Token is: Lib Command

11 1 \$8501 11 1

12 1 \$8601 13 1

73 1 \$A481 73 1

10 1 \$A402 73 2

Thanks for any help...

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

--BOUNDARY.1749082024.1

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

MaxLen source\$=255

MaxLen path\$=255

WBStartup

WBenchToFront_

NoCli

WbToScreen 0

DosBuffLen 0

If WriteFile(1,"CON:180/20/300/300/Parse Test")

FileOutput 1

NPrint "Ready!!!"

Else

Request "", "Failed!!!", "Damn!"

End

EndIf

Repeat

Bsource\$=ASLFileRequest("Select a Blitz source",path\$,source\$)

If Bsource\$=""Then End

If ReadFile(0,Bsource\$)

FileInput 0

While NOT Eof(0)

a.w=Asc(Inkey\$(1))AND \$FF

If a>128 ;aha, a token!

tok.w=a

cmd.w=Asc(Inkey\$(1))AND \$FF

Gosub printit

EndIf

Wend

CloseFile 0

PopInput

EndIf

Forever

printit

```
If cmd>$80
cmd -$80
EndIf
;libtoke=libnum&$fe
;If libtoke<libnum
; libtoke/2+$80
;Else
; libtoke/2
;EndIf
;so in reverse
;If libtoke&80
; libnum=(libtoke&$7f)*2
;Else
; libnum=libtoke*2+1
;EndIf
If tok & 80
libnum.w=(tok & $7f)*2
Else
libnum = tok*2+1
EndIf
If libnum>255 Then libnum-256
NPrint "Library:",libnum
NPrint "Command:",cmd
NPrint " "
Return
VWait 300
End
--BOUNDARY.1749082024.1--
```

1.587 Re: Mouse Controls

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 16 Feb 1999 00:10:08 +0200

Organization: A97

Subject: Re: Mouse Controls

Encoding: quoted-printable

Hello Whee_Cool.

On 16-Feb-99, Whee_Cool wrote:

> I was wondering if there was a command to place the system Mouse Pointe=
r at a

> set position. E.g make it jump to a position. =
Yes, I think it's called AbsMouse or something.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

1.588 Mouse Controls

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 22:51:45 +0000
 From: Whee_Cool <apwheeler@apwheeler.demon.co.uk>
 Date: Mon, 15 Feb 1999 22:53:03 +0000
 Subject: Mouse Controls

Hi,
 I was wondering if there was a command to place the system Mouse Pointer at a
 set position. E.g make it jump to a position.
 Bye

--
 A.Wheeler
 Email : Apwheeler@Apwheeler.demon.co.uk
 HomePage : [Http://www.apwheeler.demon.co.uk](http://www.apwheeler.demon.co.uk)
 IRC Undernet : Channel- #amirc Nick- Whee_Cool

1.589 Re: Mouse Controls

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 00:14:50 +0000

Date: Tue, 16 Feb 1999 00:13:51 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mouse Controls

Encoding: 7bit

Whee_Cool wrote:

> I was wondering if there was a command to place the system Mouse Pointer at a
> set position. E.g make it jump to a position.

Try:

AbsMouse #x,#y

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.590 Re: Mouse Controls

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Tue, 16 Feb 1999 15:57:59 -0000

Subject: Re: Mouse Controls

Encoding: quoted-printable

Hi All,

On 17-Feb-99, Mikkel L=F8kke wrote:

>On 16-Feb-99, James L Boyd wrote:

>> I've been meaning to ask - does anybody have a replacement for ABSMous=
e?

>> Like poking to the mouse port directly or something?

Could this be done by putting an input event in the input stream using =
the

OS input.device?

Tim Hanson,

in the Basement,London.=

1.591 Re: Mouse Controls

([62.136.61.124] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cp0D-0007gG-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 18:13:45 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 17:18:05 +0000

Subject: Re: Mouse Controls

Encoding: quoted-printable

Mikkel L=F8kke churned out *this* drivet :

> Hello Whee_Cool.

> =

> On 16-Feb-99, Whee_Cool wrote:

> =

>> I was wondering if there was a command to place the system Mouse Pointer

>> at a set position. E.g make it jump to a position.

> =

> Yes, I think it's called AbsMouse or something.

I've been meaning to ask - does anybody have a replacement for ABSMouse?

Like poking to the mouse port directly or something?

ABSMouse doesn't always work properly here, and I know it's the same for some other people's systems too, but it would be pretty handy to have a fixed version...

Anyone know how to do it?

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

1.592 Re: Mouse Controls

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

Date: Tue, 16 Feb 1999 13:20:59 -0500

Subject: Re: Mouse Controls

Hi James,

On 16-Feb-99, James L Boyd wrote:

>

> I've been meaning to ask - does anybody have a replacement for ABSMouse?

>

> Like poking to the mouse port directly or something?

>

> ABSMouse doesn't always work properly here, and I know it's the same

> for some other people's systems too, but it would be pretty handy to

> have a fixed version...

>

> Anyone know how to do it?

Err, not me ;)

But it seems to work fine here. Can you send a bit of code that doesn't work for you?

Oh, and don't forget - ABSmouse always uses Hi-res laced screen co-ordinates, so if for example you are using a 320 x 200 lo-res screen, ABSMouse 320,200 will put the pointer in the center of the screen, not the bottom right corner as you would expect...

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

1.593 Re: Mouse Controls

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:29:57 +0200

Organization: A97

Subject: Re: Mouse Controls

Encoding: quoted-printable

Hello James.

On 16-Feb-99, James L Boyd wrote:

>>> I was wondering if there was a command to place the system Mouse Pointer

>>> at a set position. E.g make it jump to a position.

>> Yes, I think it's called AbsMouse or something.

> I've been meaning to ask - does anybody have a replacement for ABSMouse=

?

> Like poking to the mouse port directly or something?

You can't do that, mouseport customregister is read only.

> ABSMouse doesn't always work properly here, and I know it's the same

> for some other people's systems too, but it would be pretty handy to

> have a fixed version...

> Anyone know how to do it?

Someone mentioned something about using highres-lace coordinates. But I suspect this wrecks havoc on larger screens. Also, I think there is a command in that library to move the mouse by a certain amount. In this case, you could just check to see if the mouse was at the position, and if it wasn't, keep moving it until it was.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

1.594 Mouse images

id 10ChNg-00079t-00; Tue, 16 Feb 1999 10:05:29 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Mon, 15 Feb 1999 15:26:34 -0000

Organization: ASP/Warrington

Subject: Mouse images

Encoding: quoted-printable

Hello again,

A little quicky, does anyone know how to change the mouse pointers image without using WPointer ?

The problem with Wpointer is that...

- a) You need a window open, is it nessacry to have a window open to change the image ?
- b) When you change the image quickly, ie for an animation, you get a blip of the WB mouse pointer with each change.

An Ideas ?

Regards

Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)-----(
| CURRENT GAMES | ICQ Num : 16295659 |

)-----(
| =B7 Survivors DX - [#####=3D--]85% |

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| =B7 Conquest - [#=3D-----]10% |

1.595 Re: Mouse images

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

Date: Tue, 16 Feb 1999 07:14:24 -0500

Subject: Re: Mouse images

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.1748364888.1

Hi Anthony

On 15-Feb-99, Anthony Sherratt wrote:

> Hello again,

>

> A little quicky, does anyone know how to change the

> mouse pointers image without using WPointer ?

>

> The problem with Wpointer is that...

>

> a) You need a window open, is it nessacry to

> have a window open to change the image ?

Yes. A pointer is always "attached" to a window. When this window is active, it's custom pointer image will be used. If it has no custom image, the default pointer (ie, the workbench pointer) will be used.

You can go through the OS commands rather than the Blitz commands, but these

still attach the image to a specified window.

>

> b) When you change the image quickly, ie for an

> animation, you get a blip of the WB mouse pointer

> with each change.

I don't get this problem. Are you possibly activating another window or something?

If you have multiple windows open, I here is a little function that will set

them all to use the specified pointer.

NOTE - this is only good for borderless windows (unless you don't mind seeing all the borders "flash" when you change pointers.)

To avoid this flashing, you will need to use the OS commands.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

--BOUNDARY.1748364888.1

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

Statement setPointer{style.b,active.b} ;pointer,calling window

For i = 0 To Maximum Window -1

If Peek.l(Addr Window(i))

Use Window i

WPointer style

EndIf

Next

Use Window active ;activate the selected window

End Statement

--BOUNDARY.1748364888.1--

1.596 Re: Mouse images

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:55:26 +0000

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:54:53 +0000

Date: Tue, 16 Feb 1999 16:31:29 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mouse images

Encoding: 7bit

Anthony Sherratt wrote:

> A little quicky, does anyone know how to change the

> mouse pointers image without using WPointer ?

I was going to ask this question recently. I also want to stop using WPointer but for different reasons.

> The problem with Wpointer is that...

>

> a) You need a window open, is it nessacry to

> have a window open to change the image ?

This is how AmigaOS works, you can't avoid that and whats wrong with Windows? :)

> b) When you change the image quickly, ie for an

> animation, you get a blip of the WB mouse pointer

> with each change.

Hmm, I'm kind of familiar with this problem but I *think* I avoided it myself. I'll take a look at the WPointer change in my game... Ahh, right, I have put a VWait before the WPointer command. Give it a go! Now for my reason for avoiding WPointer. Basicly I want to remove every last use of Shapes from my game. There was once a time when the 1024 shape limit was a real problem for me because my game needed over 1500 shapes at any time! Now though, I only use 3 Blitz shapes and they're for the pointer. Anyway, I'd like to remove the final LoadShapes call which should remove a nice 4K lump from my exe. It would also help me in my Quest to rewrite Foundation to use almost NO blitz libs, a personal challenge you might say :)

So, really I need to know how I can use SetWindowPointerA_

I don't mind if I have to use Blitz shapes for now. I can soon work around that bit.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.597 Re: Mouse images

([62.136.32.160] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cpnl-0003gW-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 19:04:57 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 18:50:00 +0000

Subject: Re: Mouse images

Paul Burkey churned out *this* drivel :

> So, really I need to know how I can use SetWindowPointerA_

> I don't mind if I have to use Blitz shapes for now. I can

> soon work around that bit.

Well, this is a statement to hide the window pointer, but it really just creates a blank image as far as I know, in the memory pointer *wmem

If you can put your shape data there, that should do the trick.

I don't know how to do it, but since you're into all that chunky rendering stuff, I'm sure you'll know what to do ;)

Statement HidePointer {win.w }

*wmem.l = ?EmptyPointer

SetPointer_ Peek.l(Addr Window(win)), *wmem, 0,0,1,1

Statement Return ; avoids running into next part...

EmptyPointer: ; ***** the pointer data *****

Dcb.w 4,\$0

End Statement

Use #ClearPointer_# (#Peek#.l(#Addr Window#(win))) to set it back to normal.

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.598 Re: Mouse images

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

Date: Tue, 16 Feb 1999 15:01:03 -0500

Subject: Re: Mouse images

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.1748598016.1

Hi Paul

On 16-Feb-99, Paul Burkey wrote:

> Now for my reason for avoiding WPointer. Basicly I want to remove
> every last use of Shapes from my game. There was once a time when
> the 1024 shape limit was a real problem for me because my game
> needed over 1500 shapes at any time! Now though, I only use 3 Blitz
> shapes and they`re for the pointer. Anyway, I`d like to remove
> the final LoadShapes call which should remove a nice 4K lump from
> my exe. It would also help me in my Quest to rewrite Foundation
> to use almost NO blitz libs, a personal challenge you might say :)
>

> So, really I need to know how I can use SetWindowPointerA_

> I don`t mind if I have to use Blitz shapes for now. I can

> soon work around that bit.

Well, I haven`t been able to work out how to do this with

SetWindowPointerA_

But I do know how to do it using the system`s SetPointer_ (see attached code)

Maybe this will help (or maybe this is all you really need...)

Of course, the bitmap & shape crap is simply for the example - you can just craete the sprites and save `em out in a sprites file, then load or incbin it into your game.

Or allocate the required memory, load `em in, and use the memory pointers.

You might even get by with just incbin`ing each sprite as a separate item, then using the incbin addresses - but maybe they need to be put into chip ram, I really don`t know exactly how sprites are handled by the OS...

Later...

--

How many tech writers does it take to change a lightbulb?

None: "The user can work it out."

Yours electronically,
Curt Esser
camage@ix.netcom.com
http://members.xoom.com/Curt_Esser/
--BOUNDARY.1748598016.1
Content-Disposition: attachment; filename="OsPointer.asc"
;set a window's pointer image through the OS
WBenchToFront_
FindScreen 0
;now let's draw a pointer
BitMap 0,16,16,2 ;just a little 4 colour one is all we need
Circle 8,8,3,1
Circle 8,8,2,3
Circle 8,8,1,2 ;not very elegant - just 2 circles...
GetaShape 0,0,0,16,16 ;now grab it as a shape
CacheClearU_
VWait 5
GetaSprite 0,0 ;and convert it to a sprite
Free Shape 0 ;don't need 'em any more
Free BitMap 0
;ok, now let's open a window
Window 0,20,20,100,100,\$1000,"Pointer Test",1,0
;now let's find 'em so we can tell Intuition where to look
*Win=Peek.l(Addr Window (0))
*Spr=Peek.l(Addr Sprite (0))
wdth.w=16 ;pointer's width
ht.w=16 ;pointer's height
offx.w=-8 ;set the hotspot to the center
offy.w=-8
;attach it to the window
SetPointer_ *Win,*Spr,ht,wdth,offx,offy
MouseWait
End
--BOUNDARY.1748598016.1--

1.599 Re: Mouse images

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 00:37:25 +0000

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 00:36:14 +0000

Date: Wed, 17 Feb 1999 00:36:39 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mouse images

Encoding: 7bit

Curt Esser wrote:

> > So, really I need to know how I can use SetWindowPointerA_

> > I don't mind if I have to use Blitz shapes for now. I can

> > soon work around that bit.

>

> Well, I haven't been able to work out how to do this with

> SetWindowPointerA_

> But I do know how to do it using the system's SetPointer_

> (see attached code)

> Maybe this will help (or maybe this is all you really need...)

Yes, sorry about the confusion. SetPointer_ is actually the command

I meant :)

> Of course, the bitmap & shape crap is simply for the example - you can just

> craete the sprites and save 'em out in a sprites file, then load or incbin

> it into your game.

I'll just make up a file format and create a structure that

works like the basic Blitz sprite data. It's just a case of

dumping the _data section to a file and a few extra words

containing size info.

> but maybe they need to be put into chip

> ram, I really don't know exactly how sprites

> are handled by the OS...

okay, well chip ram is fine. I'm not using chip ram for much else

now anyway. Thanks for the code!

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.600 Re: Mouse images

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 18 Feb 1999 09:47:14 +0200

Organization: A97

Subject: Re: Mouse images

Encoding: quoted-printable

Hello Anthony.

On 15-Feb-99, Anthony Sherratt wrote:

> The problem with Wpointer is that...

> a) You need a window open, is it nessacry to

> have a window open to change the image ?

Yes and no. If you want to do it in a systemfriendly way, you need to hav=
e a window open. Alternatively, you could setup a level 5 interupt that ch=
anges the image of sprite 0. (And possibly crashes your AMiGA ?)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.601 Re: Mouse images

id 10DR9s-0006Dp-00; Thu, 18 Feb 1999 10:58:17 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Thu, 18 Feb 1999 11:00:48 -0000

Organization: ASP/Warrington

Subject: Re: Mouse images

Encoding: quoted-printable

On 16-Feb-99, Curt Esser coffered up:

>SetPointer_ (see attached code)

>Maybe this will help (or maybe this is all you really need...)

Thanks Curt your OS pointer code has stopped the flicker of the WB pointer I keep getting on animations.

The only problem now is that it seems to cut off the top line = of each sprite, any ideas why ?

Regards

Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)-----(|

| CURRENT GAMES | ICQ Num : 16295659 |

)-----(|

| =B7 Survivors DX - [#####=3D--]85% |

| =B7 Conquest - [#=3D-----]10% |

1.602 Re: Mouse images

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 12:43:26 +0000

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 12:41:43 +0000

Date: Thu, 18 Feb 1999 12:40:23 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mouse images

Encoding: 7bit

Anthony Sherratt wrote:

> On 16-Feb-99, Curt Esser coffered up:

>

> >SetPointer_ (see attached code)
>
> >Maybe this will help (or maybe this is all you really need...)
>
> Thanks Curt your OS pointer code has stopped the flicker
> of the WB pointer I keep getting on animations.
>
> The only problem now is that it seems to cut off the top line
> of each sprite, any ideas why ?
I had that problem too. I got round it be redrawing my shapes
with an empty line at the top. It depends if you really need
a 16 pixel high pointer or not.
Cheers,
Paul
--
< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.603 Re: Mouse images

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

Date: Thu, 18 Feb 1999 21:11:15 -0500

Subject: Re: Mouse images

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.1748142368.2

Hi,

On 18-Feb-99, Paul Burkey wrote:

> Anthony Sherratt wrote:

>> Thanks Curt your OS pointer code has stopped the flicker

>> of the WB pointer I keep getting on animations.

>>

>> The only problem now is that it seems to cut off the top line

>> of each sprite, any ideas why ?

>

> I had that problem too. I got round it be redrawing my shapes

> with an empty line at the top. It depends if you really need

> a 16 pixel high pointer or not.

Method 2 - (see attached)

Blitz seems to have trouble with the top line sometimes, like with this.
Also, try WCLS command - it doesn't clear the very top line of your window.
It's not the shape's problem though, it's the bitmap (or the getashape
command)
Anyway, the solution is to make the Bitmap 17 pixels high. Then forget the
first line and draw your images starting on the second line. You can now
grab a full 16 x 16 shape for your pointer...

Yours electronically,

Curt Esser

came@ix.netcom.com

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

--BOUNDARY.1748142368.2

Content-Disposition: attachment; filename="OS.Pointer.asc"

;set a window's pointer image through the OS

WBStartup

WBenchToFront_

FindScreen 0

;ok, now let's open a window

Window 0,20,20,100,100,\$1000,"Pointer Test",1,0

;now let's draw a pointer

BitMap 0,16,17,2 ;just a little 4 colour one is all we need

Box 0,1,15,16,2 ;but Blitz doesn't seem to handle line 0 well

Box 2,3,13,14,1 ;so make it one pixel higher and do everything

Box 4,5,11,12,3 ;starting on the second line of the bitmap!

Box 6,7,9,10,1

CacheClearU_

GetaShape 0,0,0,16,17 ;now grab it as a shape

CacheClearU_

GetaSprite 0,0 ;and convert it to a sprite

Free BitMap 0

Free Shape 0

;now find the window & sprite addresses for the command

*Win=Peek.l(Addr Window (0))

*Spr=Peek.l(Addr Sprite (0))

width.w=16 ;pointer width (must be 16 or less)

ht.w=16 ;pointer height (could be anything really)

offx.w=-7 ;set the hotspot

offy.w=-7

SetPointer_ *Win,*Spr,ht,width,offx,offy

MouseWait

End

--BOUNDARY.1748142368.2--

1.604 Re: Mouse images

id 10DrN7-0001X8-00; Fri, 19 Feb 1999 14:57:41 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Fri, 19 Feb 1999 15:00:05 -0000

Organization: ASP/Warrington

Subject: Re: Mouse images

Encoding: quoted-printable

On 18-Feb-99, Paul Burkey coffered up:

>> The only problem now is that it seems to cut off the top line

>> of each sprite, any ideas why ?

>I had that problem too. I got round it be redrawing my shapes

>with an empty line at the top. It depends if you really need

>a 16 pixel high pointer or not.

Thats what I was doing :) No problem, i was just wondering

if it can be cured. Thanks again anyway Curt :)

Regards

Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)-----(
| CURRENT GAMES | ICQ Num : 16295659 |

)-----(
| =B7 Survivors DX - [#####=3D--]85% |

)-----(
| =B7 Conquest - [#=3D-----]10% |

1.605 Re: Mouse images

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

Organization: ProPassWord

Date: 20 Feb 99 07:10:05 +0000

Subject: Re: Mouse images

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Anthony Sherratt, OK then but=2E=2E=2E

> On 16-Feb-99, Curt Esser coffered up:

>=20
> >SetPointer_ (see attached code)
>=20
> >Maybe this will help (or maybe this is all you really need=2E=2E=2E)
>=20
> Thanks Curt your OS pointer code has stopped the flicker
> of the WB pointer I keep getting on animations=2E
>=20
> The only problem now is that it seems to cut off the top line=20
> of each sprite, any ideas why ?
>=20
Are they French by any chance?
--=20
Is your Amiga safe? Or you already using ProPassWord=2E
--
V//AmigaV// Team Amiga RC5
--
603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1
Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>
ICQ 21765436

1.606 Re: Mouse-disabling

via sendmail with P:esmtip/R:inet_hosts/T:smtp
(sender: <Andreas.Falkenhahn@gmx.de>)
id <m107JV1-002pCbC@rhoen.regio.net>
for <blitz-list@netsoc.ucd.ie>; Mon, 1 Feb 1999 14:34:47 +0100 (MET)
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>
Date: Sun, 31 Jan 1999 19:17:34 +0100
Organization: Airsoft Softwair
Subject: Re: Mouse-disabling
Encoding: quoted-printable
Hi Mikkel
Am 31-Jan-99 schrieb Mikkel L=F8kke:
> Hello Andreas.
> =
> On 29-Jan-99, Andreas Falkenhahn wrote:
> =

>> Anyone knows how to disable mouse on workbench screen? The user
>> shall not be able to move the pointer anymore....! Any idea how to
>> do this? It needs to be on workbench screen!
> =
> How about Forbid_? Just don't forget to put a Permit_ at the end of yo=
ur
> code.
Forbid() only forbids task rescheduling. It won't lock the whole system.
> =
> =
> 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, 1=
8MB
Ram, 33.600 Modem =
"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs sin=
ce
the release of Win95" Bill Gates in `98
"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the The=
me
of Amiga CD

1.607 Re: Mouse-disabling

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

Organization: Author of ProPassWord

Date: 31 Jan 99 20:30:08 +0000

Subject: Re: Mouse-disabling

X-Face: (_q}6lZ;BQops9` }X~b69)+*BiJl_ur1MVm@7?1L%b8~r^vjuPaA+*y_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Sun, 31 Jan 1999 16:21:45=

+0200 this is what I think,

> Hello Andreas.

>=20

> On 29-Jan-99, Andreas Falkenhahn wrote:

>=20

> > Anyone knows how to disable mouse on workbench screen? The user

> > shall not be able to move the pointer anymore....! Any idea how to

> > do this? It needs to be on workbench screen!

>=20

> How about Forbid_ ? Just don't forget to put a Permit_ at the end of your= code.

>=20

You could do that but your program will not work on 3.5!

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20

ICQ 21765436

1.608 Re: Mouse-disabling

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

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

id <m107QZk-002pD0C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Mon, 1 Feb 1999 22:08:08 +0100 (MET)

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

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

Date: Mon, 01 Feb 1999 21:50:47 +0100

Organization: Airsoft Softwair

Subject: Re: Mouse-disabling

Hi Paul

Am 01-Feb-99 schrieb Paul:

>> >> Anyone knows how to disable mouse on workbench screen? The user

>> >> shall not be able to move the pointer anymore....! Any idea how to

>> >> do this? It needs to be on workbench screen!

>> >

>> > How about Forbid_ ? Just don't forget to put a Permit_ at the end of

>> > your code.

>>

>> Forbid() only forbids task rescheduling. It won't lock the whole system.

>

> it also stops the mouse handler from working ;)

erm, it does what? If I use Forbid() the mouse handler is still working....

What's on there now?

>

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

1.609 Re: Mouse-disabling

Date: Mon, 1 Feb 1999 13:01:06 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Mouse-disabling

---Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de> wrote:

> Forbid() only forbids task rescheduling. It won't lock the whole system.

It will as long as your task is busy. e.g.

Forbid_

Repeat

Until JoyB(0)=1

Permit_

This will kill the system until the mouse button is pressed. If you do a vwait or put your program to sleep it will break the forbid.

Thom

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

1.610 Re: Mouse-disabling

for blitz-list@netsoc.ucd.ie; Mon, 1 Feb 1999 21:29:54 +0000

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

Organization: private

Date: 1 Feb 99 21:29:54 +0000

Subject: Re: Mouse-disabling

Encoding: 7bit

> erm, it does what? If I use Forbid() the mouse handler is still working....

> What`s on there now?

maybe i should word it different.

When I did a forbid() in amigamode, the mouse stopped moving.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.611 Re: Mouse-disabling

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 02 Feb 1999 21:46:22 +0200

Organization: A97

Subject: Re: Mouse-disabling

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello aMIGA_dUDE.

On 31-Jan-99, aMIGA_dUDE wrote:

>>> Anyone knows how to disable mouse on workbench screen? The user

>>> shall not be able to move the pointer anymore....! Any idea how to

>>> do this? It needs to be on workbench screen!

>> How about Forbid_? Just don't forget to put a Permit_ at the end of y=
our code.

> You could do that but you program will not work on 3.5!

How on earth do you know !!?

Regards

-- =

+++++

| M i k k e l L = F 8 k k e l _

1.613 Moving colour-split

Sun, 14 Feb 1999 08:23:58 PST

X-Originating-IP: [194.176.205.237]

From: "Jamie Solomons" <jamiesblitz@hotmail.com>

Subject: Moving colour-split

Date: Sun, 14 Feb 1999 08:23:58 PST

Hi all.

I'm new to this Blitz list. I'm currently in the process of making a space command/strategy game in Blitz2 called Domination and have come across a problem in the conversion (of the code so far) from AM*S to Blitz. In the AM*S version I used two screens for the display in order to have a different palette on each. In Blitz I can use colour splitting to achieve the same effect and keep the whole display on the same slice (it makes life a lot easier). The only problem is the I have menus that slide up the screen from the bottom display that need to use a different palette. The answer to this would be to move the colour split up the screen as the menu moves up. I don't know how to do this. Any help would be gratefully recieved and whoever solves the problem will get a mention in the credits :) (lucky you :) and possibly a free copy of the game when it is finished (very lucky you :).

Here is the screen as it looks now:

```
+-----+
||
||
| Map |
||
||
||
+-----+
| Options |
||
+-----+
```

When you select a menu from the options bar, the menu slides up the screen.

```
+-----+
||
||
| Map |
```

```

||
+-----+
| ^ Menu (sliding up) ^ |
+-----+
| Options |
||
+-----+

```

I simply need to move the colour split up the screen.

Thanks for your help,

Jamie Solomons of the Amiga1 team

Get Your Private, Free Email at <http://www.hotmail.com>

1.614 Moving colour-split

Mon, 15 Feb 1999 02:01:29 PST

X-Originating-IP: [194.83.205.14]

From: "Jamie Solomons" <jamiesblitz@hotmail.com>

Subject: Moving colour-split

Date: Mon, 15 Feb 1999 02:01:29 PST

Hi all.

I'm new to this Blitz list. I'm currently in the process of making a space command/strategy game in Blitz2 called Domination and have come across a problem in the conversion (of the code so far) from AM*S to Blitz. In the AM*S version I used two screens for the display in order to have a different palette on each. In Blitz I can use colour splitting to achieve the same effect and keep the whole display on the same slice (it makes life a lot easier). The only problem is the I have menus that slide up the screen from the bottom display that need to use a different palette. The answer to this would be to move the colour split up the screen as the menu moves up. I don't know how to do this. Any help would be gratefully recieved and whoever solves the problem will get a mention in the credits :) (lucky you :) and possibly a free copy of the game when it is finished (very lucky you :).

Here is the screen as it looks now:

```

+-----+
||
||
| Map |

```


||

||

||

+-----+

| Options |

||

+-----+

When you select a menu from the options bar, the menu slides up the screen.

+-----+

||

||

| Map |

||

+-----+

| ^ Menu (sliding up) ^ |

+-----+

| Options |

||

+-----+

I simply need to move the colour split up the screen.

Thanks for your help,

Jamie Solomons of the Amiga1 team

Get Your Private, Free Email at <http://www.hotmail.com>

1.615 Re: Moving colour-split

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 14:09:22 +0200

Organization: A97

Subject: Re: Moving colour-split

Encoding: quoted-printable

On 15-Feb-99, Jamie Solomons wrote:

[- Nag nag nag-]

> I simply need to move the colour split up the screen.

Just define a new one using the display.lib commands. Don't use slices, =

infact don't even use Blitz mode stuff, as you're likely to be the only person left who will be able to play it.

Sensible workarround #1. Since slices only allow 32 colours(?), why not just open a 64 colour Intuition screen instead ?

Sensible workarround #2. Remap the menu to fit the palette already used.

Sensible workarround #3. Never EVER "convert" a game from AM*S to Blitz, = Blitz is much more powerfull, so if you just do a plain conversion, it will only utilise about 20% of it's full potential.

Unsenible Workarround #1. Code the colsplit stuff in ASM. It's actually easier than ACID's implementation.

Also, a little hint. WE HEARD YOU THE FIRST TIME. Sending multiple requests to the list is not going to "speed up" replies. The reason it could be taking so long might be because people are trying to come up with a solution, which they have to test first, or maybe no-one knows the answer. In either case, "flooding" the list is NOT going to help your case.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.616 Re: Moving colour-split

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 21:46:02 +0200

Organization: A97

Subject: Re: Moving colour-split

Encoding: quoted-printable

On 15-Feb-99, Jamie Solomons wrote:

>> On 15-Feb-99, Jamie Solomons wrote:[- Nag nag nag-]

>>> I simply need to move the colour split up the screen.

>>> Sensible workarrond #1. Since slices only allow 32 colours(?), why =

>>> not just open a 64 colour Intuition screen instead ?

> This seems to be the most sensible workarround. The only problem is tha=

t =

> I need the game to work on a non-AGA Amiga (call me old :). Is it =

Old. :o)

> possible to use colsplit on an Intuition screen? (or some varient =

> thereof?)

Ah, there was a very interesting discuussion on this in here recently. If=

anyone actually found a solution I'm not sure. But you should avoid usin=

g copper stuff where possible.

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Visit : <http://members.tripod.com/~FlameDuck>

1.617 Moving colour-split

Mon, 15 Feb 1999 12:27:03 PST

X-Originating-IP: [158.152.35.144]

From: "Jamie Solomons" <jamiesblitz@hotmail.com>

Subject: Moving colour-split

Date: Mon, 15 Feb 1999 12:27:03 PST

>On 15-Feb-99, Jamie Solomons wrote:[- Nag nag nag-]

>> I simply need to move the colour split up the screen.

>

>

>>Sensible workarrond #1. Since slices only allow 32 colours(?), why

>>not just open a 64 colour Intuition screen instead ?

This seems to be the most sensible workarround. The only problem is that

I need the game to work on a non-AGA Amiga (call me old :). Is it

possible to use colsplit on an Intuition screen? (or some varient

thereof?)

Thanks for your help,

Jamie

Get Your Private, Free Email at <http://www.hotmail.com>

1.618 Re: Moving colour-split

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

Date: Mon, 15 Feb 1999 15:28:48 -0500

Subject: Re: Moving colour-split

Encoding: quoted-printable

Hi Mikkel

On 15-Feb-99, Mikkel L=F8kke wrote:

> On 15-Feb-99, Jamie Solomons wrote:

> =

> [- Nag nag nag-]

> =

>> I simply need to move the colour split up the screen.

> =

> Sensible workarrond #1. Since slices only allow 32 colours(?), why not
just

> open a 64 colour Intuition screen instead ?

> =

> Sensible workarround #2. Remap the menu to fit the palette already used.

> =

> Sensible workarround #3. Never EVER "convert" a game from AM*S to Blitz=

> Blitz is much more powerful, so if you just do a plain conversion, it will

> only utilise about 20% of it's full potential.

> =

Sensible Workarround #4 (I think that's the right number?):

(Amiga mode only)

Open a second "child" screen for the menu. This screen can be any colour depth, and has a completely separate palette. It could even be in a different resolution than the "parent" screen. You can slide it up or do=

wn

at will, even make it "disappear" by sliding it all the way down. Anything

done on the first screen will have no effect on the second - it's too easy!

You can even scroll the main screen around while leaving the other one stationary.

If you limit each screen to 32 colours, it will work on older systems. If

you have windows on the screens, it might even work on GFX cards (do GFX cards allow movable screens?)

Later...

-- =

Yours electronically,

Curt Esser

came@ix.netcom.com

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

1.619 Re: Moving colour-split

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 16 Feb 1999 00:12:33 +0200

Organization: A97

It would be unwise to attempt to utilize this kind of trick with a graphics card no matter what system it was.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.621 Re: Moving colour-split

Tue, 16 Feb 1999 02:37:20 PST

X-Originating-IP: [194.83.205.16]

From: "Jamie Solomons" <jamiesblitz@hotmail.com>

Subject: Re: Moving colour-split

Date: Tue, 16 Feb 1999 02:37:20 PST

Thanks for all your help regarding colour splits. I think the best thing to do is to try and knock my palette down to 32 colours and use an Intuition screen to avoid all those problems with graphics cards, then at least more than 2% of the Amiga population can play my game! I let you know how it goes :)

Thanks again,

Jamie

Get Your Private, Free Email at <http://www.hotmail.com>

1.622 Re: Moving colour-split

([62.136.61.124] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cp0J-0007gG-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 18:13:51 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 17:26:00 +0000

Subject: Re: Moving colour-split

[screen dragging]

> Picasso96 doesn't support any of this stuff AFAIK.

Picasso definitely doesn't - the authors stated that they'd never do it...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.623 Re: Moving colour-split

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

Date: Wed, 17 Feb 1999 14:09:17 +1300

Subject: Re: Moving colour-split

On 16-Feb-99, Paul Burkey wrote:

> It would be unwise to attempt to utilize this kind of trick with

> a graphics card no matter what system it was.

You could do this with chunky graphics on an OS screen- but it would only work on a gruntier machine- not ECS.

--

Anton Reinauer <anton@ww.co.nz>

1.624 Re: Moving colour-split

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:14:30 +0200

Organization: A97

Subject: Re: Moving colour-split

Encoding: quoted-printable

On 16-Feb-99, Jamie Solomons wrote:

> Thanks for all your help regarding colour splits. I think the best thin=

g =

> to do is to try and knock my palette down to 32 colours and use an =

> Intuition screen to avoid all those problems with graphics cards, then =

> at least more than 2% of the Amiga population can play my game! I let =

> you know how it goes :)

Cool !! Have you considered doing an AGA version aswell ? Perhaps with ev= en more colourfull graphics ?

Regards

-- =

+--+

| M i k k e l L = F 8 k k e | _ _

^ + + | _)

/ - \ | a l i a s | | \

+ _____ . _ +

M | | \ _ _ _ _ / | | _ _ _ _ _ _ | | |

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : Http://www.apwheeler.demon.co.uk

IRC Undernet : Channel- #amirc Nick- Whee_Cool

1.627 MUI Custom Classes --- Nlistview Class

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 11:44:55 +0000

From: Whee_Cool <apwheeler@apwheeler.demon.co.uk>

Date: Sun, 14 Feb 1999 11:45:21 +0000

Subject: MUI Custom Classes --- Nlistview Class

Hi,

I really want to use the Nlistview Mui class with the EFMUI extension lib.

However I can find no documentation on how to add mui custom classes to this extension. I really need some help, PLEASE HELP ME :)

The documentation with the extension is too poor for me to undersatnd how to do it

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : Http://www.apwheeler.demon.co.uk

IRC Undernet : Channel- #amirc Nick- Whee_Cool

1.628 MUI Help Bubbles!!!

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 16 Feb 1999 13:22:23 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: MUI Help Bubbles!!!

Encoding: quoted-printable

Hello,

I can't seem to get a specific line (#MUIA_HelpLine,<n>) to be displayed!=

If I press the help key, the help guide is displayed OK, but the help bub=
bles

don't seem to be activated, same thing happens with
(#MUIA_HelpNode,<*nodename>) I always jump to the main node of a guide and
do not
to the node i want. Grrrrrr
I've already tried replacing <n> by a pointer to the line number, but no
effect! I'm I missing something!?

Help! Please!!!!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Beam me up, Scotty. There's no intelligent life here...

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM2.1 -> |-----75%---| =

<tsb>=

1.629 MUI lists

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

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

id <m10C9of-002pAvC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 14 Feb 1999 23:15:05 +0100 (MET)

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

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

Date: Sun, 14 Feb 1999 23:03:47 +0100

Organization: Airsoft Softwair

Subject: MUI lists

Hi !!

Anyone got a suggestion how to replace an entry in a
mui listobject. It must be possible in some 'nice' way.

Removing the old entry and then inserting the new
entry is too dirty and it looks terrible in the list....How
about the muiredrawsingle() command?Or some other
idea?

Help please!

--

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

1.630 Re: MUI lists

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 16 Feb 1999 13:26:00 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: MUI lists

Encoding: quoted-printable

Hello Andreas

Somewhere Andreas Falkenhahn wrote:

AF > Hi !!

AF > Anyone got a suggestion how to replace an entry in a

AF > mui listobject. It must be possible in some 'nice' way.

AF > Removing the old entry and then inserting the new

AF > entry is too dirty and it looks terrible in the list....How

AF > about the muiredrawsingle() command?Or some other

AF > idea? =

Just overwrite the specific list entry and then do muiredrawsingle!!!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Misfortune: A kind of fortune that never misses.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM2.1 -> |-----75%---| =

<tsb>=

1.631 MUI Text objects

id 107nR3-0005aT-00; Tue, 2 Feb 1999 21:32:41 +0000

From: Peter Price <peter@amigauni.u-net.com>

Date: Tue, 02 Feb 1999 19:15:49 +0000

Organization: Team AU

Subject: MUI Text objects

How would I set up an MUI object using "Text.mui", which uses the Big font setting, and is centrally aligned? I've tried using "/33c", but it just prints "Text.mui" inside the object at compile time.

Any help appreciated, thanks. :)

Best Regards

--

Peter "Agima" Price \ Amiga Universe 1999 \
 Member - Team AMIGA \ <http://www.amigauni.u-net.com> \
 Member - AmiBench \ Bolder, bigger and better than ever! \
 Member - aMozilla \ Reviews, tutorials, news and views \
 Krazy KOSHan -----

You may soon receive an important message.

1.632 Re: MUI Text objects

for blitz-list@netsoc.ucd.ie; Tue, 2 Feb 1999 21:46:37 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Tue, 2 Feb 1999 21:37:52 -0000

encoding: Quoted-printable

Subject: Re: MUI Text objects

On 2 Feb 99, at 19:15, Peter broke out long enough to write:

> How would I set up an MUI object using "Text.mui", which uses the Big font

> setting, and is centrally aligned? I've tried using "/33c", but it just

> prints "Text.mui" inside the object at compile time.

Isn't that an escape character sequence? Did you mean \33c? Then you'll be wanting to use Chr\$(27) (remembering from last time the number is octal:) somewhere in your string, like a\$=3DChr\$(27)+"c".

[] ^ V [] [] M =A9 M [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.633 Re: Multiply instructions

From: mike.child@sbu.ac.uk

Date: Fri, 19 Feb 1999 11:20:46 +0000

Subject: Re: Multiply instructions

Thanks to those who replied - I'll point my browser to the suggested places..

(And I may seek out that example of using a macro to include opcodes that David suggested, if necessary. Things like that kind of appeal to me! Ah, Hex nostalgia..)

cheers

Mike Child

1.634 Re: My opinion about the future

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 19:21:52 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Thu, 11 Feb 1999 19:20:13 +0000

Subject: Re: My opinion about the future

Encoding: binary

Hi, Donovan

On 11-Feb-99, you wrote:

> On 06-Feb-99, Anonymous flashed:

>

>> Heh,well,the hope die at the last place...;) Especially if it in the Amiga

>> world.

>> Every company discribe what they do or made in the press or at least on bla..bla..bla..

I'm not really bothered about the future of the Amiga to be totally honest.

Why? Because I don't use it to be fashionable, to be up to date, or to show off to other nerks who think that CPU speeds are everything in life. I use my Amiga because I love using it. And my machine right here is excellent for everything I do. Sure a new machine would be excellent and I would jump at the chance to buy one, but if the whole amiga company etc.. died tommorow I doubt it would make any difference to me using my computer.

P.S. Don't think I'm being narrow minded.... I have a 300mhz pc, impressive but useless to me.

P.P.S I hope you don't mind this being too off topic!

zrSu4Edwgl6I/f8Az/lAHCTgpWUkyg1exwnABLTgc0ZP+MwpJW2VSuHTxQhK/AwXqh88HAgn
pbxwKEXNAzeQYtMWuWsnAnERZ1rtYsybOdRdeOI2xnOKSYvDqE4xR5Z5Bgy2DsvUWIKB/tEd
OdlEkHth6RF5mHSKy4uS0Ue2ztzuOZ5P4pTXM5rK9ySx5McCrIv0C4Y4Ir+VjG2K7NM4Z3s
bb8hkFQs3N86FFEsbkKbsZVX5A/OGfLsSO8FWjIXB10FAGzitYRc55a8TneZVdBzXddGRyD
3qL3jb0H7Le2tigFB9yd7QWnfObgTkRR4B3X6g+hQeF8oX8flrdq/OHYGotTyesd0HvT2FI
Cj+V/DdA3OMuxxauCu3zdVwk52p90qKz5J55XXXAPMTtK8XoosFexRE9P1U+Y/VnIv26nACK
wbFMGv1ixsVj+Zf71u9vvyFyWLa52naJf2RuO2yDj0+cL9OC99m3fRm8RlpU4tRzsY4NcZ1N
o18Qo4U9ifzGtQabLUPvGZEDv7DyKaAW0A3uxeZHTgDbdAqohc3r147jz+S80H071v7RV5Ju
272vLWApXO/LdVmCn7Kuw2OvZLNzuH+hy32X79eydpzFY5UfLSbjC1lla4ckbfh/2xNps3l6
bMixGHlTkTvyw/FM8Et4s0etq5szayYIdlZ96AenczZ746JHWJcC3HVkS3mz7E6M+MpmqWkU
9Pm7rfDlkZw92EvZyv3dsck59u/izifnuMA3B88oXWo0D1KzRvS8SS9xsF0npMicXzHsWYew
sORd/iOO67W1Ax3r0d31f3LP2XqYfDvoGBxh2xIOW3ZYxJxaOFdT4m99S549WQWyc8jaYoDZ
poSvdNRPCEE1qkwGGWam4MCZiB6gOX1vPczdXwRRghQ9TXK8Pp6WKBeDQWliEaIT8pBNmJvl
AwrYglfFXindiBqloE6NUSe3bbCRHzZvCZDzNpiJBwYmdYWJn5v7aV+wh+w7tptQOstQEki
Qeroj/VAMDatFvnZVmIA/dJkig+8wucY1XB5N+IlycKyZTQS4aKSKvYZYOjdhN51ecUs0zzI
HPk3W/aPshlneY1ZGzCUloWncn6ZpWpquoVvbSqqj4MOqrpqCftVfsyMRV1Tw8N+6TZqgD6i
D5aPXrRO6oGNJ7oDLxjDTAiZzYVqmsBW2ryoDNRQNKuV6rK+qS9Gbz0Rfal6dGm69RtJzeFq
fqp+V3G7WZaidhsrW3A10FW71TUEt2rGpkFh98PQx94kHJ8A0xraWtOOTnNvVTNUZSdnoHDY
HZQ4NW+r3IJOwwEgkrGup8ay3FxBXMoUGILCKeh+WyGMv0ZaIvoBCWM3xEJkEZi20vVkoc0k
gJtHgQNVTVdH4p4jiXJm0TGjWUScXURqqAz90Siyh8ZaCBlqiVGyXbm2TfHAgin3uAaWiZg1N
tKWnLwRUeMI3hYjDr5esiPiIJNiAoRY8jhLCMq/GqXaFHUUISQdqr2h4IUqLR4j6Q7QQfmS
AxdjAc8jbVWNaWVDI1MJbI1pmJmY63PwFu3R/3EfN+WA2AQ845XHZH0+KXfAsvgWMRBRbhyD
vXlrrjEayQBv5QDkE+PySeKZFrQfodkGJibN9dXwzh8gHillsYgFQTZkCnssIsyIuACWJyRpn
oj8IqDiEhClwOQbiydntBMaQFaIQvirEWABqAAA=
--BOUNDARY.1076987768.1--

1.636 NCS v1.70 bugs ??

for scott@online.u-net.com; Mon, 22 Feb 1999 21:34:28 +0000

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Mon, 22 Feb 1999 21:11:44 +0100

Subject: NCS v1.70 bugs ??

Hi All,

I have encounter lot of hit on NCS exemple Gadtools 1.bb2 when i

Compile&Run it with the Debugger option actived.

it's due to the Menu functions.

But all works fine if i create an executable and i launch it from CLI or

Workbench.

Bye

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.637 NCS V1.70 Bugs and Hits

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Thu, 18 Feb 1999 10:28:19 +0100

Subject: NCS V1.70 Bugs and Hits

Hi all blitzers,

Hi have encounter some big hits with enforcer on NCS v1.70 with the Menu function in the exemple GadTools 2.bb2.

It's a problem with all my patches (MCP, MagicMenu...etc) or a problem with the menus functions of NCS 1.70 ??

With menu function of the REDBlitzLibs all work fine.

I have encounter also some hits (two hits) when the programme quit.

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.638 NCS V1.70 Bugs and Hits

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Thu, 18 Feb 1999 10:28:19 +0100

Subject: NCS V1.70 Bugs and Hits

Hi all blitzers,

Hi have encounter some big hits with enforcer on NCS v1.70 with the Menu function in the exemple GadTools 2.bb2.

It's a problem with all my patches (MCP, MagicMenu...etc) or a problem with the menus functions of NCS 1.70 ??

With menu function of the REDBlitzLibs all work fine.

I have encounter also some hits (two hits) when the programme quit.

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernoux@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.639 Re: NCS V1.70 Bugs and Hits

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 18 Feb 99 10:08:21 +0000

Subject: Re: NCS V1.70 Bugs and Hits

Encoding: 7bit

Hello Benjamin,

> Hi have encounter some big hits with enforcer on NCS v1.70 with the Menu

> function in the exemple GadTools 2.bb2.

> It's a problem with all my patches (MCP, MagicMenu...etc) or a problem

> with the menus functions of NCS 1.70 ??

> With menu function of the REDBlitzLibs all work fine.

> I have encounter also some hits (two hits) when the programme quit.

I've also had the two enforcer hits when quitting :-)

(but in my own program)

My program doesn't use the menu functions but it does use gadgets in a window, I also get enforcer hits (2) when the NCloseWindow command is used.

I've mailed the enforcer data to Fred (did he say he was going on holiday?).

--

Bye f'now

Simon

1.640 Re: NCS V1.70 Bugs and Hits

Thu, 18 Feb 1999 15:40:27 +0000

18 Feb 99 15:40:28 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Thu, 18 Feb 1999 15:40:10 +0000

encoding: 7BIT

Subject: Re: NCS V1.70 Bugs and Hits

Hello Simon

> Hello Benjamin,

>

>> Hi have encounter some big hits with enforcer on NCS v1.70 with the Menu

>> function in the exemple GadTools 2.bb2. It's a problem with all my

>> patchs (MCP, MagicMenu...etc) or a problem with the menus functions of

>> NCS 1.70 ?? With menu function of the REDBlitzLibs all work fine. I have

>> encounter also some hits (two hits) when the programme quit.

>

> I've also had the two enforcer hits when quitting :-(

> (but in my own program)

>

> My program doesn't use the menu functions but it does use gadgets in a

> window, I also get enforcer hits (2) when the NCloseWindow command is

> used.

You could use CloseWindow_ (*win) where win is the pointer to the

window you opened. This works because basically NWindows are

just normal windows.(You know none of this Blitz NewType stuff)

Steven

1.641 Re: NCS V1.70 Bugs and Hits

for scott@online.u-net.com; Thu, 18 Feb 1999 21:22:17 +0000

Paris Thu, 18 Feb 1999 22:18:23 +0100 (MET)

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

Date: Thu, 18 Feb 1999 20:57:34 +0100

Subject: Re: NCS V1.70 Bugs and Hits

Encoding: quoted-printable

Le 18-F=E9v-99, Simon Hitchen a =E9crit:

>Hello Benjamin,

> =

>> Hi have encounter some big hits with enforcer on NCS v1.70 with the Me=

nu

>> function in the exemple GadTools 2.bb2.

>> It's a problem with all my patchs (MCP, MagicMenu...etc) or a problem

>> with the menus functions of NCS 1.70 ??

>> With menu function of the REDBlitzLibs all work fine.

>> I have encounter also some hits (two hits) when the programme quit.

>I've also had the two enforcer hits when quitting :-(
>(but in my own program)
>My program doesn't use the menu functions but it does use gadgets in a
>window, I also get enforcer hits (2) when the NCloseWindow command is
>used.
My machine crashes when program uses a window leaves, excecuting the End
command. I suppose there is a problem freeing windows.
>I've mailed the enforcer data to Fred (did he say he was going on
>holiday?).
Yes, Fred is skyng these days ... lucky man !
Cheers,
Mathias
-- =
Lisez aMiGa =3D PoWeR --> <http://www.quartz.fr/amigapower/>

1.642 Re: NCS V1.70 Bugs and Hits

From: Frederic Laboureur <alphasnd@sdv.fr>
Date: Sun, 21 Feb 1999 14:52:23 +0100
Organization: Fantaisie Software
Subject: Re: NCS V1.70 Bugs and Hits
Encoding: quoted-printable
Hi S.J.CROY, =
>> I've also had the two enforcer hits when quitting :-(
>> (but in my own program)
>> =
>> My program doesn't use the menu functions but it does use gadgets in =
a
>> window, I also get enforcer hits (2) when the NCloseWindow command is=
>> used.
> =
> You could use CloseWindow_ (*win) where win is the pointer to the =
> window you opened. This works because basically NWindows are =
> just normal windows.(You know none of this Blitz NewType stuff)
No, no, you can't do that ! Else when the program end, it will
try to close a window which doesn't exist anymore as you don't
have informed the NCS than the window has been closed...
And trying to close a no more existing window gives a....GURU :-D.
Bye, bye

1.644 Re: NCS V1.70 Enforcer Hits

id 10DZZr-00063a-00; Thu, 18 Feb 1999 19:57:39 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 18 Feb 99 19:57:55 +0000

Subject: Re: NCS V1.70 Enforcer Hits

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<==MD236CC70C3-4E300AF3==8<=_=

Encoding: 7bit

Hello Steven,

> You could use CloseWindow_ (*win) where win is the pointer to the
> window you opened. This works because basically NWindows are
> just normal windows.(You know none of this Blitz NewType stuff)

Tried that.. Same Enforcer hits :-)

I also get hits if I leave out the NCloseWindow command and let the window close when the program ends.

This bit of test code gives me two hits when it ends, anybody using NCS1.70 who'd like to try it with Enforcer and see if you get any hits?

--

Bye f'now

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-040/33-CD-HDx2-V90-SVGA-Scandoubler & other bits.

Home of Revenge AGA, UFO Enemy Unclothed & more stuff.

--=_8<==MD236CC70C3-4E300AF3==8<=_=

Encoding: plain (7/8 bit)

```
Content-Disposition: attachment; filename="wintest.asc"
X-MD2-FilePath: Cache:wintest.asc
NWbStartup
NInitScreen 0
NInitWindow 0
TagList.l = NInitTagList(3)
Title.s="Window"
If NFindScreen(0,"Workbench")=0
End
End If
Delay_2
NResetTagList #WA_Flags , #WFLG_CLOSEGADGET | #WFLG_DEPTHGADGET
NAddTag #WA_IDCMP , #IDCMP_CLOSEWINDOW
NAddTag #WA_Title , &Title
NAddTag #WA_CustomScreen, NScreenID
Delay_2
If NWindow( 0 , 20 , 20 , 100 , 100 , TagList)=0
End
End If
idcmp.l=NWaitWindowEvent
Delay_2
NCloseWindow(0) ; This line causes enforcer hits.
Delay_150 ; Delay to see where the hits happened.
End ; If you comment out the NClosewindow line,
; The hits happen here when it ends.
--=_8<==MD236CC70C3-4E300AF3==8<=_8<==
(end of MIME multipart message)
```

1.645 Re: NCS V1.70 Enforcer Hits

```
Fri, 19 Feb 1999 13:33:32 +0000
19 Feb 99 13:33:32 +0000
From: "S.J.CROY" <ap6013@qmw.ac.uk>
Organization: University of London (QMW)
Date: Fri, 19 Feb 1999 13:33:13 +0000
encoding: 7BIT
Subject: Re: NCS V1.70 Enforcer Hits
Hello again Simon
> Hello Steven,
```


>
>> You could use CloseWindow_ (*win) where win is the pointer to the
>> window you opened. This works because basically NWindows are
>> just normal windows.(You know none of this Blitz NewType stuff)
>
> Tried that.. Same Enforcer hits :-(
>
> I also get hits if I leave out the NCloseWindow command and let the
> window close when the program ends.
>
> This bit of test code gives me two hits when it ends, anybody using
> NCS1.70 who'd like to try it with Enforcer and see if you get any
> hits?

I haven't had the chance to try out your example code, but I do have a small suggestion. Instead of using NWindow () you could try *Win=OpenWindowTagList_ (&Tag) or it might be OpenWindowTag (&Tag). Then you could use CloseWindow_ (*Win). This way you would avoid NLibs and not need Ninitwindows. Remember you would need to set up ##WA_Width and ##WA_Height.

As a side note, I always used Deftype Tag Taglist when using NLibs. This lets you set up stuff like:

```
Tag \ a = #SA_Width, 320
```

```
Tag \ b = 0,0
```

I don't know if that would have any effect though.

Steven Croy

1.646 Re: NCS V1.70 Enforcer Hits

for scott@online.u-net.com; Sun, 21 Feb 1999 15:01:21 +0000

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 21 Feb 1999 14:49:57 +0100

Organization: Fantaisie Software

Subject: Re: NCS V1.70 Enforcer Hits

Encoding: quoted-printable

Hi S.J.CROY, =

First, I must check these enforcers hit in the NCloseWindow command... Very bad stuff ! It will be fixed ASAP.

>> Tried that.. Same Enforcer hits :-(

>> =

>> I also get hits if I leave out the NCloseWindow command and let the
>> window close when the program ends.

>> =

>> This bit of test code gives me two hits when it ends, anybody using
>> NCS1.70 who'd like to try it with Enforcer and see if you get any
>> hits?

> =

> I haven't had the chance to try out your example code, but I do =
> have a small suggestion. Instead of using NWindow () you could =
> try *Win=3DOpenWindowTagList_ (&Tag) or it might be =
> OpenWindowTag (&Tag). Then you could use CloseWindow_ =
> (*Win). This way you would avoid NLibs and not need =
> Ninitwindows. Remember you would need to set up #WA_Width =
> and #WA_Height.

And #WA_TopEdge and #WA_LeftEdge. And you must recode all
the NWaitEventLoop, all shared MsgPort() safe routines for closing
a window without any problem, and more.. Without count that you can't
use a number to identify a window but a pointer, which is less
easy. And all dedicated NWindow commands can't be used anymore :-D.

It's your own choice...

> As a side note, I always used Deftype Tag Taglist
> when using NLibs. This lets you set up stuff like:

> =

> Tag \ a =3D #SA_Width, 320

> Tag \ b =3D 0,0

> =

> I don't know if that would have any effect though.

I was using this way to do taglist before the NTagList
library (see older NCS examples) but this way takes more
size (and is slower) than using NResetTagList-NAddTag()
combinaison. You can ommitt the '0,0' tag as the library
do it itself..

Bye, bye,

Fred.

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

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/ ^ u ^ n ^ \ E-Mail Address: alphasnd@sdv.fr =
 (o o_/(o o)_o o) =
 / /// || \ \ _ \ Only Amiga makes it possible
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 `...` `...` `...` =
 F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)
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1.647 NCS V1.70 Released

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 07 Feb 1999 12:49:09 +0100

Organization: Fantaisie Software

Subject: NCS V1.70 Released

Encoding: quoted-printable

Hello Blitzers,

The NCS Saga continues and reaches now another dimension. It's includ=

e

new

and fixed libraries but now several other useful tools for the Blitz 2

coders

are included. It includes NewFDConvert, NewMakeDefLibs, NewAmigaLibs.res =

and

OpenBlitz. Else 2 new libraries have appears, other have been fixed, and

Richard Andersson has done a brand new 'Commodity' library which really

rocks. It brings HotKeys, all standard library function, and an easy way

to detect if the program is launched 2 times (or more). The NCS archive

is now too big to be attached to this mail, so you can get it on Aminet:

dev/basic/NewCommandSet.lha

Here is a quick list of the news:

NTagList Library Added:

+ NInitTagList()

+ NResestTagList()

+ NAddTag()

+ NTagListID()

+ NFreeTagList()

NBitmap Library()

+ Changed NBitmap() now clear automatially the new bitmap

NWindow Library:

- + Added NWindowEvent(), NWaitWindowEvent()
- + Added NDetachGadgetList()
- + Added NWindowEventID()
- + Changed all the internal gestion of the windows. Now you can open an unlimited number of windows. A shared msgport is use to reduce code size and improve speed.
- + Changed the way of NWindow() works. Now, it takes InnerWidth and InnerHeight as parameter instead of Width and Height. So you now have Border sensitive window without do anything. Magic ? :)
- + Removed NWCursX(), NWCursY() -> NDrawing Library

NPalette Library:

- + Fixed NRed(), NBlue(), NGreen()

NDrawing Library:

- + Added NCursX(), NCursY()
- + Fixed NObtainBestPen()

NFont Library:

- + Changed NLoadFont() is now a command (no more only a function)

NMenu Library:

- + Standalone menu library (was inside GadTools Library Before)
 - + Fixed the NToggle(Sub)Item() functions. Now works fawlessly.
- (Took me a while, so be happy please :-D...)

NScreen Library:

- + Fixed a little bug when close a screen

NString Library:

- + Fixed NChr\$()
- + Fixed NLeft\$(), NRight\$()

Documentations changes:

- + Added TagList guide
 - + Added NGadgetAttrs() in the Gadget.guide (it was missing !)
 - + Added IDCMP informartions in the Window guide
- (see NWaitWindowEvent())
- + Added the full Tags definitions (100%) for any commands which requiers a TagList.
 - + Corrected Drawing guide (lot of mistakes)
 - + Updated all other guides to reflects the changes.

Misc:

- + Included a new AmigaLibs.res file with all OS 3.1 includes.
 - + Included NewFDConvert from James L Boyd.
-

- + Included OpenBlitz, a C/C++ header -> Blitz 2 convertor
- + Included a new version of MakeDefLibs
- + Removed NLibs.res (no more needed)
- + Changed GadTools -> Gadget (more logical)
- + Optimized ASL.library a bit.
- + Richard Andersson has joined the team !

Have fun,

Fred.

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^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

__/_ =

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

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

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

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

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

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1.648 NetDOCK

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Tue, 16 Feb 1999 00:51:41 +0100

Organization: Joker Developments

Subject: NetDOCK

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.2190288.1

Hi,

Thanx for your help with the ShapeGadgets, but unfortunately, it didn't make a difference. I have tried the #CacheClearU_# command, but that doesn't work. I think it is because I am using #LoadShape# and not #GetaShape#. I have also tried #Free Shape ## and #AutoCookie Off#, but to no avail.

I have even tried #Close Window ## before I reload the images, and that doesn't work. I think it MIGHT be my machine (A1200/020 8mb FAST, 8x CD, 773mb HD, 56k modem) that is doing it, but am not sure.

For this reason, I have attached a special #TESTING VERSION# of NetDOCK.

THIS ARCHIVE SHOULD NOT BE DISTRIBUTED!!! IT IS THE REGISTERED VERSION!

The scrambled images only occur when changing them from within the program.

If you exit and reload the program, it looks fine. If you experience this bug, or any others, and have any solutions, please mail me at the address below.

THANX!

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

--BOUNDARY.2190288.1

Content-Disposition: attachment; filename="nd_testversion.lha"

Encoding: base64

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--BOUNDARY.2190288.1--

1.649 Re: NetDOCK

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 00:29:11 +0500

Subject: Re: NetDOCK

On 16-Feb-99, Gareth Griffiths wrote:

C=The scrambled images only occur when changing them from within the program.

C=If you exit and reload the program, it looks fine. If you experience this

C=bug, or any others, and have any solutions, please mail me at the address

Yes, selecting another images screws it up. No idea why though. But I have

another comment, when I drag the window and let it go the buttons get

placed to that new position faster than the windows. The window keeps

`hanging` at the old place for just a bit longer. That looks a bit odd

and sluggish(while the program may be fast enough for the rest). Maybe you

can make this faster? As I think ppl might not like it, its a minor detail

but still.... Btw, I just checked that again and it seems that it has sth

to do with mui, as when I`m running yam it is gets slow, but without a mui

prog, but with aweb and some others running it works faster. So I reckon

its mainly mui`s fault, I hate mui anyway.

Also it might be nice if the prog. would change the name in a button

corresponding to the program it loads. Like, I use aweb, so change the

button text to aweb :-)

Regards

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.650 Re: NetDOCK

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Wed, 17 Feb 1999 15:57:43 +0100

Organization: Joker Developments

Subject: Re: NetDOCK

Hello amorel

On 16-Feb-99, you wrote:

> Also it might be nice if the prog. would change the name in a button
> corresponding to the program it loads. Like, I use aweb, so change the
> button text to aweb :-)

There is already a button defined for AWeb!

Besides, they are images, so changing the graphical appearance from within the program is not poss. I wouldn't want to anyway.

I may write a proggy to let you change the imageset automatically, without having to copy and rename all the images you want in the Storage directories.

If anyone really wants that, LET ME KNOW!

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

1.651 Re: NetDOCK

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 20:48:34 +0500

Subject: Re: NetDOCK

On 17-Feb-99, Gareth Griffiths wrote:

C=There is already a button defined for AWeb!

Yeah you're right, i have overlooked it, damn images r too unclear u know :-) But you do get the point.

C=If anyone really wants that, LET ME KNOW!

Uhm, why not kick out all the images and just make it ordinary standard gadtools buttons/gadgets? Saves you some trouble :-) and it speeds up the program.

Hehe, guess you won't =)

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /<http://www.paia.com>

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

<http://www.xs4all.nl/~amorel> \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.652 Re: NetDOCK (+h0L0-pLAYER GUI)

([62.136.22.3] helo=194.152.64.35 ident=disaintcool)

by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Ce95-0000wp-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 06:38:12 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 16 Feb 1999 06:36:37 +0100

Organization: Satanic Dreams Software.

X-Original-Subject: Re: NetDOCK

Subject: Re: NetDOCK (+h0L0-pLAYER GUI)

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.272730520.2

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 16-Feb-99 you mailed me about: NetDOCK! So I ma reply`in...

GG>> Hi,

GG>> For this reason, I have attached a special #TESTING VERSION# of NetDOCK.

GG>> THIS ARCHIVE SHOULD NOT BE DISTRIBUTED!!! IT IS THE REGISTERED VERSION!

Are you up for suggestions, comments and critasism?

Well you going to get it anyways :) ehehe.

<tsb>Stuff I liked:

o It`s very well put together!

o It doesn`t seem to have any bugs,.. but everything has bug(s) :)

<tsb>Stuff that could be improved:

o The program seems to change the first 8 colours of the WB palette to that of EXACT MagicWB, Why? Cos I use a lighter MagicWB style 32 colours,.. And most annoying darkened colour #0, the grey. :(

o Obviously, the cockup with the buttons is a bit bad.

If you are using Shape gadgets, I dont know if you are? But why not create your own,. Anyways, I`ve attached a GUI I did AGES ago, if you want the code, please mail me :)

BTW - It`s probably best run on AT LEAST a 128 colour WB Screen :)

Please do not distribute it, it was an abandonned project,

(Another one :)) and read the readme before running it :)

o You force the PathPrefs program to use Topaz8, that suks! :)

Why not scan for and load the screen font?

<tsb>Other Stuff:

o This kind of program it tottally useless to DOpus5+ users really :(

o It is also

GG>> THANX!

Just my opinions and stuff :)

Tell me what you think of the h0L0-pLAYER GUI :).. Bye,..

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

--BOUNDARY.272730520.2

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qeQ1/Wa+0w/z+v7C8+n1159fguvRjO3y7C77aN/sbRw/v4/38v0c/jJLWxoNS0NAQAAQgIA
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jEShQYXDzbaN2DdalhVowEGCwGAxEsG9EYjCYyJWDYWmdjQcYoOg4NEURBBYHKwKgwPe95Gw
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--BOUNDARY.272730520.2--

1.653 Re: NetDOCK (+h0L0-pLAYER GUI)

([62.136.32.160] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cpnd-0003gW-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 19:04:50 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 18:16:51 +0000

Subject: Re: NetDOCK (+h0L0-pLAYER GUI)

WTF is going on with the 80/100+ k attachments here?!

Put large files on Aminet, for f***'s sake! Some of us
are paying for this by the minute!

...huuuuuuhhhh.....aaaaahhhhhhhhhhh.....

^ breathe in ^ breathe out

On a "calmer" note, upload to Aminet's priv/ directory and
tell people the name of the archive - it stays for a minimum
of a week and only those who know the exact path and filename
can download it...

Now, anyone want me to post my /entire/ Blitz Basic setup? ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

1.654 Re: NetDOCK (+h0L0-pLAYER GUI)

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 20:43:20 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 16 Feb 1999 20:45:05 +0100

Organization: Satanic Dreams Software.

Subject: Re: NetDOCK (+h0L0-pLAYER GUI)

Encoding: binary

Hello James

Hiya, James... ,on 16-Feb-99 you mailed me about: Re: NetDOCK (+h0L0-pLAYER GUI)! So I ma reply` in...

JLB>> WTF is going on with the 80/100+ k attachments here?!

Cool arnt they :) ahahahaha!

JLB>> Put large files on Aminet, for f***'s sake! Some of us

JLB>> are paying for this by the minute!

Then it wont matter if they are 80K downloads will it :)

Cos to download an 80K file takes about 20-30 seconds

It`ll just finish of the rest of your minute :)

Ahgahahahahahaha!

JLB>> ...huuuuuuhhhh....aaaaahhhhhhhhhh.....

JLB>>

JLB>> ^ breathe in ^ breathe out

Good idea!.,. But I`ll refrain from doing it in future, can`t

say others will tho,. Ok, so my attach was not very important,
there still isn`t any official limit to file attaches in here.... So if
people decide they want to send 100K+ files, you just going to
have to put up with it arnt you?

Although, I think we should find some sort of rule(s).

JLB>> On a "calmer" note, upload to Aminet's priv/ directory and

JLB>> tell people the name of the archive - it stays for a minimum

JLB>> of a week and only those who know the exact path and filename

JLB>> can download it..

Yup,..... But there aint a lot of point in that is there?

It`s easier to post them to the list! And you know how lazy
we programmerz iz :), Also less ppl would see it then, cos
they would have to be bothered to go get it,
ahahahahah!

JLB>> Now, anyone want me to post my /entire/ Blitz Basic setup? ;)

Cool, sounds phun :)

JLB>> See ya,

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>
<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk
<tsb>AMINET: SDPackN.lha (docs/misc)
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/
<tsb>IRC: Dalnet/#SatanicDreams
<tsb>

1.655 Re: NetDOCK (+h0L0-pLAYER GUI)

From: Anton Reinauer <anton@ww.co.nz>
Date: Wed, 17 Feb 1999 14:09:42 +1300
Subject: Re: NetDOCK (+h0L0-pLAYER GUI)
On 17-Feb-99, Loki wrote:
> Hello James
> Hiya, James... ,on 16-Feb-99 you mailed me about: Re: NetDOCK
> (+h0L0-pLAYER GUI)! So I ma reply`in...
>
>>> WTF is going on with the 80/100+ k attachments here?!
>
> Cool arnt they :) ahahahaha!
Not when you get a total of about 500k from the Blitz list in one
day, and your modem keeps clicking down to 2400 because of the humid
weather!! I think major pissed off is more accurate!
--
Anton Reinauer <anton@ww.co.nz>

1.656 Re: NetDOCK (+h0L0-pLAYER GUI)

(envelope-from FlameDuck@usa.net)
(envelope-from FlameDuck@usa.net)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
Date: Wed, 17 Feb 1999 03:31:55 +0200
Organization: A97
Subject: Re: NetDOCK (+h0L0-pLAYER GUI)
Encoding: quoted-printable
Hello James.
On 16-Feb-99, James L Boyd wrote:
> WTF is going on with the 80/100+ k attachments here?!

Gheez you get pissed easy. :o)

> Put large files on Aminet, for f***'s sake! Some of us

> are paying for this by the minute!

Yeah, like you have anything better to do with your time :o)

> ...huuuuuuhhhh....aaaaahhhhhhhhh....

> ^ breathe in ^ breathe out

> On a "calmer" note, upload to Aminet's priv/ directory and

> tell people the name of the archive - it stays for a minimum

> of a week and only those who know the exact path and filename

> can download it...

Ah, that priv directory is a hoax, I have never ever even once gotten it = working.

> Now, anyone want me to post my /entire/ Blitz Basic setup? ;)

How do you mean ?

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.657 Re: NetDOCK (+h0L0-pLAYER GUI)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 17 Feb 1999 14:33:28 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: NetDOCK (+h0L0-pLAYER GUI)

Encoding: quoted-printable

On 16-Feb-99, James L Boyd set out across the seas with this message:

->Now, anyone want me to post my /entire/ Blitz Basic setup? ;)

Actually, YES!!! =3D]

-- =

*** CAT TAG *** I'm more humble than you are!

----- ^ _

_____ V _____ ^ _ -- Toby Zuijdveld --

\ _ _ =ACV. _____ _/

l) _ ^ _ _ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l _ | // _____ // _ // [Last updated : 14=B702=B799]

! _ _ / VDTN.V

1.658 Re: NetDOCK (+h0L0-pLAYER GUI)

([62.136.72.34] helo=194.152.64.35 ident=disaintcool)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10D4zp-00008N-00

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 11:18:25 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 17 Feb 1999 11:19:33 +0100

Organization: Satanic Dreams Software.

Subject: Re: NetDOCK (+h0L0-pLAYER GUI)

Encoding: binary

Hello Mikkel

Hiya, Mikkel... ,on 17-Feb-99 you mailed me about: Re: NetDOCK (+h0L0-pLAYER GUI)! So I'ma reply`in...

ML>> Hello James.

ML>>

ML>> On 16-Feb-99, James L Boyd wrote:

ML>>> WTF is going on with the 80/100+ k attachments here?!

ML>>

ML>> Gheez you get pissed easy. :o)

Yeah ride-on sonny-Jim :)

ML>>> Put large files on Aminet, for f***'s sake! Some of us

ML>>> are paying for this by the minute!

ML>>

ML>> Yeah, like you have anything better to do with your time :o)

Yup!! Exactly :)

ML>>> ...huuuuuhhhh....aaaaahhhhhhhhh.....

ML>>

ML>>> ^ breathe in ^ breathe out

ML>>

ML>>> On a "calmer" note, upload to Aminet's priv/ directory and

ML>>> tell people the name of the archive - it stays for a minimum

ML>>> of a week and only those who know the exact path and filename

ML>>> can download it...

ML>>

ML>> Ah, that priv directory is a hoax, I have never even once gotten it

ML>> working.

Never tried personally, but I would`nt use it anyways, it sounds

a bit crappy to me :)

ML>>> Now, anyone want me to post my /entire/ Blitz Basic setup? ;)

ML>>

ML>> How do you mean ?

He was tak`in the piss :)

And just generally being an arse, I think the majority of people in

here don`t mind the occasional (possibly daily) 80K+ file-attach,

gives us summat to do.. And like I said, there are no official rules

on File-Attach sizes (If I`m not mistaken), so if people choose to

send file attaches, that`s their choice. And He`ll just have to like

it or lump it wont he :))

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: http://www.napalmdeath.freemove.co.uk/
 <tsb>ICQ: 27181384
 <tsb>
 <tsb>*SATANIC DREAMS SOFTWARE FOUNDER*
 <tsb>ADMIN: admin@satanicdreams.freemove.co.uk
 <tsb>AMINET: SDPackN.lha (docs/misc)
 <tsb>WWW: http://www.satanicdreams.freemove.co.uk/
 <tsb>IRC: Dalnet/#SatanicDreams
 <tsb>

1.659 Re: NetDOCK (+h0L0-pLAYER GUI)

(envelope-from FlameDuck@usa.net)
 (envelope-from FlameDuck@usa.net)
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
 Date: Thu, 18 Feb 1999 09:50:48 +0200
 Organization: A97
 Subject: Re: NetDOCK (+h0L0-pLAYER GUI)
 Encoding: quoted-printable

Hello Anton.

On 17-Feb-99, Anton Reinauer wrote:

>>>> WTF is going on with the 80/100+ k attachments here?!

>> Cool arnt they :) ahahahaha!

> Not when you get a total of about 500k from the Blitz list in one

> day, and your modem keeps clicking down to 2400 because of the humid

> weather!! I think major pissed off is more accurate!

Oh, you poor thing. :o(Actually I have nothing against large attachments=

, I just don't like schools of them :o) I hope it's a fashion thing.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

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1.660 NetDOCK 2?

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Wed, 17 Feb 1999 21:21:08 +0100

Organization: Joker Developments

Subject: NetDOCK 2?

Hi,

Just a day after finishing NetDOCK, I want more. I want the user to be able to control the number of icons shown, be it less than 8 or more.

How do you read the value of GTSliders/Scrollers and which would be best for controlling the num. of icons?

Is it possible to scan for the size of the first shape in an imageset, and then scale the rest down to the same size if they are different? My icons in ND1 are quite small, and I wouldn't mind ones like NetConnect 2 (only more configurable)

Also, has anybody found any more bugs in NetDOCK yet. Has nybody tried to crack it using NewZAP yet?(it is possible if you kno my encryption method)

If so, let me konw so I can improve the encrpytion.

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

1.661 Re: NetDOCK 2?

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 22:57:36 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 17 Feb 1999 22:48:07 -0000

encoding: Quoted-printable

Subject: Re: NetDOCK 2?

On 17 Feb 99, at 21:21, Gareth broke out long enough to write:

> Just a day after finishing NetDOCK, I want more. I want the user to be

> able to control the number of icons shown, be it less than 8 or more.

Why stop there? You should bolt GadToolsBox onto the side of your program =
and

let them design their own GUI :)

> How do you read the value of GTSliders/Scrollers and which would be best

> for controlling the num. of icons?

The current value comes back from the EventCode comand. It may also be pos=
sible

to do some sort of GT_GetGadgetAttrsA_ (or similar) as well.

You should use a slider. Its used to set the value of something using a sl=
ider.

A scroller is used for scrolling things, surprisingly.

> Is it possible to scan for the size of the first shape in an imageset, a=
nd

> then scale the rest down to the same size if they are different? My icon=
s

Of course. Just go through all the shapes, find the smallest and then go
through them again scaling them using the Scale or ShapeScale or another
similarly named command. Which would be veeeeeeeeeeery slow.

> Also, has anybody found any more bugs in NetDOCK yet. Has nybody tried t=
o

> crack it using NewZAP yet?(it is possible if you kno my encryption metho=
d)

Don't start that again.

[] ^ V [] [] M [=A9 M [] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.662 NetDOCK-2 (again)

for scott@online.u-net.com; Fri, 19 Feb 1999 00:18:16 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 00:04:25 +0100

Organization: Joker Developments

Subject: NetDOCK-2 (again)

Encoding: binary

Hi,

Great news! NetDOCK-2 and the prefs proggy is finished! There is a minimum of 2 icons on the dock, a maximum of 99 (anyone need that many?) and everythings changeable from ND2-Prefs (thanks David for that src-code on GTSliders, it really helped!)

I've just got to write the guides, and maybe put in a

'wrap-the-window-round-to-another-row-if-there-are-too-many-icons-to-fit-on-one-row' feature (if I can work out the width:height formula)

I'm WARNING EVERYBODY THAT THERE MAY BE A LARGE ATTACHMENT IN A FEW DAYS. IF ANYBODY DOESN'T WANT THIS, TELL ME AND I WILL UPLOAD IT TO MY WEBSITE.

ALTERNATIVELY, JUST USE YAM'S PRE-SELECTION OPTION!

There, that warning is over and don with.

OFF-TOPIC: Does anyone know how to provide anonymous access to FTP (i.e. my webspace) as I don't want to put it on the main site, and I don't want people uploading (the website for my school which I did has just been hacked into and deleted by somebody called PLAnE T HackER (bastard)

Cya, and thanx again David! (McMinn)

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

1.663 Re: NetDOCK-2 (again)

[62.136.46.86] helo=194.152.64.35 ident=disaintcool)

by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Ddry-0000ac-00

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 00:32:38 +0000

From: Loki <loki@napalmdeath.freereserve.co.uk>

Date: Fri, 19 Feb 1999 00:34:46 +0100

Organization: Satanic Dreams Software.

Subject: Re: NetDOCK-2 (again)

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 19-Feb-99 you mailed me about: NetDOCK-2 (again)! So I'ma reply`in...

GG>> Hi,

GG>> Great news! NetDOCK-2 and the prefs proggy is finished! There is a

GG>> minimum of 2 icons on the dock, a maximum of 99 (anyone need that many?)

GG>> and everythings changeable from ND2-Prefs (thanks David for that

GG>> src-code on GTSlders, it really helped!)

Cool Cool Cool!!! :), sounds good :)

GG>> I've just got to write the guides, and maybe put in a

GG>> 'wrap-the-window-round-to-another-row-if-there-are-too-many-icons-to-fit-on-one-row'

GG>> feature (if I can work out the width:height formula)

Shouldn't be toooo hard I'm guessing.. maybe?

GG>> I'm WARNING EVERYBODY THAT THERE MAY BE A LARGE ATTACHMENT IN A FEW

GG>> DAYS. IF ANYBODY DOESN'T WANT THIS, TELL ME AND I WILL UPLOAD IT TO MY

GG>> WEBSITE. ALTERNATIVELY, JUST USE YAM'S PRE-SELECTION OPTION!

I can see another argument coming on, ahahahah,, only joking :)

Good idea,.. a warning :)

GG>> There, that warning is over and don with.

GG>> OFF-TOPIC: Does anyone know how to provide anonymous access to FTP (i.e.

GG>> my webspace) as I don't want to put it on the main site, and I don't

GG>> want people uploading (the website for my school which I did has just

GG>> been hacked into and deleted by somebody called PLAnET HackER (bastard)

Ok, what do you mean exactly? So that people can access your

web-space FTP server but not have write-access? Well,

Why not just upload it to the main root directory on your FTP space,

and then give the URL out on the list:

IE, if your page is called: <http://www.jhonnyrocketpants.com/>

(ehehehehe)

The URL for the direct access of the file might be:

<http://www.jhonnyrocketpants.com/NetDock2.lha>

And I think people can just put that in the location of the browser

and have it automatically download the file, but it's not visible

to users of the site (obviously).. Please someone correct me if I'm

wrong, but I've done it before I'm sure of it :)

GG>> Cya, and thanx again David! (McMinn)

Hope this helps :)

Regards

--

<tsb>

<tsb>*CONTACTING ME:*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>*SATANIC DREAMS SOFTWARE FOUNDER*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

1.664 Re: NetDOCK-2 (again)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 03:15:30 +0200

Organization: A97

Subject: Re: NetDOCK-2 (again)

Encoding: quoted-printable

Hello Gareth.

On 19-Feb-99, Gareth Griffiths wrote:

> Great news! NetDOCK-2 and the prefs proggy is finished! There is a
> minimum of 2 icons on the dock, a maximum of 99 (anyone need that many?=
)

> and everythings changeable from ND2-Prefs (thanks David for that src-co=
de

> on GTSliders, it really helped!)

Neat-o. Good work :o)

> I've just got to write the guides, and maybe put in a

> 'wrap-the-window-round-to-another-row-if-there-are-too-many-icons-to-fi=
t-on-one-row'

> feature (if I can work out the width:height formula)

That's noit to much hassle actually, I've done something similar for my o=

wn (discontinued) DOCK program.

> I'm WARNING EVERYBODY THAT THERE MAY BE A LARGE ATTACHMENT IN A FEW DAYS. IF

> ANYBODY DOESN'T WANT THIS, TELL ME AND I WILL UPLOAD IT TO MY WEBSITE.

> ALTERNATIVELY, JUST USE YAM'S PRE-SELECTION OPTION!

Erm, it might be better to just send the mail to interested parties. Unless ofcourse you want another shitstorm.

Or if you want to be banned or something, you could make lots of small attachments, this way no-one can complain about the large size of the attachments. They might complain about the vast numbers of mails though. You can't please everyone I guess... (On a side note, it's considerably faster downloading one large file, than many small ones)

> OFF-TOPIC: Does anyone know how to provide anonymous access to FTP (i.e. my

> webspace) as I don't want to put it on the main site, and I don't want

> people uploading (the website for my school which I did has just been

> hacked into and deleted by somebody called PLAnET HackER (bastard)

Really ? Get a new system administrator. Anyway, if you're good friends with

the administrator you can probably get him to setup an account to a certain

directory. If you aren't, you're pretty screwed, and will have to use

Loki's way of doing it. (Which incidently is also the way I do it. Sort of.)

Regards

-- =

+-----+

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Visit : <http://members.tripod.com/~FlameDuck>

1.665 Re: NetDOCK-2 (again)

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

Date: Fri, 19 Feb 1999 14:43:14 +1000

Subject: Re: NetDOCK-2 (again)

Encoding: quoted-printable

>> OFF-TOPIC: Does anyone know how to provide anonymous access to FTP (i.e. my

>> webspace) as I don't want to put it on the main site, and I don't want=

>> people uploading (the website for my school which I did has just been

>> hacked into and deleted by somebody called PLAnE T HackER (bastard)

I'll post it on my site happily for you, just drop me it in the mail with=

the description you want and any gfx you might like to attach for the we=

b page....

Blitzwing

-- =

1.666 Re: NetDOCK-2 (again)

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 16:07:08 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 19 Feb 1999 16:05:07 +0000

Organization: personal

Subject: Re: NetDOCK-2 (again)

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.1747763680.3

Encoding: quoted-printable

Hello Gareth

On 18-Feb-99, Gareth Griffiths wrote:

> I've just got to write the guides, and maybe put in a

>'wrap-the-window-round-to-another-row-if-there-are-too-many-icons-to-fit=

-on-one-row'

> feature (if I can work out the width:height formula)

Right! i think u would have to define your gadgets in a loop something

like this? ...

for n=3D0 to 99

gtgadget blaa

next

And u need to know the screen width & height, and shape width & height

Ive attached 200k of soarce (only joking hehehehe) iv'e done for u to

use in your code :) hope its of any use.

Chris.

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete =

|

+-----+

| *Crittters* | 0000465 lines | 050% complete =

|

+-----+

--BOUNDARY.1747763680.3

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

sw=ScreenWidth

sh=ScreenHeight

wx=WindowX ; or the x position of where u want the win

wy=WindowY ; or the y position of where u want the win

xw=iconwidth

yw=iconheight

noicons=10 ; icons set up in the prefs

sp=sw-wx ; find out how much horizontal space

sp=Int(sp/xw) ;get how many icons fit into horizontal space :)

rows=noicons/sp ;get number of rows needed

If rows>0 AND Frac(rows)<>0 Then rows+1

yvsp=rows*yw ;get vertical space needed

If yvsp+wy>sh Then wy-yvsp ;wrap enough space

ww=sp*xw

wh=yvsp

Window 0,wx,wy,ww,wh,\$1000,"",0,0

For n=0 To rows

For z=0 To sp

GTShape 0,id,z*xw,n*yw,0,id:id+1

Next

Next

--BOUNDARY.1747763680.3--

1.667 Re: NetDOCK-2 (again)

for scott@online.u-net.com; Sat, 20 Feb 1999 01:05:18 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 11:15:03 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: NetDOCK-2 (again)

Encoding: quoted-printable

On 19-Feb-99, Gareth Griffiths set out across the seas with this message:=

->ANYBODY DOESN'T WANT THIS, TELL ME AND I WILL UPLOAD IT TO MY WEBSITE.

Don't give them the option to say that you few! ;]

-- =

*** CAT TAG *** So how much does this "free" market really cost?

-----^_--

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l) _^___ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l_| //_____ //___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.668 NetDOCK-2 Developments

for scott@online.u-net.com; Sun, 28 Feb 1999 21:54:54 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Sun, 28 Feb 1999 21:54:57 +0100

Organization: Joker Developments

Subject: NetDOCK-2 Developments

Hi,

Just a mail to let everybody know that NetDOCK-2 has been put back on schedule for a while due to my English teacher's blind insistance on my essay being handed in on 1st March. The .guide files have not been written, and I am putting back developments on these for a while.

Also, anybody know if its possible to support multiple docks (a la NetConnect 2)

Thanx every1

--
/-----+-----\
Gareth Griffiths (Joker Developments)	A1200 w/ 680EC20
E-Mail: gaz@jokerd.idps.co.uk	2mb + 8mb Fast
WWW: www.jokerd.free-online.co.uk	773mb HD, 8x CD
ICQ: GazChap (31023012)	56k Modem
\-----+-----/

1.669 NetDOCK-2 Prefs

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Thu, 18 Feb 1999 15:24:50 +0100

Organization: Joker Developments

Subject: NetDOCK-2 Prefs

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.2182776.1

Hi guys,

The main NetDOCK-2 prog is almost finished, but I am experiencing a helluva lot of trub with the prefs prog. I have enclosed all the source code for the prefs prog so far (i.e. just testing the slider to see if I can get a value from it).

When I compile and run, I get an Out Of Memory! error message and when I click OK, it hangs up.

Can u guys test the code on yours, and possibly offer a solution to the prob (some help with reading the value of the slider gadgets would be cool as well!)??

Cheers guys

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

--BOUNDARY.2182776.1

Content-Disposition: attachment; filename="nd2-prefs.asc"

.initprog

WBStartup : NoCli : CloseEd : FindScreen 0 : Use Screen 0

```
width=ScreenWidth/2
height=ScreenHeight/2
MaxLen pa$=192
MaxLen fi$=192
MaxLen f$=192+192
numoficons=12
icon=1
.defgads
GTButton 1,1,6,135,160,13,"_Save",16
GTButton 1,2,173,135,155,13,"_Use",16
GTButton 1,3,338,135,147,13,"_Cancel",16
GTString 1,4,130,-8,320,14,"Dockbar Title:",33,50
GTSlider 1,5,130,9,320,11,"No of Icons:",33,2,99,numoficons
GTNumber 1,6,454,9,31,11,"",48,""
GTText 1,7,130,24,320,11,"Selected Image:",33,""
GTButton 1,8,454,24,31,11,"L",16
GTSlider 1,9,116,57,337,11,"Icon:",33,2,numoficons,icon
GTNumber 1,10,456,57,29,11,"",1,""
GTString 1,11,116,71,337,14,"Program Name:",33,0
GTText 1,12,116,88,337,11,"Path:",33,""
GTButton 1,13,456,88,29,11,"L",16
GTText 1,14,116,103,337,11,"Image:",33,""
GTButton 1,15,456,103,29,11,"L",16
.dowindow
Window 1,width-252,height-87,505,175,5134,"NetDOCK-2 Prefs",1,2
AttachGTLList 1,1
Repeat
Select WaitEvent
Case $200
End
Case $20
Select GadgetHit
Case 5
newnum=EventCode
GTSetInteger 1,6,newnum
numoficons=newnum
End Select
End Select
Forever
End
--BOUNDARY.2182776.1--
```

1.670 Re: NetDOCK-2 Prefs

18 Feb 99 16:17:43 0

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

Organization: The Robert Gordon University, E&EE

Date: Thu, 18 Feb 1999 16:17:31 -0000

encoding: Quoted-printable

Subject: Re: NetDOCK-2 Prefs

On 18 Feb 99, at 15:24, Gareth Griffiths wrote:

> When I compile and run, I get an Out Of Memory! error message and when I
> click OK, it hangs up.

It hangs up here as soon as the debugger shows up with the OOM error. @!"^=
&@@@

WinUAE.

> Can u guys test the code on yours, and possibly offer a solution to the
> prob (some help with reading the value of the slider gadgets would be co=
ol
> as well!)??

Well the reason it crashes is because you are setting the value parameter=
of

the GTNumber gadgets to "" which is a string - using a number sorts that.

l) ^ V][l) |M| =A9 |M|][|N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

http://members.xoom.com/David_McMinn

1.671 Re: NetDOCK-2 Prefs

for scott@online.u-net.com; Fri, 19 Feb 1999 23:24:41 +0000

From: amorel <amorel@xs4all.nl>

Date: Fri, 19 Feb 1999 22:34:27 +0500

Subject: Re: NetDOCK-2 Prefs

On 18-Feb-99, David McMinn wrote:

C= Well the reason it crashes is because you are setting the value parameter
of

C=the GTNumber gadgets to "" which is a string - using a number sorts that.

Hehe, often the most stupid mistakes r worst to find :-)

Division by zero anyone? I bet even the most experienced will still make

that mistake every now and then. I havent in Blitz, but thats cause I

havent divided in any of my progs and also stay away of dividing as much

as possible. I think that's my Pascal past where dividing can only be with real vars. If I'm right you can divide integers in Blitz?

Regards

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-*Coming soon, the first release of a new multiformat song/sound player*-

1.672 NetDOCK-2 Wrapping.

for scott@online.u-net.com; Fri, 19 Feb 1999 21:15:03 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 21:10:58 +0100

Organization: Joker Developments

Subject: NetDOCK-2 Wrapping.

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.2557312.1

Hi,

Cheers Chris for the code, but it crashed my machine! Don't know why though. I have included the window definition part of my code, with Chris' code inserted in the relevant positions. If anyone has any 'bonne idee's about how to stop it, or some replacement code, please share it with me! NetDOCK-2 is near completion, and I desperately need some wrapping code.

Also, what did you think of the preview pic?

--

/-----+-----\

| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |

| E-Mail: gaz@jokerd.idps.co.uk | 2mb + 8mb Fast |

| WWW: www.jokerd.free-online.co.uk | 773mb HD, 8x CD |

| ICQ: GazChap (31023012) | 56k Modem |

\-----+-----/

--BOUNDARY.2557312.1

Content-Disposition: attachment; filename="nd2-prob.asc"

NetDOCK-2 Wrapping. Some of Chris Deeney's code (cheers) is used here but it still crashes. Any thoughts?

numoficons is loaded in from disk (I have it set at 11)

the ShapeWidth is 36, as is the ShapeHeight.

wx and wy are window positions. They are also loaded from disk

I think I have it set at wx=0 and wy=14

-- START OF CODE --

```
sw=ScreenWidth
```

```
sh=ScreenHeight
```

```
wx=wx
```

```
wy=wy
```

```
xw=ShapeWidth(1)
```

```
yw=ShapeHeight(1)
```

```
noicons=numoficons
```

```
sp=sw-wx
```

```
sp=Int(sp/xw)
```

```
rows=noicons/sp
```

```
If rows>0 AND Frac(rows)<>0 Then rows+1
```

```
yvsp=rows*yw
```

```
If yvsp+wy>sh Then wy-yvsp
```

```
ww=sp*xw
```

```
wh=yvsp
```

```
n=0 : z=0
```

```
For id=1 To numoficons
```

```
n+1 : z+1
```

```
ShapeGadget 1,z*xw,n*yw,0,id,id,numoficons+1
```

```
Next
```

```
<some menu definition code is in here>
```

```
Window 1,wx,wy,ww,wh,5134,wintitle$,1,2,1 : AttachGTLList 1,1
```

```
CatchDosErrs : WindowFont 1 : SetMenu 0 : MenusOn
```

```
-- END OF CODE --
```

```
--BOUNDARY.2557312.1--
```

1.673 Re: NetDOCK-2 Wrapping.

for scott@online.u-net.com; Sat, 20 Feb 1999 13:10:08 +0000

for blitz-list@netsoc.ucd.ie; Sat, 20 Feb 1999 13:09:07 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sat, 20 Feb 1999 13:09:43 +0000

Organization: personal

Subject: Re: NetDOCK-2 Wrapping.

Hello Gareth

On 19-Feb-99, Gareth Griffiths wrote:

> Hi,

> Cheers Chris for the code, but it crashed my machine! Don't know why
> though. I have included the window definition part of my code, with Chris'
> code inserted in the relevant positions. If anyone has any 'bonne idee's
> about how to stop it, or some replacement code, please share it with me!

Hmmm, u have altered the main "for next" loops, with out them, the code
won't work :(the icon id alters it's self automatically to the number of
icons anyway, so there shouldn't be any problems with the loops.

The window should have opened to the right size and position though?

Although this could be whats causing it to crash, if a window goes off
the screen when opening the window, it will lock/crash your sys :(

For n=0 To rows

For z=0 To sp

GTShape 0,id,z*xw,n*yw,0,id:id+1

Next

Next

> Also, what did you think of the preview pic?

Looks kewl :))

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Crittters* | 0000465 lines | 050% complete |

+-----+

1.674 NEW IBM Chip

for scott@online.u-net.com; Wed, 24 Feb 1999 08:00:04 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 23 Feb 1999 23:02:23 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";
 homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: NEW IBM Chip

Encoding: quoted-printable

Hello,

Does anyone know anything about the new IBM chip?

It is supposed to have the RAM built into it!

(These guys are smart... duh!) =

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Always borrow money from a pessimist...

He doesn't expect to be paid back!

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%| =

<tsb>=

1.675 New x-files episode.

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 16:29:35 +0200

Organization: A97

Subject: New x-files episode.

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello.

Is there a rational explanation why I don't get the mails I send to the l=
 ist anymore ?

Greets,

-- =

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| M i k k e l L =F8 k k e | _

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/ \ | alias | | \

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Organization: A97

Subject: Re: New x-files episode.

Encoding: quoted-printable

On 12-Feb-99, David McMinn wrote:

>> Is there a rational explanation why I don't get the mails I send to the
e

>> list anymore ?

> Perhaps your mailer has an option for filtering out mail from yourself?=
We =

We =

> still all get your mails.

No it was because the Dual Pentium Mail server (at school) crashed, so now
I'm gonna just use the slow one at my ISP.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

1.678 Re: No one will buy the pig in the sac

From: Centro Amiga <centro.amiga@ip.pt>

Date: Thu, 11 Feb 1999 11:48:48 +0000

Organization: Centro Amiga

Subject: Re: No one will buy the pig in the sac

Hya

> Ah, nice. What does it do ?

The same old question :))

It's a nice proggy, shame nobody uses it :))

Cya

Silver

aka Nuno Trancoso

1.679 OFF TOPIC -> Alien 3

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 08 Feb 1999 21:04:18 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: OFF TOPIC -> Alien 3

Encoding: quoted-printable

Hello,

Could the person who asked me for the Alien 3 original script contact me again...

I've found it! (The really short version that is)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

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

=ABHhttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>=

1.680 Off Topic: Sami Näätänen

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: Off Topic: Sami Näätänen

Date: Fri, 19 Feb 1999 22:23:43 +0100

Sorry guys, I know this is off topic, but I need to ask Sami Näätänen is he

received my
privat emails I sent to him. If you did then please reply to them or atleast
let me know
that they arrived to you. If you didnt get them then please email me
directly so I can
resedn them to you.
Bye,
And once again, I'm sorry to send an offtopic email to the list.

1.681 on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)

with ESMTP id <0F7I002J7I041D@hermes.ucd.ie> for blitz-list@netsoc.ucd.ie;
Sun, 21 Feb 1999 16:05:10 +0000 (GMT)
<blitz-list@netsoc.ucd.ie>; Sun, 21 Feb 1999 16:05:00 +0100
Date: Sun, 21 Feb 1999 11:40:04 +0100
From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>
Subject: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)
Organization: calkowiecie nie-zorganizowany
<http://www.yam.ch>

Yello,
i can't figure it out! my program should change directory
after exit.... so i put in my code
nil.l=open_("nil:",0)
execute_ "cd sys:_home_/opi/temp",nil,nil
end
i dosen't work! shell prompt shows this same path that i start
this program, so i remove this "nil" stuff but it STILL dose't
work....
any ideas?!?!?
zdroofka!
--
opi.plastic <opi@amigascne.org>
amiga+linux+net+grass+ascii+scene = phuunnn

1.682 Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)

for scott@online.u-net.com; Sun, 21 Feb 1999 19:51:26 +0000
Date: Sun, 21 Feb 1999 15:50:20 -0400 (AST)
Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>
Subject: Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)
On Sun, 21 Feb 1999, opi.plastic aka emil wrote:
> i can't figure it out! my program should change directory
> after exit.... so i put in my code
> [...]
> i dosen't work! shell prompt shows this same path that i start
> this program, so i remove this "nil" stuff but it STILL dose't
> work....

My guess is that the cd command you're executing is simply changing the directory for the process that starts when you do the execute command, but not the process that is running your program. To do what you want, maybe you could run the program in a script that changes the directory after executing your program?

| John Mason : chebucto.ns.ca@ah210 |
| Amiga 1200 020/882 3.0 10MB RAM 810M HD |
| <http://chebucto.ns.ca/~ah210/Profile.html> |

1.683 Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)

([62.136.103.147] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10EiCv-0000sY-00; Sun, 21 Feb 1999 23:22:42 +0000
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Sun, 21 Feb 1999 22:25:00 +0000
Subject: Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)
>> i can't figure it out! my program should change directory
>> after exit.... so i put in my code
>
>> [...]
>
>> i dosen't work! shell prompt shows this same path that i start
>> this program, so i remove this "nil" stuff but it STILL dose't
>> work....
>
> My guess is that the cd command you're executing is simply changing the
> directory for the process that starts when you do the execute command, but
> not the process that is running your program. To do what you want, maybe
> you could run the program in a script that changes the directory after

> executing your program?

At the risk of stating the obvious, try CHDir ("directory") - it's not on some people's setup apparently though...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The Net interprets censorship as damage, and routes around it.

-- John Gilmore

1.684 Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)

for scott@online.u-net.com; Mon, 22 Feb 1999 21:36:55 +0000

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Mon, 22 Feb 1999 15:33:43 +0100

Subject: Re: on-topic: ohhh no! cd dosen't work ;-((no N64 vs PSX or Amy vs PC)

Encoding: quoted-printable

Le 21-F=E9v-99, opi.plastic aka emil a =E9crit:

>Yello,

>i can't figure it out! my program should change directory

>after exit.... so i put in my code

>nil.l=3Dopen_("nil:",0)

>execute_ "cd sys:_home_/opi/temp",nil,nil

>end

>i dosen't work! shell prompt shows this same path that i start

>this program, so i remove this "nil" stuff but it STILL dose't

>work....

>any ideas?!?!?

Try this:

WBStartup

#MODE_OLDFILE=3D1005

#MODE_NEWFILE=3D1006

#MODE_READWRITE=3D1004

cli\$=3D"CON:0/0/640/50//AUTO/CLOSE"

cmds\$=3D"prompt sys:_home_/opi/temp:>"

yellow recoverable alert screen do you know the one i mean simalar to the red guru screen of death.

```
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=#SA_DisplayID,SDisplay
SCRtags(1)\ti_Tag=#SA_Overscan,SOscan
SCRtags(2)\ti_Tag=#SA_Depth,SDpth
SCRtags(3)\ti_Tag=#SA_Width,SWidh
SCRtags(4)\ti_Tag=#SA_Height,SHeit
SCRtags(5)\ti_Tag=#SA_Top,0
SCRtags(6)\ti_Tag=#SA_Left,0
SCRtags(7)\ti_Tag=#SA_Type,Bank(0)
SCRtags(8)\ti_Tag=#SA_BitMap,Bank(0)
SCRtags(9)\ti_Tag=#SA_AutoScroll,1 ;autoscroll is on!
SCRtags(10)\ti_Tag=#TAG_DONE
```

This is how i am opening the bitmap

```
ScreenTags 0,"",& SCRtags(0) ;open the test screen
```

```
ShowScreen 0
```

Below is how i was attaching the bitmap before when i was not using tag lists.

```
;Screen 0,0,0,SWidh,SHeit,8,0,"",0,1,0
```

```
;ShowPalette 0
```

1.687 Re: Open a screen and attacing a bitmap

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:34:38 +0200

Organization: A97

Subject: Re: Open a screen and attacing a bitmap

Encoding: quoted-printable

On 14-Feb-99, Oliver Marks wrote:

> I have added a screen mode requester to my game code the only problem
> being that when i open a bitmap i can not attach a bitmap any one know
> how i can attach bitmap 0 to the screen the relevant code section is
> supplied below.
> Is there anyway to free lists and do you need to free gtlis because i
> was trying to free them using (free gtlis 0) but this was causing a
> yellow recoverable alert screen do you know the one i mean simalar to

> the red guru screen of death.

First of all, you have to make sure you detach the GTList (DetachGTlist I= think) then you should be able to free it, although why you would want = to is beyond me.

```
> Dim SCRtags.TagItem(11)
> SCRtags(0)\ti_Tag=3D#SA_DisplayID,SDisplay
> SCRtags(1)\ti_Tag=3D#SA_Overscan,SOscan
> SCRtags(2)\ti_Tag=3D#SA_Depth,SDpth
> SCRtags(3)\ti_Tag=3D#SA_Width,SWidth
> SCRtags(4)\ti_Tag=3D#SA_Height,SHeit
> SCRtags(5)\ti_Tag=3D#SA_Top,0
> SCRtags(6)\ti_Tag=3D#SA_Left,0
> SCRtags(7)\ti_Tag=3D#SA_Type,Bank(0)
> SCRtags(8)\ti_Tag=3D#SA_BitMap,Bank(0)
> SCRtags(9)\ti_Tag=3D#SA_AutoScroll,1 ;autscroll is on!
> SCRtags(10)\ti_Tag=3D#TAG_DONE
```

I assume Bank 0 contains your bitmap ? (You should use Allocmem instead)

1st error: #SA_Type is for creating public screens. You should leave it out.

2nd error: #SA_Bitmap needs a Bitmap Structure, not the location in ram.

You should use Addr Bitmap # , where # is the number of the bitmap.

```
> This is how i am opening the bitmap
> ScreenTags 0,"",& SCRtags(0) ;open the test screen
> ShowScreen 0
```

Actually, it how you're opening the screen. Hopefully you already have a = bitmap.

=

> Below is how i was attaching the bitmap before when i was not using

> tag lists.

```
> ;Screen 0,0,0,SWidth,SHeit,8,0,"",0,1,0
```

```
> ;ShowPalette 0
```

This doesn't "attach" any bitmaps.

Regards

-- =

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```

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```

```
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```



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|M i k k e l L =F8 k k e l _
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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

1.689 Re: Open a screen and attaching a bitmap

From: "Oliver Marks" <oly@enterprise.net>
 Organization: Private
 Date: 15 Feb 99 20:21:28 +0000
 Subject: Re: Open a screen and attaching a bitmap
 Encoding: 7bit

Hi

>

>> I have added a screen mode requester to my game code the only problem
 >> being that when i open a bitmap i can not attach a bitmap any one know
 >> how i can attach bitmap 0 to the screen the relevant code section is
 >> supplied below.

>

>> Is there anyway to free lists and do you need to free gtlis because i
 >> was trying to free them using (free gtlis 0) but this was causing a
 >> yellow recoverable alert screen do you know the one i mean simalar to
 >> the red guru screen of death.

>

> First of all, you have to make sure you detach the GTList
 >(DetachGTlist I think) then you should be able to free it, although

>why you would want to is beond me.

The only reason i am trying to free them is that i need to open and close lots of windows and because you need to free the window i just guessed it would be nessesary to free the gclist as well.

>

>> Dim SCRtags.TagItem(11)

>> SCRtags(0)\ti_Tag=#SA_DisplayID,SDisplay

>> SCRtags(1)\ti_Tag=#SA_Overscan,SOScan

>> SCRtags(2)\ti_Tag=#SA_Depth,SDpth

>> SCRtags(3)\ti_Tag=#SA_Width,SWidth

>> SCRtags(4)\ti_Tag=#SA_Height,SHeit

>> SCRtags(5)\ti_Tag=#SA_Top,0

>> SCRtags(6)\ti_Tag=#SA_Left,0

>> SCRtags(7)\ti_Tag=#SA_Type,Bank(0)

>> SCRtags(8)\ti_Tag=#SA_BitMap,Bank(0)

>> SCRtags(9)\ti_Tag=#SA_AutoScroll,1 ;autoscroll is on!

>> SCRtags(10)\ti_Tag=#TAG_DONE

>

> I assume Bank 0 contains your bitmap ? (You should use Allocmem instead)

>

> 1st error: #SA_Type is for creating public screens. You shold leave >it out.

>

> 2nd error: #SA_Bitmap needs a Bitmap Structure, not the locatioon in >ram. You should use Addr Bitmap # , where # is the number of the >bitmap.

I was looking though the tags list and was trying to guess which ones i needed.

>

>> This is how i am opening the bitmap

>> ScreenTags 0,"",& SCRtags(0) ;open the test screen

>> ShowScreen 0

>

> Actually, it how you're opening the screen. Hopefully you alleady have a bitmap.

>

>> Below is how i was attaching the bitmap before when i was not using

> > tag lists.

>

> > ;Screen 0,0,0,SWidh,SHeit,8,0,"",0,1,0

> > ;ShowPalette 0

>

> This doesn't "attach" any bitmaps.

I pretty sure it does the very last value in the screen parameters is a the bitmap to be used it is a option value and the blitz manual also says you attach a bitmap in this way.

>

I can now open the screen in any screen mode but attaching a bitmap to any screen that is not low res crashes my computer not sure why because the bitmaps do not have any particular screenmode as far as i can tell works fine if i do not attach a bitmap any ideas.

Is there any way i can free lists i am reading in a list of bitmaps from a directory and storing the filenames and paths in a list but once the game is started and the bitmap is loaded in can i free the list.

1.690 OrionIRC Release

From: Andrew Drays <amiga@ticon.net>

Date: Tue, 09 Feb 1999 21:53:48 -0500

Organization: A&M Orionsoft

Subject: OrionIRC Release

Hello,

I've released the source for OrionIRC onto Aminet as public domain.. for anyone and everyone to use.. but... since aminet isn't getting my file out there enough, or giving my program enough publicity, I guess it'll never be touched..

Cheers!

--

<TSB>

E-Mail -amiga@ticon.net- Andrew Drays - (Condore)

IRC - us.undernet.org #amirc #amigachat - Janesville, WI 53546

Webpage <http://www.ticon.net/~amiga>

<TSB>

1.691 Re: OrionIRC Release

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

Date: Thu, 11 Feb 1999 12:10:55 +1300

Subject: Re: OrionIRC Release

On 10-Feb-99, Andrew Drays wrote:

> Hello,

>

> I've released the source for OrionIRC onto Aminet as public domain..

> for anyone and everyone to use.. but... since aminet isn't getting my

> file out there enough, or giving my program enough publicity, I guess

> it'll never be touched..

Hey, nice one man :) That'll be useful for me, for my Internet game code, as I couldn't afford to buy it, and would have had to write it myself (or wouldn't have bothered!).

Thanks- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

1.692 Palett Re-mapping

From: Allan Versaevel <splayer@execulink.com>

Date: Sun, 14 Feb 1999 04:01:18 -0400

Subject: Palett Re-mapping

Encoding: quoted-printable

Hi,

How does one get a palette from a decoded shapes object to match the palette of the

current screen ? So the pattern I am going to use in my Window will look =

as close as possible to the original ? I am at a loss on this one. Thanks=

=2E

Regards,

Allan Versaevel

Visit www.execulink.com/~splayer , The Official Site of SPlayer, The GUI =

for Mpega, Play16,

and Audio CD's=

1.693 Re: Palett Re-mapping

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

blitz-list <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 12:48:22 -0500

Subject: Re: Palett Re-mapping

Hi Allan

On 14-Feb-99, Allan Versaevel wrote:

> Hi,

>

> How does one get a palette from a decoded shapes object to match the

> palette of the current screen ? So the pattern I am going to use in my

> Window will look as close as possible to the original ? I am at a loss on

> this one. Thanks.

You will need to remap it to the current screen's palette. But I am not sure if a "decoded" shape has a palette of it's own attached? You may also need to include a palette, or set up one with the correct values inside your program.

You will find an example of remapping on my web site that might be helpful.

Now a question for you - how do you put a pattern in a window?

Later...

--

You have the right to remain silent. Anything you say will be misquoted, then used against you.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.694 Re: Palett Re-mapping

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:46:58 +0200

Organization: A97

Subject: Re: Palett Re-mapping

Encoding: quoted-printable

On 14-Feb-99, Allan Versaevel wrote:

> How does one get a palette from a decoded shapes object to match the palette of the
 > current screen ? So the pattern I am going to use in my Window will look as close as possible to the original ? I am at a
 > loss on this one. Thanks.

Apparently the NewCommandSet, has a really good implementation of the OS routine ObtainBetPen_() try that on for size :o)

Regards

-- =

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+++++

Visit : <http://members.tripod.com/~FlameDuck>

1.695 Re: Palett Re-mapping

Sun, 14 Feb 1999 17:19:22 -0500

From: Allan Versaevel <splayer@execulink.com>

Date: Sun, 14 Feb 1999 17:19:19 -0400

Subject: Re: Palett Re-mapping

Encoding: quoted-printable

Hello Curt

> Now a question for you - how do you put a pattern in a window?

Disgustingly easy. A bit dirty but effective. I used the WBlit command right after the window is

opened. The Backdrop is saved in my shapes file. Also use WJam 0 to make =
colour 0

transparent.

Regards,

Allan Versaevel

Visit www.execulink.com/~splayer , The Official Site of SPlayer, The GUI =
for Mpega and Play16=

1.696 Re: Palett Re-mapping

15 Feb 99 09:04:40 0

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

Organization: The Robert Gordon University, E&EE

Date: Mon, 15 Feb 1999 09:04:29 -0000

encoding: Quoted-printable

Subject: Re: Palett Re-mapping

On 14 Feb 99, at 12:48, Curt Esser wrote:

> Now a question for you - how do you put a pattern in a window?

There's an example of using a backfill hook by Julian Kinraid (I think) o=

n

aminet, but I can't remember the name of it. If its not there, then I can =

send

you the code.

l) ^ V] [l) |V| =A9 |V|] [|N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

http://members.xoom.com/David_McMinn

1.697 Re: Palett Re-mapping

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 21:54:17 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Mon, 15 Feb 1999 21:51:41 +0000

Organization: personal

Subject: Re: Palett Re-mapping

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.1747771504.1

Hey Curt

On 14-Feb-99, Curt Esser wrote:

> Now a question for you - how do you put a pattern in a window?

I thought u might like this nice efficient window pattern filling routine

i did a while back :) all in a nice little statement ;) hehe

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../^\MIGA

#/irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

--BOUNDARY.1747771504.1

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

Content-Description: Grrrrreat!

Statement patwin{shp}

x=WindowX:y=WindowY

x1=WindowWidth:y1=WindowHeight

xstp=ShapeWidth(shp):ystp=ShapeHeight(shp)

For n=0 To y1 Step ystp

For n1=0 To x1 Step xstp

WBlit shp,n1,n

Next n1

Next n

End Statement

--BOUNDARY.1747771504.1--

1.698 Re: Palett Re-mapping (Actually Window Fill)

From: "Scott" <scott@assembler.free-online.co.uk>

Subject: Re: Palett Re-mapping (Actually Window Fill)

Date: Mon, 15 Feb 1999 19:14:12 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello Curt,

On the 14/02/1999, you asked:

>Now a question for you - how do you put a pattern in a window?

I'm not sure if this is what you mean, but this little statement will fill an entire window with a defined pattern, like the one in the system requesters. You can easily change the pattern it produces by altering the defined constants.

```
Statement WindowFill{win,b}
ad.l=Rastport(win)
Poke.l ad+8,?pattern
Poke.b ad+$1d,1
WBox 0,0,InnerWidth,InnerHeight,2
Poke.l ad+8,0
Poke.b ad+$1d,0
Statement Return
pattern: Dc.w $aaaa
Dc.w $5555
End Statement
```

If however, you want to use a graphic (like MUI), then er, just forget all that!

Regards,

Scott

scott@assembler.free-online.co.uk

Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

1.699 Paula

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Feb 1999 15:46:33 +0500

Subject: Paula

Encoding: quoted-printable

On 02-Feb-99, Mikkel L=F8kke wrote:

C=3DAh, well Myst is hardly very CPU intensive. As for AmigaAMP, it's not= the

C=3Dslowest MPEG player around for nothing. But like I said if you have = an

audio

C=3Dcard, it rocks.

I play amigaamp through AHI using the 8 bit Paula stereo++ driver at max samplerate(+/-28kHz) and it sounds very good. An inexperienced listener certainly might confuse it for being a cd or record playing. I'm using

some very good studio monitors(which reveals anything of the sound played) and if the sound through those monitors sound good and without(obvious) faults/flaws, then the sound is good :-)=
Really, Paula can reproduce some very good quality sound for 8 bit, makin=
g
it sound a lot like a 16 bit one. Whilst its easy to screw up the sound, but in these days of lofi hype(especially in techno etc.) that can only b=
e
positive :-)
-- =
Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32
H.P. Lovecraft, Inc. \\ Good old C=3D64 Aura 12/16 sampler=
=
Ever kissed a frog? ;-P\\ /Fatman analogue synth :D
Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9
Have you got a recorddeal? ;) \\ /Check my music on aminet:
Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc=
=2E)
<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage=
=2E =
=

1.700 PC coders part 1 (fwd)

Wed, 3 Feb 1999 02:05:11 +0100 (CET)

From: amorel <amorel@xs4all.nl>

Date: Tue, 02 Feb 1999 15:52:05 +0500

Subject: PC coders part 1 (fwd)

Just got this from a friend of mine. Shows how stupid pc users can be :-)

*** Forwarded message, originally written by Fabio Bizzetti on 30-Jan-99 ***

Sit down, prepare yourself, and read thiz. Quoting:

Obviously you guys don't understand how the PC works.

I'm going to clear this up in a simple way now,

-I've read you people writing that Quake isn't loaded into the processor and it's possible that that is true - for something like an Amiga or another computer with a small processor. I have however got a 300 MHZ processor so Quake fits easily there (you see; Quake is about 240 MHZ).

I understand that you can't load it into an Amiga that is roughly 16MHZ. If you have only 16MHZ it's naturally not possible to load such big games, so you'll have to settle for small games until the Amiga has reached the capacity of the PC.

Regards

Henke

ROTFLOL.. and he said "Obviously you guys don't understand how the PC works.".... MOOOMMYYYY.. I FEEL SICK FOR LAUGHING. =)))))))))

Fabio :D

--

Jeroen(and Wendy ;-)*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

1.701 Re: PC coders part 1 (fwd)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 03 Feb 1999 02:23:15 +0200

Organization: A97

Subject: Re: PC coders part 1 (fwd)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello amorel.

[-header stuff removed-]

> Obviously you guys don't understand how the PC works.

Yeah, obviously :o)

> I'm going to clear this up in a simple way now,

> -I've read you people writing that Quake isn't loaded into the

> processor and it's possible that that is true - for something like

> an Amiga or another computer with a small processor. I have however

> got a 300 MHZ processor so Quake fits easily there (you see; Quake is

> about 240 MHZ).

Buwahahahah. Well, he certainly has a serious L2 Cache if he can fit Quake into that :o)

Subject: Re: PC coders part 1 (fwd)

On Tue, 2 Feb 1999, amorel wrote:

> Just got this from a friend of mine. Shows how stupid pc users can be :-)

He, that "discussion" was recently held on the swedish amiga newsgroup.

Most fun we've had there in ages...

/Jonas

1.703 Re: PC coders part 1 (fwd)

V5.0) with ESMTP; Wed, 3 Feb 1999 10:38:18 +0200

(8.8.5/8.8.5) with ESMTP id MAA00265; Wed, 3 Feb 1999 12:02:58 +0100

Date: Wed, 03 Feb 1999 10:47:16 +0100

From: "Keresztes Tamás" <tom@tombox.buvi.mata.v.hu>

Subject: Re: PC coders part 1 (fwd)

Encoding: 7bit

> Obviously you guys don't understand how the PC works.

>

> got a 300 MHZ processor so Quake fits easily there (you see; Quake is
> about 240 MHZ).

>

> I understand that you can't load it into an Amiga that is roughly
> 16MHZ. If you have only 16MHZ it's naturally not possible to load
> such big games, so you'll have to settle for small games until the
> Amiga has reached the capacity of the PC.

Considering the (external)size of the PentiumII , he might be right :-) I tried
, but my Quake CD does not fit into my PentiumII :-) Interesting interpretation
of
cpu load ...

1.704 RE: PC coders part 1 (fwd)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: PC coders part 1 (fwd)

Date: Wed, 3 Feb 1999 13:15:04 -0000

charset="iso-8859-1"

> Just got this from a friend of mine. Shows how stupid pc users can be :-)

Well, that's what happens when someone with a 500MHz opinion tries to cram
it into a 40Hz Brain :)

Chris

1.705 Re: PC coders part 1 (fwd)

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 03 Feb 1999 19:20:38 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: PC coders part 1 (fwd)

Encoding: quoted-printable

Hello amorel

Somewhere amorel wrote:

a > Just got this from a friend of mine. Shows how stupid pc users can be=

a > *** Forwarded message, originally written by Fabio Bizzetti on 30-Jan=
-99 ***

a > Sit down, prepare yourself, and read thiz. Quoting:

a > ---

a > Obviously you guys don't understand how the PC works.

a > I'm going to clear this up in a simple way now,

a > -I've read you people writing that Quake isn't loaded into the

a > processor and it's possible that that is true - for something like

a > an Amiga or another computer with a small processor. I have however

a > got a 300 MHZ processor so Quake fits easily there (you see; Quake is=

a > about 240 MHZ).

a > I understand that you can't load it into an Amiga that is roughly

a > 16MHZ. If you have only 16MHZ it's naturally not possible to load

a > such big games, so you'll have to settle for small games until the

a > Amiga has reached the capacity of the PC.

a > Regards

a > Henke

a > ---

a > ROTFLOL.. and he said "Obviously you guys don't understand how the

a > PC works.".... MOOOMMYYYY.. I FEEL SICK FOR LAUGHING. =3D)))))))))

a > Fabio :D

Erh!!!!

No comments ;-D....

Eh!eh!eh!eh!eh!eh!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Misfortune: A kind of fortune that never misses.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

1.706 Pens on Intuition screens

for scott@online.u-net.com; Tue, 23 Feb 1999 19:00:58 +0000

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 18:59:47 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 23 Feb 1999 14:10:41 +0000

Organization: Pagan Software

Subject: Pens on Intuition screens

Does anyone know how you set the pen on an intuition screen? I'm trying to set a pen to red (255,0,0) without disturbing the other pens, and I've been trying to use the ObtainBestPenA_ function, but it needs a "cm" parameter which I'm taking to be colourmap. Any ideas how to get the colour map of a screen?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:pagan@thehub.u-net.com)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Famous last words: Don't unplug it, it will just take a moment to fix.

1.707 Re: Pens on Intuition screens

for scott@online.u-net.com; Wed, 24 Feb 1999 13:17:52 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 24 Feb 1999 23:20:00 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Pens on Intuition screens
 Encoding: quoted-printable

On 23-Feb-99, Rick Hodger set out across the seas with this message:

->Does anyone know how you set the pen on an intuition screen? I'm
 ->set a pen to red (255,0,0) without disturbing the other pens, and
 ->trying to use the ObtainBestPenA_ function, but it needs a "cm"
 ->which I'm taking to be colourmap. Any ideas how to get the colour
 ->screen?

This may be a little too obvious, I don't know...

```
#FindScreen# 0,nameofscreen$
```

```
#Use# #Palette# 0 ; Last time I checked I *think* doing this worked
```

```
*cm=3D#Addr# #Palette#(0)
```

```
#ObtainBestPenA_# etc,*cm,etc,etc...
```

```
-- =
```

```
*****
```

```
*** CAT TAG *** Local High School Dropouts Cut in Half
```

```
*****
```

```
_____ ^ _
```

```
_____ v _____ ^ ____ -- Toby Zuidveld --
```

```
\ ____ =ACV. _____ /
```

```
l) _ ^ ____ v \ -EMail : mailto:hotcakes@abacus.net.au-
```

```
!! | =AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes
```

```
| ____ | // _____ // ____ // [ Last updated : 14=B702=B799 ]
```

```
! ____ / VDTN.V
```

1.708 Re: Peter Thor, please read this!

for scott@online.u-net.com; Sun, 21 Feb 1999 23:56:34 +0000

Mon, 22 Feb 1999 00:55:28 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Sun, 21 Feb 1999 23:30:55 +0300

Organization: Nukleus

Subject: Re: Peter Thor, please read this!

The 24-Jan-99, Peter Nightingale wrote:

> Hello,

> You posted code to change the priority of a running program on the

> list, is it OK if I include this into my current prog (Cinn)? I won't be

> making money out of it BTW.

Hello Peter Nightingale!

As I consider anything written by myself and sent to the blitzlist as being PD, you are more than welcome to use it in any game or program of your own.

However some credits would be nice =)

Have a successful time with Cinn, and whatever it's purpose is, would be glad to get to know what the program does and who will benefit from using it, see ya around.

//Thor

--

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.709 Re: Playing samples from fastram

From: amorel <amorel@xs4all.nl>

Date: Thu, 18 Feb 1999 00:20:05 +0500

Subject: Re: Playing samples from fastram

On 18-Feb-99, Paul Burkey wrote:

C=> Simple enough, anyone got any ideas on playing sounds

C=> from fast ram ?

C=Use AHI or you can forget it (well almost).

It's not that difficult. I've been digging into lots of documents about amiga hardware and programming it (whilst downloading my own illegal copies of the rkm and other C= books :) and afaik it goes like this. You use the fastram to store the sound data, then you transfer a bit of the data to be played to chipram and let it be played by Paula. So the fastram is kind of used like a buffer. Most of the data is there and only a bit will reside in chipram at any moment. Look at it as a continuous stream of sounddata from fast to chipram, or sth like that. Correct me if I'm wrong.

Still gotta find out how to read the sound/period/volume etc data being played through Paula, independent of what's being played (med, mod, iff etc.).

Contact me if you wanna have some docs about this.

Regards

--

Jeroen (and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=64 and an attitude!
 Ever kissed a frog? ;-P \ \ /Fatman analogue synth :D
 Music for your game/demo/release? \ \ /http://www.paia.com
 Contact me! amorel@xs4all.nl \ \ /Check my (aged) music on
 http://www.xs4all.nl/~amorel \ \ /aminet or at my homepage.
 -*Coming soon, the first release of a new multiformat song/sound player*-

1.710 Playing samples from fastram

id 10DCX4-0004vG-00; Wed, 17 Feb 1999 19:21:15 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Wed, 17 Feb 1999 19:23:40 -0000

Organization: ASP/Warrington

Subject: Playing samples from fastram

Encoding: quoted-printable

Hi all,

Simple enough, anyone got any ideas on playing sounds
 from fast ram ?

Regards

Anthony Sherratt

-- =

 | ASP Software - http://www.asp.u-net.com |

)------(

| CURRENT GAMES | ICQ Num : 16295659 |

)------(

| =B7 Survivors DX - [#####-3D--]85% |

| =B7 Conquest - [#-3D-----]10% |

1.711 Re: Playing samples from fastram

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 19:33:42 +0000

Date: Wed, 17 Feb 1999 19:35:01 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Playing samples from fastram

Encoding: 7bit

Anthony Sherratt wrote:

> Simple enough, anyone got any ideas on playing sounds

> from fast ram ?

Use AHI or you can forget it (well almost).

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.712 Re: Playing samples from fastram

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 02:46:26 +0000

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 02:46:14 +0000

Date: Thu, 18 Feb 1999 02:47:13 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Playing samples from fastram

Encoding: 7bit

amorel wrote:

>

> On 18-Feb-99, Paul Burkey wrote:

> C=> Simple enough, anyone got any ideas on playing sounds

> C=> from fast ram ?

>

> C=Use AHI or you can forget it (well almost).

>

> It`s not that difficult. I`ve been digging into lots of documents about

> amiga hardware end programming it(whilst downloading my own illegal copies

> of the rkrm and other C= books :) and afaik it goes like this. You use the

> fastram to store the sound data, then you transfer a bit of the data to be

> played to chipram and let it be played by Paula. So the fastram is kind of

> used like a buffer. Most of the data is there and only a bit will reside

> in chipram at any moment. Look at it as a continuous stream of sounddata

> from fast to chipram, or sth like that. Correct me if I`m wrong.

>

> Still gotta find out how to read the sound/period/volume etc data being

> played through Paula, independent of whats being played(mod, mod, iff

> etc.).

Well to add an extra meaning to my original statement. AHI is very easy

to use and it gives you this "fast ram playback" technique. I won`t list

all the other advantages of using AHI but I guess I've made my point a bit clearer now.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.713 Re: Playing samples from fastram

id 10DrIE-0001TR-00; Fri, 19 Feb 1999 14:52:38 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Thu, 18 Feb 1999 11:32:46 -0000

Organization: ASP/Warrington

Subject: Re: Playing samples from fastram

Encoding: quoted-printable

On 17-Feb-99, Paul Burkey cooped up:

>Use AHI or you can forget it (well almost).

Fair enough, so how do I use AHI in Blitz ? :) =

Regards,

Anthony Sherratt

-- =

| ASP Software - <http://www.asp.u-net.com> |

)------(

| CURRENT GAMES | ICQ Num : 16295659 |

)------(

| =B7 Survivors DX - [#####=3D--]85% |

| =B7 Conquest - [#=3D-----]10% |

1.714 Re: Playing samples from fastram

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 22:47:42 +0000

Date: Fri, 19 Feb 1999 22:47:48 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Playing samples from fastram

Encoding: 7bit

Anthony Sherratt wrote:

> On 17-Feb-99, Paul Burkey cuffed up:

>

> >Use AHI or you can forget it (well almost).

>

> Fair enough, so how do I use AHI in Blitz ? :)

I did release the source code for the AHI. It was the same code that was used in my game Foundation. I can't remember where it is now but I know for sure it's not on my web site :) I'll check Aminet to see if I uploaded it there and either way I'll add it to my web site in the "projects" link. If you want to check Aminet then it'll probably be an archive called AHIFuncs.lha or something similar. I know some others had source code for AHI support too so I'm sure we'll find something soon.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.715 Re: Playing samples from fastram

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 20 Feb 1999 13:25:35 +0300

Subject: Re: Playing samples from fastram

Encoding: quoted-printable

On 20-Feb-99, Paul Burkey wrote.

> Anthony Sherratt wrote: =

> > On 17-Feb-99, Paul Burkey cuffed up:

> > =

> >> Use AHI or you can forget it (well almost).

> > =

> > Fair enough, so how do I use AHI in Blitz ? :)

> =

> I did release the source code for the AHI. It was the same code that
> was used in my game Foundation. I can't remember where it is now but
> I know for sure it's not on my web site :) I'll check Aminet to see
> if I uploaded it there and either way I'll add it to my web site in
> the "projects" link. If you want to check Aminet then it'll probably
> be an archive called AHIFuncs.lha or something similar. I know some
> others had source code for AHI support too so I'm sure we'll find

> something soon.

I think I have it! (In fact it looks like I have it as two differently named archives. :) it's about 17k so if anybody want's it request it personally, or download from aminet (I can't think any other way I could have downloaded it two times, but downloading it from aminet and previously got it via mail. Who knows ;)

-- =

Sami Naatanen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.716 Prefs File

From: Jake Frederick <gonzo@acadia.net>

Date: Sat, 20 Feb 1999 15:03:56 +0500

Subject: Prefs File

What's the best way to write variables to a prefs file and have them accessed by another program later? Right now I am using the following to write the variable p\$ to the prefs file:

```
If WriteFile(0,"ram:config")
```

```
FileOutput 0
```

```
NPrint p$
```

```
CloseFile 0
```

```
End If
```

Is there a better way of doing this? How would I read p\$ from another program?

--

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

1.717 Re: Prefs File

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

Date: Sat, 20 Feb 1999 20:44:08 -0500

Subject: Re: Prefs File

Hi Jake

On 20-Feb-99, Jake Frederick wrote:

> What's the best way to write variables to a prefs file and have them

> accessed by another program later? Right now I am using the following to

```
> write the variable p$ to the prefs file:
> If WriteFile(0,"ram:config")
> FileOutput 0
> NPrint p$
> CloseFile 0
> End If
> Is there a better way of doing this? How would I read p$ from another
> program?
```

This method works fine for me.

To read the file with another program? Just use the standard way:

```
If Readfile (0,"RAM:config")
FileInput 0
p$=Edit$(255) ;or just a bit longer than the expected length of the
string
CloseFile 0
Use Window 0 ;only if you have one open
EndIf
>
```

Later...

--

Age and treachery will always overcome youth and skill.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.718 Re: Prefs File

([62.136.103.147] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10EiCr-0000sY-00

for blitz-list@netsoc.ucd.ie; Sun, 21 Feb 1999 23:22:37 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 21 Feb 1999 21:55:25 +0000

Subject: Re: Prefs File

Encoding: quoted-printable

Jake Frederick churned out *this* drivel :

```
> What's the best way to write variables to a prefs file and have them
> accessed by another program later? Right now I am using the following t=
```

```
o
> write the variable p$ to the prefs file:
> If WriteFile(0,"ram:config")
> FileOutput 0
> NPrint p$
> CloseFile 0
> End If
> Is there a better way of doing this? How would I read p$ from another
> program?
If ReadFile (0,"ram:config")
FileInput 0
p$=3DEdit$(255) ; reads up to 255 characters wide (or to =
first newline)
PopInput ; or whatever you need to redirect input
CloseFile 0
EndIf
```

Also, there's a little library called config.library which I got going,
but to be honest, this way is just as good...

See ya,

-- =

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland. =

<sb>(http://surf.to/all-hail/)

<tsb>

640K ought to be enough for anybody.

-- Bill Gates in 1981.=

1.719 Preview Picture

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 11:43:15 +0100

Organization: Joker Developments

Subject: Preview Picture

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.2537128.1

vb+/+QCxAPoACQaq2rUyFVKwAALUAAoIAAAQAEAP9///gPoA8wACCAAB1AAABPAA+gAHAqra
tTIVUrDNAARBD/f///kAsQD6AAkG21XtgKVVUAAC1AAKCAAAGAIgCt/3/YD6APMAAggAAdQA
AATwAPoABwLbVe2ApVVQzwAGCAIhSt/3/fkAsQD6AAcGrVV2oEikp8//B/AAkBb+/veA+gDz
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/4D6APMAAAjPAACA8wD6AAcC6rXqkRCqUM0ABAYW+///+QCxAPoACAcVTqASkKhIP4AAAb9
AABg/gAABv0AAGD+AAAG/QAAYP4AAAb9AABg/gAABv0AAGD+AAgEEAFAG7/u/ID6APMAAQgf
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AAAM7wAAAFgA+gAAAsIAABT5ALEA+gABBITqAO//AcAH8P8D/gAggPoA+QAaIOsAAAHuAAAI
7wAAAFgA+QAAGMMAABL5ALEA+gD/BMMAASCA+gD5AAAgxAAAfGAugAACvkAsQD6AP8EwwAB
IID6APkAACDEAAAB+AC6AAAK+QCxAPoA/wTDAAEggPoA+QAAIMQAAA4ALoAABX5ALEA+gD/
BMMAASCA+gD5AAAgxAAAfGAugAAfFkAsQD6AP8EwwABIID6APkAACDEAAAB+AC6AAAK+QCx
APoA/wTDAAEggPoA+QAai8P/+AC6AAAV+QCxAPoAAQQfw/8B4ID6APkAACCC6ALoAAAj5ALEA
+gATBAAAQoIQIEB7uh9B76+6m6ewAWT+AAI1LcD7AAAB+gAQEKCEJRAe7ofQe+vupunsAFn+
AAUNS3AAAIID6ALEA9wAgQoIQIEB7uh9B76+6m6e2oWQIAAE1LcAqmAAABAABCgFI/QAYEKCE
JRAe7ofQe+vupuntqFkCAABNS3AKpvkAsQD6ABMEAAEUVSUiAO+r+H6G///8NJfABpP4AAmiF
gPsAAAr6ABBFFUllgDq/h+hv///DSXwAaf4ABRohYAAAQPoAsQD4ABkBFFUllgDq/l+hv///
DSXyuaQEACHohYKVRP0AAwoEAAX9ABhFFUllgDq/l+hv///DSXyuaQEACHohYKVR+QCxAPoA
EwQAIEIKEISC9b4P7/3d71WP8ACV/gACKIOA9AAaCBJSJhJUgvW+D+/93e9Vj/AAIQAAACpTg
AACA+gCxApgAGSBJShJUgvW+T+/93e9Vj/FglQgAICpTglSg/gAEEAAIAAj+ABkIEIKEISC9
b5P7/3d71WP8WCVCAAgKIOCVPkAsQD6AAAsEAASSqqkiFdPaHbf+/wmqB6wBVAAGADUI+gAA
AvsACQEkkqplhXT2h23+/w3qgesAVQAI1JQAAAQPoAsQD4AAkEkqplhXT2j23/v8Mqges
8VQAI1JQSVEP4AAoACFPwACQEkkqplhXT2j23+/wzqges8VQAI1JQSVE+QCxAPoAAAFB
/wCA+gCxALEAsQCxALEAsQCxALEAsQCxALEAsQCxALEAsQCxALEAsQCxALEAsQCxALEAsQCx
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ALEAsQCxALEAsQCxALEAsQCxALEAsQCxALEAsQCxAPUAAfzA/gADAwAAGPkAAAb4AAEBgPsA
AgwAY/4AAQw4+gAEAYGAZmD0ALEAsQCxAPUAATDA/gADAwAAGOcAAgWYYP4AAQxg+gAEAYGA
YGD0ALEAsQCxAPUANzD4eAHhx5mPGAfGx4fNjx/wBjgD4eMzAph4eNmfD4A4eP+PjHjzHj4A
DPAGY8ZgGZjxmY+AZmY89QCxALEAsQD1ABMwzMwCmYmZkZgGZwzMzhGZmAZkA/4zCADMzIzh
mZmAZPzMcMzMwAMyAZmZmAZ/ZkDgGZsZvUAsQCxALEA9QATMMzMAfMDGY+YBmYMzMwPmZgG
cAP+MwgAzMx8wZmZgGD8zApjMzMADGAGZmZgGf2ZA4BmeGb1ALEAsQCxAPUAEEzDM/AMzAxmZ
mAZmDMzMGZmYBjgD/jMIAMz8zMGZmYBjg/cwL/GMzMWAMyAZmZmAZ/ZkDgGZwfvUAsQCxALEA

1.720 Re: Preview Picture

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 18:59:58 +0000

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

Organization: private

Date: 19 Feb 99 18:56:31 +0000

Subject: Re: Preview Picture

Encoding: 7bit

> Hi,

> Before anybody starts complaining, this

> isn't a large mail. Only about 30K. It is just an IFF file containing a

> preview picture of what NetDOCK-2 looks like at the moment. It may have

> changed by the time I do finish it.

Oh no, it's the magic workbench colour palette!!!

<Paul runs for the hills>

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

1.721 Re: Preview Picture

for scott@online.u-net.com; Fri, 19 Feb 1999 21:23:07 +0000

for blitz-list@netsoc.ucd.ie; Fri, 19 Feb 1999 21:22:01 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Fri, 19 Feb 1999 21:18:21 +0100

Organization: Joker Developments

Subject: Re: Preview Picture

Hi Paul,

If you've managed to make it back from the hills :) you will be able to read this.

The NetDOCK-2 images are COMPLETELY customisable. Right down to the palette.

Obviously it's best suited to your workbench palette, but if you use NI or whatever, just design new icons for it!

All this is of course assuming that I can figure out how to wrap the window round to another row of icons if the set figure won't fit on one (99 icons on one row, can it be done?)

If u want to send in some images to me, then feel free!

```

--
/-----+-----\
| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |
| E-Mail: gaz@jokerd.idps.co.uk | 2mb + 8mb Fast |
| WWW: www.jokerd.free-online.co.uk | 773mb HD, 8x CD |
| ICQ: GazChap (31023012) | 56k Modem |
\-----+-----/

```

1.722 Re: Preview Picture

for scott@online.u-net.com; Tue, 23 Feb 1999 01:13:27 +0000
(envelope-from flameduck@software.dk)
(envelope-from flameduck@software.dk)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>
Date: Tue, 23 Feb 1999 00:52:36 +0200
Organization: M2 productions
Subject: Re: Preview Picture
Encoding: 8bit

On 19-Feb-99, Paul wrote:
>> an IFF file containing a
>> preview picture of what NetDOCK-2 looks like at the moment. It may have
>> changed by the time I do finish it.
> Oh no, it's the magic workbench colour palette!!!
> <Paul runs for the hills>
Hey, wait for me !!!

Regards

```

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+++++

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Visit : <http://members.tripod.com/~FlameDuck>

1.723 printer device

for scott@online.u-net.com; Wed, 24 Feb 1999 12:33:54 +0000

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

Date: Wed, 24 Feb 1999 06:24:02 -0500

Subject: printer device

Hi Everyone,

I am sending some output to the printer, using

Openfile 0,"PRT:" etc.

The problem is, if I turn the printer off before the printing is done (just to see what happens, you never know what people will do) after a bit, I get the "Printer Problem" requester, with "Resume Cancel" options. If I press Cancel, my program crashes - I imagine because Intuition has closed my file, so now the output has no place to go, right?

Does anybody know a way to avoid this?

Second question - how can I send the printer commands such as to use bold text, etc. I mean in a universal way that will work on all printers - I know how to do it for my own printer...

Thanks...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.724 Re: printer device

for scott@online.u-net.com; Wed, 24 Feb 1999 21:17:29 +0000

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Wed, 24 Feb 1999 16:02:21 +0100

Subject: Re: printer device

Encoding: quoted-printable

Le 24-F=E9v-99, Curt Esser a =E9crit:

>Hi Everyone,
>I am sending some output to the printer, using =
>Openfile 0,"PRT:" etc.
>The problem is, if I turn the printer off before the printing is done (j=
ust
>to see what happens, you never know what people will do) after a bit, I =
get
>the "Printer Problem" requester, with "Resume Cancel" options. If I pr=
ess
>Cancel, my program crashes - I imagine because Intuition has closed my
>file, so now the output has no place to go, right?
>Does anybody know a way to avoid this?
>Second question - how can I send the printer commands such as to use bol=
d
>text, etc. I mean in a universal way that will work on all printers - I=
>know how to do it for my own printer...

Try this code:

```
If WriteFile(0,"PRT:")
```

```
FileOutput 0
```

```
NPrint " Blabla"
```

```
CloseFile 0
```

```
DefaultOutput
```

```
EndIf
```

```
-- =
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|| \ /
```

```
|--- \ / *Benjamin Vernoux*
```

```
|| \ / *E-Mail: bvernoux@kyxar.fr*
```

```
--- | *Page WEB: http://www.chez.com/titan*
```

1.725 Re: printer device

for scott@online.u-net.com; Wed, 24 Feb 1999 14:13:54 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Thu, 25 Feb 1999 00:37:23 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
Subject: Re: printer device

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.7725.1162.5713848.1

Encoding: quoted-printable

On 24-Feb-99, Curt Esser set out across the seas with this message:

->Second question - how can I send the printer commands such as to use

->text, etc. I mean in a universal way that will work on all printers

->know how to do it for my own printer...

Here's something I've had for ages and it came in bloody handy back when =

I was

coding BBS doors... =3D]

It's an ANSI Manual and it's pretty comprehensive. I was surprised to se=

e

ansi printer commands in here too, so as long as every printer driver sup=

ports

converting these, it should work universally.

Hope it's what you're looking for =3D]

-- =

*** CAT TAG *** I like the future, but only if I'm in it.

-----^_--

_____v_____^___ -- Toby Zuijdveld --

___ =ACV. ______/

l))_ ^___ v \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! l =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

|__| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

--BOUNDARY.7725.1162.5713848.1

Content-Description: ***** , 1596 cps

ANSI Commands Manual ...Compiled By Steven Potter...

Set foreground colour Set background colour Combined

ESC[30m black ESC[40m to ESC[47m ESC[40;30mBlack on Black

ESC[31m red ESC[41;30mBlack on Red

ESC[32m green ESC[42;30mBlack on Green

ESC[33m yellow ESC[43;30mBlack on Yellow

ESC[34m blue ESC[44;30mBlack on Blue

ESC[35m magenta ESC[45;30mBlack on Magenta
 ESC[36m cyan ESC[0w RESETS ALL ESC[46;30mBlack on Cyann
 ESC[37m white ESC[47;30mBlack on White

=====

These colours will only be correct if your Palette Prefs are set as below;

Pen Ansi Normal R G B or R G B

0 Black 0 0 0 00 00 00 of course there

1 Red a 0 0 13 00 00 is still room here

2 Green 0 a 0 00 13 00 for some personal

3 Yellow a a 0 13 13 00 adjustment in the

4 Blue 0 0 a 00 00 13 shading !

5 Magenta a 0 a 13 00 13

6 Cyan 0 a a 00 13 13

7 White b b b 14 14 14

=====

PRINTER ORIENTED CODES

ESC[0w normal pitch ESC[4v subscript on (3v off)

ESC[2w elite on (96characters) ESC[2v superscript on

ESC[1w elite off ESC[1v superscript off

ESC[2wCTRL0 condensed elite (160characters) ESC[0v normalize

ESC[4w condensed fine on (cond pica 137characters)

ESC[3w condensed off

ESC[6w enlarged on CTRL L formfeed

ESC[5w enlarged off ESC D line feed

ESC[0m normal character set ESC E return line feed

ESC[1m boldface on ESC M reverse line feed

ESC[22m boldface off

ESC[3m italics on ESC[0;1m Bold text

ESC[23m italics off ESC[0;3m Italic text

ESC[4m underline on ESC[0;4m Underscored text

ESC[24m underline off MONITOR ORIENTED CODES

ESC[4"z doublestrike on ESC[0;5m Blinking text

ESC[3"z doublestrike off ESC[0;7m Reverse video

ESC[2"z NLQ on CTRL L Clears screen(nospace)

ESC[1"z NLQ off

ESC[2p proportional spacing on Text character & colour comands can

ESC[1p proportional spacing off be stacked ESC[1;3;4;5m makes text

ESC[0z 8 lines per inch bold,italic,underscored and blink

ESC[1z 6 lines per inch

Some printers do not recognise these commands but most should do ;)

CURSOR MOVEMENT

ESC[##H Move the cursor to a specified position. where the 1st # is the desired line number and the 2nd the desire column.

ESC[#@ Insert # blank chars after cursor..

ESC[#A Move the cursor up without changing columns. where # specifies the number of lines moved.

ESC[#B To move the cursor down. where # specifies the number of lines moved down.

ESC[#C To move the cursor forward. where # specifies the number of columns moved.

ESC[#D To move the cursor backward. where # specifies the number of columns moved.

ESC[#E Move cursor # rows down and placed at 1st col.

ESC[#F Move cursor # rows up and placed at 1st col.

ESC[H Home cursor.

ESCc Home cursor, clear screen, clear all attributes..

ESCJ Erase from cursor and the rest of the screen.

ESCK Erase from cursor to end of line.

ESC[#L Insert # blank lines over the line with the cursor.

ESC[#M # lines starting with the cursor will be deleted and the rest will be moved up.

ESC[#P Deletes # chars to the right of the cursor including the cursor.

ESC[#S Scroll screen # lines up..

ESC[#T Scroll screen # lines down..

ESC[#t Set number of lines from top of the screen used to ouput..

ESC[#u Number chars per line...

ESC[#x Chars moved # pixels left.. before written.

ESC[#y Chars moved # pixels down.. before written.

ESC[0 p Cursor OFF (Text output will be twice as fast!!)

ESC[p Cursor ON

CTRL-G Intuition bell.. (plays a sample if chosen).

end

--BOUNDARY.7725.1162.5713848.1

Encoding: quoted-printable

Content-Description: Ummm can't remember what's in here but it may be usefull too =]

PRINTER ORIENTED CODES

CTRL formfeed, New page

CHR\$(8) Backspace

CHR\$(10) New line

CHR\$(12) New page

CHR\$(13) New line

ESCACHR\$(1) Linspacing

ESCD line feed, New line

ESCE return line feed, New line

ESC[0m normal character set

ESC[1m boldface on

ESC[22m boldface off

ESC[23m italics off

ESC[24m underline off

ESC[3m italics on

ESC[4m underline on

ESC[0;1m Bold text

ESC[0;3m Italic text

ESC[0;4m Underscored text

ESC[0v normalize

ESC[1v superscript off

ESC[2v superscript on

ESC[3v subscript off

ESC[4v subscript on

ESC[0w normal pitch

ESC[1w elite off

ESC[2w elite on (96 characters)

ESC[3w condensed off

ESC[4w condensed fine on (cond pica 137 characters)

ESC[5w enlarged off, Normal Width

ESC[6w enlarged on, Double Width

ESC[3"z doublestrike off

ESC[4"z doublestrike on

--BOUNDARY.7725.1162.5713848.1--

1.726 Re: printer device

for scott@online.u-net.com; Thu, 25 Feb 1999 01:12:31 +0000
([62.136.137.207] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10FpFb-0004uY-00

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 01:06:03 +0000
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Thu, 25 Feb 1999 00:57:39 +0000
Subject: Re: printer device

Toby Zuijdveld churned out *this* drivel :

> Here's something I've had for ages and it came in bloody handy back when
> It's an ANSI Manual and it's pretty comprehensive. I was surprised to see
> ansi printer commands in here too, so as long as every printer driver
> supports converting these, it should work universally.

Ooh, this is better than what I posted! Good one :)

I think I'll steal it and add it all in though ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Heroism on command, senseless violence, and all the loathsome
nonsense that goes by the name of patriotism -- how passionately
I hate them!

-- Albert Einstein

1.727 Re: printer device

for scott@online.u-net.com; Fri, 26 Feb 1999 04:12:57 +0000
(envelope-from flameduck@software.dk)
(envelope-from flameduck@software.dk)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>
Date: Fri, 26 Feb 1999 04:56:31 +0200
Organization: M2 productions
Subject: Re: printer device

Encoding: quoted-printable

Hello Curt.

On 24-Feb-99, Curt Esser wrote:

> I am sending some output to the printer, using =

> Openfile 0,"PRT:" etc.

> The problem is, if I turn the printer off before the printing is done (= just

> to see what happens, you never know what people will do) after a bit, I= get

> the "Printer Problem" requester, with "Resume Cancel" options. If I p= ress

> Cancel, my program crashes - I imagine because Intuition has closed my

> file, so now the output has no place to go, right?

Hmmm, I dunno. Why don't you just actually use the printer.device ? Or al= ternatively there is a "print library" out there somewhere. (Pretty sure I= have it). Anyway try doing it from cli (Execute_"Type <filename>",&Address f= ile (0) ?,0) Or just plain "Type <filename> >PRT:". I dunno if this works= , but it might. Anyway, if you run Snoopdos at the same time you'll be ab= le to see what you're doing wrong (I suspect). :o> Good luck.

> Second question - how can I send the printer commands such as to use bo= ld

> text, etc. I mean in a universal way that will work on all printers - =

I

> know how to do it for my own printer...

ANSI will work on most printers (Because printer.device "translates" ANSI= code to whatever non-standard code the printer might want).

I have two printers here, I can test to see if it works here aswell...

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

1.728 Re: printer device

for scott@online.u-net.com; Fri, 26 Feb 1999 20:54:10 +0000

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

Date: Fri, 26 Feb 1999 14:29:48 -0500

Subject: Re: printer device

Encoding: quoted-printable

Hi Mikkel

On 25-Feb-99, Mikkel L=F8kke wrote:

> On 24-Feb-99, Curt Esser wrote:

> =

>> I am sending some output to the printer, using =

> =

>> Openfile 0,"PRT:" etc.

> =

>> The problem is, if I turn the printer off before the printing is done=

>> (just to see what happens, you never know what people will do) after =

a

>> bit, I get the "Printer Problem" requester, with "Resume Cancel"

options.

>> If I press Cancel, my program crashes - I imagine because Intuition h=

as

>> closed my file, so now the output has no place to go, right?

> =

> Hrrm, I dunno. Why don't you just actually use the printer.device ? =

Well, sending a file to "PRT:" IS using the printer device ;)

>Or

> alternatively there is a "print library" out there somewhere. (Pretty su=

re

I

> have it). =

Yes, I have it too. But it simply does the same thing, just sends the output to the printer.device...

> Anyway, if you run Snoopdos at the same time you'll be able to

> see what you're doing wrong (I suspect). :o> Good luck.

Well, what I am doing "wrong" is simply a test of a possible user mistake=

-

ie., turning off the printer's power switch in the middle of the printout=

=2E =

If I leave the power on, there is no problem. =

I can catch this with a Blitz "SetErr" error trap, but I thought someone might know a way to intercept the error message from the printer.device i=

n

a little better way...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.729 Re: printer device

for scott@online.u-net.com; Sat, 27 Feb 1999 14:54:54 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 15:34:39 +0200

Organization: M2 productions

Subject: Re: printer device

Encoding: quoted-printable

Hello Curt.

On 26-Feb-99, Curt Esser wrote:

>>> I am sending some output to the printer, using =

>>> Openfile 0,"PRT:" etc.

>>> The problem is, if I turn the printer off before the printing is don=

e

>>> (just to see what happens, you never know what people will do) after=

a

>>> bit, I get the "Printer Problem" requester, with "Resume Cancel" opt=ions.

>>> If I press Cancel, my program crashes - I imagine because Intuition =
has
>>> closed my file, so now the output has no place to go, right?
>> Hrrm, I dunno. Why don't you just actually use the printer.device ? =
> Well, sending a file to "PRT:" IS using the printer device ;)
I know, I meant access it device wise. Which I'm sure you knew.
>> Or
>> alternatively there is a "print library" out there somewhere. (Pretty sure
ure
> I have it). =
> Yes, I have it too. But it simply does the same thing, just sends the
> output to the printer.device...
Erm, really ? What's the point in having the library then ? Although min=
e can send screendumps to it aswell, so it must be doing something right.=
>> Anyway, if you run Snoopdos at the same time you'll be able to
>> see what you're doing wrong (I suspect). :o> Good luck.
> Well, what I am doing "wrong" is simply a test of a possible user mista=
ke -
> ie., turning off the printer's power switch in the middle of the printo=
ut. =
> If I leave the power on, there is no problem. =
I know. What I was saying was that CygnusEd also just sends it's output t=
o PRT: but when/if you turn your printer off while it's printing, you pres=
s cancel, and everything is fine. The printer buffer is even flushed (The =
one on the AMiGA, not whatever has already been sent to the printer) =
> I can catch this with a Blitz "SetErr" error trap, but I thought someon=
e
> might know a way to intercept the error message from the printer.device=
in
> a little better way...
Well, I'm certainly not the worlds best system progammer, actually I'm po=
bably one of the worst, but I suspect that if you do it on a "device" lev=
el, you get some error message back from printer.device. Simply sending e=
verything to PRT: is sorta only one way communication, I mean how is prin=
te.device going to know whee to send error messages ? Anyway, I don't kno=
w if this makes any sense at all, it just seems obvious. (So it's probabl=
y wrong, that's the way it is with intuition, the obvious way is allways =
wrong :o>)
Regards

```
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^++_)
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+++++
Visit : http://members.tripod.com/~FlameDuck=
```

1.730 Re: printer device

for scott@online.u-net.com; Sat, 27 Feb 1999 15:54:40 +0000

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

Date: Sat, 27 Feb 1999 09:32:46 -0500

Subject: Re: printer device

Encoding: quoted-printable

Hi Mikkel

On 27-Feb-99, Mikkel L=F8kke wrote:

> Hello Curt.

> =

> On 26-Feb-99, Curt Esser wrote:

> =

> =

>>> Hrrm, I dunno. Why don't you just actually use the printer.device ? =

> =

>> Well, sending a file to "PRT:" IS using the printer device ;)

> =

> I know, I meant access it device wise. Which I'm sue you knew.

Sorry, I misunderstood. But I haven't a clue how to do this.

> =

>> >> Or

>> >> alternatively there is a "print library" out there somewhere. (Pret=
ty

>> >> sure

>> I have it). =

> =

>> Yes, I have it too. But it simply does the same thing, just sends the=
>> output to the printer.device...

> =

> Erm, really ? What's the point in having the library then ? Although
mine

> can send screendumps to it aswell, so it must be doing something right.=
Yes, it's good for that. But for ordinary printing I don't think it make=
s a
difference. I'll try it and see.

> I know. What I was saying was that CygnusEd also just sends it's output=
> PRT: but when/if you turn your printer off hile it's printing, you pres=
s
> cancel, and eveything is fine. The printer buffer is even flushed (The
one
> on the AMiGA, not whatever has alleady been sent to the printer)

> =

>> I can catch this with a Blitz "SetErr" error trap, but I thought
someone

>> might know a way to intercept the error message from the printer.devi=
ce

>> in a little better way...

> =

> Well, I'm certainly not the worlds best system progammer, actually I'm
> pobably one of the worst, but I suspect that if you do it on a "device"=
> level, you get some error message back from printer.device. Simply
sending

> everything to PRT: is sorta only one way communication, I mean how is
> printe.device going to know whee to send error messages ?

Right, exactly! This is what I was trying to find out - I suppose I didn=
't
explain it very well. I want to know how to get my program to recieve th=

e

error message from the printer.device. =

> Anyway, I don't

> know if this makes any sense at all, it just seems obvious. (So it's

> probably wrong, that's the way it is with intuition, the obvious way is=

> always wrong :o>)

No, I'm sure you have the right idea. I just don't know how to do it. D=

oes

anyone?

Later...

-- =

The shortage will be divided among the poor.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

1.731 printer device

for scott@online.u-net.com; Sun, 28 Feb 1999 20:34:29 +0000

From: bml@thenet.co.uk (Simon Archer)

Subject: printer device

Date: 28 Feb 1999 20:12:48

X-newsreader: Spot 1.3b 1534

encoding: quoted-printable

On 27 Feb 99 Curt Esser wrote about 'printer device'.

CE> No, I'm sure you have the right idea. I just don't know how to do it.

CE> Does anyone?

You are talking about exec device programing. All Amiga devices work in the same way, so once you have your head around it, you can program any device you care to.

Check out the DoIO() autodoc for more info.

Simon Archer

1.732 Problems with e-mail

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

Organization: ProPassWord

Date: 13 Feb 99 22:37:04 +0000

Subject: Problems with e-mail

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVvk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

I am sorry if you have receive a lot of e-mail from me that are the
same=2E

I do not know what lists have got this problem from me and which
didn't get this problem from me!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.733 Re: Public Screens

Date: 31 Jan 99 23:44:47 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Public Screens

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Simon Hitchen (simon@gadge.u-net.com) wrote:

>This is my latest attempt to read the Public Screen List:

>Seems to work fine, anybody want to try it and send me some test

>results. It should only report screens that are public and open. It

>should ignore screens like DPaint, PPaint and SuperTED (with public

>not ticked in prefs)

Seems to work. For the time being, I have 7 screens opened and
your program shows them all except one. Final Writer Light doesn't
seem to open a public screen but the other programs does. And changing
the tick in SuperTed from public to non-public removes it from

the list as well.

Let me take you on a trip around the world and back, and you won't have to move. You just sit still. Now let your mind do the walking.

Expenditures rise to meet available income.

1.734 RastPort -> OS Bitmap ?

for blitz-list@netsoc.ucd.ie; Tue, 2 Feb 1999 11:32:09 +0000

Date: Tue, 02 Feb 1999 11:32:04 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: RastPort -> OS Bitmap ?

Encoding: 7bit

Hi,

I've allocated a bitmap using AllocBitmap_() and I want to setup a RastPort which will allow me to use the WritePixelFormat8 function to render a chunky buffer to it. Can anyone tell me how to do the necessary "cludging" to pull this off?

To put it another way, I need an "off screen" area which can be reserved in the memory of a gfx card. AllocBitmap_() will allow me to do this but now I need to find a way to render my chunky graphics to it.

I'm aware of the solution in a vague sense ie, setting up rastports and copying bitmap pointers but I've been unable to get any results.

Cheers, any help is appreciated!

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.735 Re: RastPort -> OS Bitmap ?

2 Feb 99 17:13:30 0

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

Organization: The Robert Gordon University, E&EE

Date: Tue, 2 Feb 1999 17:13:20 -0000

encoding: Quoted-printable

Subject: Re: RastPort -> OS Bitmap ?

On 2 Feb 99, at 11:32, Paul Burkey wrote:

> Hi,

>

> I've allocated a bitmap using AllocBitmap_() and I want to setup

> a RastPort which will allow me to use the WritePixelFormat8 function

> to render a chunky buffer to it. Can anyone tell me how to do

> the necessary "cludging" to pull this off?

All you need to do is have a rastpoort somewhere and then set the bitmap

pointer to your bitmap:

```
DEFTYPE.RastPort rp
```

```
DEFTYPE.BitMap *bmp
```

```
InitRastPort_ &rp
```

```
*bmp=3DAllocBitMap_(...)
```

```
rp\BitMap =3D *bmp
```

That should do it.

l) ^ V] [l) Ml =A9 Ml] [N N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

http://members.xoom.com/David_McMinn

1.736 Re: RastPort -> OS Bitmap ?

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Tue, 02 Feb 1999 18:38:32 +0100

Organization: Fantaisie Software

Subject: Re: RastPort -> OS Bitmap ?

Encoding: quoted-printable

Hi Paul, =

> I've allocated a bitmap using AllocBitmap_() and I want to setup

> a RastPort which will allow me to use the WritePixelFormat8 function

> to render a chunky buffer to it. Can anyone tell me how to do

> the necessary "cludging" to pull this off?

I've done it for the NCS, so I will help you :-D :

```
*MyBitMap =3D AllocBitmap_() ; Flag DISPLAYABLE needed
```

```
; Now the trick
```

```
*MyRPort.RastPort =3D AllocMem_(sizeof.RastPort)
```

```
; Fill the rastport struct with all the correct values
```

```
InitRastPort_ *MyRPort
```

```
; Attach the Bitmap to this rastport
```


> *bmp=AllocBitMap_(....)

> rp\BitMap = *bmp

Great! I've been doing something very similar to this but to no avail! It must have been a mix up with the pointers and stuff. Anyway, my problem is solved as far as i can see.

Cheers!

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.738 re : GoldED

for scott@online.u-net.com; Thu, 25 Feb 1999 01:06:36 +0000
([62.136.137.207] helo=all-hail.freemove.co.uk ident=James L Boyd)
by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 10FpFJ-0004uY-00

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 01:05:45 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 24 Feb 1999 20:22:05 +0000

Subject: re : GoldED

Hi,

Several people asked me where GoldED 4 was available free - it /was/ on the author's website, but no longer seems to be available. His site is at : <http://members.tripod.com/golded>

It was definitely available (I had to contact him after it was announced a few months back, because I couldn't find it at first. Looks like he's changed his mind...? :(

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Good morning, doctors. I have taken the liberty of removing Windows 95 from my hard drive.

-- HAL's first words contest winner, judged by Arthur C. Clarke.

1.739 Re Attachments and people

for scott@online.u-net.com; Mon, 22 Feb 1999 17:21:31 +0000

id 10Ez1K-0002K9-00; Mon, 22 Feb 1999 17:19:50 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 22 Feb 1999 17:19:50 +0000

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re Attachments and people

Encoding: 7bit

Hello!

I haven't been able to keep up with what has been going on with the list because of uk academic internet problems, but I guess that the discussion about attachments is still going on.

People have been mailing the list with their votes which is a bit pointless unless they are collated by someone, so I've written a cgi script for this purpose. Just point your browser at <http://www.doc.ic.ac.uk/~tdc98/fun/poll.html> and then vote. (I appreciate that some people don't have full internet access. if not then mail me and I'll add your vote manually)

Thom

1.740 Re: Re Attachments and people

for scott@online.u-net.com; Tue, 23 Feb 1999 01:19:59 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 00:20:25 +0200

Organization: M2 productions

Subject: Re: Re Attachments and people

Encoding: 8bit

Hello Thomas.

On 22-Feb-99, Thomas Cobb wrote:

> I haven't been able to keep up with what has been going on with the list
> because of uk academic internet problems, but I guess that the
> discussion about attachments is still going on.

Will it ever end ?

> People have been mailing the list with their votes which is a bit
> pointless unless they are collated by someone, so I've written a cgi

Well, actually I don't think that nice Mikkel Løkke bloke asked for peoples opinions for fun. And considering the average lazyness of people on this list, I think the E-mail way will possibly give better results.

- > script for this purpose. Just point your browser at
- > <http://www.doc.ic.ac.uk/~tdc98/fun/poll.html> and then vote. (I
- > appreciate that some people don't have full internet access. if not
- > then mail me and I'll add your vote manually)

Erm, if yo're going to add votes manually, there really is no point in using a CGI. Also, CGI's are prone to multiple enties from people trying to sabotage the voteing.

Regards

--

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Visit : <http://members.tripod.com/~FlameDuck>

1.741 Re: Re. Multiply instructions

for scott@online.u-net.com; Thu, 18 Feb 1999 22:19:38 +0000

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Wed, 17 Feb 1999 22:09:48 -0000

Subject: Re: Re. Multiply instructions

On 18-Feb-99, mike.child@sbu.ac.uk wrote:

- >So I need to know which 68000/020 instructions are BAD to use if the prog is
- >going to run on a higher processor. Maybe I'm wrong about the whole thing,
- and

>all instructions are fine, but that was what I was asking.

I think that it's only floating point instructions that are missing from 040 and 060. I could so easily be wrong though.

Tim Hanson

in the Basement,London.

1.742 Re. Multiply instructions

From: mike.child@sbu.ac.uk

Date: Thu, 18 Feb 1999 10:18:12 +0000

Subject: Re. Multiply instructions

>> However, what I'd like to know is which assembler mult and div instructions are
>> the best to use and which to avoid - some of them require 040/060 emulation
>> don't they? I want to assemblerise some blitz procedures, but I want to avoid
>> these emulated instructions.

>Easy, look in your book. If you want to avoid 040/060 instructions, and your
>book only has 68000/68020 instructions, what's the problem ?

No, what I meant was, some 68000/020 mult and div instructions are not directly supported on higher processors, and those processors then have to emulate those instructions - which severely impairs their performance. I don't know which instructions this applies to - I assume its certain addressing modes that are not supported. The original Breathless executable, for example, runs slower on an 060 than an 030 - the Breathless060 executable is OK of course, but I was under the impression that it was unsupported mult and div instructions being emulated that was crippling the original executable on 060. This is what I want to avoid.

So I need to know which 68000/020 instructions are BAD to use if the prog is going to run on a higher processor. Maybe I'm wrong about the whole thing, and all instructions are fine, but that was what I was asking.

Cheers

Mike Child

1.743 Re: Re. Multiply instructions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 02:10:44 +0200

Organization: A97

Subject: Re: Re. Multiply instructions

Encoding: quoted-printable

On 18-Feb-99, mike.child@sbu.ac.uk wrote:

>> Easy, look in your book. If you want to avoid 040/060 instructions, and your =

>> book only has 68000/68020 instructions, what's the problem ?

[-Explanation for thick headed danes sniped-]

> So I need to know which 68000/020 instructions are BAD to use if the prog is

> going to run on a higher processor. Maybe I'm wrong about the whole thing, and

> all instructions are fine, but that was what I was asking.

Well, the whole problem of missing instructions is only a problem using the 68040/68060 libraries. Because it forces the CPU into supervisor mode while it does all the emulation stuff. If you use Oxypatcher, this overhead magically disappears, and the emulation is done "on the fly" this is of course the better solution, since 040/060's have tons more processing power than 030's it is not a problem if the user runs Oxypatcher (or Cyberpatcher, I presume). If you want to make sure your code run "unobstructed" I think Mulu is the only one you can use. I'm not sure tho'. Try looking at the page on Motorola's website that lists all instructions.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

1.744 Re: Re. Multiply instructions

for scott@online.u-net.com; Fri, 19 Feb 1999 15:20:16 +0000

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 19 Feb 1999 17:16:59 +0300

Subject: Re: Re. Multiply instructions

Encoding: quoted-printable

On 18-Feb-99, Tim Hanson wrote.

> On 18-Feb-99, mike.child@sbu.ac.uk wrote:

> =

> > So I need to know which 68000/020 instructions are BAD to use if the=
prog is

> > going to run on a higher processor. Maybe I'm wrong about the whole
thing,

> and

> > all instructions are fine, but that was what I was asking.

> =

> I think that it`s only floating point instructions that are missing=
from

> 040 and 060. I could so easily be wrong though.

> =

> Tim Hanson

> in the Basement,London.

> =

Well there are some others too, like 32bit * 32bit =3D 64bit or

32bit / 32bit =3D 32bit + 32bit

and some VERY rarely used asm like cmp2 chk2 cas2

But these are only missing from 060 040 still have these instructions.

If somebody want more info just download PhxAss and look the manual (AGui=
de)

from programmersinfo/68000instructions/<Pick your favorite section> ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.745 Re: Re. Multiply instructions

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 19 Feb 1999 17:25:57 +0300

Subject: Re: Re. Multiply instructions

Encoding: quoted-printable

On 19-Feb-99, Mikkel L=F8kke wrote.

> On 18-Feb-99, mike.child@sbu.ac.uk wrote:

> =

> >> Easy, look in your book. If you want to avoid 040/060 instructions,=
and your =

> >> book only has 68000/68020 instructions, what's the problem ?

> =

> [-Explanation for thick headed danes sniped-]

> =

> > So I need to know which 68000/020 instructions are BAD to use if the=
prog is

> > going to run on a higher processor. Maybe I'm wrong about the whole
thing, and

> > all instructions are fine, but that was what I was asking.

> =

> Well, the whole problem of missing instructions is only a problem usin=
g

the 68040/68060 libraries. Because it forces the CPU into supervisor mode=
while it does all the emulation stuff. If you use Oxypatcher, this overhe=
ad

magically disappears, and the emulation is done "on the fly" this is
offcourse the better solution, since 040/060's have tons more processing
power than 030's it is not a problem if the user runs Oxypatcher (or
Cyberpatcher, I presume). If you want to make sure your code run
"unobstructed" I think MULU is the only one you can use. I'm not sure tho=
,

Try looking at the page on Motorola's website that lists all instructions=

=2E

> =

Okay 040/060 have more power than 030-, but if you need to use say 64bit
multiplications it's better to use your own routine, because emulation is=
ALWAYS slower than the "real" thing. Of course Oxypatcher is good, but yo=

u

shouldn't relay on that fast CPU users WILL HAVE oxypatcher. The best way=
is

to avoid the usage of these commands!!! (IT'S FASTER in 030- TOO)

And IF IT'S ABSOLUTELY necessary to use this kind of commands, then make
your own routines for the different CPUs (It's not so hard and you will
allways receive help from the high fliers ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.746 read amigaguide without multiview

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 17 Feb 99 20:16:27 -0100

Subject: read amigaguide without multiview

Encoding: 7bit

My friend would like to read amigaguide with Blitz2.1 with system
instruction OpenAmigaGuideA_ but he don't arrive to initialize all the
tags for this instruction.

My friend need someone who can give him some help about Context=????

My remark: the goal is to read the manual of de-archiver directly with
amigaguide.library and not to call multiview like used untill now.

Example:

```
t$="Doc:hippo.guide" ; Documentation en AmigaGuide
```

```
lock.l=Lock_(t$,#ACCESS_READ)
```

```
*myg.NewAmigaGuide\nag_Lock=lock
```

```
*myg.NewAmigaGuide\nag_Screen=0
```

```
*myg.NewAmigaGuide\nag_PubScreen=0
```

```
*myg.NewAmigaGuide\nag_HostPort=0
```

```
*myg.NewAmigaGuide\nag_ClientPort=0
```

```
*myg.NewAmigaGuide\nag_BaseName=0
```

```
*myg.NewAmigaGuide\nag_Flags=2
```

```
*myg.NewAmigaGuide\nag_Context=??????
```

```
*myg.NewAmigaGuide\nag_Extens=0
```

```
*myg.NewAmigaGuide\nag_Client=0
```

```
*myg.NewAmigaGuide\nag_Name=&t$
```

```
*myg.NewAmigaGuide\nag_Node=0
```

```
*myg.NewAmigaGuide\nag_Line=0
```

```
ja.l=OpenAmigaGuideA_( *myg,Null(""))
```

```
CloseAmigaGuide_(ja)
```

```
UnLock_ lock
```

```
End
```

```
--
```

Philippe Bovier (*Mrod*) <mailto:Bovier@club-internet.fr>

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

1.747 Re: read amigaguide without multiview

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 22:49:27 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 17 Feb 1999 22:39:55 -0000

Subject: Re: read amigaguide without multiview

--Message-Boundary-1338

encoding: Quoted-printable

Content-description: Mail message body

On 17 Feb 99, at 20:16, Philippe broke out long enough to write:

> My friend would like to read amigaguide with Blitz2.1 with system

> instruction OpenAmigaGuideA_ but he don't arrive to initialize all the

> tags for this instruction.

Here's some Blitz functions that I liberated from the Snoopdos3 source a =

while

ago. If you use these three functions you must mention that you got them f=

rom

the Snoopdos3 source by Eddie Carroll (as stated in the docs).

[] ^ V] [[] M] =A9 M] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

--Message-Boundary-1338

Content-disposition: attachment; filename="AG.LHA"

encoding: BASE64

HOgtbGg1Lf4IAADKKGQAAMLVRJgAABmFnLmFzY3uSBtVzu9G22/95z8AeikEybpdydl3hlikB

aabbEbbeSVCsAYCHInklwRJ409xZiGt+N3//dxJJKTedmGm8VAwow2w28G82+V97ve1kbbbn

2k5DJfPIo6I/YQmL5FikhMRGkj6I1SohhPHqIWI+ouqY8BiaZUREnOrWeMkkqNUpYrzn2k3

fnoYSK1ymDXTRviG0khPoNKVRoGALJGhEkCEk0bSYoIDmJhLKIvAGZdshvZSDMnxyZcXU45m

48iiyqmkc5MXLl+PbivTuU+XSfRKWXa3ZcL3NxISZfmAO1mrMG9C3VaA0NO/h3F/zYQP03yU
vfvE1IjgBCulEpJk7kIfQA9RU7CVkCk+qMsJIhxmAgy0jkzFOrPSBus07whzmWm17mD3JYBo
zTqBDxFIWARBKTKUJKTSfmS6d5L8p4TWBBq1hxQCaJDR/TdYzfl5dZYjUpUIDAJIiVRlxxq2
JpzgwfMn+xDPSSMBVBrj6CZqrVWkUCL/oBO00cAnyxUugr+wEBg12IDfRFECthNRJmfdaHXG
oIwEul0p9nec0+kF5J+v99XleXqrghzhh+J8UTEimSokkyiFjtcZAHrMXWaUzhP9/qw/pmBG
8hQYWB4YGoPN5vM5UnjBce5s7w+txylIS8TKZKjS3HHAc+ww0Bhk3eaXaL02oT6gQxmytAQO
mqNEaNBqAxY5pHls5/y/IC7yc72PFyVODutdRdY2uH10JeB9jvBJII/k1gg6BE9iEHWuViox
joAaro01BRaI1IZU3jn351Prgvh74gWP0aWDJhyq+b7bBQ0s6hM2BJntyW+e8PsOdeJUdYew
6GIHAJtqSJzrOjIQ+pOqxI1SPKENutdCK6G3akChvycJdUveZPaxjNHCgsGs0Mjlp14L5OzH
YjQXW46ixJjMqaWMdoIfwxc1WjXPdp3fAGjzawbTujqeBaK8hoTPqXuu4P/nGNQ1unCMW/zs
RPIQiHo5HCWwuNJ5Qc2UcHINoOiKCMCLS50yQI2kSiIy2rHa9sOnjMZb3c4RJvWH7IDAaCCgZ
gavWi86SB/hYdiMIJdTBPkZ8wE+ScUKAD9ZUrAJoK94MDQMsN8WGF5q4IVQOqFq20WrN9vu
uXK3+cgYtSXsMUD1bbzpPTTt3SX3PKGvgrBtTTVKUkjINCVGybSkzZtARIVISkIDd4dPtl/r
M/sIdcRgM0TajIYJtOrrlh7KFC9CkqNFQeVq6BXEBoYzSQ7a11C0TQw52ynzgzdWbFmbkM+O
bg8/PlxY8efC915c/Z24uvPyPZXuN7Jitig9YAwGvbmFE0MBI0KXKoWc1UXy45/RyLBxV5GK
FJvMgVuj2RjDAWefsJc+rtMbZ6LtrkORQasHJPaxeDgsELFU2R3sJY3zQglHaSRsrJsp5P/V
71J8F9KZP7J6/RPX+UpDLAGV+EQP9kp//SnR5MkUMTEuBHuky0S3P8ShQFzZc1SBWS2PCi58
Jz3K2x+CZ9k1onbp2u9+h0nCFn5eyPhE/j8p17K350lcaIdRs7XWGO1VZjtkd1ICD4TnraHL
sBelFEndufzoxrjP9jFF+ID+jInIz09/r+z6qFVUIRbQEtk8Uq+spYcwTKCgIQI/RF2BJQ
mltrmhFySACKTBZCLSI6E8gZM65n6wIWGUxYNrCbnCuWXTbBn3URw7adWwv7AVwb6i0j3XyM
Uh3R11Z2K09vuFYP/qki2ngsPMBjWcNBLyCbM7DxErxsZbCrHdOU29C8ILRYFOmlZYWymiKF
5h3lhPBTZywTBeHiopGliKqhwFpyud0QLAM4V7QKI2trxIlnO21kWG8KvdyTaITvtHY7oq9m6
JWvljExWJ5mjUeGywGHegDI5sF6kyXgQpoM+Vd1MajgDbaX3XKibVrYSFF/O6wH0jRjS95
zxhFxf3HUk00I1IEYCDFiDWXvXbZhZ7KYSIAyQfMQGzvb2D6Vj0MI9KH23uGAI/xtYV5qBo
3QqBFIBxULieu779S10jU2mgdIVNdsSCd16IDmTIZ8+k7ai+odtuyljv02Xsax3y0gpdw+AP
qHG8EMbWYCBba3Glx+osKWX/19bJWbjqaF/1c49AMlx/uGo8PHsII67ZtDR7OiXYldZJ/wJM
t7hhqVPDPJ2xvVZ95y4YThGf7Q4DhaLquBXWB1+Tb8Wtm8IzX3/evgbd4NGIqzflBtXASrBq
+IijaEqwcWSQHMVvAe/3+/eEuWEupLVnhPS5QnoYefFn6+zKxLpzn1vNPgtBEFvicDEHedJw
4uNzfBz+aFLvpbJfv0x4/Bt3+8eX9Y7FcPIDRroAV8UpbNvcYjZ6vhy1sUHjOo4QvxjexRGg
OE2WHauPhObypmgeUyZAsIw8hwGZopfyptU2zj6AXsMYOLJDFk23mgXIFnAtvYddvvaayPb
m6idonyufmh31cW+PxRcZTrictZLEFwFtCE3IuPwKnwOFO6WoyQsCNj9eq3igBgbHCGvtE
8FzTTi2D+lw5VRSCsnyL8S9oxgo6s2jKhr398OUrNG/ryo5ZQB+cOLtgg6OTD1dpPOv6z43s
3wxzfzMuMoS+6P96/rvu8V++76A+NltweSWIoJPdwMvic4QjgXm6/AQaky9DdALBB/XiXb4V
GrPIWZQ5Q7AtiJ05Ok7nu+5JpRfv7opM4M6cYICc/CYI6s4N0uL4Gcl0cAY3guHM5S40TaW
CagwT8aGx/xCu16Objx4nvgDz+XH058IbeUyoqB+vIwbtIJ4F0alLUEe2mDJoCTGRU6KBq2m
1utBhPTWQHAtpDtlQ+F4s2Ws3bsp3KOA6h11TH6m8D7gIFXIuratQcx/hp/Ubn2+6/RXAPwl
SIZI0ZndhHCozgg+3p7c1EFFgf+ExYd2Z/EMEZXSrdCuuZZXH7r+NvDzv1iqi0oYx/h6ezJi
zdHXydmuauREKv67J2zYNZwtPBL3B6P4coJO5xr0dgcFSDIkgQMk18MiP6CaKLaDFddeJc6e
jr+BIAoNgrJrGj2OCC0f+X9bMauiyib0GEX6qnGyIsgbbmI2NL8DLJnx5A6tjQIIrWMPEB+La
TQc1LTLQrys9XAA=

--Message-Boundary-1338--

1.748 ReadFile

From: Gareth Griffiths <gaz@jokerd.free-online.co.uk>

Date: Thu, 11 Feb 1999 17:10:37 +0100

Organization: Joker Developments

Subject: ReadFile

Hi,

I am trying to create a graphics format of my own, and use Blitz for encoding and decoding. The problem is that I save out the screenmode details into a file, using WriteFile. If I read that data back in, in this order:

Screen width (eg 320)

Screen height (eg 256)

Depth (eg 5)

and then use the Screen command on that data (which has been put into w,h, and d variables previously) I get a Screen must be at least 320 wide error.

Any solutions?

--

/-----\
| Gareth Griffiths - JOKER DEVELOPMENTS. |
||
|// gaz@jokerd.free-online.co.uk |
|// http://www.jokerd.free-online.co.uk |
|\// |
|\X/ www.microsoft.com - Satan's gateway to |
| the upper realm. |
||
| HEADLINE TOMORROW: Bill Gates discovered with ape |
| hanging off his genitalia! |
||
| COURT VERDICT: Guilty, not pretty, but guilty! |
\-----/

P.S. Any tips on using the EFMUI lib?

1.749 Re: ReadFile

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 19:17:10 +0200

Organization: A97

Subject: Re: ReadFile

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 11-Feb-99, Gareth Griffiths wrote:

> I am trying to create a graphics format of my own, and use Blitz for
> encoding and decoding. The problem is that I save out the screenmode
> details into a file, using WriteFile. If I read that data back in, in t=
his
> order:
> Screen width (eg 320)
> Screen height (eg 256)
> Depth (eg 5)
> and then use the Screen command on that data (which has been put into w=
,h,
> and d variables previously) I get a Screen must be at least 320 wide er=
ror.

Well, not having much data to go on, (like for example which values your =
program DOES read in) I'd say something is definately wrong with yor cod=
e. Recommend using mki\$ and cvi, or mkl\$ and cvl to save the values. Anyw=
ay the screen must be at least 320 (pixels) wide is true, no AMiGA screen=
can be less (40 bytes wide/40 charecters, or LowRes). Make sure you're r=
eading from the right offset, and that you convert yor values to the prop=
er format.

e.g.

```
if Writefile(0,"RAM:Junk")
```

```
Fileoutput 0
```

```
print "Width : 320"
```

```
closefile 0
```

```
defaultinput
```

```
endif
```

```
if readfile(0,"RAM:Junk")
```

```
fileinput 0
```

```
width.l=3Dval(edit$(80))
```

```
closefile 0
```

```
endif
```

In this case, width be 0, which is less than 320, because the value of a =
non-numeric string is allways 0.

the solution :

```
if Writefile(0,"RAM:Junk")
```

```

Fileoutput 0
print mkl$(320) ;width
print mkl$(256) ;height
print mki$(5) ; depth
closefile 0
defaultinput
endif
if readfile(0,"RAM:Junk")
fileinput 0
width.l=3Dcvl(edit$(4))
height.l=3Dcvl(edit$(4))
depth.l=3Dcvi(edit$(2))
closefile 0
endif

```

This works 100%, everytime. Just be sure to be at the right offset.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.750 Re: ReadFile

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 19:47:17 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 11 Feb 1999 19:38:09 -0000

encoding: Quoted-printable

Subject: Re: ReadFile

Its just a bug in the screen lib, you can't actually have a screen width =
that

is not a multiple of 16. I think that there was an updated version with on=
e of

the bums that made the screen round up to the nearest multiple of 16 (or m=
aybe

that was the display lib or something), but you can just do that manually.

[] ^ V [] [] M =A9 M [] [] M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.751 re: readfile

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 19:52:34 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Thu, 11 Feb 1999 19:50:55 +0000

Subject: re: readfile

Hi, Gareth

On 11-Feb-99, you wrote:

> Hi,

> I am trying to create a graphics format of my own, and use Blitz for
> encoding and decoding. The problem is that I save out the screenmode
> details into a file, using WriteFile. If I read that data back in, in this
> order:

>

> Screen width (eg 320)

> Screen height (eg 256)

> Depth (eg 5)

>

> and then use the Screen command on that data (which has been put into w,h,

> and d variables previously) I get a Screen must be at least 320 wide error.

>

> Any solutions?

Strange.... I tried this once before, and it seemed to work OK. There are so many reasons why it might be failing though, and it's hard to tell without seeing the program. Maybe you could attach your code (or just the bit that doesn't seem to work) and send it to us.

Regards...

David

1.752 Re: ReadFile

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 12 Feb 1999 17:02:02 +0200

Organization: A97

Subject: Re: ReadFile

Encoding: quoted-printable

Hello Toby.

On 12-Feb-99, Toby Zuijdveld wrote:

> ->screen must be at least 320 (pixels) wide is true, no AMiGA screen
> ->(40 bytes wide/40 characters, or LowRes). Make sure you're reading
> Hmmm? Then how does Super LoRes (Multiscan, 160x400 or 160x480 or some=

thing) work?

They don't.

Regards

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Subject: Re: ReadFile

Encoding: quoted-printable

On 11-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->screen must be at least 320 (pixels) wide is true, no AMiGA screen

->(40 bytes wide/40 charecters, or LowRes). Make sure you're reading

Hmmm? Then how does Super LoRes (Multiscan, 160x400 or 160x480 or someth=ing)

work?

-- =

*** CAT TAG *** Nudists are people who wear one-button suits.

-----^_--

_____v_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l) _^___ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

|_| // _____ // ___ // [Last updated : 08=B702=B799]

!___/VDTN.V

1.755 Re: ReadFile

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Sun, 14 Feb 1999 18:26:48 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 =3D]

Subject: Re: ReadFile

Encoding: quoted-printable

On 12-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->screen must be at least 320 (pixels) wide is true, no AMiGA screen

->> ->(40 bytes wide/40 charecters, or LowRes). Make sure you're reading

->> Hmmm? Then how does Super LoRes (Multiscan, 160x400 or 160x480 or

->something) work?

->They don't.

Meep, guess again. I just checked ;) MULTISCAN:Extra-Low Res (160x480)

=3D]

-- =

*** CAT TAG *** Make a difference in the world today: Subtract

```

-----^_
_____v_____^_ -- Toby Zuidveld --
\___=ACV. _____/
l) _^___ v\ -EMail : mailto:hotcakes@abacus.net.au-
!! |=AC\\ - HTTP : http://abacus.net.au/hotcakes
|_| //____ //__ // [ Last updated : 08=B702=B799 ]
!___/VDTN.V

```

1.756 Re: ReadFile

(envelope-from FlameDuck@usa.net)
(envelope-from FlameDuck@usa.net)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
Date: Sun, 14 Feb 1999 20:48:10 +0200
Organization: A97
Subject: Re: ReadFile
Encoding: quoted-printable

Hello Toby.

On 14-Feb-99, Toby Zuidveld wrote:

```

> ->> ->screen must be at least 320 (pixels) wide is true, no AMiGA scree=
n
> ->> ->(40 bytes wide/40 charecters, or LowRes). Make sure you're readin=
g
> ->> Hmmm? Then how does Super LoRes (Multiscan, 160x400 or 160x480 or
> ->something) work?
> ->They don't.
> Meep, guess again. I just checked ;) MULTISCAN:Extra-Low Res (160x480)=
Ba bouw, doesn't work on mine. Isn't even listed.

```

Regards

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

1.757 Re: ReadFile

From: Toby Zuidveld <hotcakes@abacus.net.au>

Date: Mon, 15 Feb 1999 12:32:44 +0500

Organization: =?iso-8859-1?Q?Res=A 1stance?=

Subject: Re: ReadFile

Encoding: quoted-printable

On 14-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->> ->screen must be at least 320 (pixels) wide is true, no AMiGA

->> ->> ->(40 bytes wide/40 charecters, or LowRes). Make sure you're

->> ->> Hmmm? Then how does Super LoRes (Multiscan, 160x400 or

->> ->>something) work?

->> ->>They don't.

->> Meep, guess again. I just checked ;) MULTISCAN:Extra-Low Res (160x48=

0)

->Ba bauw, doesn't work on mine. Isn't even listed.

Hmm, well I have a 1942 monitor... And it doesn't pop up for DeluxePaint=

, but

it works fine in a program called GFXMaster (just used for converting

planar<->chunky<->iff<->datatype pictures:)

-- =

*** CAT TAG *** "We're with you every inch of the bloody way!" - The

***** Day Today

----- ^ _

_____ v _____ ^ ____ -- Toby Zuidveld --

\ _____ =ACV. _____ /

l) _ ^ _____ v \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC \ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| _____ // _____ // _____ // [Last updated : 14=B702=B799]

! _____ / VDTN.V

1.758 Re: ReadFile

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 14:21:09 +0200

Organization: A97

Subject: Re: ReadFile

Encoding: quoted-printable

Hello Toby.

On 15-Feb-99, Toby Zuijdveld wrote:

[-words left out-]

> ->Ba bouw, doesn't work on mine. Isn't even listed.

> Hmm, well I have a 1942 monitor... And it doesn't pop up for DeluxePaint, but

> it works fine in a program called GFXMaster (just used for converting

> planar<-->chunky<-->iff<-->datatype pictures:)

I have a SVGA monitor, and have never ever, even ONCE come across it. It simply isn't listed anywhere.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

1.759 Re: ReadFile

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 16 Feb 1999 22:48:03 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: ReadFile

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->Ba bouw, doesn't work on mine. Isn't even listed.

->> Hmm, well I have a 1942 monitor... And it doesn't pop up for

->but

->> it works fine in a program called GFXMaster (just used for

->> planar<-->chunky<-->iff<-->datatype pictures:)

->I have a SVGA monitor, and have never ever, even ONCE come accross

->simply isn't listed anywhere.

Yeh. I've noticed the SVGA and Multiscan monitor drivers have some way o=

f

detecting what monitor is actually connected (!), I've noticed they both

refuse to set themselves up on a 1084S...

-- =

*** CAT TAG *** This message made of recyclable electrons.

----- ^ _

_____ V _____ ^ ____ -- Toby Zuijdveld --

\ ____ =ACV. _____ _/

l) _ ^ ____ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\\ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| _ | // _____ // ____ // [Last updated : 14=B702=B799]

! _ _ / VDTN.V

1.760 Re: ReadFile

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 16 Feb 1999 22:48:03 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: ReadFile

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke set out across the seas with this message:

->> ->Ba bouw, doesn't work on mine. Isn't even listed.

->> Hmm, well I have a 1942 monitor... And it doesn't pop up for

->but

->> it works fine in a program called GFXMaster (just used for

->> planar<-->chunky<-->iff<-->datatype pictures:)

->I have a SVGA monitor, and have never ever, even ONCE come accross

->simply isn't listed anywhere.

Yeh. I've noticed the SVGA and Multiscan monitor drivers have some way o=
f

detecting what monitor is actually connected (!), I've noticed they both
refuse to set themselves up on a 1084S...

-- =

*** CAT TAG *** This message made of recyclable electrons.

-----^--

_____v_____^___ -- Toby Zuijdveld --

___=ACV. _____/

l) _^___ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| // _____ // ___ // [Last updated : 14=B702=B799]

!___/VDTN.V

1.761 Re: ReadFile

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 01:47:44 +0500

Subject: Re: ReadFile

On 16-Feb-99, Toby Zuijdveld wrote:

C=Yeh. I've noticed the SVGA and Multiscan monitor drivers have some way of

C=detecting what monitor is actually connected (!), I've noticed they both

C=refuse to set themselves up on a 1084S...

Hm, I managed to get a multiscan display on my old A600 long ago on a tv,
connected through the antenna connector. It didnt kill my tv but gave some
funny yellow/black flickering stripes ;-D

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=64 and an attitude!
 Ever kissed a frog? ;-P \ \ /Fatman analogue synth :D
 Music for your game/demo/release? \ \ /http://www.paia.com
 Contact me! amorel@xs4all.nl \ \ /Check my (aged) music on
 http://www.xs4all.nl/~amorel \ \ /aminet or at my homepage.
 -*Coming soon, the first release of a new multiformat song/sound player*-

1.762 Reading a byte from a buffer

for scott@online.u-net.com; Fri, 26 Feb 1999 17:55:18 +0000
 From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>
 Subject: Reading a byte from a buffer
 Date: Fri, 26 Feb 1999 12:11:13 +0100

Hiya,

I have been trying to write my own routine to read the libnumber,
 command name and command syntax of a blitz library file (the
 .obj files), and with the help of Curt Esser i know what to look for.
 Now the problem is that I can and can't find what I'm looking for.
 I know that the first four bytes has to be \$000003F3 and I can
 find them in a way. I'm using the following to open the file and
 list the 10 first bytes.

```
WBStartup
WBenchToFront_
WbToScreen 0
DEFTYPE.1 *buf
DEFTYPE.1 size
Function FileOpen{name$}
SHARED *buf,size
fh.l=Open_(&name$,#MODE_OLDFILE)
If fh<>0
If *buf<>0 Then FreeMem_ *buf,size
size=FileSize(name$)+1
*buf.l=AllocMem_(size,#MEMF_PUBLIC#MEMF_CLEAR)
If *buf
Read_ fh,*buf,size
Close_ fh
Poke.b *buf+size-1,0
NPrint "Able to allocate memory and open file."
Function Return 1
```

```
Else
NPrint "ERROR: Unable to allocate memory."
Function Return 0
EndIf
Else
NPrint "ERROR: Unable to open file."
Function Return 0
EndIf
End Function
InpFile$=ASLFileRequest$("Select a library",path$,source$)
If InpFile$=""
NPrint ""
End
Else
If FileOpen{InpFile$}=1
For i=0 To 9
NPrint Hex$(Peek.b(*buf+i))
Next
MouseWait
End
Else
MouseWait
End
EndIf
EndIf
End
```

Try running the program and you'll see what it lists. You should see the 3F3 somewhere in the firsts four lines. Now after doing this, change the `Poke.b(*buf+i)` to `Poke(*buf+i)` and compile it. As you see now you can find that there is a 3F3 in the first four bytes (even though the fourth is a bit crippled). Now I guess I'm doing something wrong when I'm trying to read a byte from my buffer. Can anyone please tell me what the heck I'm doing wrong here? I have been pulling my hair trying to figure it out, and removing the `.b` from the `Poke` command is as close as I've been able to get.

Thanks!

bye!

,

1.763 Re: Reading a byte from a buffer

for scott@online.u-net.com; Fri, 26 Feb 1999 20:11:31 +0000

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

Date: Fri, 26 Feb 1999 14:03:14 -0500

Subject: Re: Reading a byte from a buffer

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.1748219864.2

Encoding: quoted-printable

Hi Andreas,

On 26-Feb-99, Andreas H=E5kansson wrote:

>

> Now the problem is that I can and can't find what I'm looking for.

> I know that the first four bytes has to be \$000003F3 and I can

> find them in a way. I'm using the following to open the file and

> list the 10 first bytes.

> Try running the program and you'll see what it lists. You should see th=

e

> 3F3 somewhere in the firts four lines. Now after doing this, change the=

> Poke.b(*buf+i) to Poke(*buf+i) and compile it. As you see now you can

find

> that teher is a 3F3 in the first four bytes (even though the fourth is =

a

> bit crippled). Now I guess I'm doing something wrong when I'm trying to=

> read a byte from my buffer. Can anyone please tell me what the heck I'm=

> doing wrong here? I have been pullingmy hair trying to figure it out, a=

nd

> removing the .b from the Poke command is as close as I've been able to

get.

The problem is the Hex\$ command. It works on words, not bytes.

Try the modified code attached. It should give the correct results - I

made

it read 2 bytes at a time.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

```
--BOUNDARY.1748219864.2
Content-Disposition: attachment; filename="test"
WBStartup
WBenchToFront_
WbToScreen 0
MaxLen path$=255
MaxLen source$=255
DEFTYPE.1 *buf
DEFTYPE.1 size
Function FileOpen{name$}
SHARED *buf,size
fh.l=Open_(&name$,#MODE_OLDFILE)
If fh<>0
If *buf<>0 Then FreeMem_ *buf,size
size=FileSize(name$)+1
*buf.l=AllocMem_(size,#MEMF_PUBLIC|#MEMF_CLEAR)
If *buf
Read_ fh,*buf,size
Close_ fh
Poke.b *buf+size-1,0
NPrint "Able to allocate memory and open file."
Function Return 1
Else
NPrint "ERROR: Unable to allocate memory."
Function Return 0
EndIf
Else
NPrint "ERROR: Unable to open file."
Function Return 0
EndIf
End Function
InpFile$=ASLFileRequest$("Select a library",path$,source$)
If InpFile$=""
NPrint ""
End
Else
If FileOpen{InpFile$}=1
For i=0 To 5
NPrint Hex$(Peek.w(*buf+i*2))
```

Next

MouseWait

End

Else

MouseWait

End

EndIf

EndIf

End

--BOUNDARY.1748219864.2--

1.764 Re: Reading a byte from a buffer

for scott@online.u-net.com; Sat, 27 Feb 1999 07:09:17 +0000

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 27 Feb 1999 09:06:30 +0300

Subject: Re: Reading a byte from a buffer

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.1718023040.2

Encoding: quoted-printable

On 26-Feb-99, Andreas H=E5kansson wrote.

> Hiya,

> =

> I have been trying to write my own routine to read the libnumber,
> command name and command syntax of a blitz library file (the
> .obj files), and with the help of Curt Esser i know what to look for.

> =

> Now the problem is that I can and can't find what I'm looking for.
> I know that the first four bytes has to be \$000003F3 and I can
> find them in a way. I'm using the following to open the file and
> list the 10 first bytes.

Attached Working version without the need for reading words

=

> Try running the program and you'll see what it lists. You should see
> the 3F3 somewhere in the firts four lines. Now after doing this, chang=
e

> the Poke.b(*buf+i) to Poke(*buf+i) and compile it. As you see now you

> can find that teher is a 3F3 in the first four bytes (even though the fourth
> is a bit crippled). Now I guess I'm doing something wrong when I'm
> trying to read a byte from my buffer. Can anyone please tell me what
> the heck I'm doing wrong here? I have been pulling my hair trying to
> figure it out, and removing the .b from the Poke command is as close
> as I've been able to get.

Well hope this will ease your hair problems. ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

--BOUNDARY.1718023040.2

Content-Disposition: attachment; filename="ByteScrambling.bb"

Content-Description: Modified Hex investigator.

WBStartup

WBenchToFront_

WbToScreen 0

DEFTYPE.1 *buf

DEFTYPE.1 size

Function FileOpen{name\$}

SHARED *buf,size

fh.l=Open_(&name\$,#MODE_OLDFILE)

If fh<>0

If *buf<>0 Then FreeMem_ *buf,size

size=FileSize(name\$)+1

*buf.l=AllocMem_(size,#MEMF_PUBLIC#MEMF_CLEAR)

If *buf

Read_ fh,*buf,size

Close_ fh

Poke.b *buf+size-1,0

NPrint "Able to allocate memory and open file."

Function Return 1

Else

NPrint "ERROR: Unable to allocate memory."

Function Return 0

EndIf

Else

NPrint "ERROR: Unable to open file."

Function Return 0


```
EndIf
End Function
MaxLen path$=182
MaxLen source$=182
path$="blitzlibs:"
source$=""
InpFile$=ASLFileRequest$("Select a library",path$,source$)
If InpFile$=""
NPrint ""
End
Else
If FileOpen{InpFile$}=1
for t.l=0 to 7
Print right$(hex$(t),2)+" ": "
For i.l=0 To 15
Print Right$(Hex$(Peek.b(*buf+i+t*16)),2)+" "
Next i
Nprint ""
Next t
MouseWait
End
Else
MouseWait
End
EndIf
EndIf
End
--BOUNDARY.1718023040.2--
```

1.765 Re: Reading a byte from a buffer

```
for scott@online.u-net.com; Sat, 27 Feb 1999 14:50:28 +0000
(envelope-from flameduck@software.dk)
(envelope-from flameduck@software.dk)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>
Date: Sat, 27 Feb 1999 15:26:55 +0200
Organization: M2 productions
Subject: Re: Reading a byte from a buffer
Encoding: quoted-printable
```

Hello Andreas.

On 26-Feb-99, Andreas H=E5kansson wrote:

> I have been trying to write my own routine to read the libnumber,
 > command name and command syntax of a blitz library file (the
 > ..obj files), and with the help of Curt Esser i know what to look for.
 > Now the problem is that I can and can't find what I'm looking for.
 > I know that the first four bytes has to be \$000003F3 and I can
 > find them in a way. I'm using the following to open the file and
 > list the 10 first bytes.

[-code and stuff left out-]

Workarounds :

1. If you're lokking for 4 bytes (ie. a longword) you might aswell peek t= he long, or ?
2. If you want to pint the Hex value of a byte (presumeing Cut is ight ab= out Hex\$, which he probably is), you can:
 - 2a. Create your own routine.
 - 2b. First move the byte into a word, then do Hex\$, then do Right\$ or some= thing on it :o)

Regards

-- =

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```

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```

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Visit : <http://members.tripod.com/~FlameDuck=>

1.766 Reducing the number of colours in a Chunky Bitmap

From: "Oliver Marks" <oly@enterprise.net>
Organization: Private
Date: 13 Feb 99 14:17:19 +0000
Subject: Reducing the number of colours in a Chunky Bitmap
Encoding: 7bit

Hi,

I am loading in 256 colour bitmaps does anyone know how to remap the colours and reduce the depth ie change a 256 colour bitmap to a 128 colour bitmap or less but still.

1.767 Re: Reducing the number of colours in a Chunky Bitmap

From: Curt Esser <camge@ix.netcom.com>
Date: Sat, 13 Feb 1999 09:18:54 -0500
Subject: Re: Reducing the number of colours in a Chunky Bitmap

Hi Oliver

On 13-Feb-99, Oliver Marks wrote:

> Hi,

>

> I am loading in 256 colour bitmaps does anyone know how to remap the
> colours and reduce the depth ie change a 256 colour bitmap to a 128
> colour bitmap or less but still.

If you are remapping to an already defined 128 colour palette, it is simple enough. There is an example on my web page that will remap a pic of any depth to a screen of any depth. (on an AGA system)

You could also use ObtainBestPen from Fred's NCS libraries.

If you are trying to create a new 128 colour palette for the screen from the 256 colours you will have to create some code to do this.

Later...

--

"It's bad luck to be superstitious."

-- Andrew W. Mathis

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

1.768 Regarding ClickBoom notice published before...

Sun, 14 Feb 1999 01:55:21 -0600

From: "Jaime Araiza" <jaraiza@mpsnet.com.mx>

Subject: Regarding ClickBoom notice published before...

Date: Sun, 14 Feb 1999 01:57:28 -0600

boundary="-----_NextPart_000_000E_01BE57BD.5FD0AFA0"

Importance: Normal

This is a multi-part message in MIME format.

-----_NextPart_000_000E_01BE57BD.5FD0AFA0

charset="iso-8859-1"

Encoding: 7bit

Here is a link that have more info about clickBoom...

P.S.

The link given to us some time ago where the original info was published, vanished the next day... Who's behind that? >:<

http://www.realdreams.cz/amiga/local/13_2statement.html

-----_NextPart_000_000E_01BE57BD.5FD0AFA0

charset="iso-8859-1"

Encoding: quoted-printable

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

<HTML>

<HEAD>

<META content=3D"text/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>

<DIV>

<DIV>Here=20

is a link that have more info about clickBoom...</DIV>

<DIV> </DIV>

<DIV>P.S.</DIV>

<DIV>The=20

link given to us some time ago where the original info was published, =
 vanished=20
 the next day... Who's behind that? >.<</DIV>
 <DIV><FONT color=3D#000000 face=3DArial =
 size=3D2> </DIV>
 <DIV><FONT color=3D#000000 face=3DArial =
 size=3D2><A=20
 href=3D"http://www.realdreams.cz/amiga/local/13_2statement.html">http://w=
 ww.realdreams.cz/amiga/local/13_2statement.html</DIV>
 <DIV><FONT color=3D#000000 face=3DArial =
 size=3D2> </DIV></DIV></DIV></BODY></HTML>
 -----=_NextPart_000_000E_01BE57BD.5FD0AFA0--

1.769 Re: Regarding ClickBoom notice published before...

From: Toby Zuijdveld <hotcakes@abacus.net.au>
 Blitz List <blitz-list@netsoc.ucd.ie>
 Date: Sun, 14 Feb 1999 21:30:47 +0500
 Organization: =?iso-8859-1?Q?Res=A1stance?=
 Subject: Re: Regarding ClickBoom notice published before...
 Encoding: quoted-printable

On 14-Feb-99, Jaime Araiza set out across the seas with this message:

->Here is a link that have more info about clickBoom...

->P.S.

->The link given to us some time ago where the original info was

->vanished the next day... Who's behind that? ><

Hehehe, wow, good thing I saved that document to hd =3D]

-- =

*** CAT TAG *** Go ahead, make yourself at home... you can start by
 ***** doing the dishes.

-----^_

_____V_____^___ -- Toby Zuijdveld --

___ =ACV. _____/

l))_ ___ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l_| | // _____ // ___ // [Last updated : 08=B702=B799]

!___/ \DTN.V

1.770 Re: Regarding ClickBoom notice published before...

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 20:45:08 +0200

Organization: A97

Subject: Re: Regarding ClickBoom notice published before...

Encoding: quoted-printable

Hello Jaime.

On 14-Feb-99, Jaime Araiza wrote:

> Here is a link that have more info about clickBoom...

> The link given to us some time ago where the original info was publishe=
d,

> vanished the next day... Who's behind that? ><

We are the men in black..... :o)

Regards

-- =

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+-----+

Visit : <http://members.tripod.com/~FlameDuck=>

1.771 Re: Regarding ClickBoom notice published before...

From: Gerrit-kjeld Dusseljee <dussel@cybercomm.nl>

Date: Mon, 15 Feb 1999 02:33:26 +0200

Subject: Re: Regarding ClickBoom notice published before...

Encoding: quoted-printable

Hello Mikkel

Op 14-feb-99 schreef Mikkel L=F8kke:

> Hello Jaime.

> =

> On 14-Feb-99, Jaime Araiza wrote:

>> Here is a link that have more info about clickBoom...

> =

>> The link given to us some time ago where the original info was published,

>> vanished the next day... Who's behind that? ><

> =

> We are the men in black..... :o)

> =

Or when you live in the Netherlands, the men in white :))

> =

> Regards

Regards

-- =

A4000/060@50/604e@200/CV-PPC/118MB ram/8.6GB hd/12xCDrom/Ricoh CD-RW/Pion=

eer

36x/Toccat/Hypercom3Z

X

--Member of:Convergence International- The NON-Wintel user group--

--Cracking RC5-64// Warp*S - a program of M\$ Tactics Inc.

ICQ:255060020|||| BOOT ERROR||||

1.772 remove

From: Dimas Caparros <dcaparros@readysoft.es>

Date: Wed, 17 Feb 1999 22:50:42 +0200

Subject: remove

remove

1.773 Re: remove

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

Organization: ProPassWord

Date: 20 Feb 99 07:53:15 +0000

Subject: Re: remove

X-Face: ggbX)L/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Well, well Dimas Caparros, OK then but=2E=2E=2E

> remove

>=20

>=20

>=20

You can not break rules 1 , 2! It's fact of life!

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V/AmigaV/ Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.774 Re: RTA

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 04 Feb 1999 19:02:17 +0300

Subject: Re: RTA

Encoding: quoted-printable

On 04-Feb-99, Jonas Thorell wrote.

>> Actually, the problem was only reported a few times in the first

>> 2 months of the games release so I thought it was a rare compatabili=
ty

>> with certain sound-cards. I get the feeling the Amiga sound-card

>> community who happen to use their sound cards for games is very tiny=

>> indeed :)

> =

> I also have that feeling but then again, that may be because the numbe=

r

of soundcard

> owners are quite small. Might change somewhat due to Melody1200 and
Prelude1200

> though.

And Delphina 1200 from Petsoft. It have DSP and thus is taking some tasks=
of the main CPU like AHI channel mixing decoding of mpeg audio.

And the price is some where between 320 to 340 euros.

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

1.775 Re: RTA/RTG (was: Selling OrionIRC)

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 16:52:00 +0000

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 16:51:36 +0000

Date: Wed, 03 Feb 1999 16:25:58 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: 7bit

Jonas Thorell wrote:

> > AHI is quite easy to develop for even when you don`t have

> > a sound card, however it`s far from a perfect situation.

>

> No, but better than nothing. P96/CGFX aren`t ideal either.

Don`t get me wrong, i think AHI is great. I was refering to the
part about developing for sound-cards without a real sound card.

> > I released Foundation the AHI support worked perfectly on

> > my non-sound-card system via the Paula driver but not for

> > people with real sound cards! :)

>

> Eh? What happened?

Actually, the problem was only reported a few times in the first
2 months of the games release so I thought it was a rare compatability
with certain sound-cards. I get the feeling the Amiga sound-card
community who happen to use their sound cards for games is very tiny
indeed :)

Anyway, the bug was fixed as soon as I realised the problem was
real. It turned out that my samples were in chip ram and AHI

wouldn't use them on a real sound-card, only with Paula driver.

>> Another point is, CyberGFX won't help a programmer to support
>> AGA if he/she doesn't have AGA.

>> So, perhaps the developer
>> of the "RTG only" software doesn't actually have an AGA system.

>

> Could be but in the game discussed atleast one person in the
> team does have AGA. Then again, he might not have PPC instead...
I've never heard of the game in question anyway so I can't
comment any further.

>> As for a non-gfx-card user developing a game that impliments
>> optimal gfx-card support I doubt that happens very often.

>

> I doubt it too but it wouldn't be impossible.

With something like Pauls Mildred lib that is becoming much
more possible but as Paul himself would agree, there's nothing
better than being able to try out various gfx-card output
ideas in order to select the optimal method.

Cheers,
Paul
--
< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.776 Re: RTA/RTG (was: Selling OrionIRC)

Date: 03 Feb 99 22:51:15 +0100
From: "Jonas Thorell" <jonasth@bahnhof.se>
Subject: Re: RTA/RTG (was: Selling OrionIRC)
encoding: 7bit
X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8
X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card
X-Hardware: Buddha IDE-controller, 24x CD-ROM
X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...
X-UIN: 12427044
X-Misc-info: Who's reading this??
Paul Burkey (burkey@bigfoot.com) wrote:
>> No, but better than nothing. P96/CGFX aren't ideal either.
>Don't get me wrong, i think AHI is great.
I didn't and I happen to agree :-)

>I was refering to the part about developing for sound-cards without a real sound card.
It's more difficult but not by any means impossible. I made a small experiment
before I had my soundcard in accessing AHI using one of the units. Not very complicated.
It just played one sample through unit 0. It worked with Paula and it worked with
my Prelude afterwards.

>Actually, the problem was only reported a few times in the first
>2 months of the games release so I thought it was a rare compatability
>with certain sound-cards. I get the feeling the Amiga sound-card
>community who happen to use their sound cards for games is very tiny
>indeed :)

I also have that feeling but then again, that may be because the number of soundcard
owners are quite small. Might change somewhat due to Melody1200 and Prelude1200
though.

>Anyway, the bug was fixed as soon as I realised the problem was
>real. It turned out that my samples were in chip ram and AHI
>wouldn't use them on a real sound-card, only with Paula driver.
I'd say that's a AHI problem and not due to some fault in your code. It should
be used in a uniform way, no matter what hardware being used. Apparently some
differences exists.

>With something like Pauls Mildred lib that is becoming much
>more possible but as Paul himself would agree, there`s nothing
>better than being able to try out various gfx-card output
>ideas in order to select the optimal method.

Indeed. But atleast it would work if used like that. Like Curt Essers
Crazy8 game. It doesn't really require gfx-card but it works just fine
on my previous gfx-card (a Domino) and the one I'm using now (Cybervision64).
Well, one slight problem with the latter...it's waaaay too fast.
And he doesn't have a gfx-card.

Let me take you on a trip around the world and back, and you won't
have to move. You just sit still. Now let your mind do the walking.

Politicians do it to Everyone.

1.777 Re: RTA/RTG (was: Selling OrionIRC)

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Feb 1999 05:22:43 +0500

Subject: Re: RTA/RTG (was: Selling OrionIRC)

On 04-Feb-99, Paul Burkey wrote:

C=beta update for Foundation has been downloaded over 1000 times

C=in just a few days. Most people don't even know it's there yet :)

C=That must say something for the Amiga RTG market.

No IBrowse just kept on crashing, damn.

--

Jeroen(and Wendy ;-)-*AMOREL*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

1.778 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 04 Feb 1999 03:04:03 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Paul.

On 03-Feb-99, Paul Burkey wrote:

[-Once again I have removed statements that have been read hundreds of times before-]

>>> As for a non-gfx-card user developing a game that impliments

>>> optimal gfx-card support I doubt that happens very often.

>> I doubt it too but it wouldn't be impossible.

> With something like Pauls Mildred lib that is becoming much

> more possible but as Paul himself would agree, there`s nothing

> better than being able to try out various gfx-card output

> ideas in order to select the optimal method.

Now I'm probably one of the first to praise Mildred. :o) But trying out d=

ifferent ways to do graphic card output is at best tedious, and rather ac=

ademic for someone without a graphicsgard oin the first place. Anyway I n=

ow have this really really great tutorial (that I havn't looked at yet) o=

n graphics board output things. So at least that ONE right step.

Regards

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Visit : http://members.tripod.com/~FlameDuck=
```

1.779 Re: RTA/RTG (was: Selling OrionIRC)

for blitz-list@netsoc.ucd.ie; Thu, 4 Feb 1999 02:57:57 +0000

for blitz-list@netsoc.ucd.ie; Thu, 4 Feb 1999 02:56:57 +0000

Date: Thu, 04 Feb 1999 02:51:32 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: 7bit

Jonas Thorell wrote:

> Paul Burkey (burkey@bigfoot.com) wrote:

>

> >> No, but better than nothing. P96/CGFX aren't ideal either.

>

> >Don't get me wrong, i think AHI is great.

>

> I didn't and I happen to agree :-)

That makes a nice change for this mailing-list :) If only we could all agree on everything!

> > Anyway, the bug was fixed as soon as I realised the problem was
> > real. It turned out that my samples were in chip ram and AHI
> > wouldn't use them on a real sound-card, only with Paula driver.
>
> I'd say that's a AHI problem and not due to some fault in your code. It should
> be used in a uniform way, no matter what hardware being used. Apparently some
> differences exists.

Yep, if there were a guaranteed "no differences" promise on all AHI features with Paula + sound-card drivers then it would have avoided that small problem. I was wrong to think that was the case but then again, it was only a small problem to fix.

> > With something like Pauls Mildred lib that is becoming much
> > more possible but as Paul himself would agree, there's nothing
> > better than being able to try out various gfx-card output
> > ideas in order to select the optimal method.

>
> Indeed. But atleast it would work if used like that. Like Curt Essers
> Crazy8 game. It doesn't really require gfx-card but it works just fine
> on my previous gfx-card (a Domino) and the one I'm using now (Cybervision64).
> Well, one slight problem with the latter...it's waaaay too fast.
> And he doesn't have a gfx-card.

Yes, depending on the style of the application gfx-card support can be done very easy ie, most simple OS features and the basic WritePixelFormat chunky buffer stuff. It's only when you try to do some fancy stuff like techniques that are only possible (or viable) with a gfx-card that make things difficult. For example by adding 16bit support, using the 2D/3D hardware or utilizing the shear speed of the onboard blitter. That's why most of today's Amiga games that use gfx-cards can still run quite easily on AGA anyway. It still hasn't stopped an awful lot of people moving up to gfx-cards. It was interesting to see my latest GFX-card only beta update for Foundation has been downloaded over 1000 times in just a few days. Most people don't even know it's there yet :) That must say something for the Amiga RTG market.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.780 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 04 Feb 1999 04:55:59 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Paul.

On 04-Feb-99, Paul Burkey wrote:

>>>> No, but better than nothing. P96/CGFX aren't ideal either.

>>> Don't get me wrong, i think AHI is great.

>> I didn't and I happen to agree :-)

> That makes a nice change for this mailing-list :) If only

> we could all agree on everything!

Well, then their wouldn't be much point in having a mailing list...

[-Middle part left out, since I couldn't care less about AHI-]

[-Lots of text with no relevance to my statement also left out-]

> AGA anyway. It still hasn't stoped an awful lot of people moving

> up to gfx-cards. It was interesting to see my latest GFX-card only

> beta update for Foundation has been downloaded over 1000 times

> in just a few days. Most people don't even know it's there yet :) =

> That must say something for the Amiga RTG market.

Heheh, it's increasingly strange, since Foundation hasn't even sold that = many copies :o)

Regards

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1.782 Re: RTA/RTG (was: Selling OrionIRC)

Date: Thu, 04 Feb 1999 19:08:34 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

Mikkel L=F8kke wrote:

> > AGA anyway. It still hasn't stoped an awful lot of people moving
> > up to gfx-cards. It was interesting to see my latest GFX-card only
> > beta update for Foundation has been downloaded over 1000 times
> > in just a few days. Most people don't even know it's there yet :)
> > That must say something for the Amiga RTG market.

> =

> Heheh, it's increasingly strange, since Foundation hasn't even sold
> that many copies :o)

Hmmm, thats odd. maybe I'm getting payed for thoudands of copies
that were never actually sold. Thats nice! ;) =

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.783 Re: RTA/RTG (was: Selling OrionIRC)

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

Date: Fri, 05 Feb 1999 11:26:57 +1300

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

On 04-Feb-99, Mikkel L=F8kke wrote:

=

> I now have this really really great tutorial (that I havn't looked at
> yet) on graphics board output things. So at least that ONE right step.

Where did ya get it?

=

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.784 Re: RTA/RTG (was: Selling OrionIRC)

From: Centro Amiga <centro.amiga@ip.pt>

Date: Fri, 05 Feb 1999 12:02:49 +0000

Organization: Centro Amiga

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Hya

#

>#> Indeed. But atleast it would work if used like that. Like Curt Essers

>#> Crazy8 game. It doesn't really require gfx-card but it works just fine

on

>#> my previous gfx-card (a Domino) and the one I'm using now

>#> (Cybervision64). Well, one slight problem with the latter...it's

waaaay

>#> too fast. And he doesn't have a gfx-card.

>

> Yes, depending on the style of the application gfx-card support

> can be done very easy ie, most simple OS features and the basic

> WritePixelFormat chunky buffer stuff. It's only when you try to

Hmmmm. I was surprised last night. I went back to Blitz to do a bit more

code on my game, and i was wondering how the hell was i going to give it

GFX-card support. Well, i don't need to. If you're doing 8 bit gfx and

using something like BitmapToWindow copy the screen can be promoted

with something like ModePro or NewMode. The problem is that sometimes

it flickers. I guess that every program that opens a system legal screen

can be promoted.

Cya

Silver

aka Nuno Trancoso

1.785 Re: RTA/RTG (was: Selling OrionIRC)

for blitz-list@netsoc.ucd.ie; Fri, 5 Feb 1999 18:46:29 +0000

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

Date: Fri, 05 Feb 1999 15:30:21 +0000

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

Hi Paul,

On 04-Feb-99, you wrote:

> Mikkel L=F8kke wrote:
>>> AGA anyway. It still hasn't stoped an awful lot of people moving
>>> up to gfx-cards. It was interesting to see my latest GFX-card only
>>> beta update for Foundation has been downloaded over 1000 times
>>> in just a few days. Most people don't even know it's there yet :)
>>> That must say something for the Amiga RTG market.
>> =
>> Heheh, it's increasingly strange, since Foundation hasn't even sold
>> that many copies :o)
> =
> Hmmm, thats odd. maybe I'm getting payed for thoudands of copies
> that were never actually sold. Thats nice! ;) =
What is increasingly strange to me is how Mr. L=F8kke knows this informat=
ion,
is he associated with Sadeness or something? ;)
-- =
Cheers,
Daniel
<tsb>E-Mail: daniel@thesnakepit.demon.co.uk
<tsb>URL: <http://www.thesnakepit.demon.co.uk/>
<tsb>

1.786 Re: RTA/RTG (was: Selling OrionIRC)

From: Rui Carvalho <grim@ip.pt>
Date: Fri, 05 Feb 1999 18:17:49 +0000
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"
Organization: Dark Dreams Designs
Subject: Re: RTA/RTG (was: Selling OrionIRC)
Encoding: quoted-printable
Hello Centro
Somewhere Centro Amiga wrote:
CA > Hmmm. I was surprised last night. I went back to Blitz to do a bit =
more
CA > code on my game, and i was wondering how the hell was i going to giv=
e it
CA > GFX-card support. Well, i don't need to. If you're doing 8 bit gfx a=
nd
CA > using something like BitmapToWindow copy the screen can be promoted

CA > with something like ModePro or NewMode. The problem is that sometime=
s

CA > it flickers. I guess that every program that opens a system legal sc=
reen

CA > can be promoted.

Finally!!!! Some work! =

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Always borrow money from a pessimist...

He doesn't expect to be paid back!

=ABH<http://www.ip.pt/~ip234558> - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

1.787 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:30:47 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Paul.

On 04-Feb-99, Paul Burkey wrote:

>>> AGA anyway. It still hasn't stoped an awful lot of people moving

>>> up to gfx-cards. It was interesting to see my latest GFX-card only

>>> beta update for Foundation has been downloaded over 1000 times

>>> in just a few days. Most people don't even know it's there yet :)

>>> That must say something for the Amiga RTG market.

>> Heheh, it's increasingly strange, since Foundation hasn't even sold

>> that many copies :o)

> Hmmm, thats odd. maybe I'm getting payed for thoudands of copies

> that were never actually sold. Thats nice! ;) =

Yeah, isn't it ? Those Sadeness peeps are really neat, huh. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

1.788 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:41:51 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 05-Feb-99, Anton Reinauer wrote:

> On 04-Feb-99, Mikkel L=F8kke wrote:

> =

>> I now have this really really great tutorial (that I havn't looked at

>> yet) on graphics board output things. So at least that ONE right step.=

> Where did ya get it?

Off some guy on IRC. It's 50% assembly, 50% C and 100% IN SWEDISH (of all= things). If you want it, I can send it :o)

Regards

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Visit : http://members.tripod.com/~FlameDuck=

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1.789 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:57:55 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Centro.

On 05-Feb-99, Centro Amiga wrote:

[-Once upon a time there was alot of text here-]

> Hmmmm. I was surprised last night. I went back to Blitz to do a bit mor=

e

> code on my game, and i was wondering how the hell was i going to give i=

t

> GFX-card support. Well, i don`t need to. If you`re doing 8 bit gfx and

> using something like BitmapToWindow copy the screen can be promoted

> with something like ModePro or NewMode. The problem is that sometimes

> it flickers. I guess that every program that opens a system legal scree=

n

> can be promoted.

I once thought that too, but it just doesn't work that way. When you do s=tuff in normal AGA you're working in planar, when another (i.e. a graphic=s board) screen is used there are all kinds of different shit happening. = Like On-board VMEM, and no chip RAM access which will screw up most optim=ised code (in a huge way) also theres stuff like p2c conversion and stuff= so that Graphicsboard owners would actually be better of just using AGA,= since it would be much faster. Also, non -AGA users will generally be wr=itten of. However it certainly WILL be better for people who have monitor=s that won't show 15Khz screens (me for one). :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.790 Re: RTA/RTG (was: Selling OrionIRC)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 05:04:10 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Daniel.

On 05-Feb-99, Daniel Allsopp wrote:

>>>> AGA anyway. It still hasn't stoped an awful lot of people moving
>>>> up to gfx-cards. It was interesting to see my latest GFX-card only
>>>> beta update for Foundation has been downloaded over 1000 times
>>>> in just a few days. Most people don't even know it's there yet :)
>>>> That must say something for the Amiga RTG market.

>>> =

>>> Heheh, it's increasingly strange, since Foundation hasn't even sold
>>> that many copies :o)

>> =

>> Hmmm, thats odd. maybe I'm getting payed for thoudands of copies
>> that were never actually sold. Thats nice! ;) =

> What is increasingly strange to me is how Mr. L=F8kke knows this inform=ation,

> is he associated with Sadeness or something? ;)

No i am associated with lucifer :o). Anyway I was experiencing a short fl=ashback to the old piracy discussions we used to have. (And will undoubtl=y have again.)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

1.791 Re: RTA/RTG (was: Selling OrionIRC)

From: Centro Amiga <centro.amiga@ip.pt>

Date: Wed, 10 Feb 1999 10:16:17 +0000

Organization: Centro Amiga

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Hya Mikkel

> [-Once upon a time there was alot of text here-]

Guess it got redirected to NIL: :))

> On-board VMEM, and no chip RAM access which will screw up most optimised

> code (in a huge way) also theres stuff like p2c conversion and stuff so

That`s not my main concern.

> However it certainly WILL be better for people who have monitors that
won`t

> show 15Khz screens (me for one). :o)

That`s my main concern. I DO NOT HAVE A 15Hz monitor. How in blazes can i
program this game if i can`t see it? But this way is also very slow :((

Cya

Silver

aka Nuno Trancoso

1.792 Re: RTA/RTG (was: Selling OrionIRC)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 13 Feb 1999 18:47:24 +0200

Organization: A97

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

On 10-Feb-99, Centro Amiga wrote:

> Hya Mikkel

>> [-Once upon a time there was alot of text here-]

> Guess it got redirected to NIL: :))

>> On-board VMEM, and no chip RAM access which will screw up most optimis=
ed

>> code (in a huge way) also theres stuff like p2c conversion and stuff s=
o

>>

> That`s not my main concern.

Encoding: quoted-printable

Hello Mikkel

On 13-Feb-99, Mikkel L=F8kke wrote:

> It doesn't have to be. Foundation (for example) is done on an inuition
screen, and is not (from what I've heard) especially slow. Although it is=
true

that you have to be more carefull when writing stuff for the OS, it doesn=
't

nesecarily mean it must be slower.

> =

> =

> Regards

Well, the game critters im doing is totaly multitasking and runs on
an os screen, it also uses cpu bliting routines and runs at 50
frames a second, i only had to alter the tasks priority to 20 in
order for the bliting routines to have more cpu time :)

I also made my own double buffering routines for the cpu bliting :)

Oh yep, and all shapes and most bitmaps are in fast mem :) hehe

Im not sure who's cpu routines im using though, i think it's

Dave Newtons :)

Chris.

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

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/#irc.dal.net amirc ungabunga#/

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| *Critters* | 0000465 lines | 050% complete =

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1.794 Re: RTA/RTG (was: Selling OrionIRC)

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 20:10:30 +0000

Date: Sat, 13 Feb 1999 20:11:42 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

Mikkel L=F8kke wrote:

>

>> That`s my main concern. I DO NOT HAVE A 15Hz monitor. How in blazes c=
an i

>> program this game if i can`t see it? But this way is also very slow :=

((

> =

> It doesn`t have to be. Foundation (for example) is done on an inuition

> screen, and is not (from what I`ve heard) especially slow. Although it

> is true that you have to be more carefull when writing stuff for the

> OS, it doesn`t nesecarily mean it must be slower.

If Foundation was done without OS it would be the same speed and

it wouldn`t have been as nice to use since it handles a lot

of it`s input using the OS so mouse clicks, dragging and key presses

are all queued as OS events. This is just one of a thousand

advantages of using the OS. Speed doesn`t come into the equation,

it`s more about compatability and future proofing -- how else would

it work in WinUAE! ;)

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

1.795 SaveBitmap

for scott@online.u-net.com; Thu, 25 Feb 1999 11:03:03 +0000

for blitz-list@netsoc.ucd.ie; Thu, 25 Feb 1999 11:01:57 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Thu, 25 Feb 1999 10:59:04 +0000

Organization: Pagan Software

Subject: SaveBitmap

I think this is bugged, every time I use it it doubles the width of the
bitmap :/

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at /pagan@thehub.u-net.com/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Smile . . . tomorrow will be worse.

1.796 Re: saving chunky bitmaps and e-mails

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 10 Feb 99 21:41:14 +0000

Subject: Re: saving chunky bitmaps and e-mails

Encoding: 7bit

Hi,

Thanks Paul that works for saving chunky shapes but is there anyway
you can save the palette as part of the file at the moment i am
having to load in the palette seperatly.

I have noticed that every e-mail i send to the blitlist is sent twice
anyone know why this or can anyone confirm that they are getting sent
twice i am using microdot 2.

```
> suc.l=WriteFile(0,"filename")
```

```
> writemem mbitmapptr(0),mbitmapwidth(0)*mbitmapheight(0)
```

```
> closefile 0
```

1.797 Re: saving chunky bitmaps and e-mails

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 05:44:54 +0200

Organization: A97

Subject: Re: saving chunky bitmaps and e-mails

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 10-Feb-99, Oliver Marks wrote:

- > Thanks Paul that works for saving chunky shapes but is there anyway
- > you can save the palette as part of the file at the moment i am
- > having to load in the palette seperatly.

What's wrong with having to load the palette in seperately ? However what= you could do was INCBIN the palette (presuming you only have a handfull)= and then use DecodePalette to convert the INCBIN'ed data to a blitz pale= tte object. Alternatively, you can allways just write yor own custom routi= ne to do it.

- > I have noticed that every e-mail i send to the blitlist is sent twice
- > anyone know why this or can anyone confirm that they are getting sent
- > twice i am using microdot 2.

No. I only get 1 copy.

Regards

-- =

+++++

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Visit : <http://members.tripod.com/~FlameDuck>

1.798 Scalable GtShape button

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Fri, 12 Feb 1999 10:16:27 +0500

Subject: Scalable GtShape button

Hi all Blitzers,

I would like to know how to create a scalable GTShape...

I explain my request. I got five GtShape buttons in the top of my window and, if I change the size of my window... I would like to scale (More or less) the width of each gadgets to keep them ratio position.

Thx for every suggestions

Roger

1.799 Re: Scalable GtShape button

for blitz-list@netsoc.ucd.ie; Sun, 14 Feb 1999 13:32:59 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 14 Feb 1999 13:23:43 -0000

encoding: Quoted-printable

Subject: Re: Scalable GtShape button

On 12 Feb 99, at 10:16, Roger broke out long enough to write:

> Hi all Blitzers,

>

> I would like to know how to create a scalable GTShape...

>

If you are happy using the Blit2 GTShape command then there is a command = scale shapes (Scale I think: Scale shapenum,xfactor,yfactor). Just treat t= he

gadget list like you would when you are creating font sensitive GUI's - wh= en

the window is resized detach the gadget list, remake it using the new shap= e

size and then re-attach it.

[] ^ V] [[] M] =A9 M] [N M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

1.800 Screen ID's

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

Organization: ProPassWord

Date: 13 Feb 99 23:06:34 +0000

Subject: Screen ID's

X-Face: ggbXL/8Qm]#Tpb_Nl_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w
VM*4PG63s(pwT&qE@dB*lkww:

Encoding: quoted-printable

Is there any way of find out what screen ID's are on the system, with
out user know such snooping is going on?

IE Check to see if they have GFX board?

Or to find out what they have set for Workbench?

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V/Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

1.801 Screen TitleBar

for scott@online.u-net.com; Fri, 19 Feb 1999 05:10:11 +0000

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sun, 14 Feb 1999 06:37:11 +0500

Subject: Screen TitleBar

Hi all,

I would like to know how to write something in the Screen TitleBar with two
diferents colours. Can anyone help me, plz?

Something like this:

Scren title (Blck) HELP: ... (Blue)

Thx

Roger

1.802 Send probs

for scott@online.u-net.com; Sat, 27 Feb 1999 22:21:12 +0000

From: Benjamin VERNOUX <bvernox@kyxar.fr>

Date: Sat, 27 Feb 1999 23:20:35 +0100

Subject: Send probs

Hi all,

Blitzers do you receive my Email ?

Because i think i have a problem for sending Email.

Thanks

--

--- . .

||\ /

|--- \ / *Benjamin Vernoux*

||\ / *E-Mail: bvernox@kyxar.fr*

--- | *Page WEB: <http://www.chez.com/titan>*

1.803 Re: Send probs

for scott@online.u-net.com; Sat, 27 Feb 1999 22:33:04 +0000

Sat, 27 Feb 1999 22:25:27 GMT

Sat, 27 Feb 1999 22:25:18 GMT

Date: Sat, 27 Feb 1999 22:25:18 +0000 (GMT)

From: Duncan JJ Stewart <djjs@st-andrews.ac.uk>

Subject: Re: Send probs

Yep - We sure do!

Regards

Duncan

On Sat, 27 Feb 1999, Benjamin VERNOUX wrote:

>Hi all,

>

>Blitzers do you receive my Email ?

>Because i think i have a problem for sending Email.

>

>Thanks

>--

>

> --- . .

>||\ /

>|--- \| *Benjamin Vernoux*

>|| \| *E-Mail: bvernoux@kyxar.fr*

> --- | *Page WEB: http://www.chez.com/titan*

>

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## 1.804 Re: Send probs

for scott@online.u-net.com; Sat, 27 Feb 1999 22:35:13 +0000

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Sat, 27 Feb 1999 23:31:50 +0100

Subject: Re: Send probs

Encoding: quoted-printable

Le 27-F=E9v-99, Duncan JJ Stewart a =E9crit:

>Yep - We sure do!

>Regards

>Duncan

Ok Thanks you all works fine !!

-- =

--- . .

|| \|

|--- \| \*Benjamin Vernoux\*

|| \| \*E-Mail: bvernoux@kyxar.fr\*

--- | \*Page WEB: http://www.chez.com/titan\*

**1.805 SetProtection\_ ()**

for scott@online.u-net.com; Sat, 27 Feb 1999 01:34:42 +0000  
 ([62.136.38.233] helo=all-hail.freemove.co.uk ident=James L Boyd)  
 by mail10.svr.pol.co.uk with smtp (Exim 2.12 #1)  
 id 10GYdf-0000ma-00

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 01:33:55 +0000  
 From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>  
 Date: Fri, 26 Feb 1999 17:44:08 +0000  
 Subject: SetProtection\_ ()

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.1747928312.1

Hi Blitzers,

I'm trying to set protection flags on files, using SetProtection\_()  
 and I don't want to use Execute\_ "c:protect..."...

Can anybody tell me what I'm doing wrong here? This example  
 sets two different flags instead of the one I asked for!

Also, how do I set more than one at a time?

Thanks,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

You join me now in the helicopter as we look down on these  
 cyclists that look somehow like cattle in a mad way, but cattle  
 on bikes...

-- Alan Partridge, /The Day Today/

--BOUNDARY.1747928312.1

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

Content-Description: Setting protection flags...

n\$="ram:amigaboot.txt" ; change to a file you have!!!

If SetProtection\_(&n\$,#FIBB\_DELETE) ; sets two other bits! ???

Request "", "Success!", "OK"

Else Request "", "Failed!", "OK"

EndIf

End

--BOUNDARY.1747928312.1--

**1.806 Re: SetProtection\_ ()**

for scott@online.u-net.com; Sat, 27 Feb 1999 11:00:58 +0000

27 Feb 99 10:59:26 0

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

Organization: The Robert Gordon University, E&EE

Date: Sat, 27 Feb 1999 10:59:18 -0000

encoding: Quoted-printable

Subject: Re: SetProtection\_ ()

> Can anybody tell me what I'm doing wrong here? This example

> sets two different flags instead of the one I asked for!

First off, you've used #FIBB which is the bit number, you should be using

#FIBF. Secondly, I think the protection flags are set as the top four bits=

being on when they are a 1 and the bottom four (RWED) being on when they a=

re a

0. So when you set the delete bit, it actually turns it off, and as you ha=

ve

set all the other bits to 0, the RWE (spooky?) bits get turned on.

So when you specify one of the top four bit flags (hidden, pure, script a=

nd

archive) they get turned on. When you specify one of RWED, they get turned=

off.

> Also, how do I set more than one at a time?

Logically OR the things together. For example, to turn on only executable=

and

deletable, you would need to specify #FIBF\_READ|#FIBF\_WRITE. There's proba=

bly a

better way of doing this, so that the flags you use are the ones you are

actually interested in, but my brain doesn't do logic at this time in the

morning. Or at all on a Saturday.

) ^ V ][ l) |M| =A9 |M| ][ |M| |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

I don't suffer from stress. I'm a carrier.

## 1.807 Re: SetProtection\_ ()

for scott@online.u-net.com; Sun, 28 Feb 1999 17:43:31 +0000  
([62.136.137.205] helo=all-hail.freemove.co.uk ident=James L Boyd)  
by mail15.svr.pol.co.uk with smtp (Exim 2.12 #1)  
id 10HAEEd-0002dn-00

for blitz-list@netsoc.ucd.ie; Sun, 28 Feb 1999 17:42:35 +0000  
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>  
Date: Sun, 28 Feb 1999 17:34:30 +0000  
Subject: Re: SetProtection\_ ()

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.1747442744.1

David Mcminn churned out \*this\* drivel :

> being on when they are a 1 and the bottom four (RWED) being on when they  
> are a 0. So when you set the delete bit, it actually turns it off, and as  
> you have set all the other bits to 0, the RWE (spooky?) bits get turned  
Right, I got it working, thanks David :)

Pretty awkward though - I'd never have got that...

> Logically OR the things together. For example, to turn on only executable  
Yeah, that's what I was doing before, but obviously it failed because of the above...

This works here - just one little thing...I made a variable, bits.l, to hold the OR'd flags, cos it was gonna be a struggle to fit it all on one line

(lousy TED!), but does bits need to be an .l? I don't really know what's happening with those LSL's and stuff... ;)

It works anyway...anybody who wants to try it, just change the filename in the source...

Thanks again, David,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Attention to health is life's greatest hindrance.

---

```
-- Plato
--BOUNDARY.1747442744.1
Content-Disposition: attachment; filename="protect.asc"
Encoding: quoted-printable
Content-Description: Setting protection flags from Blitz...
; setting file protection flags from Blitz...
; now you can delete those undeleteable files :)
; NEEDS AMIGALIBS.RES in Compiler Options!
; OK, this is awkward, but thanks to David McMinn!
; These get SET if you specify them, otherwise, UNSET :
; #FIBF_SCRIPT=3D(1LSL#FIBB_SCRIPT) ;
; #FIBF_PURE=3D(1LSL#FIBB_PURE) ; set these to switch 'em ON!
; #FIBF_ARCHIVE=3D(1LSL#FIBB_ARCHIVE) ;
; These get UNSET if you specify them, otherwise, SET :
; #FIBF_READ=3D(1LSL#FIBB_READ) ;
; #FIBF_WRITE=3D(1LSL#FIBB_WRITE) ; set these to switch 'em OFF!
; #FIBF_EXECUTE=3D(1LSL#FIBB_EXECUTE) ;
; #FIBF_DELETE=3D(1LSL#FIBB_DELETE) ;
; You just OR the values together, eg :
; #FIBF_ARCHIVE|#FIBF_DELETE - sets to archive, and everything EXCEPT del=
eteable!
=2EMAIN
n$=3D"ram:amigaboot.txt" ; change to a file you have!!!
bits.l=3D#FIBF_EXECUTE ; unsets Execute; sets Read,Write,Delete !
If SetProtection_(&n$,bits) ; sets two other bits! ???
Request "", "Success!", "OK"
Else Request "", "Failed!", "OK"
EndIf
End
--BOUNDARY.1747442744.1--
```

## 1.808 Setting system time

```
1 Feb 99 10:35:37 +0200
1 Feb 99 10:35:13 +0200
From: "Ott M. Aaloe" <ott@okarvutid.ee>
Organization: OK Arvutid
Date: Mon, 1 Feb 1999 10:36:12 +0200
encoding: 7BIT
Subject: Setting system time
Hi!
Is it possible to alter system time within blitz?
*** Ott (ott@okarvutid.ee)
```

## 1.809 Re: Setting system time

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

Date: Mon, 01 Feb 1999 20:21:46 -0500

Subject: Re: Setting system time

Hi Ott

On 01-Feb-99, Ott M. Aaloe wrote:

> Hi!

>

> Is it possible to alter system time within blitz?

>

I don't know any Blitz or OS commands to do this.

But why not use "Execute\_" and the SetClock command to do this?

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.810 Re: Setting system time

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Wed, 03 Feb 1999 20:54:31 +0100

Subject: Re: Setting system time

Encoding: quoted-printable

Le 02-F=E9v-99, Curt Esser a =E9crit:

>Hi Ott

>On 01-Feb-99, Ott M. Aaloe wrote:

>> Hi!

>> =

>> Is it possible to alter system time within blitz?

>> =

>I don't know any Blitz or OS commands to do this.

>But why not use "Execute\_" and the SetClock command to do this?

>cut ...

For alter system time you can use the function WriteBattClock(AmigaTime) =  
of the battclock.resource.

AmigaTime is the number of seconds from 01-Jan-1978 to the clock chip

-- =

--- . .

|| \ /

|--- \ / \*Benjamin Vernoux\*

|| \ / \*E-Mail: [bvernoux@inforoutes-ardeche.fr](mailto:bvernoux@inforoutes-ardeche.fr)\*

--- | \*Page WEB: <http://www.chez.com/titan>\*

## 1.811 Re: Setting system time

([62.136.51.25] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 108uoA-0002tC-00

for blitz-list@netsoc.ucd.ie; Fri, 5 Feb 1999 23:37:10 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 05 Feb 1999 22:48:22 +0000

Subject: Re: Setting system time

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.1747339608.1

Benjamin VERNOUX churned out \*this\* drivel :

> Fo alter system time you can use the function WriteBattClock(AmigaTime)

> of the battclock.resource.

> AmigaTime is the number of seconds from 01-Jan-1978 to the clock chip

Right, I was trying this out, but I've hit a problem...as usual :)

I'm guessing that I have to open the battclock.resource (OpenResource\_)

before calling Read/WriteBattClock, otherwise it just freezes (the program, not the system).

I ran SnoopDOS to try and see what's happening, and apparently it's trying to open "ock.resource"...

I'm wondering if it's because OpenResource\_ returns an "APTR" type pointer, and since I don't have a clue what difference it makes, maybe that's what's screwing it up...?

Anyone? :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1747339608.1

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

r\$="battclock.resource"

\*res=OpenResource\_ (&r\$) ; SnoopDOS says it's trying to

; open "ock.resource" !

If \*res



```
Print ReadBattClock_ ; no of seconds after 1.1.78 (or whatever ;)
MouseWait
EndIf
End
--BOUNDARY.1747339608.1--
```

## 1.812 Re: Setting system time

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

Date: Sat, 06 Feb 1999 01:12:47 -0500

Subject: Re: Setting system time

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.1747980688.1

Hi James

On 05-Feb-99, James L Boyd wrote:

> Benjamin VERNOUX churned out \*this\* drivel :

>

>> Fo alter system time you can use the function WriteBattClock(AmigaTime)

>> of the battclock.resource.

>> AmigaTime is the number of seconds from 01-Jan-1978 to the clock chip

>

> Right, I was trying this out, but I've hit a problem...as usual :)

>

> I'm guessing that I have to open the battclock.resource (OpenResource\_)

> before calling Read/WriteBattClock, otherwise it just freezes (the program,

> not the system).

>

> I ran SnoopDOS to try and see what's happening, and apparently it's

> tryng to open "ock.resource"...

>

> I'm wondering if it's because OpenResource\_ returns an "APTR" type pointer,

> and since I don't have a clue what difference it makes, maybe that's

> what's screwing it up...?

No, APTR only means Address Pointer - which is what a Blitz pointer is anyway...

But the resource is opening OK. Here anyway - I do get a reasonable value for the pointer. Try the attached modification.

It's the ReadBattClock\_ command that's causing the lockup.

You probably have to do more than simply open the resource. There is some stuff about "AddResource" in the autodocs, but it needs a "Node", which I have no info about...

I also can't find the Read/WriteBattClock commands in my AutoDocs - what section are they in?

Yours electronically,

Curt Esser

cange@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1747980688.1

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

r\$="battclock.resource"

\*res=OpenResource\_ (&r\$) ; SnoopDOS says it's trying to

; open "ock.resource" !

If \*res

Print \*res; ReadBattClock\_ ; no of seconds after 1.1.78 (or whatever ;)

Else

Print "Can't open it!"

EndIf

MouseWait

End

--BOUNDARY.1747980688.1--

## 1.813 Re: Setting system time

([62.136.54.78] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 1097jg-000469-00

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 13:25:25 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Feb 1999 13:07:11 +0000

Subject: Re: Setting system time

Curt Esser churned out \*this\* drivel :

> But the resource is opening OK. Here anyway - I do get a reasonable value

> for the pointer. Try the attached modification.

>

---

> It's the ReadBattClock\_ command that's causing the lockup.

Yeah, you're right...

> You probably have to do more than simply open the resource. There is some

> stuff about "AddResource" in the autodocs, but it needs a "Node", which I

> have no info about...

Well, that looks like it's for people creating their own resources to me.

> I also can't find the Read/WriteBattClock commands in my AutoDocs - what

> section are they in?

Er, the battclock bit ;)

What I'm doing looks correct to me...where's David McMinn when you need him? ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.814 Re: Setting system time

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 14:40:01 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 6 Feb 1999 14:31:11 -0000

Subject: Re: Setting system time

--Message-Boundary-27796

encoding: Quoted-printable

Content-description: Mail message body

On 6 Feb 99, at 13:07, James broke out long enough to write:

>> It's the ReadBattClock\_ command that's causing the lockup.

>

> Yeah, you're right...

He certainly is. Blitz can't handle stuff like resources properly, as they= are

like libraries, i.e. you have a base and call the functions by jumping to offsets from the base. Blitz for some reason doesn't appear to like them (= no

explicit definition of a lib base in the .fd file or something??)

>> I also can't find the Read/WriteBattClock commands in my AutoDocs - wh=

at

> > section are they in?

>

> Er, the battclock bit ;)

The Devs CD has a decent up-to-date version of the Incs&ADs, which has the= resources, include files and stuff linked in properly, and makes life a lo= ad

easier. Curt may have an older one.

> What I'm doing looks correct to me...where's David McMinn when

> you need him? ;)

It was, but here's a version that works. I've been ill the last couple of= days, but I'm not the final word in Blitz programming.

[ ] ^ V ] [ [ ] M I =A9 M I ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

--Message-Boundary-27796

encoding: 7BIT

Content-description: Text from file 'rbclock.asc'

DEFTYPE.Library \*battclockbase

DEFTYPE.1 amigatime

battclockname\$="battclock.resource"

\*battclockbase = OpenResource\_(&battclockname\$)

If \*battclockbase

GetReg a6,\*battclockbase

JSR -12(a6)

PutReg d0,amigatime

NPrint "time in seconds since 1st Jan 1978 = ",amigatime

Else

NPrint "Could not open the battclock"

End If

ClickMouse

Stop

End

--Message-Boundary-27796--

## 1.815 Re: Setting system time

([62.136.51.240] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 109D8p-0007ow-00

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 19:11:43 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 06 Feb 1999 15:35:49 +0000

Subject: Re: Setting system time

David McMinn churned out \*this\* drivel :

> He certainly is. Blitz can't handle stuff like resources properly, as they  
> are like libraries, i.e. you have a base and call the functions by jumping  
> to offsets from the base. Blitz for some reason doesn't appear to like them  
> (no explicit definition of a lib base in the .fd file or something??)

Oh, yeah...I remember last year somebody saying he'd modified fdconvert to  
handle devices or something like that...wonder if that's floating about  
anywhere...?

>> What I'm doing looks correct to me...where's David McMinn when

>> you need him? ;)

> days, but I'm not the final word in Blitz programming.

Maybe not, but you know your OS stuff - as proven by the fact that this  
works now. I've certainly learned a lot from you ;)

Thanks,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.816 Re: Setting system time

Date: Sun, 07 Feb 1999 13:32:28 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Setting system time

boundary="-----C75F7238E6E4B09AFF12BD8F"

This is a multi-part message in MIME format.

-----C75F7238E6E4B09AFF12BD8F

Encoding: 7bit

---

James L Boyd wrote:

>  
 > Benjamin VERNOUX churned out \*this\* drivel :  
 >  
 >> Fo alter system time you can use the function WriteBattClock(AmigaTime)  
 >> of the battclock.resource.  
 >> AmigaTime is the number of seconds from 01-Jan-1978 to the clock chip  
 >  
 > Right, I was trying this out, but I've hit a problem...as usual :)  
 >  
 > I'm guessing that I have to open the battclock.resource (OpenResource\_)  
 > before calling Read/WriteBattClock, otherwise it just freezes (the program,  
 > not the system).  
 >  
 > I ran SnoopDOS to try and see what's happening, and apparently it's  
 > tryng to open "ock.resource"....  
 >  
 > I'm wondering if it's because OpenResource\_ returns an "APTR" type pointer,  
 > and since I don't have a clue what difference it makes, maybe that's  
 > what's screwing it up...?  
 >  
 > Anyone? :)

Long story short, fdconvert botches up the opening of resources and devices. I've fixed it in my version (does the person who wrote that newfdconvert want to integrate my changes?), and I've included an archive of fixed amigalibs resources and devices. I don't know what lib numbers are used (the same ones as the originals I think), so be careful

--

Julian Kinraid

-----C75F7238E6E4B09AFF12BD8F

name="blitzdevs.lzx"

Encoding: base64

Content-Disposition: inline;

filename="blitzdevs.lzx"

TFpYAAwACgQAAA8ARAEAAAAAAAAAKAgEAAAoAAJQ2wxZGIE7y79vhExNiYXR0Y2xvY2sucmVz  
 b3VyY2UxDwCoAQAAAAAAAAoCAQAACgAAIDbDG7VIJ2pxU7cDEWJhdHRtZW0ucmVzb3VyY2Ux  
 DwDQAwAAAAAAAAoCAQAACgAAUrdmWRJYTRpm3myvDmNhcmQucmVzb3VyY2UxDwDAAQAAAAAA  
 AAoCAQAACgAAIDbDYyyLsT+Vo8PXDmNpYWEucmVzb3VyY2UxDwCoAQAAAAAAAAoCAQAACgAA  
 UrdmWoPW1XysAajwDmNpYWIucmVzb3VyY2UxDwDEAQAAAAAAAAoCAQAACgAAIDbDh7wWq/E9

TxxYDmRpc2sucmVzb3VyY2Ux DwA4AQAAAAAAAAAoCAQAACgAAIDbEA/D0mfZwXIt7Dm1pc2Mu  
cmVzb3VyY2Ux DwBUAQAAQAQAAAOCAQAACgAAIDbECPYqYzxOPhURD3BvdGdvLnJlc291cmNI  
MbcTBG2gcAALgAAiGQAqMwBreB8rmqhGC/QRuxN0nEVKRpB2d2TSsyM7WaaTsg17ffb3Zebu  
7rut03eCJET80D5ED0FQERQPKRBUERFRBDGZaYUx1Ts7VYMBPQAAGZAAMpgAC7KAnGqlqmMK  
K0gIFBFdJDNxgKquCALICIIwbrfFmkEVGnHdcIPLGDtPJuPcHONdKnforgMIY2jchoqKYeKK  
yEiuNAbMhI7oCEwLyURw/94ASHew3YcQNvS6NlnPvS728TBDPFB487cPoojJJhlSP60RIIF  
ujXCgAaZw6IzkKmpz6lpYYOjdSmCRMqEsQ6cyr47+VPm6FISYr83eNLYS8FbdxzMDAMNve/m  
2zV5Fq8efP1wKpclSMKagaG32M4kARnxlRJLxdbdH3tjX+RXDFaaOya2J+3NLbexKPUzIPpY  
hf1+Q64MEhA3WQU6ICStQREdFdPqr1M2APLDi11upGoNEKFYUgoSMO0isQWS4NrAdJYqWq8v  
yG8a9bTDoM6SmWB5BDZlmTr0/SyeISpIqVyjNtShP2TqjcGNpo7J7Yn7i9ft2JTEYcMYWRD  
du+Fa40ygcIvWmcZRphwrkJDZBQiPNSH0NXvDogtVAcMTcbmbSRqt+CLnZDj/qrSfTw6kq/j  
+Q21S/z/oGgo6pqkvjhyfDo270D8cSJL6E9sxF5lnHplssWq5ykyJlhVyppyfpiB+auR6/IBd  
5kYXushDIaiZB6gW8fWm2vkQp4FBctJSIhwoaWxz2qbjGlcP4/KK+9IKmQHbhJarb8LX4WKI  
8voQOOojwsVWF7f7oD4qQc1qDRzCgRoUQyHgrIWJSOUCtbi9sq9chNYSSuAvjxrg7jpAttG  
WpZ2u7qF9Sc3yazB9Im70yZ0n CZXTI8SkRyCHAoyKY2UZg7vP6I4/nFr7hTvEYBTfeuP31n7  
a0NPrvsViTsnmAzaPki4F9eSGJRiMSCVaQvPF1x75f7biO4B7WXZI/bsY1fykI31or9pi9  
cR+sUP5iMr9EO479yacffEExxQVTIHAV1BJ3G3l67aFOtRPRCYw3meNIC/IuHI6ZYYc2/Cj  
m18yvzxc7raJes8Ze3BxL+agBx4vgYgbPk4fSslytoen049rP1DBtkYYLIMknBMq5KruXqb  
AFpcbqi+xHX7L4n+uxkGOfdocfTP0mo7e0NyvNRBTKporpFjOp2Me5LI+JU7/RcqL21MLWPT  
cMzIVqFuOGp7Yf4BvmMYTucmrd1JDZyYvZ8gCWvVj1nGPLib7hLmktPLZGDEEM2V1mwx94kX  
9uux7dq3330YRL/H3y91frQUtf91O9U/xpE9FoW1JuZ19IjMHAccE2vP1qwc1TGbJHhL+SCJ  
WH/N4P60I9kvzKCfG7T92bg9okjVfVd+cM6/90WkCle7hRPK/2OfDXHJbGzQ2KmdOmvw+f8A  
OE4e+nhNcwAADwBMAQAAAAAAAAAoCAQAACgAA1LbWuHCjKrprDCCjDwlucHV0LmRldmljZTEP  
AAwCAABqAQAAACgIBAAKAABUt1OOC6wDZckCbbgNdGltZXIuZGV2aWNlMRgCCsAAAAAMhma  
A/gCJs9xPXpjnCDge1mOkMVsmS1dU4avbXXUrfE2znc6ZffA9egenlT29A9wQOB7pehB6Iw  
igX0AACAAAFQwAC8FJE4tKtaFXtIp1a9uBo7WguVpaSSN4b6RqO62jUjbQP1tX1rZ//5+k8  
AHDbgUvwcxsA7HfAlXU9Mw2xXy6jTKRGGsoRYYyrKVWmT6THAC27oLVz5J+uNyWQJy8H2RNj  
j0cjEpgkiyicA0yEhIQKAti9G+gyqxBcQO4sJQ5pCk6AB4aIv0XZ66DDXgagfiLCo4dkHo26  
IgNGVK/qxIasoM3mghlVP91Nnvb6ci7siarfO1sEzL9N6mX6DuWP+W4pVofTKSe+2Ockopz  
UgToIKkMw7oYc8xvUtSPf8eWAlkz2qdzXzkK/a26Vcb5pJELDDnZ8znOEF37aVtBHHJmuMHf  
2KfKeOIsKwvf/y5kM9jz/9ZMGFUxz/0BDAAA  
-----C75F7238E6E4B09AFF12BD8F--

## 1.817 Re: Setting system time

Date: Sun, 07 Feb 1999 13:32:28 +1300

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X-Accept-Language: en-GB,en

Subject: Re: Setting system time

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name="blitzdevs.lzx"

Encoding: base64

Content-Disposition: inline;

filename="blitzdevs.lzx"

TFpYAAwACgQAAA8ARAEAAAAAAAAAKAgEAAAoAAJQ2wxZGIE7y79vhExNiYXR0Y2xvY2sucmVz



b3VyY2UxDwCoAQAAAAAAAAAoCAQAACgAAIDbDG7VIJ2pxU7cDEWJhdHRtZW0ucmVzb3VyY2Ux  
DwDQAwAAAAAAAAAoCAQAACgAAUrdmWRJYTRpm3myvDmNhemQucmVzb3VyY2UxDwDAAQAAAAAA  
AAoCAQAACgAAIDbDYyyLsT+Vo8PXDmNpYWEucmVzb3VyY2UxDwCoAQAAAAAAAAAoCAQAACgAA  
UrdmWoPW1XysAajwDmNpYWIucmVzb3VyY2UxDwDEAQAAAAAAAAAoCAQAACgAAIDbDh7wWq/E9  
TxxYDmRpc2sucmVzb3VyY2UxDwA4AQAAAAAAAAAoCAQAACgAAIDbEA/D0mfZwXIt7Dm1pc2Mu  
cmVzb3VyY2UxDwBUAQAAQAQAAoCAQAACgAAIDbECPYqYzxOPhURD3BvdGdvLnJlc291cmNl  
MbcTBG2gcAALgAAiGQAqMwBreB8rmqhGC/QRuxN0nEVKRpB2d2TSsyM7WaaTsg17ffb3Zebu  
7rut03eCJET80D5ED0FQERQPkRBUERFRBDGZaYUx1Ts7VYMBPQAAGZAAMpgAC7KAnGqlqmMK  
K0gIFBFdJDNxgKquCALICIIwbrfFmkEVGnHdciPLGDtPJuPcHONdKnforgMIY2jchoqKYeKK  
yEiuNAbMhI7oCEwLyURw/94ASHew3YCNvS6NlnPvS728TBDPfb487cPoojJJhISP60RIIZF  
ujXCgAaZw6IzkKmpz6lpYYOjdSmCRMqEsQ6cyr47+VPm6FISYr83eNLYS8FbdxzMDAMNve/m  
2zV5Fq8efP1wKpclSMKagaG32M4kARnXlRJLxdbdH3tjX+RXDFaaOya2J+3NLbexKPUzIPpY  
hf1+Q64MEhA3WQU6ICStQREdFdPqr1M2APLDi11upGoNEKFYUgoSMO0isQWS4NrAdJYqWq8v  
yG8a9bTDoM6SmWB5BDZlmTr0/SyeISpIqVvjNtShP2TqjGNpo7J7Yn7i9ft2JTEYcMYWRD  
du+Fa40ygCIvWmcZRphwrkJDZBQiPNSH0NXvDogtVAcMTcbmbSRqt+CLnZDj/qrSfTw6kq/j  
+Q21Sz/oGgo6pqkvjhyfDo270D8cSJL6E9sxF5lnHplssWq5ykyJlhVyppyfpiB+auR6/IBd  
5kYXushDIaiZB6gW8fWm2vkQp4FBctJSIhwoaWxz2qbjGIcP4/KK+9IKmQHbhJarb8LX4WK1  
8voQOOojwsVWF7f7oD4qQc1qDRzCgRoUQyHgrIwJSOUCtbi9sq9chNYSSuAvjxrg7jpAttG  
WpZ2u7qF9Sc3yazB9Im70yZ0n CZXTI8SkRyCHAoyKY2UZg7vP6I4/nFr7hTvEYBTfeuP31n7  
a0NPrvsViTsnmAzaPkci4F9eSGJRiMSCVaQvPF1x75f7biO4B7WXZI/bsY1f1ykI31or9pi9  
cR+sUP5iMr9EO479yacffifExxQVT1HAV1BJ3G3l67aFOtRPRCYw3meNIC/IuHI6ZYYc2/Cj  
m18yvxc7raJes8Ze3BxL+agBx4vgYgbPk4fSslytoen049rP1DBtkYYLIMknBMq5KruXqb  
AFpcbqI+xHX7L4n+uxkGOfdocfTP0mo7e0NyvNRBTKporpFjOp2Me5LI+JU7/RcqL21MLWPT  
cMzIVqFoUGp7Yf4BvmMYTucmr1JDZyYvZ8gCWrvj1nGPLib7hLmktPLZGDEEM2V1mwx94kX  
9uxx7dq3330YRL/H3y91frQUtf91O9U/xpE9FoW1JuZ19IjMHAccE2vP1qwc1TgbJHhL+SCJ  
WH/N4P60I9kvzKcFg7T92bg9okjVfvd+cM6/90WkCle7hRPK/2OfDXHJbGzQ2KmdOmvw+f8A  
OE4e+nhNcwAADwBMAQAAAAAAAAAoCAQAACgAA1LbWuHCjKrprDCCjDWlucHV0LmRldmljZTEP  
AAwCAABqQAACgIBAAAKAABUt1OOC6wDZckCbbgNdGltZXIuZGV2aWNIMRgCCsAAAAAAMhma  
A/gCJs9xPXpjnCDge1mOkMVsmS1dU4avbXXUrfe2znc6ZffA9egenrIT29A9wQOB7pehB6Iw  
igX0AACAAAFQwAC8FJE4tKtaFXtIp1a9uBo7WguVpaSSN4b6RqO62jUjbQP1tX1rZ//5+k8  
AHDbgUvvcxsA7HfAIXU9Mw2xXy6jTKRGGsoRYYyrKVWmT6THAC27oLVz5J+uNyWQJy8H2RNj  
j0cjEpgkiyicA0yEhIQKAti9G+gyqxBcQO4sJQ5pCk6AB4aIv0XZ66DDXgagfiLCo4dkHo26  
IgNGVK/qxIasoM3mghlVP91Nnvvb6ci7siarfO1sEzL9N6mX6DuWP+W4pVofTKSe+2Ockopz  
UgToIKkMw7oYc8xvUtSPf8eWAIkz2qdzXzkK/a26Vcb5pJELDDnZ8znOEF37aVtBHHJmuMHf  
2KfKeOIsKwvf/y5kM9jz/9ZMGFUxz/0BDAAA  
-----C75F7238E6E4B09AFF12BD8F--

## 1.818 Setting the stack size

id 10AYwB-0007A1-00; Wed, 10 Feb 1999 12:40:16 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 10 Feb 99 11:34:36 +0000

Subject: Setting the stack size

Encoding: 7bit

Hello all,

Anyone got any info (or code :-) about setting the stack size internally to avoid "unfortunate accidents"?

For instance: If someone sets a very low stack size in a program icon (say 100 bytes :-/), the program will/may crash. It would be better to allow the program to set it's own "minimum" stack to avoid this problem.

Any ideas ?

--

Bye f'now

Simon

## 1.819 Re: Setting the stack size

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

Date: Thu, 11 Feb 1999 05:29:01 -0500

Subject: Re: Setting the stack size

Hi Simon

On 10-Feb-99, Simon Hitchen wrote:

> Hello all,

>

> Anyone got any info (or code :-) about setting the stack size

> internally to avoid "unfortunate accidents"?

>

> For instance: If someone sets a very low stack size in a program

> icon (say 100 bytes :-/), the program will/may crash. It would be

> better to allow the program to set it's own "minimum" stack to avoid

> this problem.

>

> Any ideas ?

Tell 'em not to do this in the docs? ;)

---

If you really think it necessary, there is some information in the AutoDocs about setting up your own "custom" stack for a program, which could be set to any size you like. But it looks rather complicated. (to me anyway)

I'm all for trying to catch "stupid user errors" like accidentally deleting necessary files, running a program on an in-adequate system, etc.

But purposefully re-setting the stack size on a program to a ridiculous value?

I say they deserve the inevitable crash for that kind of abuse!

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.820 RE: Setting the stack size

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Setting the stack size

Date: Thu, 11 Feb 1999 13:45:37 -0000

charset="iso-8859-1"

I can't really see how a program could set its own stack, as the program would have to be loaded into the existing stack before the command could be run. Or have i got the wrong idea about stack?

Chris

## 1.821 Re: Setting the stack size

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 16:20:07 +0200

Organization: A97

Subject: Re: Setting the stack size

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Curt.

On 11-Feb-99, Curt Esser wrote:

>> Anyone got any info (or code :-) about setting the stack size

>> internally to avoid "unfortunate accidents"?

>> =

>> For instance: If someone sets a very low stack size in a program

>> icon (say 100 bytes :-/), the program will/may crash. It would be

---

>> better to allow the program to set it's own "minimum" stack to avoid  
 >> this problem.  
 >> =  
 >> Any ideas ?  
 > Tell 'em not to do this in the docs? ;)  
 No, no, that's much too obvious. Besides, people stupid enough to set a too  
 low stack size are probably too stupid to read anyhow.  
 > If you really think it necessary, there is some information in the Auto=  
 Docs  
 > about setting up your own "custom" stack for a program, which could be =  
 set  
 > to any size you like. But it looks rather complicated. (to me anyway)  
 Just a thought , the simple Execute\_("C:Stack 500000",0,0) would probably=  
 work. if the user has the Stack program in C:, which he hasn't offcourse=  
 if he makes a habit of deleting files he finds "unusefull". Anyway, both=  
 the Stack command and the workbench launcher can change the stack, so of=  
 course your program can aswell. (Whether it's wise to do it, is an entire=  
 ly different matter)  
 > But purposefully re-setting the stack size on a program to a ridiculous=  
 value?  
 > I say they deserve the inevitable crash for that kind of abuse!  
 Yes, but what if they can't remember the original value ? (assuming 4096 =  
 isn't enough)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.822 Re: Setting the stack size

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 16:26:17 +0200

Organization: A97

Subject: Re: Setting the stack size

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello C.J.R.Jarvis.

On 11-Feb-99, C.J.R.Jarvis wrote:

> I can't really see how a program could set its own stack, as the progra=  
m

> would have to be loaded into the existing stack before the command coul=  
d be

> run. Or have i got the wrong idea about stack?

Ah, no you see since the AMiGA has a FIFO stack architecture (in user mod=  
e) it there is no damage in inceasing the top, since it wil only take ong=  
er before/if it overflows.

A stack in case you had it confused, is a place where you can store data =  
temporarily, until you need them again. Usually used to save data and/or =  
address registers (except a7 [The stack pointer, incidently.] ;o) ) when =  
jumping or branching to a subroutine (in ASM), and then restoring them wh=  
en the subroutine is finished.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.823 Re: Setting the stack size

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 17:00:48 +0000

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

Organization: private

Date: 11 Feb 99 17:00:25 +0000

Subject: Re: Setting the stack size

Encoding: 7bit

>

> I can't really see how a program could set its own stack, as the program  
> would have to be loaded into the existing stack before the command could be  
> run. Or have i got the wrong idea about stack?

The stack is used mainly for storing addresses at which programs have branched to subroutines. When an assembler RTS is executed, the parameter on the stack is then offloaded to the PC program counter causing the program flow to return from the subroutine. It may also be used for storing data temporarily.

I am wondering, if it might be possible to do some kind of naughty asm program. Reserve some memory for the new stack and simply shove the address of it into address register a7, restoring a7 later. It would probably work, although slightly hacky.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.824 Re: Setting the stack size

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 19:07:18 +0000

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

Organization: private

Date: 11 Feb 99 17:00:25 +0000

Subject: Re: Setting the stack size

Encoding: 7bit

>

> I can't really see how a program could set its own stack, as the program  
> would have to be loaded into the existing stack before the command could be  
> run. Or have i got the wrong idea about stack?

---

The stack is used mainly for storing addresses at which programs have branched to subroutines. When an assembler RTS is executed, the parameter on the stack is then offloaded to the PC program counter causing the program flow to return from the subroutine. It may also be used for storing data temporarily.

I am wondering, if it might be possible to do some kind of naughty asm program. Reserve some memory for the new stack and simply shove the address of it into address register a7, restoring a7 later. It would probably work, although slightly hacky.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.825 Re: Setting the stack size

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Thu, 11 Feb 1999 12:21:36 -0500

Subject: Re: Setting the stack size

Hi C.J.R.Jarvis

On 11-Feb-99, C.J.R.Jarvis wrote:

>

> I can't really see how a program could set its own stack, as the program  
> would have to be loaded into the existing stack before the command could  
be

> run. Or have I got the wrong idea about stack?

The stack, as Paul pointed out, is nothing more than a place to store addresses.

A stack overflow error is caused by running out of room to store these addresses - the OS isn't allowed to write to memory it doesn't own, and it can't go on without a place to store the address - what a pickle! It has no choice but to GURU.

However, it is not necessary to do a hack to use your own stack - there is a perfectly OS legal way to do this.

Here is how to cause your program to use its own stack, so you can set it to any size you like:

<sb>

StackSwap - EXEC supported method of replacing task's stack

---

(V37)

## SYNOPSIS

StackSwap(newStack)

A0

VOID StackSwap(struct StackSwapStruct \*);

## FUNCTION

This function will, in an EXEC supported manner, swap the stack of your task with the given values in StackSwap.

The StackSwapStruct structure will then contain the values of the old stack such that the old stack can be restored.

This function is new in V37.

## NOTE

If you do a stack swap, only the new stack is set up.

This function does not copy the stack or do anything else other than set up the new stack for the task. It is generally required that you restore your stack before exiting.

## INPUTS

newStack - A structure that contains the values for the new upper and lower stack bounds and the new stack pointer. This structure will have its values replaced by those in your task such that you can restore the stack later.

## RESULTS

newStack - The structure will now contain the old stack. This means that StackSwap(foo); StackSwap(foo); will effectively do nothing.

## SEE

AddTask, RemTask, exec/tasks.h

<sb>

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---



## 1.826 Re: Setting the stack size

id 10B2Pi-0000j4-00; Thu, 11 Feb 1999 20:08:43 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 11 Feb 99 18:57:53 +0000

Subject: Re: Setting the stack size

Encoding: 7bit

Hello Curt,

> Tell 'em not to do this in the docs? ;)

> If you really think it necessary, there is some information in the AutoDocs

It's not "really" necessary... But it would be handy in adding another layer of "idiotproofability"

> to any size you like. But it looks rather complicated. (to me  
> anyway)

I noticed the StackSwap(struct StackSwapStruct \*) in exec

quote:"StackSwap - EXEC supported method of replacing a tasks stack"

So I assume you can set up a replacement stack structure and then swap them over?

> I'm all for trying to catch "stupid user errors" like accidentally

I put in a "Silly User Error", "Stack too small", "OOPS!" requestor which was activated by reading the stack size set in the program icon, but if the stack was set stupidly small, the program crashed before it ever got to the warning.

> But purposefully re-setting the stack size on a program to a  
> ridiculous value?

> I say they deserve the inevitable crash for that kind of abuse!

Yup :-)

--

Bye f'now

Simon

## 1.827 RE: Setting the stack size

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Fri, 12 Feb 1999 00:23:34 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: RE: Setting the stack size

Encoding: quoted-printable

On 11-Feb-99, C.J.R.Jarvis set out across the seas with this message:

->I can't really see how a program could set its own stack, as the  
->would have to be loaded into the existing stack before the command  
->run. Or have i got the wrong idea about stack?

I think you're thinking about caches?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Dangerous Exercise: Jumping to conclusions.

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuidveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| | // \_\_\_\_\_ // \_\_\_ // [ Last updated : 08=B702=B799 ]

!\_\_\_/VDTN.V

## 1.828 Re: Setting the stack size

for blitz-list@netsoc.ucd.ie; Thu, 11 Feb 1999 19:47:16 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Thu, 11 Feb 1999 19:38:09 -0000

encoding: Quoted-printable

Subject: Re: Setting the stack size

On 11 Feb 99, at 17:00, Paul broke out long enough to write:

> The stack is used mainly for storing addresses at which programs have  
> branched to subroutines. When an assembler RTS is executed, the paramete=  
r

And local variables in functions. Big recursive functions are great for  
testing the GURU display on your Amiga:)

[ ] ^ V [ ] [ ] M | =A9 M | [ ] M M

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.829 Re: sex (and lots of it :)**

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 04 Feb 1999 06:42:00 +0500

Subject: Re: sex (and lots of it :)

On 01-Feb-99, Anton Reinauer flashed:

>On 31-Jan-99, amorel wrote:

>

>> I see no real difference in saying flunk or fuck. It`s the feeling and  
>> motivation behind the word which does it. Not the word itself. What is  
>> wrong with fuck anyway, it`s about the most intimate contact two  
>humans

>> can have :-)

> Well, exactly! I think some people are trying to phase out not just  
>the words, but the concepts as well- because concepts like \*fucking\*  
>(passionate unbridled sex) disturbs them immensely!!

HUH! I think you are perhaps reading just a LITTLE to much into it!

You obviously don`t know me to well! ;)

> How can you be creative if you lock all your emotions down!!! I`ve  
>been working on unlocking my emotions (healthily) for many years- my  
>artistic abilities have improved tramatically because of it- which is  
>critical if you`re into writing games like I am!

You don`t have to lock your emotions down to try to consider the  
feelings of others which is really the issue here. I can see that a raw  
nerve has been touched here so I had better drop the subject.

I am sorry if what I said caused undue stress to anyone. All you people  
are quite open minded generally and I was merely presenting an alternate  
viewpoint.

I`ll be a good boy and get back to Blitz now. ;u)

cach y`all later,

Donovan Reeve (bubby.lnk@ispi.net)

**1.830 Re: sex (and lots of it :)**

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

Date: Fri, 05 Feb 1999 11:37:43 +1300

Subject: Re: sex (and lots of it :)

On 04-Feb-99, Donovan Reeve wrote:

> On 01-Feb-99, Anton Reinauer flashed:

>>> > On 31-Jan-99, amorel wrote:

>>> >

>>> I see no real difference in saying flunk or fuck. It's the feeling  
>>> and motivation behind the word which does it. Not the word itself.  
>>> What is wrong with fuck anyway, it's about the most intimate  
contact

>>> two

>>> > humans

>>> can have :-)

>

>> Well, exactly! I think some people are trying to phase out not just  
>> the words, but the concepts as well- because concepts like \*fucking\*  
>> (passionate unbridled sex) disturbs them immensely!!

>

> HUH! I think you are perhaps reading just a LITTLE too much into it!

>

> You obviously don't know me to well! ;)

Obviously not ;)

>> How can you be creative if you lock all your emotions down!!! I've  
>> been working on unlocking my emotions (healthily) for many years- my  
>> artistic abilities have improved dramatically because of it- which is  
>> critical if you're into writing games like I am!

>

> You don't have to lock your emotions down to try to consider the  
> feelings of others which is really the issue here.

I agree entirely, but that's not what your post mentioned.

I can see that a raw

> nerve has been touched here so I had better drop the subject.

> I am sorry if what I said caused undue stress to anyone. All you

> people are quite open minded generally and I was merely presenting an  
> alternate viewpoint.

For me, it seemed to be rather heavy-handed, maybe that wasn't the  
intention- also it was after Paul's major post on the subject, so it  
seemed that we were being preached at. I ignored Paul's post, but when  
you jumped in as well, I felt the subject needed to be replied to.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

---

## 1.831 Re: sex (and lots of it : )

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 06 Feb 1999 14:24:09 +0500

Subject: Re: sex (and lots of it : )

On 05-Feb-99, Anton Reinauer flashed:

>On 04-Feb-99, Donovan Reeve wrote:

> I can see that a raw

>> nerve has been touched here so I had better drop the subject.

>> I am sorry if what I said caused undue stress to anyone. All you

>> people are quite open minded generally and I was merely presenting an

>> alternate viewpoint.

> For me, it seemed to be rather heavy-handed, maybe that wasn't the

>intention- also it was after Paul's major post on the subject, so it

>seemed that we were being preached at. I ignored Paul's post, but when

>you jumped in as well, I felt the subject needed to be replied to.

Sorry, that wasn't my intent. I just meant to be expressing my own

view. No big deal. Actually, I don't feel it's generally been a problem.

I get a little carried away expressing myself sometimes. It's my Irish nature. ;)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.832 shape width

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 17:29:57 +0000

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

Organization: private

Date: 15 Feb 99 17:29:08 +0000

Subject: shape width

Encoding: 7bit

Hi

Having not actually done a whole lot of work with normal blitz routines, could somebody tell me what is the minimum width of a shape, and does its width have to be a multiple? Is it 16? I'm looking at the bb2objtypes file at the structures and it uses ebwidth, which is bytewidth? does this mean width can be multiples of 8?

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---

**1.833 Re: shape width**

for blitz-list@netsoc.ucd.ie; Mon, 15 Feb 1999 18:45:00 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Mon, 15 Feb 1999 18:35:40 -0000

encoding: Quoted-printable

Subject: Re: shape width

On 15 Feb 99, at 17:29, Paul broke out long enough to write:

> Having not actually done a whole lot of work with normal blitz  
> routines, could somebody tell me what is the minimum width of a shape, a=  
nd

> does its width have to be a multiple? Is it 16? I'm looking at the

> bb2objtypes file at the structures and it uses ebwidth, which is

> bytewidth? does this mean width can be multiples of 8?

ebwidth would imply even byte width, therefore multiples of 16. However, I=

think this is just for the line modulo of the shape, I think you can have

shapes as small as 1 pixel wide, although this would obviously be a waste =

of

blitting time.

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.834 Re: shape width**

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

Date: Mon, 15 Feb 1999 18:19:43 -0500

Subject: Re: shape width

Hi David

On 15-Feb-99, David McMinn wrote:

> On 15 Feb 99, at 17:29, Paul broke out long enough to write:

>

>> Having not actually done a whole lot of work with normal blitz  
routines,

>> could somebody tell me what is the minimum width of a shape, and does  
its

>> width have to be a multiple? Is it 16? I'm looking at the bb2objtypes

>> file at the structures and it uses ebwidth, which is bytewidth? does

this

>> mean width can be multiples of 8?

>

> ebwidth would imply even byte width, therefore multiples of 16. However,

I

> think this is just for the line modulo of the shape, I think you can have

> shapes as small as 1 pixel wide, although this would obviously be a waste

> of blitting time.

I'm not sure what "line modulo" means...

Ok, the truth is I don't even have a clue ;)

So maybe this is the same as what you said, but -

A shape must always be in multiples of 16, since the Blitter only can move in multiples of 16 wide.

So, the graphic image itself can be any width, but the "shape" will always be stored in even byte widths.

This goes for Bitmaps too.

In the one pixel wide shape example, you would really have in chip memory a 16 pixel wide shape, with the first pixel being the coloured one, plus 15 pixels of colour 0

So every time you blitted it, the Blitter moves the whole 16 pixel wide area onto the bitmap, although you only "see" the one pixel.

The height, of course, will always really be 1 pixel.

And yes, it takes just as long to blit the 1 pixel shape as a full 16 pixel wide shape.

Later...

--

Children seldom misquote you.

In fact, they usually repeat word for word what you shouldn't have said.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.835 ShapeGadget colours

From: "BootBlock/s^D" <BootBlock@Bigfoot.com>

Subject: ShapeGadget colours

Date: Tue, 9 Feb 1999 20:32:01 -0000

charset="iso-8859-1"

---





**1.837 Re: ShapeGadget colours**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 10 Feb 1999 12:36:51 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: ShapeGadget colours

Encoding: quoted-printable

On 10-Feb-99, BootBlock/s^D set out across the seas with this message:

->Is there a limit to the number of colours a ShapeGadget can have?

Uhhh, I'm guessing 256 =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Beam me up Scotty. This isn't the men's room.

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 08=B702=B799 ]

!\_\_\_/VDTN.V

**1.838 Re: ShapeGadget colours**

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

Date: Thu, 11 Feb 1999 06:00:28 -0500

Subject: Re: ShapeGadget colours

Hi

>Is there a limit to the number of colours a ShapeGadget can have?

For standard ShapeGadgets it is the screen depth.

If you are using GTshapeGadgets, you only get 4 colours

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.839 Re: ShapeGadget colours

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 11 Feb 1999 16:21:29 +0200

Organization: A97

Subject: Re: ShapeGadget colours

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Curt.

On 11-Feb-99, Curt Esser wrote:

> If you are using GTshapeGadgets, you only get 4 colours

Why is this ? Lame GadTools.library, or lame blitz implementation (or bot=h) ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.840 Re: ShapeGadget colours

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 12:46:15 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 12 Feb 1999 12:21:55 +0000

Organization: personal

Subject: Re: ShapeGadget colours

Encoding: quoted-printable

Hello Mikkel

On 11-Feb-99, Mikkel L=F8kke wrote:

> Hello Curt.

> =

> On 11-Feb-99, Curt Esser wrote:

> =

>> If you are using GTshapeGadgets, you only get 4 colours

> =

> Why is this ? Lame GadTools.library, or lame blitz implementation (or b=oth)

>

> =

> =

> Regards

Yep, i had this problem, so i used the old shapegadget command, and you c=an

have as many colours as you want, it just means attaching a gtlist as wel=

l as a normal gadget list. I also used a little routine that remapped the shape to the current palette on wb before attaching the gadget :)

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete =

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| \*Critters\* | 0000465 lines | 050% complete =

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+-----+

## 1.841 Re: ShapeGadget colours

12 Feb 99 14:18:56 0

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 12 Feb 1999 14:18:51 -0000

Subject: Re: ShapeGadget colours

--Message-Boundary-8561

encoding: Quoted-printable

Content-description: Mail message body

On 11 Feb 99, at 16:21, Mikkel L=F8kke wrote:

> Hello Curt.

>

> On 11-Feb-99, Curt Esser wrote:

>

>> If you are using GTshapeGadgets, you only get 4 colours

>

> Why is this ? Lame GadTools.library, or lame blitz implementation (or

> both) ?

Its probably a lame Blitz library. I think the imagery for a graphical ty=

pe

gadget is just an OS Image newtype, which is very similar to bitmaps and s=

tuff

(it has a depth field). I don't know if the NCS would work properly (or wi=

th

Blitz shapes).

Short answer:

-----

Yep, I've just tested it, and its the slack-ware Blitz2 gadtoolslib which=

sucks. You need to set a field in the gadget before you attach the GTlist,=

see

the attached code.

Long answer:

-----

Yep, I've just tested it, and the slack-ware Blitz2 gadtoolslib hardcodes=

the

Image's PlanePick field to 3 (binary 00000011) which means that only the f=

irst

two planes are drawn as they should be, all the other planes are drawn in =

the  
 colour specified by the PlaneOnOff field in the Image structure - as this =  
 is  
 set to 0, all the planes with 0 in the PlanePick field have those planes s=  
 et to  
 zero, causing the shapes to come out as 4 colour, even if they are 256 col=  
 our.

However, all the correct plane data is there, so you only need to set the  
 PlanePick field to the correct value, as shown in the attached example.

) ^ V ] [ l) |M| =A9 |M| ] [ |M|

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

Windows98 - the world's first non-operating operating system!

--Message-Boundary-8561

encoding: 7BIT

Content-description: Text from file 'GTShape.asc'

WbToScreen 0

WBenchToFront\_

DEFTYPE.w

; Make me a 256 colour shape

BitMap 0,16,16,8

For i.w=0 To 15

For j.w=0 To 15

Plot i,j,i\*16+j

Next

Next

GetaShape 0,0,0,16,16

; And make a lovely UI, which uses this 256 colour shape

Window 0,0,0,640,200,\$100f,"Test",-1,-1

GTShape 0,0,50,50,0,0

; Show the gadget properties (not really needed, just if you're interested)

\*g.Gadget = GTGadPtr(0,0)

\*gi.Image = \*g\GadgetRender

NPrint \*gi

NPrint \*gi\LeftEdge

NPrint \*gi\TopEdge

NPrint \*gi\Width

NPrint \*gi\Height

NPrint \*gi\Depth

```
NPrint *gi\ImageData
NPrint Right$(Bin$(*gi\PlanePick),8)
NPrint Right$(Bin$(*gi\PlaneOnOff),8)
; Sort it - note that the 255 is so that I get a binary pattern of
; 11111111, which means to draw all the planes as is. You should not
; specify a 1 for a plane that doesn't exist!!!
*gi\PlanePick = 255
AttachGTList 0,0
While ev.l<>$200
ev=WaitEvent
If ev=$40 Then NPrint GadgetHit
Wend
DetachGTList 0
End
--Message-Boundary-8561--
```

## 1.842 Re: ShapeGadget colours

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 12 Feb 1999 16:58:57 +0200

Organization: A97

Subject: Re: ShapeGadget colours

Encoding: quoted-printable

Hello Chris.

On 12-Feb-99, Chris Deeney wrote:

>>> If you are using GTshapeGadgets, you only get 4 colours

>> Why is this? Lame GadTools.library, or lame blitz implementation (or = both)

> Yep, I had this problem, so I used the old shapegadget command, and you= can

> have as many colours as you want, it just means attaching a gtlis as w= ell

> as a normal gadget list. I also used a little routine that remapped the=

> shape to the current palette on wb before attaching the gadget :)

Ah, now this would be truly useful. Maybe you could send it to me? It = would certainly be useful, esp. if it also works with Graphics boards.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.843 Re: ShapeGadget colours

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Fri, 12 Feb 1999 20:49:42 +0100

Organization: Fantaisie Software

Subject: Re: ShapeGadget colours

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.1076872472.1

Encoding: quoted-printable

Hi David, =

> Its probably a lame Blitz library. I think the imagery for a graphical  
> type gadget is just an OS Image newtype, which is very similar to bitma=  
ps

> and stuff (it has a depth field). I don't know if the NCS would work  
> properly (or with Blitz shapes).

I've done a little example to use properly (and easely BTW) a shape  
gadget with (or without :) the NCS. It's attached so you can see how

do it. There is no problem with coloured shape (more than 8 colours)  
so I think that is the old Blitz lib which is bugged. I go to do  
one week of SNOWBOARD in the high mountain. Hehe CoooooL ! See you  
next week !

Bye,  
Fred.

-----=  
-----

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/^ ^ u^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.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.1076872472.1

Content-Disposition: attachment; filename="Image\_Example.lzx"

Encoding: base64

TFpYAAwACgQAAA8ARgoAAAAAAAKAgEAAoAAGC7SxwPexS4Us5doRFJbWFnZV9FeGFtcGxl  
LmJiMg8AtgQAAPoEAAKAgEAAoAAGC7SxwRhG1qlXj1cRZJbWFnZV9FeGFtcGxlLmJiMi54  
dHJhcAIX4AAAmQAYGYAE/DoiUiqagCZ9EV/BqVa9be2MSpQmW9usHXXb/K7oIRR+pH3rndnd  
vbuN21sGxRMWSkUioKA+/EQECQIFgPpeQnwwAIEO/gARAAAxkQAAKgcA+xrP2WutmsJTsNkU  
6ZivuECyZt0VgJFm1NpWQzXgvNrLOIYQz9xEEoc7BDdjlMTsDD0On6IetgeBb6gzW8C67Euu  
kBTxhx+hj4CnIHKf48la7j/llsNgKxyiyw4Kp8EIJpCmRYcI8L4FmA8g7r2XQuYVmkJ6SXM  
YMrKPIJpLFBYAgU8qitHCsfLOX/lA9kqYCBwkiiR7FQvYAl5UCQcx+CfnFBoaC6oPJYarDjd  
cPVTG2eRRRGHLoODak6Kr48PnkNG5k3hg9FX8Bxy8qxIEzeI0BGqHq7jMaHMqZwlluzfMbjk  
4J8gYck+mszjtCESdCkYcdAxvGGbHYtfstvW8vOddMsCkBNpZDBm8qQwDQBCiftuEnoe+mz6  
VZ5g0Hg3Y86D5dtRBw3Gunrk+qDVu3+hIUhYtSPdKXt+rjO/dFqRV29bbc+n0Wueyhei1cHd  
gem4do2+q4KcCgoUwr7IjRs8m7K5r9hDzpEAAOlM3y2oGe/YXHDxzB02NPYBA1QTIR5EpYCl  
F5ht7vR6rwJF4NemBZ2eHFUqFjvKAHYT5s/BY2vt8hOrhgO7WevJ0aYBKpN3YHESV2uxxWCG  
GgqjDVzTEmIjeImShLbSejQB9oJLnxoXvhIed6QVvEa3BiZt0z8Hu/o34YJpT0FknmRIM361  
xtWTjvTq8Uv3D/TkAWuJtfhiknPLithmbs2r7t/bNL2Y7ra7N+3F9PSS1KwtZZWDltHMBphB  
tcVDsEhwevoz/CNj3k8gq5FjhU8X3ZF7EES2edhR5c6V8Scn9hAUI4ntSranjBKXlKSIbGQn  
+m7FUv3zuSCrcNOBHAYSqPlyOFrW6+CX+QMTRolxICBNZqWcK7y/gNgEkHilu9jVPe65w7  
dhBaRYbtQymRORBSH/BfJlZwrfmp7YzqQRGC30xv71A0KfCL1AyaNvMWNmCFgI1SHBV6Vw0T  
wOiFevWKhIkENBXokZNVdc4k+G7yHRZeqik15kWLYqsoFIcFWPVQ9oIVW8/sSsV2S7bknfPf



8ENDFEAepPvSKH/8hrDcLVvPTiYXleX3i6ypIu5UF7H2XdN16Aty1lNy7e5+hxbL29kUtV2V  
DPzfnoWkQ6QlcmpbwBCiUSJdEI/cduvIcKlySjN1IbTjRBZSdHPaOmIzPoKTDGt7T6xtlvoT  
7cBycczvXeDecEMsAbCFhiirAWggqldRjCA02BIP2KzHNGncewWyay1S9L4Kp3IjenstCOSg  
6/9nlra3B3WBjYJMF50QP7wplIjceMukx9H89vunWXo31/Ps5psBQiqkf3+j2Ps1ZggjV/q  
+cN9fPZnhOLkYAH6TepmLksnwF8OchQoOUbopIdzOhB8h5GkBo5/WNFJcRjC9Jr3hPy9+pke  
CKhFHyoKofuplxCQhmgo13Oojbtm09ZEK39F7nVhKAgOfH75GuS0p8eSjh8+6N0LRskHk2mm  
0wRE7nTX/+AVWAC1BRs0P/31E+hv9z8xj3EbQ0jIyc6Bi0Pu48Facf3Gd9YWjuDIWG5yk0ei  
0a3YBXEC6Nt07nLhrbXdX3Ce7BQ6l0S5oBuxVWLJcQaIAAA=  
--BOUNDARY.1076872472.1--

## 1.844 Re: ShapeGadget colours

for blitz-list@netsoc.ucd.ie; Fri, 12 Feb 1999 22:14:53 +0000

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 12 Feb 1999 22:16:15 +0000

Organization: personal

Subject: Re: ShapeGadget colours

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.1747866304.1

Encoding: quoted-printable

Hello Mikkel

On 12-Feb-99, Mikkel L=F8kke wrote:

> Hello Chris.

> =

> On 12-Feb-99, Chris Deeney wrote:

> =

>>>> If you are using GTshapeGadgets, you only get 4 colours

>>> Why is this ? Lame GadTools.library, or lame blitz implementation (or= both)

> =

>> Yep, i had this problem, so i used the old shapegadget command, and yo= u can

>> have as many colours as you want, it just means attaching a gtlis as = well

>> as a normal gadget list. I also used a little routine that remapped th= e

>> shape to the current palette on wb before attaching the gadget :)

> =

> Ah, now this would be truly useful. Maybe you could send it to me ? I=

t

would certainly be useful, esp. if it also works with Graphics boards.

> =

> =

> Regards

I presume u want the remap code, yes :) i didn't make the code as more  
to doctor it into a usable statement hehe.

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../^\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete =

|

+-----+

| \*Crittters\* | 0000465 lines | 050% complete =

|

+-----+

--BOUNDARY.1747866304.1

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

Encoding: quoted-printable

Content-Description: Optimised remap code

Statement recol{picpath\$,shapeno}

WbToScreen 0 ;grab the wb screen

ScreensBitMap 0,0

;=3D=3D=3D=3D Get info about current Workbench Screen and grab it's palet=

te =3D=3D=3D=3D=3D=3D=3D

Dim col.w(255) ;for storing colour matches

maxw=3DWBWidth ;these are used to set our window

maxh=3DWBHeight ;size later

wd.w=3DWBDepth ;number of bitplanes of WB

WBcolors.w=3D2^wd ;convert this to number of colours

aga.b=3DCheckAGA ;see if system is AGA

MaxLen fi\$=3D200 ;these are needed for the

MaxLen pa\$=3D200 ;ASL requestor

```

accuracy.w=3D0 ;accuracy of remapping - 0-255
;higher =3D faster but less accurate
;----- Store the WB palette as palette #0 -----=
--
InitPalette 0,WBcolors ;set up palette 0 to WB depth
If aga=3DTrue ;use AGA colour commands on AGA system
For i=3D0 To WBcolors-1
AGAPalRGB 0,i,AGARed(i),AGAGreen(i),AGABlue(i)
Next
Else ;if not AGA, use OCS colour commands
For i=3D0 To WBcolors-1
PalRGB 0,i,Red(i),Green(i),Blue(i)
Next
EndIf
;+++++
++
;TEST LOOP STARTS HERE!
; ----- check for enough chip memory for the conversion -----=
-
ILBMInfo picpath$ ;read the pictures size information
sd.w=3DILBMDepth
sh.w=3DILBMHeight
sw.w=3DILBMWidth
method.b=3D1 ;set remapping method for greatest speed
d
srcbit=3D2 ;use 2 bitmaps + remap command if < WB =
depth
If sd=3Dwd ;use point/plot with one bitmap
method=3D2 ;if pic depth =3D WB depth
srcbit=3D1
EndIf ;if pic depth > WB depth
If sd>wd Then method=3D3 ;use point/plot with 2 bitmaps
planemem.l=3Dsh*sw/8 ;bytes needed for 1 bitplane of this picture
c
planes.b=3Dwd ;calculate total bitplanes needed
If method<>2 Then planes+sd
If error$=3D"" ;get ready to process picture
BitMap 1,sw,sh,wd
If method<>2 Then BitMap 2,sw,sh,sd

```

```

LoadBitMap srcbit,picpath$,1;now load the pic & it's palette
shapecolors.w=3D2^sd ;convert depth to number of colours
Format""
i$=3D"Remap "+Str$(sw)+" x "+Str$(sh)+" "
i$=3Di$+Str$(shapecolors)+" colour picture "
;-----Remap the picture's palette to WB palette-----=
--
PaletteInfo 1
If method=3D1 ;use remap command for pics < WB depth
If aga=3DTrue
For i =3D 1 To shapecolors-1
match.w=3DFindColor(0,AGAPalRed(i),AGAPalGreen(i),AGAPalBlue(i)=
,accuracy)
ReMap i,match,1
Next
Else
For i =3D 1 To shapecolors-1
match=3DFindColor(0,PalRed(i),PalGreen(i),PalBlue(i),accuracy)
ReMap i,match,1
Next
EndIf
Else ;use point/plot method if =3D> WB depth for more s=
peed
If aga=3DTrue
For i =3D 1 To shapecolors-1 ;remap the shape to wb screen
col(i)=3DFindColor(0,AGAPalRed(i),AGAPalGreen(i),AGAPalBlue(i),=
accuracy)
Next
Else
For i =3D 1 To shapecolors-1
col(i)=3DFindColor(0,PalRed(i),PalGreen(i),PalBlue(i),accuracy)=
Next
EndIf
If method=3D2 ;use one bitmap for greatest speed if =3D WB dep=
th
Use BitMap 1
For x.w=3D0 To sw-1
For y.w=3D0 To sh-1
Plot x,y,col(Point(x,y))

```

---

```
Next y
Next x
Else ;if pic > WB depth, 2 bitmaps needed for colour ac=
curacy!
For x=3D0 To sw-1
For y=3D0 To sh-1
Use BitMap 2
match=3DPoint(x,y)
Use BitMap 1
Plot x,y,col(match)
Next y
Next x
EndIf
EndIf
Free BitMap 2
VWait
;-----Open a window and put the picture on it-----=
--
Use BitMap 1
InitShape shapeno,sw,sh,sd
GetaShape shapeno,0,0,sw,sh
Free BitMap 1
Free Palette 1
EndIf
End Statement
--BOUNDARY.1747866304.1--
```

## 1.845 Re: ShapeGadget colours

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

Date: Fri, 12 Feb 1999 17:40:10 -0500

Subject: Re: ShapeGadget colours

Hi Chris

On 12-Feb-99, Chris Deeney wrote:

> I presume u want the remap code, yes :) i didn't make the code as more  
> to doctor it into a usable statement hehe.

I did the original version of the code - but I wanted to point out that I  
have been told that it does NOT work on an ECS system. And I don't know if  
it works on a GFX card or not. It probably would, if the user has an 8 bit

---

WB.

You might want to use instead Fred's NCS libraries, which have support for using the system's ObtainBestPen function. This would be much better, and probably would work for ECS as well as AGA, and GFX boards. The only drawback is that it is WB 3.xx only...

Later...

--

As long as the answer is right, who cares if the question is wrong?

Yours electronically,

Curt Esser

came@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.846 ShapeGadgets

From: Gareth Griffiths <[gaz@jokerd.free-online.co.uk](mailto:gaz@jokerd.free-online.co.uk)>

Date: Mon, 08 Feb 1999 20:46:45 +0100

Organization: Joker Developments

Subject: ShapeGadgets

Hi,

I'm writing a program to launch Internet applications like IBrowse and Voyager. I'm using shapegadgets to provide graphical images, and have put in a change imageset option so that you can change the images.

However, SOMETIMES, when you change the imageset, the shapegadgets come out scrambled.

Also, whenever it hits an 'If Exists' line or 'If Readfile' or something similar, the computer either hangs, or I get an error message from the debugger:

GURU! - Division by Zero.

How can an Exist/ReadFile/WriteFile/OpenFile statement be dividing by zero????

Help appreciated.

Anybody wanna betatest the finished prog?

--

/-----\

| Gareth Griffiths - JOKER DEVELOPMENTS. |

||

| // [gaz@jokerd.free-online.co.uk](mailto:gaz@jokerd.free-online.co.uk) |

| // <http://www.jokerd.free-online.co.uk> |

---

| \ / |  
| \X/ www.microsoft.com - Satan's gateway to |  
| the upper realm. |  
||  
| HEADLINE TOMORROW: Bill Gates discovered with ape |  
| hanging off his genitalia! |  
||  
| COURT VERDICT: Guilty, not pretty, but guilty! |  
|-----|

## 1.847 Re: ShapeGadgets

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

Date: Tue, 09 Feb 1999 06:46:38 -0500

Subject: Re: ShapeGadgets

Hi Gareth

On 08-Feb-99, Gareth Griffiths wrote:

> Hi,

> I'm writing a program to launch Internet applications like IBrowse and  
> Voyager. I'm using shapegadgets to provide graphical images, and have put  
> in a change imageset option so that you can change the images.

>

> However, SOMETIMES, when you change the imageset, the shapegadgets come  
out

> scrambled.

By scrambled, do you mean the images are corrupted, or that the wrong image  
is put on the gadget?

Do you use "GetAShape" to get the new images?

Are all the images loaded at the start of the program?

Are you using GTshapeGadgets, or standard ShapeGadgets?

>

> Also, whenever it hits an 'If Exists' line or 'If Readfile' or something  
> similar, the computer either hangs, or I get an error message from the

> debugger:

>

> GURU! - Division by Zero.

>

> How can an Exist/ReadFile/WriteFile/OpenFile statement be dividing by

> zero????

It can't - can you post a bit of the code?

> Anybody wanna betatest the finished prog?

Sure.

>

Later...

--

How many tech writers does it take to change a lightbulb?

None: "The user can work it out."

Yours electronically,

Curt Esser

came@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.848 Re: ShapeGadgets

(Eudora Internet Mail Server 2.2); Fri, 11 Dec 1998 14:16:54 +0100

Date: Tue, 09 Feb 1999 14:48:54 +0100

From: Manfred Linzner <manfred.linzner@munich.netsurf.de>

X-Accept-Language: en

Subject: Re: ShapeGadgets

Encoding: 7bit

Curt Esser wrote:

>

> Hi Gareth

>

> On 08-Feb-99, Gareth Griffiths wrote:

>> Hi,

>> I'm writing a program to launch Internet applications like IBrowse and

>> Voyager. I'm using shapegadgets to provide graphical images, and have put

>> in a change imageset option so that you can change the images.

>>

>> However, SOMETIMES, when you change the imageset, the shapegadgets come

> out

>> scrambled.

The solution is easy. On anything above the 020 the GetAShape commands

has problems with the caches. Always place a

CacheClearU\_

before and after the getashape and your images wont be corrupted

anymore.

---





## 1.850 Re: ShapeGadgets

for blitz-list@netsoc.ucd.ie; Tue, 9 Feb 1999 18:18:58 +0000

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

Organization: private

Date: 9 Feb 99 18:18:53 +0000

Subject: Re: ShapeGadgets

Encoding: 7bit

> CacheClearU\_ needs at least exec v34 i guess. You should do a proper  
> EXEC version check before using that command. If your amiga doesnt  
> have caches but v34 or higher then the routine will recognize  
> that and wont try to flush (non existing) caches.

Hoho... anyone using Mildred will find that Mc2pWindow would not work  
then, unless they have v34+.

Three cheers for self-modifying code ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.851 Re: ShapeGadgets

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 09 Feb 1999 23:53:05 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: ShapeGadgets

Encoding: quoted-printable

On 09-Feb-99, Manfred Linzner set out across the seas with this message:

->> > I'm writing a program to launch Internet applications like  
->> > Voyager. I'm using shapegadgets to provide graphical images, and  
->> > in a change imageset option so that you can change the images.  
->> >  
->> > However, SOMETIMES, when you change the imageset, the  
->> out  
->> > scrambled.

->The solution is easy. On anything above the 020 the GetAShape commands

->has problems with the caches. Always place a

---

->CacheClearU\_  
->before and after the getashape and your images wont be corrupted  
->anymore.  
Oh, wow, magic, I never knew about that one.  
I knew about the #GetAShape# problem, but I cured it by saving the shapes=  
out  
and reloading them, seemed to work =3D]  
But does #CacheClearU\_# -need- an 020 to work? Will it crash if no cache=  
's  
are actually used (ie, 000)?  
-- =  
\*\*\*\*\*  
\*\*\* CAT TAG \*\*\* There is no remedy for sex but more sex.  
\*\*\*\*\*  
-----^\_\_  
\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
\\_\_\_ =ACV. \_\_\_\_\_/  
|) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
!! |=AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes  
|\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 08=B702=B799 ]  
!\_\_\_/VDTN.V

## 1.852 Re: ShapeGadgets

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

Date: Thu, 11 Feb 1999 06:08:40 -0500

Subject: Re: ShapeGadgets

Hi Toby

On 09-Feb-99, Toby Zuijdveld wrote:

> ->The solution is easy. On anything above the 020 the GetAShape commands

> ->has problems with the caches. Always place a

> ->CacheClearU\_

> ->before and after the getashape and your images wont be corrupted

> ->anymore.

>

> Oh, wow, magic, I never knew about that one.

>

> I knew about the #GetAShape# problem, but I cured it by saving the shapes

> out and reloading them, seemed to work =]

>

> But does #CacheClearU\_# -need- an 020 to work? Will it crash if no  
cache's

> are actually used (ie, 000)?

I think it's OK - the AutoDocs only say "v37"

And the 030, 040, and 060 have different caches - it doesn't really say, but  
I get the impression that it looks first to see what caches are available,  
then flushes 'em.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.853 Shapes! Argh!

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Sat, 06 Feb 1999 17:26:53 +0000

Organization: Pagan Software

Subject: Shapes! Argh!

This is really starting to annoy me...

I load in a number of shapes (177 to be exact), if I then later on, free  
those shapes using a For...Next loop with "Free Shape i" as the command to  
free those shapes, it doesn't free them. They continue to take up space in  
memory, then when loading a smaller number of shapes in (24 to be exact) my  
CountShapes function reports that there is 177 shapes in memory!

--

```
Function.l CountShapes{ }
```

```
n.l=1
```

```
While Peek.l(Addr Shape(n.l))<>
```

```
n+1
```

```
Wend
```

```
Function Return n
```

```
End Function
```

--

Argh! Help!

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

---

<sb>EMail us at /pagan@thehub.u-net.com/  
<sb>"Dafel: Bloodline" - The most acomplished RPG ever!  
<sb>  
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick  
<sb>Team \*AMIGA\*  
<sb>  
<sb>Famous last words: Don't unplug it, it will just take a moment to fix.

## 1.854 Re: Shapes! Argh!

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

Date: Sat, 06 Feb 1999 17:57:27 -0500

Subject: Re: Shapes! Argh!

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.1748306080.1

Hi Rick

On 06-Feb-99, Rick Hodger wrote:

> This is really starting to annoy me...

>

> I load in a number of shapes (177 to be exact), if I then later on, free  
> those shapes using a For...Next loop with "Free Shape i" as the command  
> free those shapes, it doesn't free them. They continue to take up space  
in  
> memory, then when loading a smalled number of shapes in (24 to be exact)  
my

> CountShapes function reports that there is 177 shapes in memory!

> --

> Function.l CountShapes{ }

> n.l=1

> While Peek.l(Addr Shape(n.l))<>

> n+1

> Wend

> Function Return n

> End Function

Try the little test code attached - you'll need to put a shape named

"test.shp" in RAM, of course ;)

Anyway, you'll see that the shape ARE freed (the chip ram is returned to the

system) but apparently Blitz doesn't bother to reset the pointers to "0".  
If you need to have this to know if a shape is really loaded, you can poke  
it to 0 yourself when you free it - I tried, and it doesn't seem to cause a  
problem.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748306080.1

Content-Disposition: attachment; filename="free.test.asc"

Encoding: quoted-printable

;shape freeing test

;needs amigalibs.res

NoCli

#MEMF\_CHIP=3D2

go\$=3D"Continue"

memstart.l=3DAvailMem\_(#MEMF\_CHIP) ;total free chip

Request "", "chip memory: "+Str\$(memstart),go\$

For i =3D 0 To 176

LoadShape i, "RAM:test.shp"

Next

memnow.l=3DAvailMem\_(#MEMF\_CHIP)

memused.l=3Dmemstart-memnow

Request "", "177 shapes loaded!" + Str\$(memused) + " bytes used", go\$

For i =3D 0 To 176

Free Shape i

; Poke.l Addr Shape(i),0

Next

inuse.w=3D0

For i=3D0 To 177

If Peek.l(Addr Shape (i))

inuse+1

EndIf

Next

memnow.l=3DAvailMem\_(#MEMF\_CHIP)

memused.l=3Dmemstart-memnow

rq\$=3D"177 shapes freed!" + Str\$(memused) + " bytes in use" + Str\$(inuse) + " sh=  
apes in use"

Request "", rq\$, go\$

End

--BOUNDARY.1748306080.1--

## 1.855 siamese-system

Date: Sun, 21 Feb 1999 00:16:26 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: siamese-system

Yellow...

I have the siamese on my computer wich displays the amiga screen on my PC monitor

1024x768x24 i love this. The OS is faster and don't use chip mem.

My trouble is... I have TED up and going, all functions to the WBScreen is working. But when i trie to use the intuition Screens then the siamese is going dead... Any one???

I have A1200 o30x50MHz 2x32Mb RAM and using an EthernetPCcard the PC is a humble P90 with 16Mb ram.

Is this the blitzbasic wich are bugging?? I have promoted different other programs to the siamese screen mode. but doesn't seems to work with blitz intuition screens...

Kai Gunter Brandt

Laboratory Technician

Tel. office: +4755940065 Home: +4755940065

e-mail: kai.brandt@cih.uib.no url: <http://www.uib.no/people/oodkr>

"Mary had a crypto key, she kept it in escrow,  
and everything that Mary said, the Feds were sure to know."

-- Sam Simpson, July 9, 1998

## 1.856 Re: siamese-system

for blitz-list@netsoc.ucd.ie; Sun, 21 Feb 1999 03:07:34 +0000

for blitz-list@netsoc.ucd.ie; Sun, 21 Feb 1999 03:07:16 +0000

Date: Sun, 21 Feb 1999 00:59:07 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: siamese-system

Encoding: 7bit

Kai Gunter Brandt wrote:

> I have the siamese on my computer wich displays the amiga screen on my PC

> monitor

>

> 1024x768x24 i love this. The OS is faster and don't use chip mem.

Sounds a lot like the benefits of a regular Amiga with a gfx card.

> My trouble is... I have TED up and going, all functions to the WBScreen is  
> working. But when i trie to use the intuition Screens then the siamese is  
> going dead... Any one???

I remember I had a few problems with early versions of TED on  
a gfx card. The later revisions worked fine. Maybe your problem  
is as simple as this. I use SuperTED V2.52 and it works perfectly  
on my CyberGraphX based system.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.857 Re: siamese-system

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 21 Feb 99 10:10:25 +0000

Subject: Re: siamese-system

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Paul Burkey, OK then but=2E=2E=2E

> Kai Gunter Brandt wrote:

> > I have the siamese on my computer wich displays the amiga screen on my =  
PC

> > monitor

> >=20

> > 1024x768x24 i love this=2E The OS is faster and don't use chip mem=2E

>=20

> Sounds a lot like the benefits of a regular Amiga with a gfx card=2E

>=20=20

> > My trouble is=2E=2E=2E I have TED up and going, all functions to the WB=  
Screen is

> > working=2E But when i trie to use the intuition Screens then the siames=  
e is

> > going dead=2E=2E=2E Any one???

>=20

> I remember I had a few problems with early versions of TED on



> a gfx card=2E The later revisions worked fine=2E Maybe your problem  
> is as simple as this=2E I use SuperTED V2=2E52 and it works perfectly  
> on my CyberGraphX based system=2E

>=20

GFX cards really do help programing so much! It so much easy to read  
and think because you can see so much more text on screen at once=2E If  
you have the money buy GFX for you Amiga you will not regeat it! And  
I recomed moniter which is 17"=2E

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1  
Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>  
ICQ 21765436

## 1.858 Simple XOR encryption.

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 02 Feb 1999 03:58:55 +0200

Organization: A97

Subject: Simple XOR encryption.

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

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.123733232.1

Encoding: quoted-printable

Hello.

Here is my first version of the XOR encryption routines. They require ami=  
galibs.res or similar to run, and are only a bunch of statements and func=  
tions. If anyone wants to make a real library out of them, be my guest.

I have not yet tested them to see if they work. They should. Anyway, it's=  
much too late , and I'm off to bed. Good Night.

Greets,

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

| M i k k e l L = F 8 k k e l \_



```
For t.l=3D0 To keylngt
Poke.b *keyloc+t,Rnd(255)
Next
End Statement
Statement NewSeedKey{ lngt.l,seed.l}
SHARED *keyloc,keylngt
If *keyloc
FreeMem (*keyloc,keylngt)
EndIf
RRandomize seed
keylngt=3Dlngt
*keyloc=3DAllocMem(keylngt,#MEMF_PUBLIC)
For t.l=3D0 To keylngt
Poke.b *keyloc+t,RRnd(0,255)
Next
End Statement
Function SaveKey{ name$}
SHARED *keyloc,keylngt
If WriteFile(0,name$)
WriteMem 0,*keyloc,keylngt
CloseFile 0
Function Return True
Else
Function Return False
EndIf
End Function
Function LoadKey{ name$}
SHARED *keyloc,keylngt
If ReadFile(0,name$)
If *keyloc
FreeMem (*keyloc,keylngt)
EndIf
keylngt=3DLof(0)
*keyloc=3DAllocMem(keylngt,#MEMF_PUBLIC)
ReadMem 0,*keyloc,keylngt
CloseFile 0
Function Return True
Else
Function Return False
```

```
EndIf
End Function
Function LoadText{name$}
  SHARED *fileloc,filelngt
  If ReadFile(0,name$)
  If *fileloc
  FreeMem (*fileloc,filelngt)
  EndIf
  filelngt=3DLof(0)
  *fileloc=3DAllocMem(filelngt,#MEMF_PUBLIC)
  ReadMem 0,*fileloc,filelngt
  CloseFile 0
  Function Return True
  Else
  Function Return False
  EndIf
End Function
Function DoXORByte{ }
  SHARED *keyloc,keylngt
  SHARED *fileloc,filelngt
  If *keyloc AND *fileloc
  keyc.l=3D0
  For t.l=3D0 To filelngt
  Poke.b *fileloc+t,Peek.b(*fileloc+t) Xor Peek.b(*keyloc+keyc)
  keyc+1
  If keyc>keylngt Then keyc=3D0
  Next
  Function Return True
  Else
  Function Return False
  EndIf
End Function
; Begin Example.
If LoadText{"RAM:TestText"} ; Load the ASCII text to RAM, and set all req=
uired variables
NewSeedKey{filelngt,666} ; Generate a new key, based on the seed 666. =
This way will won't have to save the key, as the key
; will be the same each time. Note that the k=
ey is the length of the file.
```

---

If DoXORByte{ } ; I have only included Byte wise XOR, doing i=  
t with longwords would require allignment of the  
; buffers and will speed up the process at le=  
ast 4 times. It will be in the next version. :o)  
Else End  
EndIf  
Else End  
EndIf  
; Now if the file was encrypted, it will be decrypted, or vice versa.  
; This should work 100%, otherwise, give me a yell.  
End  
--BOUNDARY.123733232.1--

### 1.859 sizeofbitmaps

for blitz-list@netsoc.ucd.ie; Sat, 6 Feb 1999 16:42:12 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Sat, 06 Feb 1999 16:40:51 +0000

Subject: sizeofbitmaps

Hi,

Simple question this time (I should already know this!)

How d'ya calculate the memory required by a bitmap that is (x) width  
(y) height and (d) depth?

CYa!

--

### 1.860 Re: sizeofbitmaps

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

Date: Sat, 06 Feb 1999 16:46:43 -0500

Subject: Re: sizeofbitmaps

Hi david

On 06-Feb-99, david white wrote:

> Hi,

>

> Simple question this time (I should already know this!)

>

> How d'ya calculate the memory required by a bitmap that is (x)

> width (y) height and (d) depth?

>

> CYa!

Later...

bytes=x\*y\*d/8

for a shape, add 1 to the depth to account for the cookie.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.861 Re: sizeofbitmaps

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: sizeofbitmaps

Date: Sun, 7 Feb 1999 02:40:19 -0000

charset="iso-8859-1"

Encoding: 7bit

No, no!

Sorry,

memory taken = (x/8)\*y\*d

Nick / SKillo

-----Original Message-----

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

Date: 07 February 1999 00:40

Subject: Re: sizeofbitmaps

>Hi david

>

>On 06-Feb-99, david white wrote:

>> Hi,

>>

>> Simple question this time (I should already know this!)

>>

>> How d'ya calculate the memory required by a bitmap that is (x)

>> width (y) height and (d) depth?

>>

>> CYa!

>Later...

>

>bytes=x\*y\*d/8

---

>  
>for a shape, add 1 to the depth to account for the cookie.  
>  
>  
> Yours electronically,  
> Curt Esser  
> camge@ix.netcom.com  
> [http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)  
>  
>

## 1.862 Re: sizeofbitmaps

From: Curt Esser <camge@ix.netcom.com>  
Date: Mon, 08 Feb 1999 06:42:41 -0500  
Subject: Re: sizeofbitmaps

Hi Nick,

On 06-Feb-99, Nick Chapman wrote:

> No, no!  
>  
> Sorry,  
>  
> memory taken =  $(x/8)*y*d$   
>  
> Nick / SKillo

Well, you are correct - but so am I !

These both give the same results. Try it with some example values.

>  
> -----Original Message-----  
> From: Curt Esser <camge@ix.netcom.com>  
> To: blitz-list <blitz-list@netsoc.ucd.ie>  
> Date: 07 February 1999 00:40  
> Subject: Re: sizeofbitmaps

>>  
>> bytes= $x*y*d/8$   
>>

>> for a shape, add 1 to the depth to account for the cookie.

The basic idea is to find the number of bits used by the graphic and divide this by 8 to get the bytes needed.

---

You can divide any one of the multipliers (length, width, or depth) by 8 or multiply them together first, then divide the result by 8.

I did the latter, because it is more clear to me what I was doing, but any variation of this formula will give the same answer:

example: 320 x 256 x 4 graphic

$$(320 * 256 * 4) / 8 = 40960$$

$$(320 / 8) * 256 * 4 = 40960$$

$$320 * (256 / 8) * 4 = 40960$$

$$320 * 256 * (4 / 8) = 40960$$

To be 100% accurate, you would really need to add some extra calculations to account for the fact that a bitmap or shape must always be an even-byte width, but I just add a little padding to the result to account for that.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.863 Re: sizeofbitmaps

8 Feb 99 12:59:07 0

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

Organization: The Robert Gordon University, E&EE

Date: Mon, 8 Feb 1999 12:58:55 -0000

encoding: Quoted-printable

Subject: Re: sizeofbitmaps

Hi all,

> memory taken = 3D (x/8)\*y\*d

> + every other variation of x \* y \* d / 8

Something that Nick just made me think of - all bitmaps are have an even number of bytes in them, so the real value will be nearer to:

$$\text{memory taken} = 3D ((x / 16) + (x \text{ MOD } 16 > 0) * -1) * 2 * y * d$$

or more simply (but always overestimates if width is multiple of 16)

$$\text{memory taken} = 3D ((x / 16) + 1) * 2 * y * d$$

unless I just can't remember the original message.

l) ^ V ][ l) |M =A9 |M ][ |M |M

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

There are very few personal problems that cannot be solved through a suitable application of high explosives.



**1.864 Re: sizeofbitmaps**

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 08 Feb 1999 20:51:50 +0300

Subject: Re: sizeofbitmaps

Encoding: quoted-printable

On 08-Feb-99, David McMinn wrote.

> Hi all,

> =

> > memory taken =3D (x/8)\*y\*d

> =

> > + every other variation of x \* y \* d / 8

> =

> Something that Nick just made me think of - all bitmaps are have an even

> number of bytes in them, so the real value will be nearer to:

> memory taken =3D ((x / 16) + (x MOD 16 > 0)\*-1) \* 2 \* y \* d

> =

> or more simply (but always overestimates if width is multiple of 16)

> memory taken =3D ((x / 16) + 1) \* 2 \* y \* d

> =

> unless I just can't remember the original message.

> |) ^ V ] [ | ) | | =A9 | | ] [ | | |

> d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

> http://members.xoom.com/David\_McMinn

> =

> There are very few personal problems that cannot be solved

> through a suitable application of high explosives.

>

Well correct I guess... except aga amigas will allocate bitmaps as 32 byte

aligned widths because of data fetching!

Easier calculation can be done like this: and faster too ;)

((x+31) & \$ffffffe0 >> 3)\*y\*d =

=

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.865 Re: sizeofbitmaps

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: sizeofbitmaps

Date: Tue, 9 Feb 1999 11:59:58 -0000

charset="iso-8859-1"

Encoding: 7bit

>Hi Nick,

>

>On 06-Feb-99, Nick Chapman wrote:

>> No, no!

>>

>> Sorry,

>>

>> memory taken =  $(x/8)*y*d$

>>

>> Nick / SKillo

>

>Well, you are correct - but so am I !

Duh! Sorry! Must be the weather, or something.

>

>These both give the same results. Try it with some example values.

>>

>> -----Original Message-----

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

>> To: blitz-list <blitz-list@netsoc.ucd.ie>

>> Date: 07 February 1999 00:40

>> Subject: Re: sizeofbitmaps

>

>>>

>>> bytes= $x*y*d/8$

>>>

>>> for a shape, add 1 to the depth to account for the cookie.

>

>The basic idea is to find the number of bits used by the graphic and divide

>this by 8 to get the bytes needed.

>

>You can divide any one of the multipliers (length, width, or depth) by 8 or

>multiply them together first, then divide the result by 8.

>  
>I did the latter, because it is more clear to me what I was doing, but any  
>variation of this formula will give the same answer:  
>  
>example: 320 x 256 x 4 graphic  
>  
>(320 \* 256 \* 4)/8 = 40960  
>(320/8) \* 256 \* 4 = 40960  
>320 \* (256/8) \* 4 = 40960  
>320 \* 256 \* (4/8) = 40960  
>  
>To be 100% accurate, you would really need to add some extra calculations  
>account for the fact that a bitmap or shape must always be an even-byte  
>width, but I just add a little padding to the result to account for that.  
>  
>Later...  
>--  
>  
> Yours electronically,  
> Curt Esser  
> camge@ix.netcom.com  
> [http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)  
>  
>

## 1.866 Re: sizeofbitmaps (fwd)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Sun, 07 Feb 1999 20:48:25 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: sizeofbitmaps (fwd)

Encoding: quoted-printable

\*\*\* Forwarded message, originally scripted, transcribed and generally mes=  
sed

about with by Toby Zuijdveld on 07-Feb-99 \*\*\*

-> How d'ya calculate the memory required by a bitmap that is

->(y) height and (d) depth?

Assuming we're talking planar bitmaps, it'd be

$((x*y)/8)*d$

---

=3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Of all the taglines, it had to pick \_this\_ one!

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_=ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 31=B701=B799 ]

!\_\_\_/VDTN.V

## 1.867 Some stupid questions, from a stupid programmer

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 24 Feb 1999 07:23:28 +0000

From: "Richard Brooklyn" <[r.brooklyn@orangenet.co.uk](mailto:r.brooklyn@orangenet.co.uk)>

Organization: Brooklyn Towers

Date: 24 Feb 99 07:24:20 +0000

Subject: Some stupid questions, from a stupid programmer

Encoding: 7bit

Hello all!

I only just subscribed to this mailing list about two days ago after buying Utimate blitz a few months ago (after using the Amiga Format coverdisk off and on for a long time). But I have only just started to use it properly.

Anyway, I have a few questions as I don't really know how to use the language:-

1. How do you resize pictures? Say that I load up a hires-lace picture as a bitmap and I want to half the size. I tried using getashape and scale but I end up with a mess.
2. I tried (Tried being the main word here) to set up a propgadget and attach it to a window borders but whenever I set-up the propgadgets flag to attach to a window the thing disappears! The only thing I can think of is that the table in the manual show a "Bit#" instead of a simple "Flag" therefore I might be setting up the gadget wrong.
3. I also tried to set up a GTScroller gadget, But why aren't there any arrow buttons?

4. Are there any plans for a PPC or OS5 version of blitz?
5. Why is the manual so hard to understand when blitz is supposed to be easy language to learn?
6. Is it possible to remap colours? e.g. I load up one picture and load up a different palette and then remap the colours so that the picture looks okay on the new palette
7. Is there anything I have to be aware of when writing my programs so that they are compatible with GFX cards?

Thanks for any help anyone can give me.

Richard Brooklyn

## 1.868 Re: Some stupid questions, from a stupid programmer

for scott@online.u-net.com; Wed, 24 Feb 1999 09:28:32 +0000

24 Feb 99 09:26:34 0

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

Organization: The Robert Gordon University, E&EE

Date: Wed, 24 Feb 1999 09:26:31 -0000

encoding: Quoted-printable

Subject: Re: Some stupid questions, from a stupid programmer

On 24 Feb 99, at 7:24, Richard Brooklyn wrote:

> 2. I tried (Tried being the main word here) to set up a proggadget an=  
d

> attach it to a window borders but whenever I set-up the proggadgets flag

> to attach to a window the thing disappears! The only thing I can think of

> is that the table in the manual show a "Bit#" insted of a simple "Flag"

> therefore I might be setting up the gadget wrong.

You shouldn't use Blitz gadgets, better using GT gadgets. Use a GTScroller=

. I

think there is some flag you need to set to get the gadget in the window

borders, but I can't remember what it is. You should get yourself a copy of

f the

Autodocs (possibly also the C include files), RKRM's if you want to get into

o OS

stuff. Try these two links:

<http://www.redrobe.demon.co.uk/amiga/essentials.html>

<http://www.xs4all.be/~pbeerema/C/Cdocs.html>

> 3. I also tried to set up a GTScroller gadget, But why aren't there any

y

> arrow buttons?

You need to do a `GTArrowSize` (? `GTArrows?` `GTArrow?`) command to specify the size

of the arrows, otherwise Blitz doesn't make any.

> 4. Are there any plans for a PPC or OS5 version of blitz?

Possibly, there are people working on new compilers, which may be backwards

compatible with the existing language, which should be future proof. So OS5

version may appear, but PPC is unlikely. But I may be wrong.

> 5. Why is the manual so hard to understand when blitz is supposed

> to be easy language to learn?

Because a programmer (Mark Sibly) wrote the manual about 6 years ago. In a

rush. Probably a day before release. But the only parts of the manual that you

really need to use are the first sections, about the basics (no pun). Many of

the other sections have been surpassed with add-on libraries.

> 6. Is it possible to remap colours? e.g. I load up one picture and

> load up a different palette and then remap the colours so that the

> picture looks okay on the new palette

There's an example on Curt Esser's web site [http://members.xoom.com/Curt\\_Esser](http://members.xoom.com/Curt_Esser)

> 7. Is there anything I have to be aware of when writing my programs so

o

> that they are compatible with GFX cards?

Depends if you mean applications or games. Applications will generally work on

GFX cards if you open it with the correct screenmode, whereas with games, you

would need to get the Mildred library (<http://www.stationone.demon.co.uk>) which

does GFX card blitting.

l) ^ V ][ l) Ml =A9 Ml ][ M N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

Never argue with an idiot. They drag you down to their level then beat you with experience.

## 1.869 Re: Some stupid questions, from a stupid programmer

for scott@online.u-net.com; Wed, 24 Feb 1999 10:56:21 +0000

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

Date: Wed, 24 Feb 1999 04:50:46 -0500

Subject: Re: Some stupid questions, from a stupid programmer

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.1748217360.2

Hi Richard

On 24-Feb-99, Richard Brooklyn wrote:

> 1. How do you resize pictures? Say that I load up a hires-lace

> picture as a bitmap and I want to half the size. I tried using

> getashape and scale but I end up with a mess.

I've attached a little program I did for a friend a while ago. It is really

a CLI command, but you can just grab the parts you need out of it. It can scale either up or down in size, or to a specified target size. Trimming and proportional scaling are provided as well.

Don't expect miracles, though. It doesn't do any fancy colour dithering stuff like ImageFX or ADPro - it just loses or adds pixels as necessary.

And it's not especially fast.

> 5. Why is the manual so hard to understand when blitz is supposed

> to be easy language to learn?

I get the impression that the manual was written by a programmer who assumed

for some reason that Blitz users would all be familiar with the Amiga OS and hardware, and know how to code in ASM... Kind of a bad guess for a language called Basic, wasn't it?

>

> 6. Is it possible to remap colours? e.g. I load up one picture and

> load up a different palette and then remap the colours so that the

> picture looks okay on the new palette

I see David already pointed out my remapping example. There is also an ObtainBestPen command in Fred's NCS library.

I hope this stuff from another stupid programmer helps :)

Seriously, not knowing something does not make you stupid! I think it is stupid if you don't ask the question.

---

If you ask, you might look stupid for the moment.

If you don't ask, you will remain ignorant forever, right?

At least, that's my excuse for all the stupid questions I ask on this list...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748217360.2

Content-Disposition: attachment; filename="picscale.lha"

Encoding: base64

Ir0tbGg1LZQHAAB3FAAAaSNYJgAADHBpY3NjYWxILmFzY2QRBFb019G047t868AfxYS83BDG  
5O6d0iG7SAyx50AMAsg87Oy4hrUNUSWvtWsGrI8b//93d1NDAA69mTpbl+K3w8vb771jbbb6  
GWSQM0uROdBgpyRTS0dIZDzzxURvQ9FQbudCQw00mQABkin6TfyI0XKDJEEuD/70M0VKQnPH  
LJKaMODcxheuhe9vt/B6HPSYIqKgZRCRDyAnLLSEtCuPsiqCo+cJpeowmnOkM0xoqTQBLIro  
ni6ljss+ZB+s05qE0gdASS0Rq6DIQdFIoCYUAMHVQfsuAHNlio0azw/Q7Nfwbvww7v4hv8XI  
HHycXHh5A3eLg4Nzh3uUP54vlh4Q2fr89CGyIi1IRIN7h4cW/vkzEwca2f0RTinq+LQFMv9z  
WvRbgC0vhqbW7RH+AR/8rSUSzyIPOGiB3IVbLyILZyq8qvzeeUt2vffexSBw55+OJFIXwwe  
oO/6E6cpkdkpNNoOkDUH9OUUnDCkSTIpFjwAo5TRdNzov78Uwuq1EOM4uvMTqKEhKIQdOL4U  
nP/Eh4YNc0ScuvfFB9e1et9w9kymydREF0L0ksxhFxTzDolpTTaaQbbxCI8/IaKPfEFtXYHd  
ayaqAykiKKEjCJEHWMVcYWRfEX9Z5Z+Ii4qMwwq3WcOUS2ZGuLMMVHUarXteq6xMoSOweq6H  
RUk1K4pzMD2Dm7MekxFMSczihF/zj0sMCnKfPNGCB9fcUNXBcH7F8ffwNFBWP4mkTr2mIbB9  
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/BXpZ3RmzCOdCxzeL0Z24RgccENiF4RhXioscA1I8NEeKR6zxcQGjimlFEzIfPRGQw0KfKLo  
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dnimJAJ3DUZqU84vHa/H0kS2G4ahaYkdI/1orWPueG0fYe/FbqDdmoeclyhraaeFieYyMgsP  
KTnQ2yJ4QFiQTySCjwkRo9tKJqiHIyuwVn9dDTQaYmAZD5ltn0qC2CH3i9xaDvvaja2Bb1/5  
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6US3u/vSTX/WwqBZaK/SkkLALJlhyoj8eqkay7Rfwd5wkKuKdr9yuP6zYP2DnmNwySoFZE  
9hywTwpSWJHoD+AtrHEAzINSL5WJ83Ac0MmzVG19tu33d1Vnd9zu4ZVhvc1rtHvY7v0pP7H  
NScKdpU+9wp2t/rDL9Zs8W9ViVYL5qfj3gp2meKvC+5kZ65smsr27oDj2O9r+Cs6DkRmo09  
V3vHKiQ5UwqcVX67RypQ41FeHjRKNQh/iRL0kIMpOlfFgbT08wZcPzQbK2800H4RrHOJKvn4  
FVOu4DcRtIHjerVkWWqWlonvqPhdS7agn/Y5Ui22tlVvYfGJXv5qrb2qu3//7d3nmQrNsJ/N  
BxmOozz9A1zxtl15eg1FYfmb7BlSyHP1FRzmKjFvPMoswlnzL0La6ubMzvJllzDM5IWnYOj  
ZOdFSu4rVa711I2CbNEV56zDLKluIsRGuTX9zrilm4DT/1tXvXeu/eOPOzCqiLoi6BxHVHBZ  
oeLMANOR78Rv2W/AaUkjBoRs4wyj6iNOwL662zcffa/B5dadYSqF30qg/hsAxBCRhYIwsbDB  
bYGyGrMeFd2AiuK7gYvD3fkf2NbY1Nyi15CjXO9+soOsAHzwhu7nD9nMG9xBzfAfTi4flh5O



XFxf810K3ObeB9/TKO7XVkfCDR61nWGN0WOf2VkXZDlqoTFo9369u3p2OsAbYzhqztB2JV+  
q86Qfb/BYQuDtMQtL/LmGbrfGkLzg3xxhtl5cx+ddKtXnjLzwmfxqTWOjtW03kw7m9j1v9s  
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OTtxTMNbcu4aYpY2wLQoWEMak47PgRlMOkx5Q68hlu7s22v/Mk3xXQbGAcx14iWzeFyJcmiv  
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ll41QXR/17U5u7/1zbfxDJTjrot+FOiM9BhqIFR9L4A  
--BOUNDARY.1748217360.2--

## 1.870 Re: Some stupid questions, from a stupid programmer

for scott@online.u-net.com; Wed, 24 Feb 1999 16:20:55 +0000

From: amorel <amorel@xs4all.nl>

Date: Wed, 24 Feb 1999 16:54:54 +0500

Subject: Re: Some stupid questions, from a stupid programmer

On 24-Feb-99, Richard Brooklyn wrote:

C= 1. How do you resize pictures? Say that I load up a hires-lace

C=picture as a bitmap and I want to half the size. I tried using

C=getashape and scale but I end up with a mess.

Hmm.... almost anything in Blitz ends up with a mess, just live with it

C= 3. I also tried to set up a GTScroller gadget, But why aren't there

C=any arrow buttons?

Beats me :-)

C= 4. Are there any plans for a PPC or OS5 version of blitz?

No, afaik.

C= 5. Why is the manual so hard to understand when blitz is supposed

C=to be easy language to learn?

Blitz was never supposed to be easy. The manual sucks but its ok to have a  
start with.

C= 6. Is it possible to remap colours? e.g. I load up one picture and

C=load up a different palette and then remap the colours so that the

C=picture looks okay on the new palette

Bitmaps and palettes are separate, so you can load in a pic and load any

palette u wanna use with it. Hm, I reckon you first load the palette into

an palette object and then load the bitmap, with the palette object nr

added to the command for loading the bitmap.

C= 7. Is there anything I have to be aware of when writing my programs

C=so that they are compatible with GFX cards?

Only use os commands? Don`t use the blitter and other direct hardware hacking commands(except Paula and stuff). But to be really compatible with anything using os commands as much as possible is the best option(speed might decrease though) afaik. Program according to the guidelines and rules set in the Amiga rom kernel manuals. wanna have a copy of that? Do a search on altavist or ask me :-)

Mildred seems to be especially geared for gfx cards, but hey, you said sth about ending up with a mess, might be wrong to use mildred then hehehe :)

C=Thanks for any help anyone can give me.

C=Richard Brooklyn

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

## 1.871 Re: Some stupid questions, from a stupid programmer

for scott@online.u-net.com; Fri, 26 Feb 1999 07:06:02 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 25 Feb 99 14:01:40 +1000

Subject: Re: Some stupid questions, from a stupid programmer

Encoding: 7bit

On Wed, 24 Feb 1999 04:50:46 -0500 Curt Esser said:

> Seriously, not knowing something does not make you stupid! I think it is

> stupid if you don`t ask the question.

>

A very wise manager I once had said that everyone is ignorant, just on different subjects.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

## 1.872 Re: Some stupid questions, from a stupid programmer

for scott@online.u-net.com; Sat, 27 Feb 1999 08:45:42 +0000

From: "Richard Brooklyn" <r.brooklyn@orangenet.co.uk>

Organization: Brooklyn Towers

Date: 26 Feb 99 17:11:19 +0000

Subject: Re: Some stupid questions, from a stupid programmer

Encoding: 7bit

Hi all!

Thanks for the amazing response to my E-Mail!

I've been experimenting like mad over the last few days and have just discovered the wonder of pressing RAmiga-help after a command.

I loaded the example code (For remapping pictures) of Curt essers home page, It didn't decompress. So I went to Aminet (just found out what it is and what all the fuss is about) and typed "Remap" and got two files the one that you should download is optmremap.lha and you'll need a file called BDGFX library (just type "BDGFX" in the search tool").

Anyway, all of this has helped me a lot. In case you're wondering what I'm on about, I'm trying to make a program that makes thumbnails (mini versions of pictures) and when you click on them, you see the full version!

Well, I can't think of anything else to write so I'll go and play with Blitz for a little while longer.

Richard Brooklyn,

P.S. Sorry to Curt Esser, I accidentally sent him a E-Mail to his own E-Mail address by mistake, Sorry.

P.P.S. Sorry for the bad spelling, as I've been doing too much stuff in Blitz and I've forgotten how to speak English (Thank god I'm not learning C!).

## 1.873 Something broke and I can't fix it

From: The DazzMan <dazza@netsource.co.nz>

Date: Wed, 17 Feb 1999 19:18:14 +1300

Subject: Something broke and I can't fix it

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.4187816.1

Giddy, I'm the DazzMan and I'm not completely sane, but...

Got a small prob. I've managed to write up a set of objects for MUI and when

I compile it the debugger says that nothing is wrong.

Run this source code and see what you get. I get a requestor saying:

Please insert volume

PROGDIR

in any drive

when I cancel it GURUs on me with:

Error: 8100 0005 Task: 00418 760

I have a feeling it may have something to do with the calling of the

TextEditor custom class. Obviously the only people who can help me are

probably those who use the MUI libs.

That does it I'm outa here.

--

BFN

The DazzMan

mailto:dazza@netsource.co.nz

<http://www.geocities.com/SiliconValley/Sector/7957>

ICQ# 27117829

-----  
If I knew in school what I know now... I'll still be no better  
off.

--BOUNDARY.4187816.1

Content-Disposition: attachment; filename="newlyweb.bb2"

Encoding: 8bit

; Author: Darryn "The DazzMan" Lowe\_DoubleClickHook = #TextEditor\_Dummy + \$06extEditor\_ImportWrap = #TextEditor\_Dummy + \$10dummy + \$2cxtEditor\_Dummy + \$22 = #TextEditor\_Dummy + \$29ed = \$00000003\_HTML = \$00000002 = \$0au = 1 | #LNSB\_StrikeThruEditor\_LengthHook\_HTML,1<>¼? ! ?

--BOUNDARY.4187816.1--

## 1.874 Re: Sorry

From: Tim Hanson <msinister@connectfree.co.uk>

Date: Wed, 17 Feb 1999 03:59:00 -0000

Subject: Re: Sorry

On 18-Feb-99, Loki wrote:

>Hello,

> Ok, seems I was wrong, more than 2 people are pissed about getting

>100K file attaches.  
>So I appologise, if I was out on a limb when I said it..  
>But I never said I was going to send anymore, infact I actually told you  
>that I wouldn`t...  
Arguement ends.

## 1.875 Sorry

([62.136.21.55] helo=194.152.64.35 ident=disaintcool)  
by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 10DK6Z-0006Ce-00  
for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 03:26:24 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Thu, 18 Feb 1999 03:28:32 +0100  
Organization: Satanic Dreams Software.  
Subject: Sorry

Hello,

Ok, seems I was wrong, more than 2 people are pissed about getting  
100K file attaches.

So I appologise, if I was out on a limb when I said it..  
But I never said I was going to send anymore, infact I actually told you  
that I wouldn`t...

Again, I apologise if no-one else agrees with me :)

Cyaz,.. bye

Cya!

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

## 1.876 Re: Sorry

([62.136.97.54] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DTAc-00075D-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 13:07:10 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 12:52:14 +0000

Subject: Re: Sorry

Loki,

> Ok, seems I was wrong, more than 2 people are pissed about getting  
> 100K file attaches.

Well, I posted 1 (one) message as I remember, saying that I was unhappy about receiving 100k downloads from the mailing list...we've gone for months without this kind of thing, and last time somebody (Roger Beausoleil I think) posted a (useful) 100k attachment, he was flamed /really/ nastily for it. I wrote to him to say that he should ignore them, but that maybe he could ask first, and he thought this was fair enough. That's why I wasn't too pleased to receive your (what-came-across-as-arrogant) mails, which also started personally insulting myself ("I think he's just being an \*\*\*\*\*"), just for registering my disapproval...I even managed a couple of smileys in my first post!

> So I apologise, if I was out on a limb when I said it..

> But I never said I was going to send anymore, infact I actually told you  
> that I wouldn't..

That's true...I resisted replying to your mails until that nz guy said what I'd been thinking (but not writing), when I found myself magically replying to it in agreement.

> Again, I apologise if no-one else agrees with me :)

I apologise for "me too"-ing with that guy who posted the nasty reply - I'd managed not to until then, though ;)

Let's hope we can forget all this (and I've found YAM2's server-deleter thing for future big attachments, though it still means that if I leave the list downloading, it waits online for me to get back and say that I want to delete it, which is why I still wouldn't be happy...but I'll "suffer" in silence in future ;)

See, I can be reasonable (sort of ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.877 Stencil

Tue, 2 Feb 1999 09:32:38 +0000

2 Feb 99 09:32:38 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Tue, 2 Feb 1999 09:32:17 +0000

encoding: 7BIT

Subject: Stencil

Hello Blitzers,

This has been bugging me for some while. How does the stencil command work? I don't mean give me an example (I've posted a few myself) but what are the mechanics behind it?

Steven

## 1.878 Re: Stencil

for blitz-list@netsoc.ucd.ie; Tue, 2 Feb 1999 17:43:54 +0000

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

Organization: private

Date: 2 Feb 99 16:25:08 +0000

Subject: Re: Stencil

Encoding: 7bit

>

> Hello Blitzers,

>

> This has been bugging me for some while. How does the  
> stencil command work? I don't mean give me an example (I've  
> posted a few myself) but what are the mechanics behind it?

The stencil is a 1-bitplane 2-colour image, in which usually 0's represent areas that can be drawn on and 1's represent areas that are protected. It's usually done this way around rather than 1's for draw areas because it would require extra logic later on to bring about the masking effect.

The simple way to do the stencilling is to bear in mind the stencil and handling the shape data so that it is only blitted 'behind' the protected areas. Blitz doesn't do this, however. Instead, from what I can tell from the manual, just BBlit's all of the shapes first. This copies the areas which have been trashed into a buffer. Then once

everything is done and you execute a ShowStencil command, it seems to go through all the objects in the buffer and does a different kind of unbuffer (without flushing the buffer). I think the operation basically arranges the logic operation so that only the parts of the objects that are 'protected' in the stencil will actually be unbuffered.

I can't be bothered to work out the logic that is required for that to work, but it should be fairly simple combination of anything that's in the buffer and in the stencil being unbuffered. In Mildred i have done things differently because I wasn't happy about the idea of having this rather inefficient storing into the buffer, partial unbuffering just to make the stencil work and then yet another unbuffer later, so I take into account the stencil while doing the blit so that objects are places behind the protected areas. It only requires a small bit of extra logic and to read in an extra source (the stencil) and you have all the other data to hand, whereas in blitz you have to re-read the destination, the buffer data, and re-output to the destination.

For a cookie-cut blit that puts the data behind the stencil on the fly, the following code is the inner loop to handle 4 chunky pixels.

```
MOVE.l (a5)+,d2 ; Get dest stencil
```

```
MOVE.l (a4)+,d1 ; Get source stencil
```

```
NOT.l d2 ; Inverse dest stencil
```

```
MOVE.l (a3),d5 ; Get dest data
```

```
OR.l d2,d1 ; Combine stencils
```

```
AND.l d1,d5 ; And with dest
```

```
MOVE.l (a2)+,d1 ; Get source data
```

```
NOT.l d2 ; Inverse mask
```

```
AND.l d2,d1 ; And with source
```

```
OR.l d1,d5 ; Combine
```

```
MOVE.l d5,(a3)+ ; Write dest
```

Planar would be similar.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---



## 1.879 Re: Stencil

Fri, 5 Feb 1999 11:38:08 +0000

5 Feb 99 11:38:08 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Fri, 5 Feb 1999 11:37:20 +0000

encoding: 7BIT

Subject: Re: Stencil

Paul had this to say:

-----8< snip -----

> I can't be bothered to work out the logic that is required for that to  
> work, but it should be fairly simple combination of anything that's in the  
> buffer and in the stencil being unbuffered. In Mildred i have done things  
> differently because I wasn't happy about the idea of having this rather  
> inefficient storing into the buffer, partial unbuffering just to make the  
> stencil work and then yet another unbuffer later, so I take into account  
> the stencil while doing the blit so that objects are places behind the  
> protected areas. It only requires a small bit of extra logic and to read  
> in an extra source (the stencil) and you have all the other data to hand,  
> whereas in blitz you have to re-read the destination, the buffer data, and  
> re-output to the destination.

>

> For a cookie-cut blit that puts the data behind the stencil on the  
> fly, the following code is the inner loop to handle 4 chunky pixels.

>

> MOVE.l (a5)+,d2 ; Get dest stencil  
> MOVE.l (a4)+,d1 ; Get source stencil  
> NOT.l d2 ; Inverse dest stencil  
> MOVE.l (a3),d5 ; Get dest data  
> OR.l d2,d1 ; Combine stencils  
> AND.l d1,d5 ; And with dest  
> MOVE.l (a2)+,d1 ; Get source data  
> NOT.l d2 ; Inverse mask  
> AND.l d2,d1 ; And with source  
> OR.l d1,d5 ; Combine  
> MOVE.l d5,(a3)+ ; Write dest

>

> Planar would be similar.

Cripes!! Do I get some headache tablets with that as well ??

No seriously - thanks for showing me it's just a complicated  
memory copier ... I always thought it was a feature of the blitter.

Steven

**1.880 Re: Stencil**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 06 Feb 1999 04:49:11 +0200

Organization: A97

Subject: Re: Stencil

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 05-Feb-99, S.J.CROY wrote:

> Paul had this to say:

> -----8< snip -----

[- Even more snip-]

>> For a cookie-cut blit that puts the data behind the stencil on the

>> fly, the following code is the inner loop to handle 4 chunky pixels.

>> =

>> MOVE.l (a5)+,d2 ; Get dest stencil

>> MOVE.l (a4)+,d1 ; Get source stencil

>> NOT.l d2 ; Inverse dest stencil

>> MOVE.l (a3),d5 ; Get dest data

>> OR.l d2,d1 ; Combine stencils

>> AND.l d1,d5 ; And with dest

>> MOVE.l (a2)+,d1 ; Get source data

>> NOT.l d2 ; Inverse mask

>> AND.l d2,d1 ; And with source

>> OR.l d1,d5 ; Combine

>> MOVE.l d5,(a3)+ ; Write dest

>> =

>> Planar would be similar.

> Cripes!! Do I get some headache tablets with that as well ??

No sorry :o)

> No seriously - thanks for showing me it`s just a complicated =

> memory copier ... I always thought it was a feature of the blitter.

Erm, allmost everything is just complex memory copiers :o) And I`m not su=

re it a feature of the blitter, I`ve certainly never come accross it. Any=

way, you can`t use the Blitter in FAST mem.

Regards

-- =

+++++

| M i k k e l L = F 8 k k e l \_



## 1.882 Re: Stencil

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

Date: Sat, 06 Feb 1999 17:05:20 -0500

Subject: Re: Stencil

Hi S.J.CROY

On 06-Feb-99, S.J.CROY wrote:

> No that`s not really what I meant to say. I know the blitter is just  
> basically a mem copier in chip mem. I just thought that it had the  
> routines Paul mentioned already coded into it somewhere.

It does, in a way. The BlitMode commands tell it HOW to copy the bits -  
The standard cookiemode simply does a direct copy of everything except  
colour 0, inversemode "inverts" the copy with whatever already exists on  
the bitmap, etc.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.883 Storm

for scott@online.u-net.com; Tue, 23 Feb 1999 14:09:03 +0000

Tue, 23 Feb 1999 15:10:41 +0100

Date: Tue, 23 Feb 1999 15:06:06 +0100

From: Stifter <stifter@mira.cz>

Subject: Storm

Hey people,

ever played a true Amiga strategy Play by Email game ?

It's pure phun, I feel like an addict. Every week I

complete my orders (using a comfortable program)

send them in and wait for the results to come. Since

then i've almost stopped playin' other games, since

there is so much to think of ! You are not alone in the world

other 99 players look forward to be better than

you, so you have got to use a LOT of diplomacy to survive.

And there's more ! The game keeps on changing as time goes.

population grows, soldiers fight, theres so much happening !

Look at <http://www.2bp.com>

Don't miss your opportunity at being an addict like we all !!

Bob Stifter

(note: There is one game in progress already and a new one is

about to be starting soon. Planning, giving orders takes

about 20-60 minutes each week. Just ask me for more info)

**1.884 Re: Storm**

for scott@online.u-net.com; Wed, 24 Feb 1999 07:33:02 +0000  
From: Rui Carvalho <grim@ip.pt>  
Date: Tue, 23 Feb 1999 22:59:31 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";  
homepage="Http://www.ip.pt/~ip234558/"; dob=31011977  
Organization: Dark Dreams Designs  
Subject: Re: Storm  
Encoding: quoted-printable  
Hello Stifter  
Somewhere Stifter wrote:  
S > Look at <http://www.2bp.com> =  
S > Don't miss your opportunity at being an addict like we all !!  
S > Bob Stifter  
S > (note: There is one game in progress already and a new one is  
S > about to be starting soon. Planning, giving orders takes  
S > about 20-60 minutes each week. Just ask me for more info)  
Hum!?  
SPAM mail !?  
Trick Mail !?  
-- =  
Best Regards,  
Rui Carvalho =ABgRiM=BB  
<tsb>  
All true wisdom is found in T-shirts.  
=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB  
=ABICQ:28959421=BB  
<tsb>Projects  
AFM3.0 -> |-----95%| =  
<tsb>=

**1.885 Re: STR\$ Bug**

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Fri, 19 Feb 1999 03:05:40 +0200  
Organization: A97

---

Subject: Re: STR\$ Bug

Encoding: quoted-printable

On 19-Feb-99, Tony Rolfe wrote:

- > If you do PRINT STR\$(var)
- > and var is a float or a quick, then values between 9.5 and 9.99999
- > print as 0 and values between 99.5 and 99.9999999 print as 00. I
- > assume that it also happens with 999.5 etc., but I've not bothered to
- > test it.

Actually it works 100% fine over here... Maybe you have some incorrect format string ?

- > Is this known? Is there an elegant fix, rather than just testing for
- > it in code?

Well, since it works on my Blitz I dunno. You could of course always do your own str\$ routine, but chances are the bug isn't in str\$, but somewhere in your code. Additionally you might have an older (or newer ?) version of Blitz than me.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.886 STR\$ Bug

for scott@online.u-net.com; Fri, 19 Feb 1999 01:08:02 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 19 Feb 99 12:02:40 +1000

Subject: STR\$ Bug

Encoding: 7bit

This is probably well known, but I've just discovered it and thought I'd better pass it on.

If you do PRINT STR\$(var)

and var is a float or a quick, then values between 9.5 and 9.99999

print as 0 and values between 99.5 and 99.9999999 print as 00. I

assume that it also happens with 999.5 etc., but I've not bothered to test it.

Is this known? Is there an elegant fix, rather than just testing for it in code?

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.887 Re: STR\$ Bug

for scott@online.u-net.com; Thu, 25 Feb 1999 02:38:41 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 24 Feb 99 21:47:22 +1000

Subject: Re: STR\$ Bug

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:

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<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=\_8<==MD236D4736A-14A8B476==8<=\_=

Encoding: 7bit

On Fri, 19 Feb 1999 21:04:04 +0100 Mathias PARNAUDEAU said:

> Here, Str\$ works perfectly, even with .q and .f numbers. And if you do :

> nb.w=99.5 : print str\$(nb) then this prints 99, but it's normal :-)

>

I didn't explain properly. I'm using Format "####0" or similar. This causes the problem. If you compile and run the attached program with the run-time debugger option switched off, you will see what I mean.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

--=\_8<==MD236D4736A-14A8B476==8<=\_=

Encoding: plain (7/8 bit)

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

X-MD2-FilePath: Blitz2:Examples/StrTest.asc

Format "####0"

For i.q = 9.0 To 9.9 Step 0.1

NPrint UStr\$(i)," prints as ",Str\$(i)

Next

For i.q = 99.0 To 99.9 Step 0.1

NPrint UStr\$(i)," prints as ",Str\$(i)

Next

ClickMouse

ClickMouse

ClickMouse

ClickMouse

End

--=\_8<==MD236D4736A-14A8B476==8<=\_=--

(end of MIME multipart message)

## 1.888 Re: STR\$ Bug

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 26 Feb 1999 04:14:53 +0000

(envelope-from [flameduck@software.dk](mailto:flameduck@software.dk))

(envelope-from [flameduck@software.dk](mailto:flameduck@software.dk))

---



From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Fri, 26 Feb 1999 04:49:20 +0200

Organization: M2 productions

Subject: Re: STR\$ Bug

Encoding: quoted-printable

On 24-Feb-99, Tony Rolfe wrote:

>> Here, Str\$ works perfectly, even with .q and .f numbers. And if you= do :

>> nb.w=3D99.5 : print str\$(nb) then this prints 99, but it's normal :-)

> I didn't explain properly. I'm using Format "####0" or similar. This

> causes the problem. If you compile and run the attached program with

> the run-time debugger option switched off, you will see what I mean. =

Doh ! I suspected something like this. You don't have places for decimal =

fractions in your format string. I doubt very much that your routine even=

prints ANY decimal fractions. (Am I right ? I think I'm right, havn't us=

ed FORRMAT in years :o>)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

**1.889 Re: STR\$ Bug**

for scott@online.u-net.com; Sat, 27 Feb 1999 01:59:00 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 26 Feb 99 21:37:06 +1000

Subject: Re: STR\$ Bug

Encoding: 8bit

On Fri, 26 Feb 1999 04:49:20 +0200 Mikkel Løkke said:

> Doh ! I suspected something like this. You don't have places for decimal fractions in your format string. I doubt very much that your routine even prints ANY decimal fractions. (Am I right ? I think I'm right, havn't used FORRMAT in years :o>)

>

Yeah, that's right. I just want to print the rounded integer. That always works, except for rounding 9.5+ and 99.5+

I think that the routine forgets to allow one extra digit when rounding and chops the leading "1".

Bummer!

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

**1.890 Re: STR\$ Bug**

for scott@online.u-net.com; Fri, 26 Feb 1999 19:32:35 +0000

Fri, 26 Feb 1999 14:31:09 -0500

Sender: C\_LECLERC@csi.com

From: "Christophe" <C\_LECLERC@csi.com>

Subject: Re: STR\$ Bug

Date: Fri, 26 Feb 1999 20:26:56 +0100

charset="iso-8859-1"

Encoding: 7bit

On 24-Feb-99, Tony Rolfe wrote:

>> Here, Str\$ works perfectly, even with .q and .f numbers. And if you do

>> nb.w=99.5 : print str\$(nb) then this prints 99, but it's normal :-)

> I didn't explain properly. I'm using Format "#####" or similar. This

> causes the problem. If you compile and run the attached program with

> the run-time debugger option switched off, you will see what I mean.

Try the USTR\$ function which is making the same thing without taking account of the FORMAT expression.

Christophe

## 1.891 Subscribing

for scott@online.u-net.com; Mon, 22 Feb 1999 20:31:54 +0000

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 22 Feb 99 19:35:49 +0000

Subject: Subscribing

Encoding: 7bit

Hi,

My friend would like to join this mailing list but i do not remeber how i got subscribe to this mailing list so could some one please subscribe him directly or send him info on subscribinto this list, his e-mail address is blondy@phill18.freerve.co.uk and he is a complete beginner at blitz but has done pascal and visual basic before but he know wants to learn to code on his amiga.

## 1.892 Re: subscr\_\_\_\_\_

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 14 Feb 1999 11:50:29 +0500

Subject: Re: subscr\_\_\_\_\_

On 14-Feb-99, John Olav Pedersen flashed:

>i wanna subscribe to the mailinglist for blitz2.....

>please sign me up

> blitzuser me

You made it, buddy!

catcha later,

--

Donovan Reeve (bubby.lnk@ispi.net)

## 1.893 SV: End of mildred!!!

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: SV: End of mildred!!!

Date: Tue, 16 Feb 1999 23:07:49 +0100

>> So please dont stop work on mildred.

>

>If I don't stop at some point I will end up writing everyone's games

>for them. In Mildred there is, done for you, probably at least half of

---

>your game code. I know this is true because I have been adding things  
>that I think I will need in my slowly ongoing tanks project and so  
>many features have been coded into the lib that are directly needed by  
>that project that it is in many respects half coded now even though  
>there isn't much of a 'master program' to bind it all into a game. I  
>continue to think up ideas for things that would make games  
>technically impressive and more graphically capable but there seems  
>to be no end to what else could be added. I don't particularly want  
>Mildred to turn into a bloated super-core 10 megabyte library that  
>handles all of the possibilities that anyone could ever dream of.

Well yeah Mildred helps a lot, and it deletes many steps when doing  
stuff. But blitz need new things like mildred if it's ever going to survive.  
Since the official updating of blitz has ceased then we can just rely  
on the third party libs like mildred, ncs and muilib.

Mildred should in no way turn into a system of it's own where you  
only have to use 20 tokens from it and voila you have a game. Mildred  
should add support for things that are messy and slow to do with  
blitz and that's exactly what it's doing.

>Well. The main method would be a jump table like they have in shared  
>libraries. This would be loaded with pointers to all of the  
>'subroutines' in the library and some kind of MMildredBase function  
>added to return the base of this jump table, and something else to  
>return the address of the internal data area where various variables  
>are kept. Then whole chunks, or at least one large chunk of the  
>library, would have to be broken on, safely, and made into a new  
>library. All of the routines in that sub library would have to have  
>modifications made so that all accesses to the subroutines, especially  
>runtime errorchecking stuff and to the internal data area could work.  
>It's no small undertaking. Probably, to tackle this bridge at this  
>time, I will redesign the particle tokens.

Well why not make Mildred II a joint project? I'm sure Fredreic and his new  
helper would like to help, and perhaps Sami and other people on this list  
that know asm (and I know a lot of em does) wouldn't mind lending a hand on  
making Mildred II. It would only take a fraction of the time and individual  
work

to make it and use the things you mention in order to be able to split it up  
in  
different parts using a jump table etc.

Even more, I'd bet people wouldn't mind paying some money for it if it was

as good or even better than the current mildred. I know I wouldn't mind if the price wasn't damn high. It would of course be nice if it was free, but earning a bit of money might encourage further work on mildred.  
Bye!

### **1.894 Re: SV: End of mildred!!!**

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

Date: Thu, 18 Feb 1999 12:52:22 +1300

Subject: Re: SV: End of mildred!!!

Encoding: quoted-printable

On 17-Feb-99, Andreas H=E5kansson wrote:

=

> Even more, I'd bet people wouldn't mind paying some money for it if it  
> was as good or even better than the current mildred. I know I wouldn't  
> mind if the  
> price wasn't damn high. =

I think this is a great idea- it would be worth it! -for all involved.

-- =

Anton Reinauer <anton@ww.co.nz>

=

### **1.895 SV: Library Commands**

Mon, 22 Feb 1999 11:27:17 +0100 (CET)

Mon, 22 Feb 1999 11:27:15 +0100 (CET)

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

"blitz-list" <blitz-list@netsoc.ucd.ie>

Subject: SV: Library Commands

Date: Mon, 22 Feb 1999 11:26:16 +0100

Thanks for the code. But do you have any source that scans through the Acidlibs and

the .library1 files as well and gives you the tokens from them? The code you sent to

the list doesn't work with those files..

Bye!

---

**1.896 SV: MUI Custom Classes --- Nlistview Class**

Sun, 14 Feb 1999 18:27:54 +0100 (CET)

Sun, 14 Feb 1999 18:27:46 +0100 (CET)

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

"Blitz" <blitz-list@netsoc.ucd.ie>

Subject: SV: MUI Custom Classes --- Nlistview Class

Date: Sun, 14 Feb 1999 15:39:48 +0100

>Hi,

>I really want to use the Nlistview Mui class with the EFMUI extension lib.

>However I can find no documentation on how to add mui custom classes to this

>extension. I really need some help, PLEASE HELP ME :)

>The documentation with the extension is too poor for me to undersatnd how

>do it

Well I'm one of the two people that developed the mui lib, and it's not that hard to

use Custom Classes with the EFMUILib. I have attached some custom classes that I have adpated for blitz, along with some examples on how to use them.

However

I didnt have time to make an xample on how to us ethe NList and NListView class,

but they have been converted and are in the archive as well.

if you really need an example on how to use them, and cant figure it out for your self,

thenplease email me again and I'll throw together a basic example on how to setup and

how to use them.

**1.897 SV: MUI Custom Classes --- Nlistview Class**

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: SV: MUI Custom Classes --- Nlistview Class

Date: Sun, 14 Feb 1999 18:28:15 +0100

>Hi,

>

>I really want to use the Nlistview Mui class with the EFMUI extension lib.

>

>However I can find no documentation on how to add mui custom classes to

this

>extension. I really need some help, PLEASE HELP ME :)

>

>The documentation with the extension is too poor for me to undersatnd how

>do it

>

Opps I forgot to attache the file.. =)

here it is =)

Bye!

begin 666 Customclasses.lha

```

M(+4M;&@U+00""M! ``!IR((P``"D)U<WE?;6-C+FC), '>8MNQIN*3\%^&
MXPJ.C&FU,B4,JNUAF*BZ4,%"" ,GHSLQD3NZ-KL;\W>Z+(JIA^#7@-6FG+EFN
MQ<8N^7SE^^]>F3N"J_6#1N#4X,=@/O&:9(%Y/Q'E10+S#I.E0H& 'XS)2$L(
M*B$'#:3O@ZD4`W(4`$SXLt%%UQ[6^^$N#7LK_2DY94*!4H7HSJ_::[Q=CVF1
M*'XBEU[$RR!5- / ^@KJ.Q!TBS(*JS#!'+->O7!O'?Q.X,( )5-#"!0;)2NX\,
MD PA>=S_EY;;\BAE`/(./'Q$8F[V:[F;PYWG'6YQM%7J1GT(,@XILZYCLQ5"
MEX9(&X5H*= D1#!/6TTW_A:RE<,KU%_K)8 J<D24+)H_0OJ6(>QCZ[_6K268
MZC+QD>BVG<3%CTX: _=;NSD7L`P1@L+@>?* \O2U PE\QQ7HJBE@H7/<1=S>7
M<EVb"[Q]WS::[VFFK74R6>$3/JI?6_V7?AO*C_Q=Y=Q9,?VX%F\!;^_MRE#
M$I7SFC#7OJFTT<U.3O^"AC-II\`5U2D'T3*'FSZ,,12^OD>`6_+HSS6^@1>
M+.ST^-LK#S09J+1U5/_L[9"Y)\_O%KL#GZ8P?PM<6CGGR=,@4V^L[Q]X>
M?3#BQ6_DB71#ES="?1RX>5#AM0LH'V]@:9M-!5M>#/#>S:MV_"L%^79N0?3$H
M"]_D&K7V[3TD"H-+6QH-2U"" @`#0<``N 3B8``!1(5$U,=&5X=%]%)>&%M
M<&QE+D)",F#6`?-BF]6VJ3#*JBCA7/1^QPEV)K),"6W:6!;6UU"TSK;=R4EL
M]M?+)[T9[TSMQW@GPB<#/+>])9BB@\+P/(]3PX>!X5<(@Y1VD4;7;^W]_+;
M^V&KUNY?Q7;PAH"Y7H8H! 8LD>86H%I)VBQ<T8^/.*5K;!NM6J,UJH6>8,8
M^0;X787N,9^CC*28G^H;\WNGIU@#1\ 75&^]Z8R^L68YF=-"F;4ACEA972&V
M^7X,-^<7*?)#FS4\N7=766Z9=FC+U"$.D0'SB @A/B?!Z**>.:G(R<1?W+
MLO6GX%>W<LR9<L C!;FO`F59>O-N;..W@W@F!"@H! W3:"DUYJ;>[3K5-I1'
ML)'HOO/?9CYWT4&[_;6"/QB>,' ][^B&-/N]I$'S]%)<+'0GM6WVP^L9?FM^
MKUF0<#ZJ]>C%=_Z3<(C^V:Z[B45.N677,3KEUW#G&8$?CP'1ON,HUV9P.!U,
MZ81G@$@ND\!TY%U6]V :8B*-V,ER-Z$2L>.;'DP">?O#,?XAZ%1JY)CRS<S
M] =HI#B(<R R8W2%2 M"Z*:%T+L-)UZ0-M384/Q:_"^/D]:TA#1Q*L-J7UU
M6(E[X5&%Z/YJ:4@,+T86U2;KA42]WNA+W">?7#1XPT:R=CO!5_DR(?.'^)$
M$ 0IQ4\RFZIDW$3)-/A&1\ONR6H"F% @%[9$7/8;8JJW;^2QT5=0C<D9+O
MG8W&_ZT[HF.%X9 @*6+ _-.E$UGO>LGAM%17T+DIP5Y64Z_C)71(Z!/AF$Z
MRRPO/RUL:#4MJP``-8$``+@$XF``92%1-3'1E>'1?17AA;!L92Y"0C(N
M>'1R8:6D`M:E>X!G?[_E:M.9P_4X'"IQ*RON'0X7"X'$G,C5N#5M2VVX=.!
MP)) DXDD>)7ZU)X'NIXUO IX(; '3*Z+16-"2T3Z2[:]4VM:3;B3%6>JJPV$

```

M[ \_]- ^[&Y#\*\_9B>C7N4OZYX5\$ \_2++"Y]Z\_Q/1R-T>Q/DQC(. =P\A[ CQ&4=  
M(WU47 SSIE;S/..H<(GQU74>8]AZ#F&8<@[#DZ:M)I6S3\*NE/\_ ,ZXWDR)M4M  
M;&@U+>@!'`"\*!P`RJF'(P`\$\$A434QT97AT7VUC8RY"0C+O; &K8W>QMJF3  
MP+^D#+,!:VT0LAA=C"N%(&5UU:U=)/V3ZG7NJG=+@WCC^76&I1;=M@"S,!X  
M,1#@2\$AB90!LFFYP;WY\]P;P' [&B8-\*\$U"P,RZ0;.(8<<4+1][0DJ8U><)\$H  
M8PQ6HECG(Q))\$ 9.NI,H!&?SJ8,H= !-GU0'C<7/R0E'USH\_@&0M)2AR9YB4  
MAI+5Y@XEJTC2TRK5A&DF](1H84GQ)8%2TBA @844(4QBU!FI-&60E\$Q(57"M:  
M8\_ ;^/[1"V=<K.\_OU)7@#R'0N++953+\$BFCMC?I /+Z'T77WX('\$O95GT>)+  
M?<2Q"E:)=Q\*Z]\_J9X&MI\*.IHL\_] ,\`6S3PL:\*FL^K-?@<2QDVO\*/[4 ?N.)<  
MJ#R'M)77\$O=H%7/BAPK71X\$KSB1C@ \9+?<2A.Y5>>.VL.PE(XEPI7)1; )97\$  
MO4NJ-(\22D^C+S.)<:1SG9>\$F-\,97^ZY25L'LIEL)=UE\D)\*H^=8MI\*]WR4  
MV\*,OWS^O\_S/[FT#(2\$@BS/'SE' \_N?V3MK-EQU\RFQFP;A6K"[8\*W]PK"NDNG  
M%5U:6F\*N;A7M'H.Q8]: ?M07-H1)D% \_:A#Y%3Z&X1S-L&7/P,Q%- .W6,N[  
MAF!)3\*VH:];X%UM\_A/IXHUC+][L95).?9ELC/G>>>\*(M;&@U+;H``#.! ``  
MRJF'(P`%4A434QT97AT7VUC8RY"0C(N>'1R8>.!` (U:==@\$I\_OF.02[+;+#  
M0XJ.X+"D6&RV\*+-%)!!0A5PI8+!\$1#5\$6\*(A2\_Q"+P/M5XU]X%=X(..F.  
M6BL:P-=/\UGK3^YPNT^Q;IU2REL=@?DF@?=@C<AE?N1/1GN5FQ@JG\_(L+G)  
MU\_D>CD\_\*O8GR94R)Q)X)Z)H3S3\*G8GD5S4,G\$^B=9[4XQH[J\_<J'JW\_"S[&  
MTE@F5>9.]+1^E]9X%1[RSM]PC(FH"UL:#4MN (^\*(<(`=@\$XF``03&%M  
M<%]%)>&%M<&QE+D)",@` :E!CF]6TJ38\*JQ(D5^H\_?'+L'MMK<\$Q@1D-C`:0)  
M&8 .32ZWQCRV^]6VT X\R:/P:>))% ^ [#\_7WK330X,/(G\$O\$;P+Q/"JC(Q  
MR@5MMMS/R?KY;/R0P>KZ>OM6-8ML"<++KSA @/\$^T3 A2J=8[W\$^6YO0A,K3  
M07J5\*="IFA5X@VR[Y6PL.LW"F9A\*<RE\PW\O?=SK %WV@),;YWE?/YB-0P4  
M\*^Z[\$5PMNA6B@A.[0\$E'QP%K(HS:>::GV[;""GVEE47;! (0B>"">(!B\$;(V#  
M+SSA6E4U\*:=/^I9O=\*1@BU=\*5?/P0\$?"NJ[HHS\_34=\&W7LYP84,%Y]\$E'  
M,GKL3ZE.:E2ZD:@B^LE!]X;Y)1NK(^-\$S;Y&8 U6?.R:""0[U@%\*XM,[\_]CR  
MDWUP^,:?BN6#U5%WVTU]U-JQ\_\3+V0&6,5DC1\$46-<\$ .C&4QPHC[Z]CT;2<0  
M-GB>(D?;OCVJI;G,E5CN'?&Q&9[J#\*<@)Z,@)&QD!F#%L\$,W@=:\_T=:^%UU%  
M.M?E=:DYB1.TWV796JD.UJ/GB>Y439)PPH:9H2&A@'Z\_3,[\_JF,4YN4)H64\*  
M6M&P1\K+@;C,+6\B\Z,<!350^P,4;!GHV)E@#PA2^ER@)FR8@#,E(KJ?)+YQ  
M)\*B)1SS\$Z:!59\_\$%)93;78412#2C!1QV,+++='&E61HQ"1.0>#?KHR%[04Q  
MBY.="73T8N0%=,L8P4X^C%" ]V/'Y./& "[W@NXD9CLAF\_N9\$<<<G'\$B" ,>\$  
MN],L^F2<B9%7%W"F;P6JSAX"62>B(D\$(UQYJ3NO:T;]7;5E\$)/FL:0YR\_  
M]X2[\QNLE,#ASO?][A+[:K/>Q:-C7::?Q-^>YH7J"0V[>@O.;MJ/8L8U%93SO  
M9/PX1LN^=YM^%U,<7.PJ.PE';ONCC7C1%6A.3LGW%2/B++ \*]PM;&@U+;<  
M`#6! ``8!).@``%4QA;7!?17AA;7!L92Y"0C(N>'1R800X`)-<;0&G\_O5  
M-02FB,%AL%!A(\*&!\*\*P6"P&\$BQ46F8%"T\$MM@T8# 1\$151&\$B(O!YX+\_ \*&-P  
M/TK<:W@4\$+CQD<&PS&@#1+X'YK/VG\X@P^08L2U2DFH./Q2/.N0MOQNU8,  
ML)\_2=1M>":>Y!D?;]>O\&6&\*M-]B?^7X:D2;R=R>2>Z>\*8TZ4W2@<!HSC)O/



M@VK/4F^3S6L^JNU?[+7T/LS+GR+7C3L2T5UR:Y96NV,'TLZ:;@R(H M;&@U  
M+2D!'`!5! ``L[N((P`#\$QA;7!?:6-C+D)",I7@`/);N]SE&SX%FU>@%11  
M!X(6FMDTX\$KR&Z#,9#N-P#L\_('\$<!Q!Q7@J6N``MN=S#?IX.;11R.;^4@(  
MGY9'O54^-\*222:%IFHD1"j3,AS#QZPS\*8QD'D>U#9C&;"@`IBAC%XI^X,Y  
MC-P#:D!W],T(<S6\*C6@F9V+\_T:50J.JK,U.;X1\KSDCB-1BBB^1\$SB,`)#'  
M<)D.(O#!A3N4XGG/!AJ3-=7->RG&Y0+K!^\$=&K[ZYL\$-XFOKFP0V:J:Y.\*YZ  
MOO]L4]!.&%OXR]SW\$4<(X/S%-0GB4MWMR\_%-0GD\*845I-.\*3B;BD="66N8K(  
MJ8B;2\$X4^MR5R|B|J(,8.S6PG1B(T WJ ==%-=!%<1&0=""C8,LCI^Z3%?"  
M4\_K.30N)A\*14Z/=() [TM;&@U+9T``#.! ``L[N((P`#\$QA;7!?:6-C+D)"  
M,BYX=')A[><`>U)U[AH?\_]U)#:IA4Q\*8&'I,+\*Q)F1U=@^KNI=WW8>F#L"2  
M0),22>"CP/;\_TI\*!>C4:W@4\$,IPR2"VA,DIO%)><:]=\*HO<K#83T#&RP,  
M>C=AD99B?C7R4:O?LIY\_D62%W]Y\_A?C;:G\_B?9B%HWQV#P'J.\9!SCN',G%M  
M+]8Z!P#S'2/\$>@\ARC\*.,=1TZ:N%. \*Z9[9?7&\G ))LM;&@U+5 ""!""@``  
M%IB((P`#\$DQA;7!?:6-C+F@N8F(RU8P"!&R;L::TNOP+VN@4Q0"VVVF".(2  
M\_I124\$@+H..3(2>="=\_8=TSIQ5%Q^-WND`A"@`+[I.K<P[JTG]\*O%5 +;F2%O  
M(Z[0?#U@PB',DV-]03G>6G4J=88<P,N&\ :=?2)L(IHVOD0;)#E48^BC0KJ  
M\$J%X%("Q`97Y63KP>+B4!??(3\$@X3G(X`N\$ZA3"DT0T#BKED)/R(1!3YH@+\  
MN?\$\_P0RR/H\*8OZKR&Q'>'\$%NNS=;988;[BAE ,<9H<@H[L&5X0]@\_@7:\*LT  
M(Q4'\_;\*SD6<%IAM=Z `&O\_4"OOCU!\*0KF'\_Q=4L2WWC]Y/6=I+DF<A>E>/T  
M;ODQ!'j6]/9TX:E\*E2IA5"C/#ZVFK/V ,%NYWV0V?3Z,R&PB!"?)#YN"/\_J  
M"1FE#Y\Z`0H?ZA[Q9B;+Z/.R[\*1\$\_DA]/FAV,(NW%/J\T.Z)VH1=F0^O6A  
MQ\*3ESYR:|<:.'&B,R(C0JO6;&NB.S/G)\Y<\_F[YCYE@Z6Z2UD<@ @\*33W261>  
M-ER!6YMTFP;'&X^Z3W9<:\%ZW1KH+3GRW @B%/;'K&>V49\*#ETU[:6E!RX=@  
MNH-P1NYBQ:L>.#4W<)\LFN#0W]'\$G+A!T >;>!\_Y\*=-5;<#Y`/O<4Y!I#%@O  
MN W4H=&\*+.T5NG>!MH1X%.P0R,O5O L(<N `0A]>)"T)WBG=I4<L#V;P-X7  
M1-XZ`=:I\_\*<F0Z?#%1ISQE D"IKXUY=8]V;5IQ5?TOE:DV4Y!4^AXSWJ7"D  
M^2,WKC7NUU>^\$MP)<S7[JR<JI6]:7GB6SV7EP7LL\*2M;&@U+7D``#.! ``  
M%IB((P`\$TQA;7!?:6-C+F@N8F(R+GAT<F'(B@!C4G7 :'\_?=3JZ8F!F3"II  
M8^NE,K\$T)@:& PI@![UUT@28DD\2\_H\_[P\$>97[\*]J24EO?BV,/+]D%Z#PKQ  
MD2)\$B?S273:O.2G-?=G^7V7N+A4^?5GP=]&\_)W6O03^IO8SV\_[=^36;"^;V  
M>I?%<ZYC`9G>=!(9"4JU"UL:#4M\_P\$`,@\$`!EF(@C``43D9L;V%T=&5X  
M=%]M8V,N:"YB8C+YFP>:]O1IK2"``@OZ;/@&L8+\_F0:K&EP']84I\*4C'PB6  
MV\_!>7B]9W==M<Q]-W<"EVIE9DC(^"YO8"MI1M7&6&@#B\*:) \*1ZTV]DD@6I.  
M8'#45')KF2%Z\_? ]1U!C(4HH!Z)"#3KM8!UD0D3C\*#VAT)"JD^4,XG)\$4,M.  
MR,3^D+TO/>#?7>N^JANW8KP0FK]<2R!EED-"! TY:@^#B`'\_?EX\$ 8C'"H  
MU)PHIC\*20)\*4)-LW(Q8!P;VE3>MS,-,W&&E\_AF,=(),&`IS]BW\*V7IB.8(9C  
M;\*.%.<+46V![1G4Z:#D0-N<4S###7\*35/\*.I;V\I\$XYI\_]4U4HDX\9M=YD  
M=P0-P.X<^E=0NW=RN9-'1A#U%)&>(Y!1<V4DMS>Q40#/\*[J^YUD5T+TD'JWG  
M.\!5.N5SMK[L!;U\$YVJ.,3A@?R5U-<A^XC(G<@!ZMWK:[PA?@\$@7&0;2DY(Z

M4JP]5SPQRJIF^[A.%9IW\_>OR;\%U92!C> "(UAGA@S0P65\*A+\".?Y\$H<FB.  
MCP\$?-8(R\*I@9I1&&\*!./3L'BH\_/8(Z,C^7&'B(^Y65)-57\$1\_ZP1P/OY\_PBV  
M4FN?)\C]\@C^5%OZ:>[A+&\*<,Z3U?H2Q?827J<A)Z58(+P1S?T!^?UXC>%Q  
MI7>AK<CZ#(!:M?;[(KLF@^C6W6C;E@O\$GPU,6N O`RUL:#4M>0``X\$`!E  
MF(@C``93D9L;V%T=&5X=%]M8V,N:"YB8C(N>'1R8<B\*`&-2=<!H?)]U.KIB  
M8&9,\*FECZZ4RL30F!H8#"F#L'772!)B23Q+^C\_O 1YE?LHFI)26]^+8P\OV  
M07H/"O&1(D2)\_)-JY\*<U]V?Q?9>XN%3Y]6?!WT;\G=:]!,>F]C/P\_\_MWY  
M-9L+YO9ZE\5SKF,!F=XET\$AD)2F<+6QH-2T^^@``=P8``\*B8B",``!-.3&ES  
M='9I97=?;6-C+F@N8F(RPAH" F.[T2;EY" \_Y=O TF@@MND<YTRM5&11V6K9  
MO\$0!X7K.3F<<6XOQQ\_!4&JV:Y?#?%G>'>79W^6)\*35:\*JE4`O%A3X%)XK:'  
MG@H/=(63Z8T%S9T@Q4J?\$'8PN%,8D(7W(83P2%),),PE2()E" \_CN@\8<GX!B(  
M@KA@:BT.D1@8R];>WY?AU! KKTEP[3S`MN1@555#"0#P&C#8,>\$,'<UO  
M8 MG0\$9XD!IB=,5X`HH4GT:H9(@;JZV=-6SJ55:\*E63^^VA().%@Q4^4EDK  
MF\`\$`#MSGT:1LP4')<#ZD@&T:4%A(M 1/2HI5)Q7X,I'Y+TW.P7[-EMD<P<D  
ML!..9.:O7;&&OANVL3<@>0M=:LWL?9:#YF\*ZAQ!20T=\$15L\_T'+M09;K\_[>)  
MG28Z.51U94MPW'9XS9GC0=&[@#T3AYL?'[WD>3J==GK0WHJ@KX450KI2@KL2  
M1X6CK2IM<J`W0V7Q]N!PI%R`%6S!K>U9P\JOP4,A\$);Q/(.8UAQ&L16]^M0  
M8F4(<P7L#5S>\"H>B>R=!'+T4)D`E\_T\_)BL-]Q<J<\_F'F3Z>Q/66\_T'?%/9)+  
MVC]4\_J\_B>.UFW9J\_M6?O\$1\$=@>[T\$!8,VLC.#],\6@[L]\$S22;9C)PO%<WBY  
M`#KD;`(%\$/8G91J7\$%;B,;8&K4^()HXT\_8B]7\$%V\$?<B-JTUK=?ZE[/.7L\Y  
M>SSE[/.7L\_V7R5!/!Y`UUZ:\_(,^\_N#,+\K]P3J:Z\_(-O3AX[R\_`J^&V3@O  
MZ\_(!)PB +N\$M;&@U+7D``#.!\`J)B((P`&\$Y,:7-T=FEE=U]M8V,N:"YB  
M8C(N>'1R8<B\*`&-2=<!H?)]U.KIB8&9,\*FECZZ4RL30F!H8#"F#L'772!)B2  
M3Q+^C\_O 1YE?LHFI)26]^+8P\OV07H/"O&1(D2)\_)-JY\*<U]V?Q?9>XN  
M%3Y]6?!WT;\G=:]!,>F]C/P\_\_MWY-9L+YO9ZE\5SKF,!F=XET\$AD)24++6QH  
M-2UU\$@``]U<`,`2;B",``].3&ES=%]M8V,N:"YB8C(16PR#>]WT:<E=7GX%  
MXO;J722[LT"\$FR4XJ] NSU@!T"=+RJJ\$P;`?:QX)MDFG>OOQN\_YF-XVVVV-  
M@PFR3=WIOJN[WPZ]>7\*VWX\*OOJJ5[WAVK<;=#U;NU0\$\*OSIKL;V.]>%MWM  
MP5,F3,LGAQ,"F?'PBNYA>Q-10:XJR2ZY%2B'0/"B-8=5;IYA7E ]/H%:&  
MLFDH\*OEQ\_VBFW":(O,]\_&'RF3-^8\*V1'UX^47J1]\*;WJY>4IAW=W=%TKC\$  
M153,+[K'3T"L=5=PPW1K"Y2+"S\$RK"R9;JB=X5[\*NP3&?AI2`CK5P.M;V+:H  
M;OJVJ!^5DBS`F""Y%\$V/P+V&DIUI+\$%;Q\$QY [ &+;2-X/[QJAV7(LFN/>5&  
MQN;6UM C(W<[\*Q,@J5>H\*U>6("ECG<\$3+L9<& 79B3O8A)E`P(]7L6Q)JB  
M43NK)+C7]6/\*GO8A"VP@\$[?WN+<\$7CP%U-@6%/K D`A1C\$,60II)=^=Y@  
M/7]2X\$>L/&'&A=:2F49A?S)X%;X!\272N%XW<J#482Y4KS!%@]P>M-4>GW  
MGKBF3YWKI%4`FJK?YL!>T.%\*X=(U:G3N>UXF/>AL2Y^;DZ\*71S5;5PH&42Y  
MJ]/GZ:E47UP(!\_N<.+Q9IG+0OX(:<\_@W[S>.P="1N"C[#\_7;;&2D\0).I.,+  
M)W<K`)0!%&UYC("/S:WFR#M#4\*17\_ZCYT:~%4C[\*P@63O"%SV\*\_L?"0\*3I1B  
M2U\$49J"CO;V%7\2C(2+)\_A(4D%&=XE&,I<J:R[\$O=M]LI+\_UY)]J:Z=U0>@H

MS\_V[M558\*Q5H\*!Y=V,IN/NK92X=G=C%&/NK91]>SNQBC'W5LH\7EW:VFPH.  
MR-40M7=N-QN3#XMR%\_ \$A0; \*\*6PHG>\$C\*:"C=V%&GE67(MW%&]L\*/2JN-0"M\$  
M4T%&\_XE&))'(E>]V%8F56\_(4A[.2&79(4D%'!^RFHRDT49\S]E=-Q1F\_NIJ(  
MIH\*,[R4U6RJ,)TPH5?\*=Q/\_W\_)XBH/ D!5/\*HL\*MEQ!2GOR;>2Q8Y\_ I&(=  
MBF7'\*TG/>B2\*2@Y)I\*B"CP[%5"!3.CC24@H^422HLEA+.ZUP?Y\_%LY'S\*Y  
M,K A=L-&?!\$CT\*:B8\_DH6T%+90M')E/\$DKATR:;)UQ(^KXL?4KS 5-'=W9  
MZ))XJ:I7\_O"N\$]HS6'V@HN1)-[>\4D'\*/4G?8Q2\C'Y%'\*P22=HV4<&Q=E,+  
M#5)8?M(25N+@ @J1UV%LH,,\$-W2453@<)3049NPHU!Z2@V49WD44U\BB6;X=  
MUW\_(H@^Q:"V:2U4I\_!V\*9J!2GUDEO=K;AX/\*!)3./E'AV0SI\*I)\H^O8\*  
M%XQC28[BC!\$@M6'BS;Z.^) N-9BR1=-A,DDA;@X]B1ZR:O.%N5G@5(\*E\$@-  
M%RM@W-K<SN[&C])"\*[U,WGX/=\*(N@HV<M^H.TG^ Y"C!\$?Z8N[1E&WB6&  
MOBU%\$>PH\_9E3'X-X'+2?Z1<;(G8T\3HMS.&9L?7M!A]KPZ2RR6;3R/AFQJ  
M9W?E6<]W=>&"I#O8DEN\HZ),;Q1W]CF9<<R6#\_FMD"E/R-MSH\*,\_8W#\_@,>3  
M10"H\*/ ^NL\*KU\_ND3PJ7N'X%'AV%\$ZZ[01=E<.DH^M]=?S4R5(YZN"!)"CQ  
M;\$CE\_!J 5A.ZF&14S1<C=B/E[KR6K'/5MU>^BE+R<\_(9.ZTO&PM>;A2NP0(H  
M2CR/MP\_!3:]R>0\*I!9?64:>QS-FA3Z!WDE%-!1J-I'P\_3NME9/K28'4282E  
MY'5?Y\XX9G@?M+E>:@@PR=ZK\$!1Y?&&:^DA@+KFGB'KN;>U[\*N3J(M?18  
M8NJ@04>+8IHW=NZ\1X^/];<<'AK!<\_%I\*+\_?!\_=\_(^392E%E;=]S7QT]D<0  
M\*9R]WXX\_CJ>6&B-\$@/31:2C5?8]9AG 0K+U.\_U+)9#;!R)6M#"SC2=S::A@\_  
M1O'33]N%+E\L`KR96&"\*\_# S\O%L\*,<VZ<^4>/] +=;/)XG/%&E^A11<]3M/=  
M>3\_NYZG2%&G\_U<]3M'(ZG\_-SU+W6KL\*);G;O?GY>7Z9\$\*#6TU^?FK>QF)SE6  
M61(I9\_H[ @0#\$8L[:^0=XNSK+LY%5"ZPEG9O)XT@Q`!]@>?89ZCE(Z\_'5/\_J<  
MHCF8GA!!DU?00#6/@?D4AE>E6JR=21J\$9"\_X:RR009]@RUWJ^%!,WL)\_MBV\$  
MYH6Z&&IFH%+-S0"S7R9RD5T7S7IG3(@<#<Q!9+ #S<X/RI^=\^\$SGSP^Q<  
M16GT?2^3W7K6P4P,#GKY+E@-W6^=YL@-;)DAX](#<A&"LX.`V\_(#=.2%'D^  
M0&J\$[%7P;@D!K(-NNE&CZ>'4#.E&CZ?7^MDKX<7:8NU'!H>TQ=J.#0]IB[4<  
M&A[3%VHX-#VF+M38,42]JDXW.AXWQ2;?C[>GCT\$V?"39LR4G3X`>!IIS=P  
M%K6FJ16%1#H-5;U0\*B'0;G' @8E40Z#=#<7B%1#H,5,])1A41"#,E&%1\$/&Y  
MVE1\$7&YVA1\$)-GRJ(B)T^51#FD%N5R(B<P1.'05G62,Q.-0+:Q)X&#P^\*,[6  
M"TE.Q+,>SZH[\_&#U=>\$K,D!8<&=#B9!BT(3L82%FYD&DAQ/ \_0/&0(-T.  
M86@XVR" \_+C;(-SI/YF\*'C;(= '[^OC;\*68H^DS0"P]2;("VR8<+LN\*!:#2  
MRUX-%K!QCV#8-1YP(0A0<T#<RN CD\LJ#M!U^\*74,T\*11\8\$O7UDNSQ58<&C  
M)T8-#DL8E65B1S>,[OLC(V?C9@:\*5I%QLP-7'[X=GKZ3Y.LA;^OK243OFJ95  
MQWB!%X+<L8QL#6%MTJ]05>Q;%V)AK[ZSK2>XU79/&JRL/K3)E7>F0?\_&J%QP  
MT=N0U8#/<MFF&I.J^~;BP\*:@4N@%&T4 SZFX5+H!GU-\_DI>!Z":^G[VD  
M]0H0\_CEQY/Q;H,"\_BU08&\_%J@P-%2NQ3U3 T5\*[G=K\*E9IB!RASAXX#-T.<  
M5:X7&-%L3W9FN="\*5R9KGBSH!>;C'?3#\*&219T^O(&0Y&C(8T=\_2"\_9E!;  
MV!,9[:C/AL:FLUPAK"%!K@,ZZY"JITFN1&H::=P&=VTD\*T8`;-+68.:-"  
M+Z\*S"(&EL&S@\_SD`L@V></.T\$V\*11(A&+=9:4(O(-:0B@'IV[EK+>O#7S[OE

MQIO`6P&<2JK+9P6:Z"]2R; XP9QIO 7E234@NUM\$\_QK\*I04.-&:\*"O47M&9I  
 M!8'4[T)\PP&KP=HFJ/G+B\*M(3\7RV06E=(XQ#6R"@U"=FJDS0"V%6"=J  
 M-JA\*PV,1+\_QDPH!GVE86DVR:\TK%\$IO#OLW]QUP=L<9LZY,G<=6]-H`R3MG!  
 M+:R>'"-8P!\_9YPQ]VYG';)X"!J'9VY#42X,YZUCL]\=#K\$8YK'>'<A@\\*=2  
 M=]C%\$I:;I!L[>V@&"M([JO ,36P\$N]L-7\*];I,Y4S?FZPT\* 9K4((#=\_6&\B  
 M2T0;P=P:U0S(#?7K#7;CYH-X]8;7'ULS#&PV[!7'N(-N6\2:\=?[0UM7B W  
 M!!98LYL"E?OO7M00CS\_VL-G&8[7.&\7R#9[H;^0:Y\$<H^>GW!IBLV'T?/\O  
 MI\_YG+66C9)0'6;H,Y\]D38K)9.8N:=VJ' @!V]UD%3BPL10/\$4<7Q\$R]7Q71  
 MBHT1!\$2\_UFEAK#"D1,0Q8 JK\$F:KAPMM:#TN:8\$+JL=%0W(NPKA% WR`Q)X  
 M&CF4QFS29ARY:#,M"8Q!K"76\$DU0F/KAH0@-&0B:I:PX.)\*BL&SKT)DQ&S  
 MX=!WQ[K9'-Y[//2KU2[K3&"/#>%Y#P9[W#=QY#>A&BTP\*)82CO\Z&TVDX.-:  
 M9LH,P&\$X+FE<&?64MG'!EB%,I65RX[H<\_)]/Y?0+TS2H'QA8(#\$J1@1"N)G  
 M2>8!>Z[>-K"##1).2#^1HDJD9'3^9D>Z3#Y^A,\(UIJE3\*(NBW]`6.0P7:6  
 M9\$Z<?>3!@7&P9D\_WB/]B[Q=.%9G`K,T%\$:ZW>-L9<"P6,5X9EAAZE"X\$YTA  
 MY%B[3]<:&(YQ>IMF]KWE5>%1SZ!36?>=%<7N&H'TF/I##0T7#J&.D@J FU+%  
 M^IN5A.T-OX\$R),,15T(L'0"15,@-0N3#\*KPQB`VPNF:A1\*5/YT!1\_P%1(+  
 M/YH95+\*=M#RH\*11[>%S&Z\$L,KEX<I,'^72EEH@%'WNO'OF3\$:J5)AO8L  
 M:\*M%6 7&2\$.L1[5!XK9Z+E+DL?;5\$+;F\_7]84#V?WAE7GL=1\_?-D]\_5Y;8  
 MC^^=[^CF]GMMG]\_H+]H\$R/S]P1KV@.OW1L=@P@N,=A&5M+@UYE'H)&!9T  
 M9G\$@[[M^7]0:>1<8\_ND8Q>@1<)0QB28,[E#KGC;\M\UOG90WP-;\:8D"N68  
 M+BK/0? .M- LLPF+[+MY\,J[W+<\_ISD0;P-ELC;<[[ KM@A-S3S^Q7MV+)^?  
 M\+//TV"LZM<Z]6)(\*H9#(76SM.T0U9(HKN1L=BA@X]0B:RRXT11RJ\_%V)\*EA  
 M-X D-W296I"YAL&BA /A+%4/"!95ZX'F\*EQPZ@'G-#)U6&QE65&U&DR,-#U  
 M(LE9\$?4(\U+^<-?8LEDO'F[H#\*]CJZ\*5GT"+^:=CG]X,#+&^EFK4\_T:\CI\$  
 M\*] \B0L\(\V%3,]TSV\$(99XC(MO\*\$J).^6!V<U[D]-4&K`33#>8K\_<H^68YY  
 MC^!`W@VO,SS68YY9J+/-<LY'EG.>6>CR[[GEXD>6>WY9K9MX&\_+.;\O"WY9  
 M[/E!\*[G+^\*9J:=;HOM/&330SM-G;Y7:N!-WHJTN=E@GU&9YVS@(!16!<C4A  
 MWLQ)WL3\*OTRT?2^5G\*Q-M07Z\$CAIHR'\_IP'OP' \*\$S 3@(@7&J\*4 1F(!  
 MN.6R\_ W'\$R\*E:-'HWF^IZCJ:Z^@CB?)(>K.1PAD9%/P]IQ<1%\*X8'W^7\$63W  
 M+QAMVB I:N=I.ZWF.H6.0B9AD- C\_H6CG(#S!,#!'T'WEL/54.D=+C%F7ZJ  
 M!X55NJ>76?I=&B;+E^@W&:-\$N6Q!'H\$<5Y)<!OF-2@F9]++!FWI99%.3SX)  
 MQ=&;Q18ZJ#2@Q?C5NQZYAI/WLK-9W22RIA\$YLHG4#MFH3G2B;6?<DXWORB;4  
 MNJ03GRB9]H?IO'P=XG:!: @X1/AE\$RY(4J:\_7\*)UB=8]0GQ2B;N?;A\$^43  
 M/KRM)G2UB>.'CJ!.[\*]GXOI\$[VH3) IUP3ORB;-QQH\$QZFUT9T+.X)1,'97  
 MFU'!/BF:T;Y%\$KPW6/\$"<WO9OZ@??SF>=XM1LC\*!/Y.?EG%PF?4Y\_]F4:V;D  
 M'A355:T.Z!,[G]BZN0K\_9M;G]0&WA[U2Z&#>+4Z\*UFAY!/B^ G4?<30)^#H  
 MKT(!`GJ=%:S'\$AGNZT!GR?L@G>UB:,A'R94U+[HG?^" S=-\*@BJL\$FEL3[71  
 M5 =\$/0KP;P=HF <86A\$^.;(\L[3 5XW7\$45.):G\*SVR]OY,X[,ZC>:I0\$6  
 M<7(-YY?V<;QHA+OWT&?8SB)Y2K',@SE4UH,7\$L!C2M9)CF;9R2U;\_S6\_E.U

ME&.:IVE%GDNZS;6RE\*.;G+V[=9I'F3#>)E58=-O>8'IT\$I@9Y1\RC'.^[D"R  
MD6.>A\*12V(3R8)K)\<R4G[O=Q:?.?\_`O7(Z!' ]2+'01]Q%/9)C48"/ UVH\*  
MS-@?:8,]"A^;\_L="Q+QSWL\_L&6\_CFUQ;JP^U!T=\$MW(. /Z0Q>.0UD' Z&R7\_  
M:0GN%NX@\_L[1T;/QAS&]80F3'?Z0\XZ0C\GHW\&;ZAC=,\*OQ@'O4H'[P</  
MW/3U,/\_V:.F\_SFOORS\$@T9'3U\_FYU'3V\_Z\;<%?%RG\X' !L#`NX\$PQOB6,;  
M2\_5C/)1,%ZIVV>I9[XOQ\_DY"JQIJADA\;7O+^4U<QOFTP&;1Q%]!?'WfVNW@4  
M%51\XEWCP#OD4/4!W@V9J1QGJ]OG0IU B:V&Z5#E(H&M8LI+)8US8.3>WMX\*  
M?\$7:P]%/6:RG)MVUG:MZRC%6IRE' &U(-QYWWVL<B[\$Q-\P+I,G>SU!7.2GQQ=  
MI5>-GD917NG%1UYG<C+M(L->]VD4R"OA.XG?TI/%P";CG=T?>XE?OF+^UYJG  
M-:#=9?=<I='0'YK40\14>&>'GI<\_-[\*]6LE1G:RYVT\_IU:]NKT-YV]OTLZS  
ME&=S;]^\>FU;YN7[D9W>8[G"VD2XPVLPZPUUPF[,YPAMTF;0?^YO>D-]L/H  
M\*X2NJ?[ZBRV6,A 6+(0RN\\_^\$)-<]N;O(,&HE+XCQI#Z29?\_\* )67^;@(UNI  
MY0:1#.3,9T\$]\*]\_QQJXS(S;T)]FQIL7@0->2=%X) 4PTTN/.'=R\_<F9#O\7  
M9'4N\_] =F+XS7(</AG,!\*#9P!FJ0S39<T"B>C6IT[GM-?- "I'+6QH-2V5`^^  
MS@0`^,2;B";`!1.3&ES=%]M8V,N:"YB8C(N>'1R8>B+'I2=>X:'\_?NIU=,  
M3!V;IA4Q)A84DIB4Q-"71@^KNI.[L/3 P)) DQ))XE\_X[O!%Y,O \_YE\$U'-A  
M3WTIC1YX/D@K4.NG9(8F2SQ,ADNQS,M:M\$A^(' [>(-&G\RE4E3QCIR3[\*?M  
M/JG,5#:O/HIZUOFK\5O<GD'CRK[U/NO\_TM^#. :1\G4\R?!. \F0&%;L)WQPN  
M#H J)2UL:#4M@;`,`-83``":DV@D``45&5X=\$5D:71O<E]M8V,N:"YB8C)P  
M3P,M;+O-IMRN? M]UOCWA&PDDG@G@ @: &PRVP++=XCD-?@+A"3Y-.T-V\&^  
M: !@-EM@D0;W;2R<22]MNH [-R3O5:#\$FH,B3HM],.'#C:Z&O6(<[+BXO4  
M[[ZU&W(#HH 3HD8`&U)[H:6C\_DUZVZ"TF<IT.B?::W(#EW6@&2!DP<\$"<XQ  
M^A1 = 'Q:\D"A, @?MYH' &M Z3PW"A3\*1[!U' /@\\$#D6@5,3YT)D-]Z!S3('P1  
M];#S('M^JDQ`JJQ7"@8F(!3\_-K5Z9 N+0.H4%.^(U[AB)G/,0#H)^ZI!\$6  
MR@Y2\_?S2-:!6P\_]84)D#SL\*W.8@&@!"73C#? -W6@=A\$)A\$7\T'A?8!987  
M]0QTB&&0UZ#=(3:T"Q#AKG>P>6 =MF,KV@9K\82' &6%]IW\_@J0C\_.W['XTN:  
MHD]B`@[ ]OI J151/\*# [H Y4"H9\*!"!MH'QRH%4B(\$[Z!SI4#K H"@#;A(;E  
M0.PD!%:;&V0F::7NA(" ?2XS?\*M ZP\$/V&+C\D#GUH ST?D(A1:9#F0&8![(/  
MB0+1@ \+ "LTD; )2#!'I0-FJI93C\*%(Y1\!\$!Z5 K\*U\$B/D <J![S\*D8I#!XH  
M#,QMK&^%\$P[+X9]9'\_ ,1+, ZGS\_;C,X#^36/I'1]K\$S7&;BXDCOTXD@QLU%Y  
MD%QB!UABQ4(\\_+33GK0\*:LY\*,G[\\$]"@M^BX\$':@S(' &M^ZA&&4\*B\$?3(=-8:  
MZM BVV\_2'>1:`Z)6^M2"\0V]"Y94"H;SL+S3(&('H4[=11SGUH",&JXOAHHN  
M\_733?\*)X//<<\$M LJPCO7\_3==N19#.S9RJ]?M\*+/8Q71EG9O=Y\*HZK.3VDFV  
M,V3DGVZX7>W'C\_-;E)4U=\$L\$=Q)N4EUODO7T[&5R4E^D,"2721VN,E/9)D?)  
M9\_% ,Y"7=3-SO).UG:C(9\27NA.E4IQDJ&N3-&<C-U.=TF1DK1W^%F9"5(Z4G  
MPZI\_63K@:\F\_]9I"5&Q9K;X9D)=5IVOOP9R\$G:-:OW8,\NJTK7H(<\_) ZT  
M%3" ^G&O-3EXUVH98.FK:^-I8QS.,BU/H;MT\$5H\*L.G>-T#)^@8&\$Z,=\$I3O"  
M20YJL0.GK,=\$7=)B&6#[/X(ND9QQC,L\$=(75<\$\>P9R1C\$WU;N5H^3CERK/  
M+J&9.!C\*,YI!E0QX;U\_(-,5-NL9SYQEE7/)->R5B/'":6,Q1K-)5Y\*J&JQA\*X

MO)0\*J&7,XS.\*5V\_\*0 :N>!>G>\K Y7L6:6G)UL]T-3LPIT@QE#O%-YA4F5V8  
M4YF%9\*#X^M7T0\_T\*GYXKODU=@3["J\$4KU=\KMM?S\_#6B@N8OOF2,O\$-S&MTZ  
M2&HAN8UNH):(C&YYLVT8TS9D&\7\$+\_ M;.&@U+98``#.! ``FI-H) ``&51E  
M>'1%9&ET;W)?;6-C+F@N8F(R+GAT<F\$`#@!Z4G7N&A\_W[DZNF)@9285,3&PI  
M)3\*Q-"71@^KNI.[L/3 P) DQ))X\$GA9\_CN\\$7DR\#\_F434<U\$\_?2>,WG?^2  
M"G,ZZ=D?@9'+^Q^\*Y#(RUHS1'XH5?7L:-&G\QE(C3PCIP3Z\*?E/FG(436O/D  
MIZ5OBK[UO8GB^CNK[5/JO\_PM]C\*9RH2J>1/<F\5BZMWAPMK=A/ .@"MH+6QH  
M-2WY^0`^H@8``&N 3B8``!5497AT:6YP=71?17AA;7!L92Y"OC(JS@``8Y>R  
M)JKDJL6-BM<5D^ZN %FG4ZM\$1&L@\\$DMP1J.(30[Y38]V[SV[W-Q!D!/QP  
MFR/A9NZ=`M;BO@ @LC@,<1PTD;@M<<:=K;\_&4K6V&K/8\*YI 4F,0F4.2:\*(S  
M2G-B&)0&1"\$B3H6,JJ&]K]^>]I &;Z@0C?^T!%CR+.B29>&/'C>RO8L6Z2E^  
MNCM '1,0,F->400(PC``I)(CXS+.E '1D3]F[]S#GZ5' &\$G;-&?IZ%/%%@N7\_  
M,\$X/O5@IOO/[KUFQ4<P=1N]3@J/V;-C<L^4H8#SGA"]&;C.AT4.9NK1RMM\$,  
MHF4^K-[S(4JC=ZP\$N<AHY(A"ZF4+EWA)M[@O8G;?7#FA^B\_JSTS'BA<,"  
M?[L^%`\_:"L7PLEZWANRFC%R>#0GAOB:'@.I?0S\6FFB!+\*T\$+47Y\_\*F3BRG4  
M##/L5+4:Z=YCH32WO1S'(6L[MN^#[=EC0Y: '\_(6L5]J=1B>L6(&'4L7"M  
MSU<:Q8[85\_&4FBCH^(\*\*3R%)I19,S&?98SMO"[(9^QY\_1R[(9O &;8;L]H^  
M]\_@(Y[QTK/DH^A6L"\*K0(T4=>XZ(4\_`#!\$E0WQ^\$S#\_\*^6OO.WN'#;U\$HRGM  
M<TJ+WJ+5?UT<&P"1F.@(DID\_]LO<H.3Z4F\EFL\_#.]%OY]QNORL4WZKJ\_N[  
M0U;%)N PBBUL:#4ML ``-8\$``K@\$XF``:5&5X=&EN<'5T7T5X86UP;&4N  
M0D(R+GAT<F'I:@"(6G7N^AW^\_KJ3 Q?8V% A4Q\*\*^P)]286!B3"PHZNP=7\*7  
M=W8>F!@22!)B23P38G@&!\?Q?=X(\_GC6^"G@AU.ER46L9E)Q?SYJI-.?X2B  
M:;\_?UJJB--O.PQO.MP-8XG:C[D"\_Y,H=KZEGV/XL;7SS^Y!#5E\_B>Y@&\$;  
M@![X#U^>,0YQMK\6XOE3\*VE]8Z!NCI'F/\$>@\DPLA>,<(ZCLYRK\*:K\*KF.P:  
M?Z7I#:3(8LM;&@U+>\#`#`% ``MIR\*(P`#W1E>'1I;G!U=%]M8V,N:\$>R  
M^T!KN]&FW8\_/?@#R6\,+5JAMP"167+ !\*A8\*3 2SR"X;\_ ZSCN:Y\!+?&\_F  
M2ZJ0(4CYM@`\_JOBWP\$WEWP"R5[ ;|2-1[W>O\_?/5[O6+/Y<#\*DAG7T^WWBL4  
MZ8OU%2S"LE)C! NX> RO;J/DS\_#]\8W3H]K9\7[9S7TP2F<RAB0<\$DXKP"?>  
M5\LA\$X1)P@\*KUV.VM7K7A7LPOD3&1P5;\$/ 0PTD.:#!!?YY!E\_;YB\L^G"=  
MQ[VZ]5X(7Z.!?(8(^7;E:[<H\_"E1MU1<ROA=[;=6U\_7,PU-H=74Q/F>R;EH  
M,,S-92M4YLLP7-IP+V99F?'U1\_L7?K.: [5RI!!AEJN\$3Y;3]\_CAC\$S68>;0<  
MI;M8UVZ,4AAGT,8FW;OP0.]3.73%;R,->AB[2\*0W?Z1^C'/'8MCQA</UD\*  
MTQ.A,5SS<ZT'Q:C7D8GS)8JU#F"\$Q0A,5#V@@9]OW'T1&\*;Z:Y#!N,=,1BP-  
M'?;2/SS30@";M.T2EW9DPQLU9+,EAF,R=W-\*9:B,]@WDAQ,K1]1== SD'WW&  
M9T:ZJ]%M',YAF'=.@S0V9FXYS.- (5P^# 4.XZ',B!NK,K2'1;[S'R%!S  
M&S,V51#N(&9XHTA5Q@9,9E:0ZQGE,GXR59C2'7^^GBD-F-(=HF##QF>SSQ&>  
MUT4J69T1FH?:(4S/CW.K@/!>SN,T-IFJ9S?F>Q;(O+<^?\$/2.E)\6\RU-D>  
MS@#7%\_098VF=<?!]F-(?8=U]WAN=J3B'0&.!L>XS&D/XJ<IF1(8%EDJU/V&  
M:MFOF,QI#I6^2\6NB0S;UYEI,QI#?O%"F4C??MH(69,SUQ9\S+6R\$/H:T&8Y

MG^^&'OH7>>=MX^]=\$SH,JF?\_J9#12E!+SZ0>\_-9#X0\*H^,"K#Y4D+QH]V)OU  
MX-]!H>6N\$O\*RQ-8D-\*S-[B:9A-47TGJY71F<WFFH32K5I\*NR67->>\$U!UXV;  
M]]X-]&'<G0FE<Z\$)GS-3UFK=.SRX`V)M"\$UGK[\$#3QFOT+A,^AXZ'DYBAN=-  
M\*Y..8QF;"R:G:W5:2TFW,3L%?J9[PNR(S2TF\_R^0/O6',1)-\_%+RPPM)M923  
M, (ES5:3;!#?(\$:MTZC2TFU O\_P&9Z7-9\9H:GV\_;MXTFEI-@YG^[QJTHC2T  
MFUGOB\_B!!&^!KIDA,,O\*SFDXF\_P:8B0DV#J:>\$:'MQI:3;0?,&\_N:BXF\ (S8  
M^EL=F5I-5TAC;P@Y7(JM\_""9G1:PQ#(95K\$KJ#::G[>"7L.]PU@M)ML&T G  
ME)Q:35]&OV+2;!'6.V.IIJ%)OT\_&K[7@[B&I\*85\_];=)IB)?UDKG+6#3,  
M2PX?P5]1IJ0UKL?M1I23?4 IV2UL:#4MQ@,``&05``!X:IDC``3=&5X=&EN  
M<'5T7VUC8RYH+F)B,@,\_`Q)KN]&FW7SX%M+;P22K6G-@R"NV6(0M0L%)@)IY  
M(NC?X#LY]S7=S)(EO!OC7S+%-\*695\VQR[8"-E57OWAWP(R5[@.V4D3>]/HX  
M\*GIX.!C&'6EXL\$\*?.'XYH]'[O?'B]'1ZOK H'&1A\*A\\*O\_H)L7^6ZPX0:\$=P  
M?>M[[ K-FPQ@ (JG ['/\*HPQ]YNK1X/RSC@,?SN&?'\_0.M\$(QA>RYDH8P@ @#  
MYP=[<\*%2I%X?\_]\_\*L?+]?!.8SJ)\_?X/^S`HPQ]BN(K\_/W<R\]SK2!RC)<=>  
M3VY/^#&]O":L56/W\_9@3>\_YOML"9W\_+,XG\$.',0G/=+D,=\_`SC/Q./N0<\_K.  
M/HMF)W;RE.-1ZVXB/%Z?AP]\*<K1G,0X8S>IX@:SE>,Y>,-WU',\_WGI3C>OF  
MWC,4)SEB,YQFP@I82=N^&0Y;A3>>\*&PY9D.7QGZ<21\_QGDR)\*LYV)K.O.A"  
MU:XI[I\$S\*=-1V4G6I#O(-"0H.K3-:@ @`KL7GV':\K'KUIQ-&=MS'?#?,QVQJ  
MSMUVC.Y4U8S9<I YC'=ZCC@3JTUVG.DINH@.Y0\_S.V5IKQG&5!!I"YG`J?Z  
M.K37=\*J/DFCK%F5=-X,B:\$ULRIKT2=Z#M:0[RP,4LE9KR'>,W46DZW+O=4%>  
MB ZS8G.W"N[<[U)K@W;WEAK\1DI,\_M.M59H#N4-.\QT4YW3SO,=E37R&@A@  
MM[M30USAGB<\_L.RIK]BO'2=F36!\*>L6F]1VY@O>1V5-?%BW,E:X9CN+3G6H  
M[\*FN'H(%LCSG3KHL69L[TXSG6M7&OP/3'9>[\_=\$7VT>-.O/%3TTF,QUO\_ZV  
M"TE)WNB%((`M;![\_WX2)>)12\JU5GA]=X\*8S0JHICRL[10>9C/6H4FN=<  
M`RN[3S49ZV8J53AJ<]K1GHIV#)D0&VE`JUXSRI#/@=G/-K/8K>#= L%5L1G  
MM%E"<:..]`%?'4)T&.A/80-AZROKAW.,K@8"V\..RMS6G7&\_!%95%0\8NL\M.  
MOZ0O!Z[,4B=?I4!"\$M.MU2=,JK^.C/5IUOO%\_4#]^^?M.O&&3\p[\$4YZW  
M\*>J!C[Y[NH\M.L4>3F]U;GLSU:=;J/9"^\WG/(J9FXZ&3=;5S0Z\_H>% (C9P  
M(\$\VPSHV'EIUPA[0<^9Z2'7F&7\*%-IFRM.JI3HW,P.WGD:\_AAV:\FO'QO%5<  
M7J'+DUGFYX-O(9'EKQ:=<0.'![KA:=?YE0\_(M.L7PI@^@ @47<:=>WXL3E  
M0',7B4SY4#G4>% (S+ 1W=KQIF1>?A\\*QXGFICVFVT[3U:H`+IXM;&@U+7H`  
M`#.!``>J9(P`&'1E>'1I;G!U=%)M8V,N:"YB8C(N>'1R87:5`&-2=<!H  
M?)U.KIB8&AA4S\*8`NE,K\$T)@:& PI@[!UUT@28DD\2\_H\_[P\$>97[\*]J24EO  
M?BV,/+]D%Z#P+Q\$2)\$B?S273:O.2G-?=G\7V7N+A4^?5GP=]&\_)W6003'IO  
;8SV\_[=^36;"^;V>I?%<QC)W=!(9'>%>8E`  
`

end

**1.898 SV: Off Topic: Sami Naeaetaenen**

for scott@online.u-net.com; Sat, 20 Feb 1999 16:47:41 +0000

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: SV: Off Topic: Sami Naeaetaenen

Date: Sat, 20 Feb 1999 17:45:34 +0100

>Reply auf andy@bjuv.mail.telia.com vom 20-02-1999

>Hallo ...

>kannst du mir bitte sagen wie ich die Mailingliste abbestellen kann ??

>Den User Caesar gibts bei mir nicht mehr aber es komme immernoch die Mails zu

>mir.

>Danke !!

>Tschuess Mario

>Sysop der Saale Star

Ermmmmmmm`???????? and I quote "ERRRRMMMM?" what the heck does all this mean ? is everyone talking in thier native toungh nowadays on this list ?

I've seen a

conversation in french and now a reply in german....hmmmm..

ByE!

**1.899 SV: Prefs File**

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: SV: Prefs File

Date: Sun, 21 Feb 1999 00:07:38 +0100

>What's the best way to write variables to a prefs file and have them accessed

>by another program later? Right now I am using the following to write the

>variable p\$ to the prefs file:

> If WriteFile(0,"ram:config")

> FileOutput 0

> NPrint p\$

> CloseFile 0

> End If

>Is there a better way of doing this? How would I read p\$ from another

>program?

Well get the adress of p\$ and sive it in a temp file. The seceond program should open this temp file and creative a variable that points to the adress of

p\$ stored in the temp file, thus giving you a variable thats shared between programs.

Bye!

---



**1.900 SV: RTA/RTG (was: Selling OrionIRC)**

From: "Andreas Håkansson" <andy@bjuv.mail.telia.com>

Subject: SV: RTA/RTG (was: Selling OrionIRC)

Date: Sat, 6 Feb 1999 17:23:51 +0100

>On 05-Feb-99, Anton Reinauer wrote:

>

>> On 04-Feb-99, Mikkel Løkke wrote:

>>

>>> I now have this really really great tutorial (that I havn't looked at

>>> yet) on graphics board output things. So at least that ONE right step.

>

>> Where did ya get it?

>

>Off some guy on IRC. It's 50% assembly, 50% C and 100% IN SWEDISH (of all things). If you want it, I can send it :o)

Yeah please do =)

I'm 100% swede so the swedish part isnt a problem =)

**1.901 Re: SV: RTA/RTG (was: Selling OrionIRC)**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 07 Feb 1999 03:47:37 +0200

Organization: A97

Subject: Re: SV: RTA/RTG (was: Selling OrionIRC)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 06-Feb-99, Andreas H=E5kansson wrote:

>> On 05-Feb-99, Anton Reinauer wrote:

>> =

>>> On 04-Feb-99, Mikkel L=F8kke wrote:

>>> =

>>>> I now have this really really great tutorial (that I havn't looked a=

t

>>>> yet) on graphics board output things. So at least that ONE right ste=

p.

>> =

>>> Where did ya get it?

>> =

---



friends computer communicating over the internet using a tcp/ip stack and eventually be able to code internet support into a game can any one give me a starting point.

i am having problems with gtsetstring i have set gtext with a string when initialising it i then use gtsetstring to up date the contents of the gadget the only problem is that it does not actually update the string the variable holding the data has definatly got a different string in to what was previously stored in the gadget but it does not update the gadget.

any help is appreciated

### 1.903 Re: tcp/ip & gtsetstring

From: Dobbin <dobbin@thenet.co.uk>

Date: Sun, 07 Feb 1999 16:42:12 -0000

Subject: Re: tcp/ip & gtsetstring

On 07-Feb-99, Oliver Marks wrote:

>Hi,

>I would like to know what files i would need to be able to use tcp/ip  
>in blitz

...

You need..

/dev/basic/TCP-to-Blitz.lha

..and this is purty handy too, though you don't need it..

/dev/basic/UDP\_Chat.lha

>i am having problems with gtsetstring i have set gtext with a string

...

>does not update the gadget.

>any help is appreciated

Use MUI ;)

Dobbin

--

/=-----=\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=-----=/

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## 1.904 Re: tcp/ip & gtsetstring

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

Date: Mon, 08 Feb 1999 13:44:25 +1300

Subject: Re: tcp/ip & gtsetstring

On 08-Feb-99, Oliver Marks wrote:

> I would like to know what files i would need to be able to use tcp/ip  
> in blitz i basically just want to play around trying to get my and my  
> friends computer communicating over the internet using a tcp/ip stack  
> and eventually be able to code internet support into a game can any  
> one give me a starting point.

Well, you can start with TCP, as it's much easier- check out Paul  
Burkey's Net Page : <<http://www.sneech.demon.co.uk/netlink.html#>>, for  
some examples, and links to internet game coding sites, or check out my  
sig, for UDP examples. I've done a more recent one than the one on  
Aminet- but the changes haven't been properly documented.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.905 Re: tcp/ip & gtsetstring

Date: Mon, 08 Feb 1999 02:25:45 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: tcp/ip & gtsetstring

Encoding: 7bit

Anton Reinauer wrote:

> On 08-Feb-99, Oliver Marks wrote:

>

>> I would like to know what files i would need to be able to use tcp/ip  
>> in blitz i basically just want to play around trying to get my and my  
>> friends computer communicating over the internet using a tcp/ip stack  
>> and eventually be able to code internet support into a game can any

>> one give me a starting point.

>

> Well, you can start with TCP, as it's much easier- check out Paul

> Burkey's Net Page : <#http://www.sneech.demon.co.uk/netlink.html#>, for

> some examples, and links to internet game coding sites, or check out my

> sig, for UDP examples. I've done a more recent one than the one on

> Aminet- but the changes haven't been properly documented.

The above link has changed, it should be:

<http://www.sneech.freemove.co.uk/netlink.html>

I've not had much time to keep the page or the code updated

which is why it's not linked from my homepage any more. It

still may be a good start for basic tcp coding.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.906 Re: tcp/ip & gtsetstring

for blitz-list@netsoc.ucd.ie; Mon, 8 Feb 1999 11:35:21 +0000

From: Chris Deeney <[chris@addnet.demon.co.uk](mailto:chris@addnet.demon.co.uk)>

Date: Mon, 08 Feb 1999 11:07:20 +0000

Organization: personal

Subject: Re: tcp/ip & gtsetstring

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.1746668040.2

Encoding: quoted-printable

Hey guyz

On 08-Feb-99, Vincent Demongodin wrote:

> Hello Oliver

> =

> On 07-F=E9v-99, you wrote:

> =

>> Hi,

>> =

>> I would like to know what files i would need to be able to use tcp/ip

>> in blitz i basically just want to play around trying to get my and my

>> friends computer communicating over the internet using a tcp/ip stack  
 >> and eventually be able to code internet support into a game can any  
 >> one give me a starting point.  
 >> =  
 > =  
 > On aminet : dev/basic/tcp-to-blitz.lha.  
 > A conversion for AmiTcp socket.library. (You can use it with Miami too=  
 =2E)  
 > Good work ....  
 > =  
 > Vincent.  
 > =

Regards

Hehe i mangled the UDP code and turned it into... UDP Painter!!

Upto 8 ppl can paint at the same time online!

Although u will need topaz 8, cos the font sensitive code is a tad dodgy =

Here it is ! for u guys to have a mess about with :)

-- =

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete =

|

+-----+

| \*Critters\* | 0000465 lines | 050% complete =

|

+-----+

--BOUNDARY.1746668040.2

Content-Disposition: attachment; filename="UDP\_Painter.lha"

Encoding: base64

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--BOUNDARY.1746668040.2--

## 1.907 Re: tcp/ip & gtsetstring

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 08 Feb 1999 19:49:57 +0000

Organization: Pagan Software

Subject: Re: tcp/ip & gtsetstring

I watched as Anton Reinauer hammered "Re: tcp/ip & gtsetstring" out on their keyboard...

> Well, you can start with TCP, as it's much easier- check out Paul

> Burkey's Net Page : <#http://www.sneech.demon.co.uk/netlink.html#>, for

> some examples, and links to internet game coding sites, or check out my

> sig, for UDP examples. I've done a more recent one than the one on

> Aminet- but the changes haven't been properly documented.

Bing! This URL does not exist! It has been moved to

http://www.sneech.freemove.co.uk/ because the owner is a cheap-ass tart,

even after all the money he's made ;)

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:/pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>No matter what goes wrong, it will probably look right.

## 1.908 Re: tcp/ip & gtsetstring

Paris Sun, 7 Feb 1999 23:17:11 +0100 (MET)

From: Vincent Demongodin <[v.demongodin@wanadoo.fr](mailto:v.demongodin@wanadoo.fr)>

Date: Mon, 08 Feb 1999 23:15:32 +0200

Subject: Re: tcp/ip & gtsetstring

Encoding: quoted-printable

Hello Oliver

On 07-F=E9v-99, you wrote:

> Hi,

> =

> I would like to know what files i would need to be able to use tcp/ip

> in blitz i basically just want to play around trying to get my and my

> friends computer communicating over the internet using a tcp/ip stack

> and eventually be able to code internet support into a game can any

> one give me a starting point.

> =

On aminet : <dev/basic/tcp-to-blitz.lha>.

A conversion for AmiTcp socket.library. (You can use it with Miami too.)=

Good work ....

Vincent.

-- =

-Vincent Demongodin-

OLD A1200 - 68030 50MHZ - 32 MO - DD 500Mo - Oldy VGA Display

=

---

## 1.909 Re: tcp/ip & gtsetstring

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

Date: Tue, 09 Feb 1999 12:04:13 +1300

Subject: Re: tcp/ip & gtsetstring

Encoding: quoted-printable

On 09-Feb-99, Chris Deeney wrote:

> Hey guyz

> On 08-Feb-99, Vincent Demongodin wrote:

>> Hello Oliver

>> =

>> On 07-Feb-99, you wrote:

>> =

>>> Hi,

>>> =

>>> I would like to know what files i would need to be able to use

>>> tcp/ip in blitz i basically just want to play around trying to

get

>>> my and my friends computer communicating over the internet using

a

>>> tcp/ip stack and eventually be able to code internet support into

>>> a game can any one give me a starting point.

>>> =

>> =

>> On aminet : dev/basic/tcp-to-blitz.lha. A conversion for AmiTcp

>> socket.library. (You can use it with Miami too.) Good work ....

>> =

>> Vincent.

>> =

> Regards

> =

> Hehe i mangled the UDP code and turned it into... UDP Painter!! Upto 8

> ppl can paint at the same time online! Although u will need topaz 8,

> cos the font sensitive code is a tad dodgy :)

Yes, well, ar, it was done in a hurry- I mangled someone else's GUI :)

=

> Here it is ! for u guys to have a mess about with :)

Hey, that's cool- it's good to see it in a practical application :)

I've done a few more things in UDP\_Chat V2.2 (not on Aminet yet):

Here is the update from V2.1. I've put in all the disconnect code, and tidied up the Decode\_Packet and Requested connection functions (no more passing variables between them through Global variables- naughty :).

Also I've changed the Packet protocol a bit- all packets now have a packet number (.1) in the front, whether they need it or not, as it makes the encoding and decoding of packets much simpler.

Acknowledge\_Packet now checks whether the packet number is in correct bounds to prevent it getting in a loop, if a bad packet is received.

If the Server closes, it sends the #GAME\_END message to all players, if a player closes, it sends #CP\_REQ\_PLAYER\_DISCONNECT with its player number to the Server, then the Server informs all the players (including the one that sent the disconnect message) that the player has quit, then the player quits when it receives the disconnect message with its player number.

Once a player or Server has started to quit, it will quit after a certain time-out, even if it doesn't get all the responses it required.

I haven't put in the auto-disconnect code, for when a player stops responding yet. If a player can't communicate when another player it tells the server this- then the Server checks this fact and tells all the players if this is true. If the server can communicate with the player that's thought to be offline, then the player that initiated the call gets disconnected instead. This is just some simple security, and hasn't been written yet. =

I'm working on the above at the moment. Also, for games I may have to put in checking routines, to make sure all packets are received in order- as you wouldn't want to execute packet 2, and then packet 1 (if 1 had to be resent), so I'll have to buffer the incoming packets until the earlier packet is resent- this is why Quake gets lagged badly if you have a bad connection (lots of broken packets).

I can send it anyone if they need it- I haven't had time to tidy up the docs to put it on aminet yet :-/ =

-- =

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0 =

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0 =

=

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed =  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

---

## 1.910 Re: tcp/ip & gtsetstring

Date: Tue, 09 Feb 1999 13:17:55 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: tcp/ip & gtsetstring

Encoding: 7bit

Rick Hodger wrote:

> I watched as Anton Reinauer hammered "Re: tcp/ip & gtsetstring" out  
> on their keyboard...

>

>> Well, you can start with TCP, as it's much easier- check out Paul  
>> Burkey's Net Page : <<http://www.sneech.demon.co.uk/netlink.html#>>, for  
>> some examples, and links to internet game coding sites, or check out my  
>> sig, for UDP examples. I've done a more recent one than the one on  
>> Aminet- but the changes haven't been properly documented.

>

> Bing! This URL does not exist! It has been moved to  
> <http://www.sneech.freemove.co.uk/> because the owner is a cheap-ass  
> tart, even after all the money he's made ;)

Good job he has a sense of humour too ;)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.911 Tcp/ip and saving chunky bitmaps

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 9 Feb 99 19:49:22 +0000

Subject: Tcp/ip and saving chunky bitmaps

Encoding: 7bit

Hi,

Hi its me again with yet more questions.

How can i load and save chunky bitmaps ie bitmaps that are being used  
with the mildred library.

I have been looking at lots of code on using tcp/ip in blitz but one  
thing i do not understand is how you create a server in other words



how do you create it so that other people can connect to the server.  
 for example if i wanted to create a program that allowed to people to  
 send messages backwards and forwards how would you create a server  
 that people would type into there client so that they could connect  
 to the server.

I am a very confused person after looking at all the tcp code i have  
 downloaded.

could anyone tell me the type of commands i need to use to do the  
 above or send me some code please.

Any help will be greatly appreciated.

## 1.912 Re: Tcp/ip and saving chunky bitmaps

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 10 Feb 1999 00:01:07 +0200

Organization: A97

Subject: Re: Tcp/ip and saving chunky bitmaps

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 09-Feb-99, Oliver Marks wrote:

> Hi its me again with yet more questions.

> How can i load and save chunky bitmaps ie bitmaps that are being used

> with the mildred library.

Piece of cake,if you want to save a bitmap use:

```

if writefile(0,"RAM:Test.CNK")
writemem 0,mbitmapptr,mbitmapwidth*mbitmap height
closefile0
else
ezrequest"couldn't save bitmap"
end
endif
to load it back use
if readfile(0,"RAM:Test.CNK")
gmem=3Dlof(0)
loadaddy.l=3Dallocmem(gmem,#MEMF_PBLIC)
if loadaddy
loadmem 0,loadaddy,gmem
copybyte loadmem,mbitmapptr,gmem
; you might be better of using copylong.

```

```

freemem loadaddy,gmem
else
ezrequest "Not enough RAM Blah, blah"
end
endif
closefile 0
else
ezrequest "?File not found error in 65536" =
end
endif

```

This should do the trick, otherwise I'll have to actually try and do it in=
Blitz (YAM isn't very ideal for programming.) :o)

[-Some TCP/IP stuff left out-]

> I am a very confused person after looking at all the tcp code i have
> downloaded.
> could anyone tell me the type of commands i need to use to do the
> above or send me some code please.

I recommend Antons UDP\_Chat program.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.913 Re: Tcp/ip and saving chunky bitmaps

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

Date: Wed, 10 Feb 1999 13:29:16 +1300

Subject: Re: Tcp/ip and saving chunky bitmaps

On 10-Feb-99, Oliver Marks wrote:

> I have been looking at lots of code on using tcp/ip in blitz but one  
> thing i do not understand is how you create a server in other words  
> how do you create it so that other people can connect to the server.

Paul burkey has some Client/Server code on his Netpage.

> for example if i wanted to create a program that allowed to people to  
> send messages backwards and forwards how would you create a server  
> that people would type into there client so that they could connect  
> to the server.

Everytime you go online an IP number (like 230.21.202.1) is allocated to you (your ISP usually allocates you a free number every time you log in- if you have a permanent connection you can have a permanent IP number). You can also be found by a name (in my case port101.ww.co.nz- the 101 number will change each time I log on- this is the same address as the IP number). You need to know this number or name (this is your address on the Internet), of the person who is acting as Server (type into the Send To: gadget in UDP\_Chat), so you can log into their Server program.

This number can be found out in a number of ways, if you're talking on IRC, you can find their IP number in the person's info window, or with STRICQ, AmiComSys- basically through any server/program that is permanently online, which everyone can log into, so people can find out other people's IP addresses.

When someone has a Server online, it waits for a log in, on a certain port number (mine uses 27272), so you have to log into the Server IP number at the correct port number, at that address. The port number normally is always same, so that's not a problem.

Another way is to log in each IP number of an ISP (if you know what ISP the person you're looking for is on; say to find me- port101.ww.co.nz-port302.ww.co.nz - or whatever the upper number limit is- note that the 'port' in the above address has nothing to do with the port number I mentioned above- it could be any word(s) really), and try to log in at the correct port number, if you get a response (and correct one- it might be the correct Server program, but wrong

person!), then you've found the right person, and can log in.  
> I am a very confused person after looking at all the tcp code i have  
> downloaded.  
> could anyone tell me the type of commands i need to use to do the  
> above or send me some code please.

Keep reading the docs and web pages, and looking at the examples- it comes clear after awhile :) Don't worry, it took me awhile to get my head around it :)

For simple demos, see my UDP\_Send and UDP\_Receive demos in the UDP\_Chat archive. They can both run on the same machine as they log into 'localhost' (your machine). One program sends and then other receives- something similar can be easily done in TCP.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>

## 1.914 TCP/IP Question

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 23:27:37 +0000

From: Whee\_Cool <apwheeler@apwheeler.demon.co.uk>

Date: Wed, 17 Feb 1999 23:27:48 +0000

Subject: TCP/IP Question

Hi,

Is there anyway of listening for a connection which doesn't make the program stop until a connection is established.

At the moment I am using:

```
bind.l=bind_(sock.l,host,length)
```

```
listen.l=listen_(sock.l,5)
```

```
accept.l=accept_(sock.l,host,length)
```

Whereas the program freezing on listen\_ command until someone connects

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : [Http://www.apwheeler.demon.co.uk](http://www.apwheeler.demon.co.uk)

IRC Undernet : Channel- #amirc Nick- Whee\_Cool

## 1.915 Re: TCP/IP Question

for scott@online.u-net.com; Fri, 19 Feb 1999 08:37:43 +0000

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

Date: Fri, 19 Feb 1999 21:29:05 +1300

Subject: Re: TCP/IP Question

On 18-Feb-99, Whee\_Cool wrote:

> Hi,

>

> Is there anyway of listening for a connection which doesn't make the

> program stop until a connection is established.

>

> At the moment I am using:

>

> bind.l=bind\_(sock.l,host,lenght)

>

> listen.l=listen\_(sock.l,5)

>

> accept.l=accept\_(sock.l,host,lenght)

>

> Whereas the program freezing on listen\_ command until someone connects

Yep, check out Paul Burkey's Netpage for examples to do the above:

<http://www.sneech.freemove.co.uk/netlink.html>

Give us a call if you need help :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

## 1.916 Re: TCP/IP Question

for scott@online.u-net.com; Fri, 19 Feb 1999 14:09:34 +0000

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 14:44:32 +0200

---

Organization: A97

Subject: Re: TCP/IP Question

Encoding: quoted-printable

On 19-Feb-99, Anton Reinauer wrote:

> Yep, check out Paul Burkey's Netpage for examples to do the above:

> <http://www.sneech.freemove.co.uk/netlink.html>

> Give us a call if you need help :)

D=E9ja-vu. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.917 TCp/IP Question: Getpeerbyname\_**

for scott@online.u-net.com; Tue, 23 Feb 1999 22:21:08 +0000

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 22:20:10 +0000

From: Whee\_Cool <apwheeler@apwheeler.demon.co.uk>

Date: Tue, 23 Feb 1999 22:21:24 +0000

Subject: TCp/IP Question: Getpeerbyname\_

Hi,

I am having trouble getting the command Getpeerbyname\_ command to work and store the ip name of who has connected here is my code I use:

```
listen.l=listen_(sock.l,1)
accept.l=accept_(sock.l,host,lenght)
host$=String$(Chr$(0),30)
a.l=getpeername_(sock.l,&host$,30)
ahost$=StripTrail$(host$,0)
a.l returns 0 specifing teh command has worked
by ahost$= just a filled square character, and not the name of the person who
connected!
Please help
Bye
--
A.Wheeler
Email : Apwheeler@Apwheeler.demon.co.uk
HomePage : Http://www.apwheeler.demon.co.uk
IRC Undernet : Channel- #amirc Nick- Whee_Cool
```

## 1.918 Re: TCP/IP Question: Getpeername\_

for scott@online.u-net.com; Wed, 24 Feb 1999 00:41:08 +0000

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

Date: Wed, 24 Feb 1999 13:35:11 +1300

Subject: Re: TCP/IP Question: Getpeername\_

On 24-Feb-99, Whee\_Cool wrote:

> Hi,

>

> I am having trouble getting the command Getpeerbyname\_ command to work

> and store the ip name of who has connected here is my code I use:

>

> listen.l=listen\_(sock.l,1)

> accept.l=accept\_(sock.l,host,lenght)

> host\$=String\$(Chr\$(0),30)

> a.l=getpeername\_(sock.l,&host\$,30)

> ahost\$=StripTrail\$(host\$,0)

>

> a.l returns 0 specifing teh command has worked

>

> by ahost\$= just a filled square character, and not the name of the

> person who connected!

The docs take awhile to get used to :-/ If you can master them then

you can do any OS work :)

It should be:

```
listen.l=listen_(sock.l,1)
```

```
accept.l=accept_(sock.l,host,lenght)
```

```
namepointer.l=0
```

```
namelength.w=30
```

```
a.l=getpeername_(sock.l,namepointer,namelength)
```

On return of the Function, #namepointer# will hold the position in memory of your string and #namelength# will hold the length of your string. So you just build the string in a loop like so:

```
a=0 : host$=""
```

Repeat

```
host$=host$+Chr$(Peek.b(namepointer+a)) ; build string
```

```
a+1
```

Until a=namelength

I haven't tried it- tell me if it works :)

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton/>>

## 1.919 Re: TCP/IP Question: Getpeername\_

for scott@online.u-net.com; Wed, 24 Feb 1999 10:21:47 +0000

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

Date: Wed, 24 Feb 1999 23:10:06 +1300

Subject: Re: TCP/IP Question: Getpeername\_

On 24-Feb-99, I wrote:

> It should be:

>

> listen.l=listen\_(sock.l,1)

> accept.l=accept\_(sock.l,host,lenght)

> namepointer.l=0

> namelength.w=30

> a.l=getpeername\_(sock.l,namepointer,namelength)

>

> On return of the Function, #namepointer# will hold the position in



> memory of your string and #namelength# will hold the length of your  
> string. So you just build the string in a loop like so:

>

> a=0 : host\$=""

> Repeat

> host\$=host\$+Chr\$(Peek.b(namepointer+a)) ; build string

> a+1

> Until a=namelength

>

> I haven't tried it- tell me if it works :)

Ah no, it doesn't- it crashes badly- I haven't programmed for  
awhile :-/ Now this doesn't crash :)

```
name.sockaddrin
```

```
namelength=SizeOf.sockaddrin
```

```
c.l=getpeername_(sock.l,name.sockaddrin,namelength)
```

I don't think #getpeername\_# does what you want- I think it just fills  
in the sockaddrin structure (in name.sockaddrin) of the socket on the  
other computer- not their actual name, but I could be wrong. They seem  
to use name, as in address structure rather than in ASCII name.

In my UDP\_funcs I have a function that will give you their IP dot  
address ie: 137.226.116.39 from the sockaddrin structure.

Or an easy way is for the other machine to send it's Internet name  
just as data (get your program to send it as it would send strings or  
whatever)- You just get it to send the name in "ENV:HOSTNAME". You can  
also get REALNAME and USERNAME that way as well.

Another suggestion, my UDP\_Chat is nearly a fully fledged Chat  
program, with Server logon and off etc- you could use that.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

## 1.920 Thanx every1!

for scott@online.u-net.com; Sun, 21 Feb 1999 11:48:42 +0000

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Sat, 20 Feb 1999 23:53:16 +0100

Organization: Joker Developments

Subject: Thanx every1!

Hi,

NetDOCK-2 and ND2-Prefs are now finished!

Chris, I got that code working, cheers. Unfortunately, I couldn't get the javascript type mouse position thingy to work, but I came up with my own idea (well, borrowed it off DOPUS4) :

Press HELP, and then when you click on a button, you get the properties of that icon, the program name, the image file, and the place where the program is stored. To exit help mode, press the RIGHT mouse button!

Cheers to every1 who helped out, Chris, David, Curt, and Loki, and anyone else who's ideas I read, but sadly felt were not relevant (that wasn't meant to sound ungrateful or nasty!)

One last question, I think it's been asked before, is it possible to put a background picture in windows a la MUI? My prefs program is far too grey!

Cheers again to every1. I've just got to write the guide files, and I'll let everyone know when they are done. Mail me if you want a copy.

--

/-----+-----\  
| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |

| E-Mail: gaz@jokerd.idps.co.uk | 2mb + 8mb Fast |

| WWW: www.jokerd.free-online.co.uk | 773mb HD, 8x CD |

| ICQ: GazChap (31023012) | 56k Modem |

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| Gareth Griffiths (Joker Developments) | A1200 w/ 680EC20 |

## 1.921 That Assembly Blues....

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 21:05:17 +0200

Organization: A97

Subject: That Assembly Blues....

Encoding: quoted-printable

---

Hello.

It the best way to get a variable into a data register (e.g. d0) with out=  
PutReg/GetReg really:

```
<blitz bit>
poke.l x.l,?lameblitz
move.l lameblitz,d0
<assembly bit>
move.l d0,lameblitz
x.l=3Dpeek.l(?lameblitz)
=2Elameblitz dc.l 0
```

Or is there a better way ? Also, which of these commands uses the mathffp=  
=2Elibrary:

peek, poke,ezrequest and str\$. These are the only non-asm instuctions I u=  
se, and still my exe opens :

```
intuition.library
dos.library (twice)
mathffp.library
```

Can it have something to do with amigalibs.res ? I thought they where jst=  
a bunch of NEWTYPES and Constants.

Considering switching to NCS any day now.

Greets,

```
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+++++
```

Visit : <http://members.tripod.com/~FlameDuck>

## 1.922 Re: That Assembly Blues....

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: That Assembly Blues....

Date: Sun, 14 Feb 1999 23:55:04 +0100

charset="iso-8859-1"

Encoding: quoted-printable

From: Mikkel L=F8kke

>Hello.

>

>It the best way to get a variable into a data register (e.g. d0) with =  
out PutReg/GetReg really:

>

><blitz bit>

>poke.l x.l,?lameblitz

>move.l lameblitz,d0

><assembly bit>

>move.l d0,lameblitz

>x.l=3Dpeek.l(?lameblitz)

>

>.lameblitz dc.l 0

>

Why do you want to do that? GetReg d0,x.l assembles into a =  
straightforward:

movem.l d1-d7/a0-a7,-(a7)

move.l x(a5),d0

movem.l (a7)+,d1-d7/a0-a7

while poke assembles to a lot of stuff. The same applies to Putreg/Peek.

>Or is there a better way ? Also, which of these commands uses the =  
mathffp.library:

>

>peek, poke,ezrequest and str\$. These are the only non-asm instuctions I =  
use, and still my exe opens :

>intuition.library

>dos.library (twice)

>mathffp.library

>

You seem to be a little lazy ;). It's rather simple to check: Make a =  
program containing only one of

---

the commands.

Just to be nice I checked it for you. It is used by the library str\$ is =  
in.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

## 1.923 Re: That Assembly Blues....

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 01:30:51 +0200

Organization: A97

Subject: Re: That Assembly Blues....

Encoding: quoted-printable

Hello Anders.

On 15-Feb-99, Anders Hasselqvist wrote:

>> It the best way to get a variable into a data register (e.g. d0) with =  
out PutReg/GetReg really:

[-Program removed-]

> Why do you want to do that? GetReg d0,x.l assembles into a straightforw=  
ard:

> movem.l d1-d7/a0-a7,-(a7)

> move.l x(a5),d0

> movem.l (a7)+,d1-d7/a0-a7

I hope it doesn't move a7 anywhere.... :o)

> while poke assembles to a lot of stuff. The same applies to Putreg/Peek=  
=2E

Actually I was hoping poke would assemble to a straight MOVE or MOVEQ in=  
struction.... Or that there was a way to "access" blitz type variables fr=  
om the ASM part because doing PutReg/GetReg in the middle of assembly stuf=  
f kinda wrecks the "readability" of the source.

>> Or is there a better way ? Also, which of these commands uses the math=  
ffp.library:

>> peek, poke,ezrequest and str\$. These are the only non-asm instuctions =

I use, and still my exe opens :

>> intuition.library

>> dos.library (twice)

>> mathffp.library  
 > You seem to be a little lazy ;). It's rather simple to check: Make a program containing only one of  
 I'm a programmer, what do yo expect ? :o)  
 > the commands.  
 > Just to be nice I checked it for you. It is used by the library str\$ is= in.  
 Thanks, I had it suspected all along. Now, how do I get rid of it ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.924 Re: That Assembly Blues....

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

Date: Mon, 15 Feb 1999 12:39:46 +1300

Subject: Re: That Assembly Blues....

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke wrote:

> Hello.

> =

> It the best way to get a variable into a data register (e.g. d0) with

```

> out PutReg/GetReg really:
> =
> <blitz bit>
> poke.l x.l,?lameblitz
> move.l lameblitz,d0
> <assembly bit>
> move.l d0,lameblitz
> x.l=3Dpeek.l(?lameblitz)
> =
> .lameblitz dc.l 0
> =
> Or is there a better way ? Also, which of these commands uses the
> mathffp.library:
=
That's how I do it- once it's set up you can simply share variables
between assem and Blitz!
-- =
Anton Reinauer <anton@ww.co.nz>
=

```

## 1.925 Re: That Assembly Blues....

15 Feb 99 09:22:27 0

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

Organization: The Robert Gordon University, E&EE

Date: Mon, 15 Feb 1999 09:22:13 -0000

encoding: Quoted-printable

Subject: Re: That Assembly Blues....

On 14 Feb 99, at 21:05, Mikkel L=F8kke wrote:

> It the best way to get a variable into a data register (e.g. d0) with ou=  
t

> PutReg/GetReg really:

<code snip>

What you can do is this: compile and run your code using GetReg/PutReg, w=  
ith

the debugger on. Put a Stop command before a line like x.l=3D0. Open up th=  
e

disassembly window, and see what the ASM for it will be - something like:

MOVEM.l ....

MOVEQ.l #0,d0

MOVE.l d0,-4(a5)

MOVEM.l ....

Your variable x is therefore located at -4(a5) and you can use this with MOVE's instead of GetReg/PutReg. All the other variables follow on in the = order

they are defined in the program, but I can't remember what direction (i.e.= whether they're +ve or -ve offsets from a5). Its easier to have your final= program in place before changing the GetReg/PutReg commands to moves with hardcoded offsets as any additional libs or variables may change all your offsets.

l) ^ V ][ l) |M| =A9 |M| ][ |M| |M|

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.926 Re: That Assembly Blues....

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 16 Feb 1999 01:56:40 +0300

Subject: Re: That Assembly Blues....

Encoding: quoted-printable

On 15-Feb-99, David Mcminn wrote.

> On 14 Feb 99, at 21:05, Mikkel L=F8kke wrote:

> =

> > It the best way to get a variable into a data register (e.g. d0) wit=

h

out

> > PutReg/GetReg really:

> =

> <code snip>

> =

> What you can do is this: compile and run your code using GetReg/PutRe=

g,

with =

> the debugger on. Put a Stop command before a line like x.l=3D0. Open u=

p the

> disassembly window, and see what the ASM for it will be - something li=

ke:

> MOVEM.l ....



> MOVEQ.l #0,d0  
> MOVE.l d0,-4(a5)  
> MOVEM.l ....  
> =  
> Your variable x is therefore located at -4(a5) and you can use this with  
ith  
> MOVE's instead of GetReg/PutReg. All the other variables follow on in the  
the  
order =  
> they are defined in the program, but I can't remember what direction  
(i.e. =  
> whether they're +ve or -ve offsets from a5). Its easier to have your  
final =  
> program in place before changing the GetReg/PutReg commands to moves with  
ith  
> hardcoded offsets as any additional libs or variables may change all your  
our  
> offsets.  
> =  
There is one other way too as you can see from the example code you wrote=  
the current variable is handled in D0 (if not newtype float string etc)  
so just put  
x.l=3Dx.l  
move.l d0,<usefull-address-or-reg>  
And I think this can be optimized in the same way as the get/putreg thing=  
s  
but is faster while testing and building the thing up.  
-- =  
Sami Naatanen A1260 50MB 4.5GB 2X 56k HP LaserJet4L  
EMail: sami.naatanen@dlc.fi

## 1.927 Re: That Assembly Blues....

From: Anton Reinauer <anton@ww.co.nz>  
Date: Tue, 16 Feb 1999 12:49:10 +1300  
Subject: Re: That Assembly Blues....

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.2017060712.4

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke wrote:

=

> Actually I was hoping poke would assemble to a straight MOVE or MOVEQ

> instruction.... Or that there was a way to "access" blitz type

> variables from the ASM part because doing PutReg/GetReg in the middle  
of

> assembly stuff kinda wrecks the "readability" of the source.

This is what I do to share variables- Getreg only has to be done once-  
then you can share variables between assem and Blitz transparently.

=

-- =

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0 =

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0 =

=

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed =  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

--BOUNDARY.2017060712.4

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

DefaultOutput

score.l=123456

Gosub Assem

BLITZ

tick1.l=Ticks

For t=1To1000

BSR Score

Next

tick2.l=Ticks

AMIGA

tticks.q=tick2-tick1

NPrint "Number of ticks to do 1000 loops= ",tticks

NPrint "% of 50th taken per loop= ", tticks/10, " %"

MouseWait

End

.Assem

GetReg a0,&score ;put address of score in a0 using a pointer

```
MOVE.l a0,score_a ;store address of test in pos
Return
.Score
MOVE.l score_a,a1 ;put score address in a1
MOVE.l (a1),d0
MOVE.l #pos_a,a0 ;put address of table in a0
MOVE.l (a0),d1
BSR div
Stop
SUBQ #4,d1
CMP.b #8,d1
BHI skip
MOVE.l #28,(a0)
BRA skip2
skip
MOVE.l d1,(a0)
skip2
CLR d0
SWAP d0
div
MOVE.l 0(a0,d1),d2
DIVU d2,d0
RTS
score_a: Dc.l 0 ; score pointer stored here
pos_a: Dc.l 28,1,10,100,1000,10000,100000,1000000
--BOUNDARY.2017060712.4--
```

## 1.928 Re: That Assembly Blues....

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

Date: Wed, 17 Feb 1999 13:42:50 +1300

Subject: Re: That Assembly Blues....

Encoding: quoted-printable

On 16-Feb-99, Sami N=E4=E4t=E4nen wrote:

=

> There is one other way too as you can see from the example code you

> wrote the current variable is handled in D0 (if not newtype float

> string etc) so just put

> x.l=3Dx.l

> move.l d0,<usefull-address-or-reg>  
> =  
> And I think this can be optimized in the same way as the get/putreg  
> things but is faster while testing and building the thing up.  
> =  
Yes, that's a much better way of doing it!!  
-- =  
Anton Reinauer <anton@ww.co.nz>  
=

## 1.929 That MUI arrow thing

From: The DazzMan <dazza@netsource.co.nz>

Date: Sun, 14 Feb 1999 14:17:30 +1300

Subject: That MUI arrow thing

Gidday, I'm the DazzMan and I'm not completely sane, but...

Can anyone tell me how to write a list tree in MUI? Also in a related topic, can you tell me if it is possible to incorporate a MUI String Gadget in the List Tree?

I know this might sound daft, but I'm trying to write an HTML editor using Blitz and the MUI extensions, and I want to pilfer some really cool features from Hot Dog on the PC (written by a New Zealander as well). Anyway, in Hot Dog you can have a bar down the side which has a list of the commands to use but when you select the command, if it has a sub-option that requires input (eg body which has: bgcolor, text, link, vlink, alink, and background [I'm skipping JavaScript commands here]) then you can enter these things into a string gadget inside the list tree itself.

I hope you can understand what I'm getting at here, so if you do, can you tell me if it is possible to do so?

Thanks Guys/Gals

That does it I'm outa here.

--

BFN

The DazzMan

mailto:dazza@netsource.co.nz

<http://www.geocities.com/SiliconValley/Sector/7957>

ICQ# 27117829

-----  
If I knew in school what I know now... I'll still be no better off.

## 1.930 Re: That MUI arrow thing

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 14 Feb 1999 11:30:14 +0000

Organization: Pagan Software

Subject: Re: That MUI arrow thing

On 14-Feb-99, The DazzMan wrote:

> Can anyone tell me how to write a list tree in MUI? Also in a related

> topic, can you tell me if it is possible to incorporate a MUI String

Gadget

> in the List Tree?

<SNIP>

> I hope you can understand what I'm getting at here, so if you do, can you

> tell me if it is possible to do so?

If you'd read the docs for "Listtree.mcc" or even looked at the prefs for

it, you'd know that you have to email the author for the developer

information. Something I did some time ago, but never got a reply :/

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>The solution to a problem changes the nature of the problem.

## 1.931 Re: That MUI arrow thing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 15 Feb 1999 01:17:04 +0200

Organization: A97

Subject: Re: That MUI arrow thing

Encoding: quoted-printable

Hello Anton.

---

On 15-Feb-99, Anton Reinauer wrote:

>> Giddy, I'm the DazzMan and I'm not completely sane, but...

> Well, join the club! -the club's called The Blitz List! ;-)

>> cool features from Hot Dog on the PC (written by a New Zealander as

>> well). =

> Uhh, uh, urrr we're breeding :)

Yeah, as if the world hasn't allready got enough insane PC wielding Kiwi'=

s :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.932 Re: That MUI arrow thing

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

Date: Mon, 15 Feb 1999 12:29:26 +1300

Subject: Re: That MUI arrow thing

On 14-Feb-99, The DazzMan wrote:

> Giddy, I'm the DazzMan and I'm not completely sane, but...

Well, join the club! -the club's called The Blitz List! ;-)

> cool features from Hot Dog on the PC (written by a New Zealander as

> well).

Uhh, uh, urrr we're breeding :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton/>>

## 1.933 Re: That MUI arrow thing

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

Date: Tue, 16 Feb 1999 12:34:02 +1300

Subject: Re: That MUI arrow thing

Encoding: quoted-printable

On 15-Feb-99, Mikkel L=F8kke wrote:

> Hello Anton.

> =

> On 15-Feb-99, Anton Reinauer wrote:

> =

>>> Giddyay, I'm the DazzMan and I'm not completely sane, but...

> =

>> Well, join the club! -the club's called The Blitz List! ;-)

> =

>>> cool features from Hot Dog on the PC (written by a New Zealander as

>>> well). =

> =

>> Uhh, uh, urrr we're breeding :)

> =

> Yeah, as if the world hasn't already got enough insane PC wielding

> Kiwi's :o)

=

Hey, there's still plenty of us insane Amiga wielding Kiwis as =

well! :)

-- =

Anton Reinauer <anton@ww.co.nz>

=

---

**1.934 Re: That MUI arrow thing**

Date: Tue, 16 Feb 1999 14:27:57 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: That MUI arrow thing

Encoding: quoted-printable

Anton Reinauer wrote:

> =

> On 15-Feb-99, Mikkel L=F8kke wrote:

>> Hello Anton.

>>

>> On 15-Feb-99, Anton Reinauer wrote:

>>

>>>> Giddyay, I'm the DazzMan and I'm not completely sane, but...

>>

>>> Well, join the club! -the club's called The Blitz List! ;-)

>>

>>>> cool features from Hot Dog on the PC (written by a New Zealander as=

>>>> well).

>>

>>> Uhh, uh, urrr we're breeding :)

>>

>> Yeah, as if the world hasn't already got enough insane PC wielding

>> Kiwi's :o)

> =

> Hey, there's still plenty of us insane Amiga wielding Kiwis as

> well! :)

And in 10 years, us Kiwis might become true blue Aussies! =

<Violent shudder>

--

Julian Kinraid

**1.935 Re: That MUI arrow thing**

From: The DazzMan <dazza@netsource.co.nz>

Date: Tue, 16 Feb 1999 22:06:16 +1300

Subject: Re: That MUI arrow thing

Encoding: 8bit

---



On 15-Feb-99 someone called Mikkel Løkke wrote about:

Re: That MUI arrow thing

On 15-Feb-99, you wrote:

>ML: Yeah, as if the world hasn't already got enough insane PC wielding

>ML: Kiwi's :o)

I didn't say I had a PC (I'd rather have a pitch fork in my eye before I ever get one of those). I only used them when I was working as a Systems Engineer. I used Hot Dog alot when writing webpages for customers.

## 1.936 Re: The LAst Mouse Control Query

[62.136.8.60] helo=194.152.64.35 ident=disaintcool)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DbQ1-0003W0-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 21:55:37 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 18 Feb 1999 21:57:44 +0100

Organization: Satanic Dreams Software.

Subject: Re: The LAst Mouse Control Query

Encoding: binary

Hello Whee\_Cool

Hiya, Whee\_Cool... ,on 18-Feb-99 you mailed me about: The LAst Mouse Control Query! So I'ma reply`in...

W>> Hi,

W>>

W>> Right, the last piece of information I am hoping someone can help me

W>> with, in regard in mouse controls, is reading when the mouse button is

W>> clicked.

W>>

W>> I don't want how to do it in blitz mode

#JoyB# command m8,.. I'm sure you have docs on this.. there are others

but JobB will work in blitz and amiga mode :)

W>> thanx

hope this helps ya :)

W>> Bye

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*  
<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

### 1.937 The LAsT Mouse Control Query

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 21:43:46 +0000  
From: Whee\_Cool <[apwheeler@apwheeler.demon.co.uk](mailto:apwheeler@apwheeler.demon.co.uk)>  
Date: Thu, 18 Feb 1999 21:43:48 +0000  
Subject: The LAsT Mouse Control Query

Hi,

Right, the last piece of information I am hoping someone can help me with, in regard in mouse controls, is reading when the mouse button is clicked.

I don't want how to do it in blitz mode

thanx

Bye

--

A.Wheeler

Email : [Apwheeler@Apwheeler.demon.co.uk](mailto:Apwheeler@Apwheeler.demon.co.uk)

HomePage : [Http://www.apwheeler.demon.co.uk](http://www.apwheeler.demon.co.uk)

IRC Undernet : Channel- #amirc Nick- Whee\_Cool

### 1.938 Re: The LAsT Mouse Control Query

for scott@online.u-net.com; Fri, 19 Feb 1999 02:39:30 +0000  
(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))  
(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[FlameDuck@usa.net](mailto:FlameDuck@usa.net)>  
Date: Fri, 19 Feb 1999 02:32:27 +0200  
Organization: A97  
Subject: Re: The LAsT Mouse Control Query  
Encoding: quoted-printable  
On 18-Feb-99, Loki wrote:

>> Right, the last piece of information I am hoping someone can help me  
 >> with, in regard in mouse controls, is reading when the mouse button is  
 s  
 >> clicked.  
 >> I don't want how to do it in blitz mode  
 > #JoyB# command m8,.. I'm sure you have docs on this.. there are others  
 > but JobB will work in blitz and amiga mode :)  
 Yeah, except JoyB will work regardless of what program the user is clicking  
 in. I suggest using IDCMP flags...

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.939 Re: The LAst Mouse Control Query

Fri, 19 Feb 1999 11:15:40 +0000

19 Feb 99 11:15:41 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Fri, 19 Feb 1999 11:15:26 +0000

encoding: 7BIT

Subject: Re: The LAst Mouse Control Query

A Guy named Loki had a reply that went like:

> Hello Whee\_Cool

> Hiya, Whee\_Cool... ,on 18-Feb-99 you mailed me about: The LAsT Mouse

> Control Query! So I ma reply`in...

>

> W>> Hi,

> W>>

> W>> Right, the last piece of information I am hoping someone can help me

> W>> with, in regard in mouse controls, is reading when the mouse button

> is W>> clicked. W>> W>> I don't want how to do it in blitz mode

>

> #JoyB# command m8,.. I'm sure you have docs on this.. there are others

> but JobB will work in blitz and amiga mode :)

This works for the standard amiga mice. Unfortunately, a lot of people have pc mice plugged in via the serial port (myself included) and the old JoyB(0) command doesn't work. ( Neither does MouseWait or NMouseWait). Just replace Joyb(0) with MButtons and it will work.

Steven Croy

## 1.940 Re: The new Blitz Platform ;)

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 31 Jan 99 20:29:03 +0000

Subject: Re: The new Blitz Platform ;)

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJl\_urlMVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Sun, 31 Jan 1999 17:23:48=  
+0200 this is what I think,

> > There are MANY processors on the market superior to any of the above a=  
nd

> > more and even better ones soon to be available. Even Motorola themselv=  
es

> > have better chips than PPC coming out. There are also some relatively =  
new

>=20

> No they don't.

Ow we forgot you went down to Motorola R&D labs and sow everyone the

sitting do nothing. Think not!=20=20

>=20

> Ah, this is where i think you're wrong. I think most of the people  
> that already have PC's are getting tired of them, but they blame  
> Microsoft. And they have no choice. I really don't think that Bill  
> Gates is going to sit around doing nothing, while his entire empire  
> collapses. No way. He's not stupid. Even if the future AMiGA is  
> going to be a "winner" it will still lose, because it doesn't have  
> the financial "punch" of the PC's.=20

What total rubbish. 10 years ago you could of said no body would be  
bigger than IBM! Look at them now, only few years ago they just  
managed not to go out of business.=20=20

Money isn't everything. Look at Philips and CDI gosh didn't that sell  
well.

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V/AmigaV/ Team AMiGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1  
PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20  
ICQ 21765436

## 1.941 This is getting annoying!! :( (MEM LEAK, BAD CODING!)

for scott@online.u-net.com; Fri, 26 Feb 1999 13:26:52 +0000

([62.136.22.81] helo=194.152.64.35 ident=disaintcool)

by mail3.svr.pol.co.uk with smtp (Exim 2.12 #1)

id 10GNGT-0004Yc-00

for blitz-list@netsoc.ucd.ie; Fri, 26 Feb 1999 13:25:13 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Fri, 26 Feb 1999 13:25:08 +0100

Organization: Satanic Dreams Software.

Subject: This is getting annoying!! :( (MEM LEAK, BAD CODING!)

Encoding: 8bit

Hello,

About the memory leakage... I ran CodeWatcher on my code, and  
everything is A-OK! Says: All allocated memory was freed

---

and it's NOT!, 70K if chipmem isn't :(

I also have a problem with another program which works FINE through blitz, be when run from an executable, GURU's on exit! :(

And I tried, but can't determine what is causing it, as the debugger doesn't report ANYTHING!., sometimes it will freeze, and others it just exits.

Of course it would be NICE to be able to be able to use Enforcer on my code, but I cant cos it requires an MMU :( Which suks!

I have checked and double checked the code, but to no avail, there doesn't \*seem\* to be ANYTHING wrong at all!,...

Bad coding I spoze :)

They are both in BlitzMode, and therefore are even harder to DeBug :(

Codewatcher returned:

CodeWatcher 1.4 - Copyright © 1988-91 Michael Plitkins All rights reserved.

Process/Task Address: \$105E92D8

The following Segments were loaded for this process:

Addr: \$105FC378 Size: 72704

All Files were closed.

All Locks were freed.

The following Fonts were accessed:

topaz.font Addr: \$10004928 Y: 8 X: 8 Style: \$0 Flag: \$41 OpnCnt: 0

All Sprites were freed.

No Interrupt Servers were added.

No Tasks were added.

No Ports were added.

The following Libraries were accessed:

graphics.library Addr: \$10000A7C OpenCnt: 0

mathffp.library Addr: \$103EACE8 OpenCnt: 0

intuition.library Addr: \$10015A9C OpenCnt: 0

exec.library Addr: \$14E4 OpenCnt: 0

dos.library Addr: \$1001969C OpenCnt: 1

diskfont.library Addr: \$100F57A0 OpenCnt: 0

The following Devices were accessed:

console.device Addr: \$10017190 OpenCnt: 0

No Resources were added to the system.

The following allocations were in the process MemEntry:

Addr: \$1033DBC0 Size: 20

Addr: \$105E92D8 Size: 4248

All allocated memory was freed.

---

Process Priority 0 was NOT changed at exit.  
Traps Allocated = \$0  
Signals Allocated = \$0  
Task Disable count = -1 (normal)  
Interrupt Disable count = -1 (normal)  
The Current Directory was NOT changed at exit.  
The Window Pointer was NOT changed at exit.  
Program used approximately 592 bytes from the stack.  
Program returned code 0.  
SEEMS ok to me?  
What does:  
The following Segments were loaded for this process:  
Addr: \$105FC378 Size: 72704  
Mean? Cos that`s about the amount that doesn`t get freed :)  
Cya!  
--  
<tsb>  
<sb>\*CONTACTING ME:\*\br/><sb>E-MAIL: loki@napalmdeath.freemove.co.uk  
<sb>WWW: http://www.napalmdeath.freemove.co.uk/  
<sb>ICQ: 27181384  
<tsb>  
<sb>\*SATANIC DREAMS SOFTWARE FOUNDER\*\br/><sb>ADMIN: admin@satanicdreams.freemove.co.uk  
<sb>AMINET: SDPackN.lha (docs/misc)  
<sb>WWW: http://www.satanicdreams.freemove.co.uk/  
<sb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.942 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

for scott@online.u-net.com; Sat, 27 Feb 1999 08:01:57 +0000  
From: Rui Carvalho <grim@ip.pt>  
Date: Fri, 26 Feb 1999 23:44:46 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";  
homepage="Http://www.ip.pt/~ip234558/"; dob=31011977  
Organization: Dark Dreams Designs  
Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)  
Encoding: 8bit

---

Hello Loki

Somewhere Loki wrote:

L > The following Segments were loaded for this process:

L > Addr: \$105FC378 Size: 72704

L > Mean? Cos that`s about the amount that doesn`t get freed :)

Are you reserving any mem? (Init bank, Allocmem or loadmem...)

If so don`t forget to freemem before you end the proggy!!!

--

Best Regards,

Rui Carvalho «gRiM»

<tsb>

If i told you you had a beautiful body, would you hold it against me?

«Http://www.ip.pt/~ip234558 - Last Update: 05.01.99»

«ICQ:28959421»

<tsb>Projects

AFM3.0 -> |-----95%-|

<tsb>

### 1.943 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

for scott@online.u-net.com; Sat, 27 Feb 1999 08:42:09 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 09:28:41 +0200

Organization: M2 productions

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

Encoding: quoted-printable

Hello Loki.

On 26-Feb-99, Loki wrote:

> The following Segments were loaded for this process:

> Addr: \$105FC378 Size: 72704

> Mean? Cos that`s about the amount that doesn`t get freed :)

Hmmm, it seems like you do a LoadSeg\_ that doesn`t get UnLoadSeg\_`ed ? A=

nyway, you might just try doing an Avail Flush, that might cure it. Not q=

uite sure how Segments work, and don`t really care much either....

Regards

-- =

+++++-----+++++-----+++++-----+++++-----+++++



```

|M i k k e l L =F8 k k e l _
^ + + l _
/ - \ | a l i a s | | \
+ _____ . _ +
M | \ _____ / | _____ | | |
| | + | _ ) | | \ _ \ / \ / _ \ + | |
| | \ | | _ / _ \ Y Y \ _ / |
o + \ _ / | _____ ( _____ / _ | | ^ _____ > + |
| | V V V V | | _
_ + _____ _ + _
/ _ | \ _____ \ _ _ _ _ | | _ | | _
\ | + | | \ | \ / _ \ | / / + | _
| | ^ \ | ^ \ _ | < | _
^ + / _____ / _____ \ _____ > _ | _ \ + /
/ - \ | V V V | / _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.944 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

for scott@online.u-net.com; Sat, 27 Feb 1999 08:40:26 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 09:32:31 +0200

Organization: M2 productions

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

Encoding: quoted-printable

Hello Loki.

On 26-Feb-99, Loki wrote:

> I also have a problem with another program which works FINE through

> blitz, be when run from an executable, GURU`s on exit! :(

Check to make sure you have BStartup in the start of your code, if this d=

oesn`t help, do a few RTS`s at the end of your main code :o)

> And I tried, but can`t determine what is causing it, as the debugger

> doesn`t report ANYTHING!., sometimes it will freeze, and others it

> just exits. =

See ? That`s a good indication that something is wrong. A tip: print the =

wentire program out on paper, and then go through it.

> Of course it would be NICE to be able to use Enforcer  
 > on my code, but I cant cos it requires an MMU :( Which suks!  
 > I have checked and double checked the code, but to no avail,  
 > there doesn't \*seem\* to be ANYTHING wrong at all!,... =  
 > Bad coding I spoze :)  
 Oh, and I don't think enforcer would work on Blitz Mode programs anyhow, =  
 and neither would the debugger (At least not properly). Once again I urge=  
 you to do intuition coding :o>

Regards

```
-- =
+++++
|M i k k e l L =F8 k k e l _
^ + + l _
/ - \ | a l i a s | | \
+ _____ . _ +
M | \ _ _ _ / | | _ _ _ _ _ | | |
| | + | _ ) | | \ _ \ / \ / _ \ + | |
| | \ | | _ / _ \ Y Y \ _ _ / |
o + \ _ _ / | _ _ ( _ _ _ / _ | | ^ _ _ > + |
| | V V V V | | _
_ _ + _ _ _ _ _ _ + _ _
/ _ | \ _ _ _ \ _ _ _ _ | | _ | | _
\ | + | | \ | \ / _ \ | | / + | _
| | ^ \ | ^ \ _ | < | _
^ + / _ _ _ _ / _ _ / \ _ _ > _ | _ \ + /
/ - \ | V V V | | _
+++++
```

Visit : <http://members.tripod.com/~FlameDuck>

**1.945 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)**

for scott@online.u-net.com; Sat, 27 Feb 1999 12:04:56 +0000  
 ([62.136.74.232] helo=194.152.64.35 ident=LightSpeed)  
 by mail3.svr.pol.co.uk with smtp (Exim 2.12 #1)  
 id 10GiTT-0007Sb-00  
 for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 12:04:03 +0000  
 From: Loki <loki@napalmdeath.freemove.co.uk>  
 Date: Sat, 27 Feb 1999 11:05:09 +0100  
 Organization: Satanic Dreams Software.

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

Encoding: binary

Hello Mikkel

Hiya, Mikkel... ,on 27-Feb-99 you mailed me about: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)! So I ma reply`in...

ML>> Hello Loki.

ML>>

ML>> On 26-Feb-99, Loki wrote:

ML>>

ML>>> I also have a problem with another program which works FINE through

ML>>> blitz, be when run from an executable, GURU`s on exit! :(

ML>>

ML>> Check to make sure you have BStartup in the start of your code, if this

ML>> doesn't help, do a few RTS's at the end of your main code :o)

It's not a no-Wbstartup GURU,.. those just bring up a suspend/reboot requester :), but it could well be the RTS stuff, although the code isn't even very big!

ML>>> And I tried, but can't determine what is causing it, as the debugger

ML>>> doesn't report ANYTHING!.. sometimes it will freeze, and others it

ML>>> just exits.

ML>>

ML>> See ? That's a good indication that something is wrong. A tip: print the

ML>> wentire program out on paper, and then go through it.

I have :)

ML>>> Of course it would be NICE to be able to be able to use Enforcer

ML>>> on my code, but I cant cos it requires an MMU :( Which suks!

ML>>> I have checked and double checked the code, but to no avail,

ML>>> there doesn't \*seem\* to be ANYTHING wrong at all!.....

ML>>> Bad coding I spoze :)

ML>>

ML>> Oh, and I don't think enforcer would work on Blitz Mode programs anyhow,

ML>> and neither would the debugger (At least not properly). Once again I

ML>> urge you to do intuition coding :o>

Well it exits. I thought it might report something when the program quits :)

Intuition codeing is SLOW!.. how do you double buffer an ituition screen?

This was a demo style program I was working on, and required all the speed it could grab!

ML>> Regards

Regards

--

<tsb>

<sb>\*CONTACTING ME:\*

<sb>E-MAIL: loki@napalmdeath.freemove.co.uk

<sb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<sb>ICQ: 27181384

<tsb>

<sb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<sb>ADMIN: admin@satanicdreams.freemove.co.uk

<sb>AMINET: SDPackN.lha (docs/misc)

<sb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<sb>IRC: Dalnet/#SatanicDreams

<tsb>

## **1.946 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)**

for scott@online.u-net.com; Sat, 27 Feb 1999 15:30:18 +0000

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

Date: Sat, 27 Feb 1999 06:33:46 -0500

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

Hi Loki

> Intuition codeing is SLOW!.. how do you double buffer an ituition screen?

> This was a demo style program I was working on, and required all the

> speed it could grab!

Just set up two bitmaps. And use the ShowBitmap command to switch between.

It's no slower than in Blitz mode. It still won't work on a GFX card - but

then, a Blitz-mode program won't either. The only things you can't do in

Amiga mode are sprites and dual playfield stuff.

BTW, many Blitz-mode programs don't work right on my system anyway, and I

have a standard AGA system...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

**1.947 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)**

for scott@online.u-net.com; Sat, 27 Feb 1999 15:32:21 +0000

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

Date: Sat, 27 Feb 1999 06:47:26 -0500

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

Encoding: quoted-printable

Hi,

On 27-Feb-99, Mikkel L=F8kke wrote:

> Hello Loki.

> =

> On 26-Feb-99, Loki wrote:

> =

>> The following Segments were loaded for this process:

>> Addr: \$105FC378 Size: 72704

> =

>> Mean? Cos that`s about the amount that doesn`t get freed :)

> =

> Hmmm, it seems like you do a LoadSeg\_ that doesn`t get UnLoadSeg\_`ed ?=

> Anyway, you might just try doing an Avail Flush, that might cure it. No=

t

> quite sure how Segments work, and don`t really care much either....

I don`t even know what a Segment is...

But maybe you are loading a Font for your program? If you are, and it is= about this size, the problem is solved.

Once a font is loaded, it belongs to Intuition. And Intuition will only free it if it runs out of memory. Even after your program ends, the font= remains. There is no way (that I know) to remove it. Maybe that Avail Flush will do it?

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

**1.948 Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)**

for scott@online.u-net.com; Sat, 27 Feb 1999 22:29:01 +0000

for blitz-list@netsoc.ucd.ie; Sat, 27 Feb 1999 22:24:40 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

---

Organization: ProPassWord

Date: 27 Feb 99 17:03:39 +0000

Subject: Re: This is getting annoying!! :(( (MEM LEAK, BAD CODING!)

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Rui Carvalho, OK then but=2E=2E=2E

> Hello Loki

>=20

> Somewhere Loki wrote:

>=20

> L > The following Segments were loaded for this process:

> L > Addr: \$105FC378 Size: 72704

>=20

> L > Mean? Cos that`s about the amount that doesn`t get freed :)

>=20

>=20

> Are you reserving any mem? (Init bank, Allocmem or loadmem=2E=2E=2E)

> If so don`t forget to freemem before you end the proggy!!!

>=20

Also if you are using any O/S stuff make shore you give all back after exiting! But that probley isn`t problem as if was, you probley get dreaded RED BAR, ARRGG (Screems in streets below, the people are changing in zombeys because of dreaded GURU)

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco,uk/>

ICQ 21765436

## 1.949 tilde

From: amorel <amorel@xs4all.nl>

Date: Tue, 16 Feb 1999 00:16:09 +0500

Subject: tilde

When I was trying to add my homepage address to a string var the ~ character

in it gave the error illegal constant expression. Pretty lame I think. Anyway

I worked around it by doing this:

```
var$="http://www.xs4all.nl/"+chr(ascii nr of ~)+"amorel"
```

But there gotta be a better way(though it works ok ofcourse I cant stop thinking its not the ideal way).

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ Vaminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

## 1.950 Re: tilde

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

Date: Mon, 15 Feb 1999 18:50:48 -0500

Subject: Re: tilde

Hi amorel

On 15-Feb-99, amorel wrote:

> When I was trying to add my homepage address to a string var the ~  
> character in it gave the error illegal constant expression. Pretty lame I  
> think. Anyway I worked around it by doing this:

>

```
> var$="http://www.xs4all.nl/"+chr(ascii nr of ~)+"amorel"
```

>

> But there gotta be a better way(though it works ok ofcourse I cant stop  
> thinking its not the ideal way).

Nope, that's the only way. Blitz only allows for the "standard" character set in strings - ie, the white keys on your keyboard except for the " character that is used to surround strings.

None of the darker keys, nor any of the Alternate characters. You'll have to use chr\$(whatever) for any of these.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt\_Esser/

**1.951 Re: tilde**

From: amorel <amorel@xs4all.nl>

Date: Wed, 17 Feb 1999 00:40:21 +0500

Subject: Re: tilde

On 16-Feb-99, jon lennart berg wrote:

C=Ex: a\$+"a" would produce 128 bytes of code

C= while a\$+chr\$(32) would only produce 68!!!

That is useful info, thanks. I like to code efficient but readable and easy. And the chr is quite ok for readability and ease of use, for me.

Anyway, I've put the mentioned string var in a statement(along with a bunch of other string vars, making up an about menu text) so the memory used for the vars is freed after leaving the statement again. Though I guess this is old news?

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

**1.952 Re: tilde (twiddle for those un\*x users out there 8P)**

Date: Tue, 16 Feb 1999 04:26:55 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: tilde (twiddle for those un\*x users out there 8P)

---Curt Esser <camge@ix.netcom.com> wrote:

>

> Hi amorel

>

> On 15-Feb-99, amorel wrote:

>> When I was trying to add my homepage address to a string var the ~

>> character in it gave the error illegal constant expression. Pretty

lame I

>> think. Anyway I worked around it by doing this:

>>



```
> > var$="http://www.xs4all.nl/"+chr(ascii nr of ~)+"amorel"
> >
> > But there gotta be a better way(though it works ok ofcourse I cant
stop
> > thinking its not the ideal way).
>
> Nope, that's the only way.
```

I think that it is TED rather than blitz. The TED input parsing routine just forget to include "unusual" characters. Another possible way is to use a substitute character and then once you've compiled the code use a hex editor to manually edit the string. This would make your source code neater. I'm not sure about reducing source code - it depends on whether blitz converts it into a constant during compilation...

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.953 Re: tilde (twiddle for those un\*x users out there 8P)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 16 Feb 1999 15:44:24 +0300

Subject: Re: tilde (twiddle for those un\*x users out there 8P)

Encoding: quoted-printable

On 16-Feb-99, Thomas Cobb wrote.

> ---Curt Esser <camge@ix.netcom.com> wrote:

> > =

> > Hi amorel

> > =

> > On 15-Feb-99, amorel wrote:

> >> When I was trying to add my homepage address to a string var the ~

> >> character in it gave the error illegal constant expression. Pretty

> lame I

> >> think. Anyway I worked around it by doing this:

> >> =

> >> var\$=3D"http://www.xs4all.nl/"+chr(ascii nr of ~)+"amorel"

> >> =

> >> But there gotta be a better way(though it works ok ofcourse I cant

> stop  
> >> thinking its not the ideal way).  
> > =  
> > Nope, that's the only way.  
> =  
> I think that it is TED rather than blitz. The TED input parsing  
> routine just forget to include "unusual" characters. Another possible=  
> way is to use a substitute character and then once you've compiled the=  
> code use a hex editor to manually edit the string. This would make  
> your source code neater. I'm not sure about reducing source code - it=  
> depends on whether blitz converts it into a constant during  
> compilation...  
> =

Well you can also try this one:

save your source as ascii ->

edit it with some editor (CED) ->

load it in. the char will be most likely printed as rectangle. ->

try to run the proggy to see if the char still is correct.

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.954 Re: tokens (was 256?)

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

Date: Tue, 16 Feb 1999 07:26:28 -0500

Subject: Re: tokens (was 256?)

Hi David

On 16-Feb-99, David McMinn wrote:

>

> The token numbers are stored as words , with the upper byte used for the  
> lib number and the lower byte used as the command number. Then when you  
add

> 256 to the lib number you end up with lib number+1 and a command number  
of

> 0. Thats what it looks like anyway.

A while back, Paul Burkey made a little tool that would scan through an  
ASCII Blitz source, and give you a listing of what commands were used, how  
many times each command was used, and which libraries they were in.

---

With this information, it would be possible to make a program that would do the same for tokenized sources (probably faster too, since I am assuming that he had to search for a list of known commands throughout the source)

I know how to read through Blitzlibs: and get the numbers of all the libraries that are "living" there.

But how do you read the token numbers and command names from each Blitz library? I know it is possible - I have a program "stripper" that can do this - I just don't know how.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.955 Re: tokens (was 256?)

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:55:26 +0000

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:54:57 +0000

Date: Tue, 16 Feb 1999 16:48:43 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: tokens (was 256?)

Encoding: 7bit

Curt Esser wrote:

> A while back, Paul Burkey made a little tool that would scan through an  
> ASCII Blitz source, and give you a listing of what commands were used, how  
> many times each command was used, and which libraries they were in.

> [snip]

> I know how to read through Blitzlibs: and get the numbers of all the  
> libraries that are "living" there.

>

> But how do you read the token numbers and command names from each Blitz  
> library? I know it is possible - I have a program "stripper" that can do  
> this - I just don't know how.

I must admit to my program cheating quite a bit. It used a ready parsed output of something like stripper. Then it already knew the names of all the common blitz commands and which libs they came from and how big each lib was (including system/basic libs).

---

This meant it didn't have to create this database every time it ran on various systems which would rarely contain the system/basic libs because not many people have them.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.956 Re: tokens (was 256?)

[62.136.32.160] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cpni-0003gW-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 19:04:54 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 18:38:55 +0000

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

Curt Esser churned out \*this\* drivel :

> But how do you read the token numbers and command names from each Blitz=

> library? I know it is possible - I have a program "stripper" that can =

do

> this - I just don't know how.

=

Well, I tried to do this myself (Paul's lost his source! Doh!), and

I managed to find the command names from .obj libraries - you look

for =FF=FF (ascii 255) and then count 7 bytes after the second =FF for th=

e start

of the command name.

I'd find that and then read Edit\$(255) for the name. The next line holds

the parameter description (like you get when you press Help over

a tokenised command).

This seemed to be correct for all the libraries I checked, but I couldn't=

figure out a reliable way to read the commands from the amigalibs =

"blahblah.library1" type libraries though :(

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

**1.957 Re: tokens (was 256?)**

([62.136.32.160] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10Cpnn-0003gW-00

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 19:04:59 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 16 Feb 1999 18:52:03 +0000

Subject: Re: tokens (was 256?)

Paul Burkey churned out \*this\* drivel :

> I must admit to my program cheating quite a bit. It used a ready  
> parsed output of something like stripper. Then it already knew  
> the names of all the common blitz commands and which libs they  
> came from and how big each lib was (including system/basic libs).

Paul, how did you get it to tell you which library they came from?

When I run it, it just lists all the commands, no library names  
anywhere...?

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

**1.958 Re: tokens (was 256?)**

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 21:20:06 +0000

Date: Tue, 16 Feb 1999 21:21:23 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: tokens (was 256?)

Encoding: 7bit

James L Boyd wrote:

> Paul Burkey churned out \*this\* drivel :

>

>> I must admit to my program cheating quite a bit. It used a ready  
>> parsed output of something like stripper. Then it already knew  
>> the names of all the common blitz commands and which libs they  
>> came from and how big each lib was (including system/basic libs).

>  
> Paul, how did you get it to tell you which library they came from?

>  
> When I run it, it just lists all the commands, no library names  
> anywhere...?

In that case it must have been another util that does  
the same kind of thing as stripper but with more info.  
Wish I knew what it was! :) Still, if you're going to  
remake something similar to my "codestats" program it would  
be better to go all the way and let it work without such  
pre-parsed info.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freeseerve.co.uk> >

## 1.959 Re: tokens (was 256?)

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

Date: Tue, 16 Feb 1999 19:31:48 -0500

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

Hi James,

On 16-Feb-99, James L Boyd wrote:

> Curt Esser churned out \*this\* drivel :

> =

>> But how do you read the token numbers and command names from each Blit=

z

>> library? I know it is possible - I have a program "stripper" that can=

do

>> this - I just don't know how.

> =

> Well, I tried to do this myself (Paul's lost his source! Doh!), and

> I managed to find the command names from .obj libraries - you look

> for =FF=FF (ascii 255) and then count 7 bytes after the second =FF for =

the

start

> of the command name.

> =

---

> I'd find that and then read Edit\$(255) for the name. The next line hold=  
s

> the parameter description (like you get when you press Help over  
> a tokenised command).

Right - with a slight catch, there is also a double \$FF ascii(255) at the=  
end of the commands list, but checking for \$00's in all 6 positions after=  
the \$FF catches this. Anyway, this makes it possible to read the command=  
names. Yay!

So, I dug into it a bit more.

A Blitz token seems to relate to the commands in order, starting with \$81=  
=2E

So the first command in Elmore.dos library, CHDir, tokenizes into \$B681,  
the  
second command into \$B682, etc. simple enough, and I checked with severa=  
l

libraries and it seems to be right.

So I would think the first part must give the library number somehow....

But

it seems to have no relation to the actual library number :(

Here is some examples:

name lib number token (decimal)

Elmore.dos 109 \$B6 xx 182 xx

BDGFX.lib 9 \$84 xx 132 xx

RIANIM.lib 57 \$9C xx 156 xx

Is there some relation here that I am not seeing? Do the libraries get  
different numbers when they go into deflibs or something? Or is there so=  
me

perfectly rational hex relationship here... I'm at a loss...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.960 Re: tokens (was 256?)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 17 Feb 1999 14:35:49 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  

---

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 16-Feb-99, James L Boyd set out across the seas with this message:

->This seemed to be correct for all the libraries I checked, but I  
->figure out a reliable way to read the commands from the amigalibs =  
->"blahblah.library1" type libraries though :(

Just use some reverse engineering on FDConvert =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* This tagline is copy protected

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_=ACV. \_\_\_\_\_/

l) \_^\_\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_|//\_\_\_\_//\_\_// [ Last updated : 14=B702=B799 ]

!\_/VDTN.V

## 1.961 Re: tokens (was 256?)

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>

Blitz List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>

Date: Wed, 17 Feb 1999 15:20:00 +0500

Organization: =?iso-8859-1?Q?Res=A l stance?=  
Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 17-Feb-99, Curt Esser set out across the seas with this message:

->Here is some examples:

-> name lib number token (decimal)

->Elmore.dos 109 \$B6 xx 182 xx

->BDGFX.lib 9 \$84 xx 132 xx

->RIANIM.lib 57 \$9C xx 156 xx

->Is there some relation here that I am not seeing? Do the libraries

->different numbers when they go into deflibs or something? Or is

->perfectly rational hex relationship here... I'm at a loss...

I am really -sad-, I managed to figure out a pattern ;]

Elmore.dos is 100 more than BDGFX.lib, the decimal number is half of that=

(50)... RIANIM.lib is 48 more than BDGFX.lib, the decimal number being h=



alf

of -that-. 24 =3D] Which means a lib number of 0 would be \$80 (128). I'=

d like

to know how Blitz figures out the library number is actually an odd numbe=

r or

not, tho...

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* A woman must be a genius to create a good husband?

\*\*\*\*\*

-----^\_--

\_\_\_\_\_V\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_=ACV. \_\_\_\_\_\_/

l) ^\_\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| // \_\_\_\_\_ // \_\_\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_/VDTN.V

## 1.962 Re: tokens (was 256?)

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Wed, 17 Feb 1999 23:03:37 -0500

Subject: Re: tokens (was 256?)

Hi Toby,

On 17-Feb-99, Toby Zuijdveld wrote:

> On 17-Feb-99, Curt Esser set out across the seas with this message:

>

> ->Here is some examples:

> -> name lib number token (decimal)

> ->Elmore.dos 109 \$B6 xx 182 xx

> ->BDGFX.lib 9 \$84 xx 132 xx

> ->RIANIM.lib 57 \$9C xx 156 xx

>

> ->Is there some relation here that I am not seeing? Do the libraries

> ->different numbers when they go into deflibs or something? Or is

> ->perfectly rational hex relationship here... I'm at a loss...

>

> I am really -sad-, I managed to figure out a pattern ;]

> Elmore.dos is 100 more than BDGFX.lib, the decimal number is half of that

> (50)... RIANIM.lib is 48 more than BDGFX.lib, the decimal number being half

> of -that-. 24 =] Which means a lib number of 0 would be \$80 (128). I'd like

> to know how Blitz figures out the library number is actually an odd number

> or not, tho...

I am happy :) But, I still don't follow....

For example, if I find a Blitz token \$B681, I can tell that it means the first command in the library (the \$81) - but how do I get the Library number (109) from the \$B6 ?

I am sorry if this seems like a stupid question, but I don't really understand hex numbers very well...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.963 Re: tokens (was 256?)

([62.136.97.54] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DTAa-00075D-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 13:07:08 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 12:37:45 +0000

Subject: Re: tokens (was 256?)

Curt Esser churned out \*this\* drivel :

> For example, if I find a Blitz token \$B681, I can tell that it means the

> first command in the library (the \$81) - but how do I get the Library

> number (109) from the \$B6 ?

The library number is the ASC of byte 37 - or was it 36? Think it's 37.

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

---

**1.964 Re: tokens (was 256?)**

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 20:44:51 +0300

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 18-Feb-99, Curt Esser wrote.

> Hi Toby,

> =

> On 17-Feb-99, Toby Zuijdveld wrote:

>> On 17-Feb-99, Curt Esser set out across the seas with this message:

>> =

>> ->Here is some examples:

>> -> name lib number token (decimal)

>> ->Elmore.dos 109 \$B6 xx 182 xx

>> ->BDGFX.lib 9 \$84 xx 132 xx

>> ->RIANIM.lib 57 \$9C xx 156 xx

>> =

>> ->Is there some relation here that I am not seeing? Do the librari=  
es

>> ->different numbers when they go into deflibs or something? Or is

>> ->perfectly rational hex relationship here... I'm at a loss...

>> =

>> I am really -sad-, I managed to figure out a pattern ;]

> =

>> Elmore.dos is 100 more than BDGFX.lib, the decimal number is half of=  
that

>> (50)... RIANIM.lib is 48 more than BDGFX.lib, the decimal number bei=  
ng

> half

>> of -that-. 24 =3D] Which means a lib number of 0 would be \$80 (128).=

I'd

> like

>> to know how Blitz figures out the library number is actually an odd

> number

>> or not, tho...

> =

> I am happy :) But, I still don't follow...

> =

---

> For example, if I find a Blitz token \$B681, I can tell that it means t=  
he

> first command in the library (the \$81) - but how do I get the Library

> number (109) from the \$B6 ?

> =

well I think the number is made like this

```
libtoke=3Dlibnum&$fe
```

```
if libtoke<libnum
```

```
libtoke/2+$80
```

```
else
```

```
libtoke/2
```

```
endif
```

so in reverse

```
if libtoke&80
```

```
libnum=3D(libtoke&$7f)*2
```

```
else
```

```
libnum=3Dlibtoke*2+1
```

```
endif
```

Not sure went it okay or not but just give it a try ;)

> I am sorry if this seems like a stupid question, but I don't really

> understand hex numbers very well... =

I do, but i have 16 fingers that's why ;)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

E-Mail: sami.naatanen@dlc.fi

## 1.965 Re: tokens (was 256?)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 18 Feb 1999 20:53:27 +0300

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 18-Feb-99, Toby Zuijdveld wrote.

> On 18-Feb-99, Curt Esser set out across the seas with this message:

> =

> ->first command in the library (the \$81) - but how do I get the Librar=

y

> ->number (109) from the \$B6 ?

> =

---

> OK, going by my previous theory, it'd be :  $(\$B6-\$80)*2 = 3D 108$

> =

Well this gave me an idea of fast asm code for this one ;)

(I made some blitz solving previously).

so asm follows: Assumes that this "toke" is in d0

lsl.w #8,d0 ; we want only the library number

add.b d0,d0 ; multiplication by two

addx.b #0,d0 ; and if it overflowed this will add one to make it odd

> Like I said, I don't know how to get odd/even differances...

>

This tells you how. :)

You could dou it also by testing if the value is larger than \$80 if it is=

sub \$80 multiply by two and add one else just multiply by two. :)

-- =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

## 1.966 Re: tokens (was 256?)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Fri, 19 Feb 1999 00:29:45 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 18-Feb-99, Curt Esser set out across the seas with this message:

->first command in the library (the \$81) - but how do I get the Library  
 ->number (109) from the \$B6 ?

OK, going by my previous theory, it'd be :  $(\$B6-\$80)*2 = 3D 108$   
 Like I said, I don't know how to get odd/even differances...

-- =

\*\*\*\*\*

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* The day divides the nights. Nighttime devours the day.

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes

|\_\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

**1.967 Re: tokens (was 256?)**

Date: Fri, 19 Feb 1999 09:29:13 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: tokens (was 256?)

Encoding: 7bit

Paul Burkey wrote:

>

> James L Boyd wrote:

>> Paul Burkey churned out \*this\* drivel :

>>

>>> I must admit to my program cheating quite a bit. It used a ready  
>>> parsed output of something like stripper. Then it already knew  
>>> the names of all the common blitz commands and which libs they  
>>> came from and how big each lib was (including system/basic libs).

>>

>> Paul, how did you get it to tell you which library they came from?

>>

>> When I run it, it just lists all the commands, no library names

>> anywhere...?

>

> In that case it must have been another util that does  
> the same kind of thing as stripper but with more info.  
> Wish I knew what it was! :) Still, if you`re going to  
> remake something similar to my "codestats" program it would  
> be better to go all the way and let it work without such  
> pre-parsed info.

Well, a while back I wrote a C program (one of my first C programs...) which went through the Blitzlibs and Userlibs dir (if you have one in Blitz2:Userlibs/) and it outputs a text file containing library names and command names, which can be used by other programs to get library and command number information. For example, I used it in my Golded plugin to highlight all the function names.

I`m happy to give out the source to whoever wants it, but you might have trouble understanding it :)

--

A very very very very tired Julian Kinraid

---

**1.968 Re: tokens (was 256?)**

From: Sami N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 19 Feb 1999 17:27:06 +0300

Subject: Re: tokens (was 256?)

Encoding: quoted-printable

On 18-Feb-99, Julian Kinraid wrote.

> > the same kind of thing as stripper but with more info.

> > Wish I knew what it was! :) Still, if you`re going to

> > remake something similar to my "codestats" program it would

> > be better to go all the way and let it work without such

> > pre-parsed info.

> =

> Well, a while back I wrote a C program (one of my first C programs...)=

> which went through the Blitzlibs and Userlibs dir (if you have one in

> Blitz2:Userlibs/) and it outputs a text file containing library names

> and command names, which can be used by other programs to get library

> and command number information. For example, I used it in my Gilded

> plugin to highlight all the function names.

> =

> I`m happy to give out the source to whoever wants it, but you might ha=

ve

> trouble understanding it :)

>

Well I could find some usage for it. :) =

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L

EMail: sami.naatanen@dlc.fi

**1.969 tokens - again...**

for scott@online.u-net.com; Sun, 28 Feb 1999 20:36:52 +0000

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

Date: Sun, 28 Feb 1999 14:28:32 -0500

Subject: tokens - again...

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.1748221184.1

Hi,

---

With a bit of help from Carl Read, I've got the Blitz token reading thing working..

Except it "breaks" on the Mildred.library :(

It's OK up to command #127 - after that, it "wraps around" into library #16

In other words, command #128 returns Lib#16 command#0.

Can anybody see why?

I've attached a tokenized Blitz source to try, which is simply all the Mildred commands in order.

Thanks for any help.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748221184.1

Content-Disposition: attachment; filename="parse.tok.asc"

MaxLen source\$=255

MaxLen path\$=255

WBStartup

WBenchToFront\_

NoCli

WbToScreen 0

DosBuffLen 0

If WriteFile(1,"CON:180/20/300/300/Parse Test")

FileOutput 1

NPrint "Ready!!!"

Else

Request "", "Failed!!!", "Damn!"

End

EndIf

Repeat

Bsource\$=ASLFileRequest("Select a Blitz source",path\$,source\$)

If Bsource\$=""Then End

If ReadFile(0,Bsource\$)

FileInput 0

While NOT Eof(0)

a.w=Asc(Inkey\$(1))AND \$FF

; If a>128 ;aha, a token!

If a>127 ;\*\*\* 128's wrong! (:

tok.w=a

---





What's the point of a triplebuffered display? Except to make sure ppl ru=  
n out

of memory even faster <sigh> =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* If at first you don't succeed, lower your standards.

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.v

## 1.971 Re: Triple vs double buffering

From: Tim Hanson <[msinister@connectfree.co.uk](mailto:msinister@connectfree.co.uk)>

Date: Tue, 16 Feb 1999 15:51:55 -0000

Subject: Re: Triple vs double buffering

Encoding: quoted-printable

Hi All,

On 17-Feb-99, Mikkel L=F8kke wrote:

>> What's the point of a triplebuffered display? Except to make sure ppl=  
run

>out

>> of memory even faster <sigh> =3D]

>There isn't any :oD Making people use all their memory is the main reaso=  
n.

The only reason I can think of for triple buffering is if you are using  
hardware to do your drawing ie blitter or graphic card hardware you can s=  
till

be drawing in the third buffer when it becomes the second buffer so you d=  
on` t

have to check if drawing is finished. =

Does this make sense ??

Tim Hanson,

in the Basement,London.

## 1.972 Re: Triple vs double buffering

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 17:21:50 +0000

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

Organization: private

Date: 16 Feb 99 16:08:47 +0000

Subject: Re: Triple vs double buffering

Encoding: 7bit

>

> What's the point of a triplebuffered display? Except to make sure ppl run out  
> of memory even faster <sigh> =]

If the user has enough cpu power to generate more than 1 frame in the amount of time available, it can get started on a second frame.

However, such an occurrence is only of any real use if it is likely that suddenly some intensive effect is going to be required that wasn't required in the previous frame, causing the amount of time needed to generate the frame to differ. If you have pretty much average framerates at all times then there is no point in triple buffering at all.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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

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

## 1.973 Re: Triple vs double buffering

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:55:27 +0000

for blitz-list@netsoc.ucd.ie; Tue, 16 Feb 1999 16:54:59 +0000

Date: Tue, 16 Feb 1999 16:55:46 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Triple vs double buffering

Encoding: 7bit

Toby Zuijdveld wrote:

>

> What's the point of a triplebuffered display? Except to make sure ppl run out  
> of memory even faster <sigh> =]

The simple answer is, with double buffering you can render the

---

next frame in a hidden buffer. When the time comes to display this you switch the buffers and start rendering again. With tripple buffering you don't need to stop rendering at all. Once you've rendered your "hidden buffer" you can start rendering the "extra hidden buffer". If you imagine your game needs to run at 50fps, This method can be used to avoid those tight spots where you would normaly drop down a frame or so. Keeping one step ahead of the frame rate. This is just one advantage.

I use tripple buffering in Foundation but using a totaly different concept. I use my extra buffer to render the complicated textured floor and some small ground objects. Then, when the game is fixed in one location I don't need to keep rendering this "ground section" every frame. I simply make a full copy of this and render the main object on top.

These are just two examples of the use of tripple buffering. I guess in the first example you could extend this to as many buffers as you liked. The more you use the better the effect.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.974 Re: Triple vs double buffering

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 17 Feb 1999 03:16:38 +0200

Organization: A97

Subject: Re: Triple vs double buffering

Encoding: quoted-printable

Hello Toby.

On 16-Feb-99, Toby Zuijdveld wrote:

> What's the point of a triplebuffered display? Except to make sure ppl =  
run out

> of memory even faster < sigh > =3D]

There isn't any :oD Making people use all their memory is the main reason=  
=2E :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.975 Unsigned Bytes

for scott@online.u-net.com; Sun, 28 Feb 1999 19:45:36 +0000

for blitz-list@netsoc.ucd.ie; Sun, 28 Feb 1999 19:44:52 +0000

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

Date: Sat, 27 Feb 1999 17:44:54 +0000

Subject: Unsigned Bytes

Hi all,

I'm currently writing a utility for my game to convert maps created with the RWE mapeditor to ones my game understands. Everything works great until I try and get the palette from the RWE map file.

In the fileformat it says this

CMAP

(UBYTE red

UBYTE green

UBYTE blue)

I know this is an array of 255 entries with each r,g and b entry being unsigned bytes, 0 to 255.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

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

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

## 1.976 UNSUBSCRIBE ME

for scott@online.u-net.com; Fri, 19 Feb 1999 23:37:14 +0000

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Sat, 21 Jan 1978 12:26:15 +0500

Organization: Sniper Productions

Subject: UNSUBSCRIBE ME

Encoding: quoted-printable

This mailing thing sucks, I send the administrator a msg, it sends one =  
back

but I'm still getting crap from this mailing site.

GET ME OFF THIS BLOODY LIST

Thankyou :)

JB

Jamie Bentley - Sniper Productions=A9 1995

---

\_\_\_\_\_ \ Networked Computer Animation Services /

/\\ Lightwave 3D (V5 and UP) \

/ \_\_\_\_\_ / \ Imagine 5 /

l\\ Rotoscoping \

l\\ Image Compositing /

\\ N I P E R \ \_\_\_\_\_ Kickass Graphics \

\\ \ Vehicle Contruction /

\_\_\_ / > P R O D U C T I O N S / Accident (Re)Construction \

l // 3D Architecture /

l \_\_\_ / \_\_\_\_\_ / 100% Full on Texture Imaging \

-----

---

## 1.977 Re: UNSUBSCRIBE ME

for scott@online.u-net.com; Thu, 25 Feb 1999 01:08:37 +0000

Wed, 24 Feb 1999 19:05:03 -0600 (CST)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 20 Feb 1999 07:27:50 +0500

Subject: Re: UNSUBSCRIBE ME

On 21-Jan-78, Jamie Bentley flashed:

> This mailing thing sucks, I send the administrator a msg, it sends one back

>but I'm still getting crap from this mailing site.

> GET ME OFF THIS BLOODY LIST

Hey Jamie,

If I remember correctly, you have to send a confirmation back to the administrator program after it replies to you, and this confirmation MUST be done exactly according to the instructions in the reply.

If you have already done that, then try the whole thing over again, being very careful to follow instructions exactly and not include anything extra.

Good luck to you, both in getting off the list and in the future.

bye,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.978 UNSUBSCRIBING

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 16:26:56 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Wed, 17 Feb 1999 15:22:35 +0000

Subject: UNSUBSCRIBING

Hello,

Could someone help me here please? I have send an e-mail to unsubscribe from this list. After confirming that I want to unsubscribe I get a message telling me that I am removed from the list. But, I am still here! Could someone help or could the administrator remove me from the list?

Best Regards

Stuart Walker

Digital Images

---

**1.979 Re: UNSUBSCRIBING**

From: Rui Carvalho <grim@ip.pt>

Date: Thu, 18 Feb 1999 19:11:06 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: UNSUBSCRIBING

Encoding: quoted-printable

Hello Stuart

Somewhere Stuart Walker wrote:

SW > Hello,

SW > Could someone help me here please? I have send an e-mail to unsubscribe

SW > from this list. After confirming that I want to unsubscribe I get a message

SW > telling me that I am removed from the list. But, I am still here! Could

SW > someone help or could the administrator remove me from the list?

For the last time!!!

NO ONE MAY EVER LEAVE THIS MAILING LIST... EVER!!!!

Ah! AH! AH! AH! AH!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Be careful of reading health books, you might die of a misprint.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%| =

<tsb>=

**1.980 Re: UNSUBSCRIBING**

for scott@online.u-net.com; Sat, 20 Feb 1999 00:41:26 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Sat, 20 Feb 1999 11:07:57 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  

---



Subject: Re: UNSUBSCRIBING

Encoding: quoted-printable

On 19-Feb-99, Rui Carvalho set out across the seas with this message:

->NO ONE MAY EVER LEAVE THIS MAILING LIST... EVER!!!!

Actually, I left it once =3D] But it was only cuz my net wasn't up for 6 = months.

So, Stuart, leave the net for like, a period of a week or two, and you s= hould be off ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Does killing time harm eternity?

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ - HTTP : http://abacus.net.au/hotcakes

|\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]

!\_\_\_/VDTN.V

## 1.981 re: Using CD-ROMS drives and monitoring them

for blitz-list@netsoc.ucd.ie; Sun, 7 Feb 1999 15:47:37 +0000

From: david white <david@tara-1.demon.co.uk>

Date: Sun, 07 Feb 1999 15:46:13 +0000

Subject: re: Using CD-ROMS drives and monitoring them

Hi,

Hi, Adam

On 22-Jan-99, you wrote:

> Hi guys,

>

> I have the Amiga Developers CD 1.2, which I mainly bought to try and work

> out how to access CD-ROM drives and monitor them. The code on this CD is C

> and way beyond me. Has anyone got any examples of how to access and monitor

> the CD drive and return a value when a CD is inserted.

>

> CU

>

> Adam

>

> -----

> Adam Bell

> Hmm must get a sig sorted!!

>

Regards

Point your browser at aminet:

disk/cdrom/cdtoolbox10.lha

( I can send you this if you want)

This is an old small library that has commands related to CD access etc..  
through CD.Device.

Actually it isn't a Blitz library, or even an AmigaOS library, it's just a  
bunch of useful CLI commands such as 'cdstatus', 'cdopen', 'cdread' etc...

As it isn't actually a Blitz library it may not be totally what you're looking  
for, but it works nonetheless #8)

--

CYa!

--

P.S. Wasn't there an actual Blitz Lib for CD Access floating around?

## 1.982 Using CD-ROMS drives and monitoring them

From: Adam Bell <AdamBell@connectfree.co.uk>

Date: Fri, 22 Jan 1999 08:37:20 +0100

Subject: Using CD-ROMS drives and monitoring them

Hi guys,

I have the Amiga Developers CD 1.2, which I mainly bought to try and work  
out how to access CD-ROM drives and monitor them. The code on this CD is C  
and way beyond me. Has anyone got any examples of how to access and monitor  
the CD drive and return a value when a CD is inserted.

CU

Adam

-----

Adam Bell

Hmm must get a sig sorted!!

---

## 1.983 Using Text

for scott@online.u-net.com; Mon, 22 Feb 1999 07:49:41 +0000

Date: 22 Feb 99 20:36:10 +1200

From: "Don Finlay" <dfinlay@iconz.co.nz>

Subject: Using Text

encoding: 7bit

Hi all,

Can anyone tell me where I can get some example code of text handling. I would like to know how to do word processing sort of things like highlighting, cut and paste saving a window of text and the like.

TIA.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Don Finlay

105 Norwood Rd.

Bayswater, Auckland

New Zealand

Phone 09-445-3699

Fax 64-9-445-3640

Team \*AMIGA\*

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

## 1.984 VisualGui & flashing patterns

Wed, 17 Feb 1999 08:59:06 PST

X-Originating-IP: [194.234.242.14]

From: "jon lennart berg" <amigafn@hotmail.com>

Subject: VisualGui & flashing patterns

Date: Wed, 17 Feb 1999 08:59:06 PST

Dear Blitzers.

The "flashing patterns" in the VisualGUI beta engine is just to show you that the software-interrupt system is functional!

You can add as many "timers" to a project as you want, but be warned, they slow things down!

Just remove the line:

```
InsertTimer{.....}
```

..from the example, and you will see what i mean, or, point the timer towards your own code... :)

By the way..

---

VisualGUI will come in 4 flavours:

PC Look

MAC Look

Amiga Look

Xen Look

Please check the code for bugs, and i would really some help in converting some of the code to assembler..

Regards,

Jon Lennart Berg

---

Get Your Private, Free Email at <http://www.hotmail.com>

## 1.985 Re: VisualGui & flashing patterns

for scott@online.u-net.com; Fri, 19 Feb 1999 02:26:36 +0000

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 19 Feb 1999 01:55:12 +0200

Organization: A97

Subject: Re: VisualGui & flashing patterns

Encoding: quoted-printable

On 17-Feb-99, jon lennart berg wrote:

> The "flashing patterns" in the VisualGUI beta engine is just to  
> show you that the software-interrupt system is functional!  
> You can add as many "timers" to a project as you want, but be warned,  
> they slow things down!

Well, all "additional code" slows things down. No news there :o)

> By the way..

> VisualGUI will come in 4 flavours:

> PC Look

> MAC Look

> Amiga Look

> Xen Look

Argh ! But why ? If you're making a new GUI, why not go the full distance=  
and make it CUSTOMISABLE ?

Regards

-- =

+++++

---



>  
>> By the way..  
>> VisualGUI will come in 4 flavours:  
>> PC Look  
>> MAC Look  
>> Amiga Look  
>> Xen Look  
>  
>Argh ! But why ? If you're making a new GUI, why not go the full  
distance=  
> and make it CUSTOMISABLE ?  
>  
>  
>Regards  
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>+++++  
> Visit : <http://members.tripod.com/~FlameDuck>=  
>  
>

**1.987 VisualGUI BETATESTERS yeahyeah**

From: Gareth Griffiths <gaz@jokerd.idps.co.uk>

Date: Wed, 17 Feb 1999 16:06:08 +0100

Organization: Joker Developments

Subject: VisualGUI BETATESTERS yeahyeah

Hi,

I think it was Loki who said that

the VisualGUI thing made all sorts of funny copper patterns.

Did you put a WBStartup in the front of the code?

If you used NWBStartup, which doesnt work (in my exp.) then that will be why  
(probably)

CYA

--

Your sincerely,

Gareth Griffiths.

Managing Director, Joker Developments (UK)

E-Mail: gaz@jokerd.idps.co.uk

WWW: <http://www.jokerd.free-online.co.uk>

**1.988 Re: VisualGUI BETATESTERS yeahyeah**

([62.136.47.222] helo=194.152.64.35 ident=disaintcool)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DAb4-00048t-00

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 17:17:15 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 17 Feb 1999 17:18:12 +0100

Organization: Satanic Dreams Software.

Subject: Re: VisualGUI BETATESTERS yeahyeah

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 17-Feb-99 you mailed me about: VisualGUI BETATESTERS yeahyeah! So I`ma reply`in...

GG>> Hi,

GG>>

GG>> I think it was Loki who said that

GG>> the VisualGUI thing made all sorts of funny copper patterns.

My mistake, that was actually MEANT to happen, perhaps I should  
have actually checked that first, and I did notice, just after I

---

posted the message,.. Doooooooooooooh!

GG>> Did you put a WBStartup in the front of the code?

GG>> If you used NWBStartup, which doesnt work (in my exp.) then that will be

GG>> why (probably)

Nope :)..

GG>> CYA

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.989 Re: VisualGUI BETATESTERS yeahyeah

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Thu, 18 Feb 1999 22:53:52 +0500

Organization: =?iso-8859-1?Q?Res=A1 stance?=  
Subject: Re: VisualGUI BETATESTERS yeahyeah

Encoding: quoted-printable

On 17-Feb-99, Gareth Griffiths set out across the seas with this message:=

->If you used NWBStartup, which doesnt work (in my exp.) then that

->(probably)

Better still, he could take the "Poke.b \$dff180,rnd(255)" out of one of t=

he

'timer' subroutines =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* This message has been cruelly tested on cute furry

\*\*\*\*\* little animals.



-----^\_--  
 \_\_\_\_\_V\_\_\_\_\_^\_-- Toby Zuijdveld --  
 \\_\_\_\_=ACV. \_\_\_\_\_/  
 l)\_ \_^\_\_\_\_\_V\ -EMail : mailto:hotcakes@abacus.net.au-  
 !!|=AC\\ - HTTP : http://abacus.net.au/hotcakes  
 l\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]  
 !\_\_\_\_/VDTN.V

## 1.990 VisualGUI needs BETA TESTERS - Come and get it!

From: "Jobbdirekte" <alphade@c2i.net>  
 Subject: VisualGUI needs BETA TESTERS - Come and get it!  
 Date: Wed, 17 Feb 1999 08:27:52 +0100

boundary="-----\_NextPart\_000\_0014\_01BE5A4F.696203E0"

This is a multi-part message in MIME format.

-----\_NextPart\_000\_0014\_01BE5A4F.696203E0

charset="iso-8859-1"

Encoding: quoted-printable

What is VisualGui??

Basicly, its a new user-interface and application model written in =  
 Blitz2.

I am posting it here to get help tacking down bugs, perhaps replacing =  
 some of the routines with

assembler, and generally making the system better.

It is a smi-real GUI system, using it's own layers etc...

Please get back to me with informasjon.

Some docs and full sourcecode in the archive

-----\_NextPart\_000\_0014\_01BE5A4F.696203E0

name="Vgui.lha"

Content-Disposition: attachment;

filename="Vgui.lha"

Encoding: base64

T88tbGg1LdwJAACGEwAAGm9PJgAAOVZpc3VhbEdVSVxCZXRhdGVzdGVycy5UWFQAUXVhcnRleCAt  
 IFRoZXJlIGNhbiBiZSBvbmx5IG9uZWkZCAFz2tnG23E/GZ9AJU3gVt5LomnLNKwJnU3HJFq3Gw2p  
 LoLKKCu4pcau7j2JPRNSi+m77/8lJKCDYbbvh77WNtp8jL2px9fWno6suPL1eGXq7/BHp/5/ki9b  
 HPhfTCIVml6c7XJgrSyzQPcTMGVj/jUwW+Ca9aZ20LmT61rqTncs/VW2hmfWIkL6KW6l/Nbr6aG2  
 QS20d1n0WPUaWfatdCbrKlveliaVfNZchaXtCkHX1pbm+bG3PQtzmumTjsoiinqnczOycctWdcNe  
 9H4EksryebiR4H4JLZUGNsTqZVUnNJT6qV2G6r9b4LrSoJ5Q97Ifc8Lr91zweITg2FiLalBWkpgn  
 XkisM2HkmQjJnTrbcEhvfkgpYmtWlaVJnqWpyXLna4MZnClVA+kb4TiM2hdF5GSLN2ubmVmqq110G

fMu/nXq2LMSOc2tIU2dbliA5SGHqviGSbQp3m7MERSo7mYRrpHLN24H8dTIUtuLt1VFNasTA6jja  
PsGQbZB95CMtJpXpVdQvOyrbCStmimCamt0jnm8FY1/fTmCSCsY9P+rmQWT7BKTbIP6IE1zU3PL  
pRi5fP013CkqSoJA8P714DTc/FfSw++g57buKcYjp9OSYe6gnMFNLlaidUnvDzPXpWu2NXojtFbo  
ONNjYFQTJJ0D4GkxBq0OUaaWwoZTJ8BK14eetohKSZfaKDZQjgp2hYsMVPSUP2P5k+f0YeXD5fvw  
9lP0RwF/kpTyedPZmT3qr2+HGIIK7fBPLN48/OhHwY+5VXs9+TbVJmZojFdywu8y3RcTUs6IIKqO  
5ZWYpmqttqZOdcejFOeZPxEXJ1bah9RU/il6cSuEMoxXOM98SVJE7WBFawAGFy8QIEcGD+6cuu1b  
5s2bEnhKyMoVWL1QLynBKhuFPg66eFzlv4j6ckhcxPC8QmhdacV4+zqs0FC/hjMh2ymC+QNwSc5P  
GLLipF1wEWtEet1szP8vHNxp4SvCqZmcp0b/1iQKV1CFZ0VG0WO22YXLrqj3OmpT3r39+cvBu7sa  
H48vsY+ePIFIue4Pm+F2fPeFyG8O0qzwwK73FGg1fiue6AvBKgkOvXalJ0RrODiv5kI9vv935YOR  
HB+nRUyH0xJ8N8Gv1j7cQ9v283B+nTsrs3tSXnKjFzXlvnLiPpAEgqkhOKCi4goLds9II82NFP6o  
Hq7FCFbhSGECXK6rKD859IR9shutn+y64+NJ/zc5UZHMW+Tj8qOAVtF/UI4+PwA2gGMFNodU7B0W  
FaQYJ4rtOsFZBStu0UnL0ouCgLo62WaUhfY6i+ChTgh67VuUAZzCbpus0gCqs71HioB0tcJpk+kS  
VR+ftx5U+Ht7ff1+pPx7fenldqfXk7/DLz/9L+2mC+ppvucvjis66wrMHSgYQw8X0vJ6XLJiVfWf  
mzpEXWOWj82u0512T0mGjvJ00NEBK6rliGldg+BAAPih7csQ/20mACqkVEqoD7AX+4SURK0EMPU  
wd2eJz4vUnMVIwUDJuFWI4k5jFEwi7AbA4rMRfnhmTksF1Er3vgt1CrAUACuEL+RKpevO3dbGvx  
VWCfJXtckycpLzf6b+5uUrhPNMjEOJEJUySFR5xAhRBQ4eaQy3lshB24kcv/+pK9ITs7bAZtiMRt  
662YGNRCK51VR5guQDu6Fh6srYxfPBqLDUElGJDsrrMgiWAADDmRgg0iDY8AIPdZPFOhH+zvx93  
tydO7FR3jnCsV6alawdQUdgMFRcclxMLQ5VtLJ3xu6FbLymYB4XiwWqiMxxbygl/UMU58MFrXvYV  
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## 1.991 Re: VisualGUI needs BETA TESTERS - Come and get it!

([62.136.72.34] helo=194.152.64.35 ident=disaintcool)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10D4zn-00008N-00

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 11:18:23 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 17 Feb 1999 11:04:41 +0100

Organization: Satanic Dreams Software.

Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!

Encoding: binary

Hello Jobbdirekte

Hiya, Jobbdirekte... ,on 17-Feb-99 you mailed me about: VisualGUI needs BETA TESTERS - Come and get it!! So I'ma reply`in...

J>> What is VisualGui??

Oh look, another 100K+ Mail, COOOOOOOL!!!! :))))))

Someone`s gonna be pissed at you :) hahahahahahaha! :)

J>> Basicly, its a new user-interface and application model written in

J>> Blitz2. I am posting it here to get help tacking down bugs, perhaps

J>> replacing some of the routines with assembler, and generally making the

J>> system better. It is a smi-real GUI system, using it's own layers etc...

J>>

J>> Please get back to me with informasjon.

J>> Some docs and full sourcecode in the archive

I had a little play with it, but when I compiled your Demo, and actually

got it working, the screen started flashing pretty copper-type

rainbow colours :((((... It was MAD! :( Was it meant to do that?

>From what I saw of the GUI,... it looks ok,... It`s not to my personal

taste, and has a very Win95 feel (for some reason)... But it`s cool.

And it`s well put together.

J>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.992 Re: VisualGUI needs BETA TESTERS - Come and get it!

id 10DCEy-0004IG-00; Wed, 17 Feb 1999 19:02:32 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Wed, 17 Feb 1999 12:36:22 -0000

Organization: ASP/Warrington

Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!

Encoding: quoted-printable

On 17-Feb-99, Loki coffered up:

>J>> What is VisualGui??

>Oh look, another 100K+ Mail, COOOOOOOL!!!! :))))))

>Someone`s gonna be pissed at you :) hahahahahahaha! :)

Like me :( Please stop sending 100k+ files to this list. I  
wouldnt mind so much if you programmed the darn thing =  
so I could run it :)

Joking aside, 30k or less to the list otherwise give a link  
so we can go and get it. Didnt someone post some  
rules for the list ? I think we all should go with them.

Shez

-- =

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| ASP Software - <http://www.asp.u-net.com> |  
|-----(  
| CURRENT GAMES | ICQ Num : 16295659 |  
|-----(  
| =B7 Survivors DX - [#####=3D--]85% |  
| =B7 Conquest - [#=3D-----]10% |  
|-----

## 1.993 Re: VisualGUI needs BETA TESTERS - Come and get it!

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>  
Date: Wed, 17 Feb 1999 19:55:17 +0000  
X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>";  
homepage="[Http://www.ip.pt/~ip234558/](http://www.ip.pt/~ip234558/)"; dob=31011977  
Organization: Dark Dreams Designs  
Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!  
Encoding: quoted-printable

Hello Loki

Somewhere Loki wrote:

L > Oh look, another 100K+ Mail, COOOOOOOL!!!! :))))))

L > Someone`s gonna be pissed at you :) hahahahahahaha! :)

I`m going to say this only once and in Portuguese:

Parem com esta merda de mandar mails de 100Kb!!!!

Translation: =

Thank you for another 100Kb mail!!!

L > I had a little play with it, but when I compiled your Demo, and actua=  
lly

L > got it working, the screen started flashing pretty copper-type

L > rainbow colours :(((... It was MAD! :( Was it meant to do that?

Of course it is, but it only happens to people who like receiveing large  
mails... AhAhAhAh!!!!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Anyone can make mistakes, but only an idiot persists in his error.

=ABH<http://www.ip.pt/~ip234558> - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

AFM3.0 -> |-----95%-| =

<tsb>=

### 1.994 Re: VisualGUI needs BETA TESTERS - Come and get it!

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Thu, 18 Feb 1999 10:12:37 +0200  
Organization: A97  
Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!  
Encoding: quoted-printable

Hello Anthony.  
On 17-Feb-99, Anthony Sherratt wrote:  
>> Oh look, another 100K+ Mail, COOOOOOOL!!!! :))))))  
>> Someone`s gonna be pissed at you :) hahahahahahaha! :)  
> Like me :( Please stop sending 100k+ files to this list. I  
> wouldnt mind so much if you programmed the darn thing =  
> so I coud run it :)  
Yes. If you must send source to the list. Make sure it works, and tokenis=  
es properly (ASCII is good for this).  
> Joking aside, 30k or less to the list otherwise give a link  
> so we can go and get it. Didnt someone post some  
> rules for the list ? I think we all should go with them.  
Ah, but what sort of link ? Not everyone has full Internet access. The ma=  
y be accessing from school or a public terminal, or like a friend of mine=  
, from a dormitory, through the LAN, onto the universities computer, an=  
d then onto the Internet. Not everyone has access to all Internet service=  
s.

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck=

```

**1.995 Re: VisualGUI needs BETA TESTERS - Come and get it!**

for scott@online.u-net.com; Sat, 20 Feb 1999 10:40:21 +0000

id 10E9mQ-0003Ty-00; Sat, 20 Feb 1999 10:37:03 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Sat, 20 Feb 1999 01:25:25 -0000

Organization: ASP/Warrington

Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!

Encoding: quoted-printable

On 18-Feb-99, Mikkel L=F8kke coffered up:

>Hello Anthony.

>Ah, but what sort of link ? Not everyone has full Internet access. The m=
ay be

>accessing from school or a public terminal, or like a friend of mine , f=
rom a

>dormitory, through the LAN, onto the universities computer, and then on=
the

>Internet. Not everyone has access to all Internet services.

Sorry I didnt explain properly :) At the very least the people who do =
want the file have somesort of email address (or they wouldnt be on the =
list :) They could easily email the author and ask for it that way.

Regards =

Anthony Sherratt

-- =

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| ASP Software - http://www.asp.u-net.com |
)------(
| CURRENT GAMES | ICQ Num : 16295659 |
)------(
|=B7 Survivors DX - [#####=3D--]85% |
|=B7 Conquest - [#=3D-----]10% |
-----

```

**1.996 Re: VisualGUI needs BETA TESTERS - Come and get it!**

for scott@online.u-net.com; Sat, 20 Feb 1999 08:17:36 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 20 Feb 99 07:11:13 +0000

Subject: Re: VisualGUI needs BETA TESTERS - Come and get it!

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Anthony Sherratt, OK then but=2E=2E=2E

> On 17-Feb-99, Loki coffed up:

>=20

> >J>> What is VisualGui??

>=20

> >Oh look, another 100K+ Mail, COOOOOOOL!!!! :))))))

> >Someone`s gonna be pissed at you :) hahahahahahaha! :)

>=20

> Like me :( Please stop sending 100k+ files to this list=2E I

> wouldnt mind so much if you programmed the darn thing=20

> so I coud run it :)

>=20

> Joking aside, 30k or less to the list otherwise give a link

> so we can go and get it=2E Didnt someone post some

> rules for the list ? I think we all should go with them=2E

>=20

1) You can never un-subscribe from this list!

2) If you try to un-subscribe from this list it will never work!

3) Any one trying to un-subscribe from this list shall for ever recive

mails from this mailing list=2E

--=20

Is your Amiga safe? Or you already using ProPassWord=2E

--

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco.uk/>

ICQ 21765436

## 1.997 VisualGUI posting - Read it

From: "Jobbdirekte" <alphade@c2i.net>

Subject: VisualGUI posting - Read it

Date: Thu, 18 Feb 1999 12:57:32 +0100

charset="iso-8859-1"

Encoding: quoted-printable

Encoding: quoted-printable

Ok, first things first!

1. I am new to the list, i did not find any rules. Now i know, stopp = nagging!

2. Surely some of you must have noticed the include path "VisaulGui:", = and should it then not be

logical that you might need an assign to such a directory??

3. Since the .lha file contains a folder named VisualGUI, isnt it even = more obvious??

4. VisualGUI include advanced topics like Layers, many of the problems = you peole out there

have with intuition graphics coding, is solved using these tecniques. =

Surely you should pay more

attention to that, than if the gui looks like windows.

The look and feel can be changed.

Whatever...

Jon Lennart Berg, Triumph, Norway

## 1.998 Re: VMEM, or not VMEM, that's the question

for scott@online.u-net.com; Sat, 27 Feb 1999 15:56:34 +0000

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

Date: Sat, 27 Feb 1999 09:48:49 -0500

Subject: Re: VMEM, or not VMEM, that's the question

Encoding: quoted-printable

Hi Mikkel

On 27-Feb-99, Mikkel L=F8kke wrote:

> =

> Erm, right. What kind of 8Gig HD can you get for =A3120 ? I just paid =A3= 320

> for my UW SCSI. I would hate to think I was cheated. =

I just saw a 12Gig HD at the local Best Buy store for about \$250 (US)

---

It wasn't SCSI, though...

>> I wouldn't try to advocate the PC but I think Virtual Mem is one of  
>> the biggest things I miss on the Amiga. I know Amiga has virtual memor=  
y

> =

> I miss being able to put lots of conventional memory in it. I mean 16  
Megs

> of RAM is a joke, anyway you look at it. (The reason I'm doing lots of  
> stuff on a PC)

What kind of Amiga do you have? Mine can have up to 128M, using standard=  
PC

memory. (2 64M chips)

As far as the actual VMEM stuff, you are both correct. Of course "real"  
memory is better, but the occasional use of VMEM is better than an "out o=  
f

memory" requester, no?

Better to take 20 minutes to make the poster than to be unable to make it=  
at  
all.

If you use VMEM on a regular basis, then certainly it's best to save your=  
pennies for a memory chip...

Later...

-- =

I haven't lost my mind; it's backed up on tape somewhere.

(or maybe it is in VMEM somewhere?)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## **1.999 Re: VMEM, or not VMEM, that's the question**

for scott@online.u-net.com; Sun, 28 Feb 1999 01:48:52 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sun, 28 Feb 1999 01:49:54 +0200

Organization: M2 productions

Subject: Re: VMEM, or not VMEM, that's the question

---

Encoding: quoted-printable

Hello Curt.

On 27-Feb-99, Curt Esser wrote:

>> Erm, right. What kind of 8Gig HD can you get for =A3120 ? I just paid =  
=A3320

>> for my UW SCSI. I would hate to think I was cheated. =

> I just saw a 12Gig HD at the local Best Buy store for about \$250 (US)

> It wasn't SCSI, though...

Won't do me much good then, will it ? :o>

>>> I wouldn't try to advocate the PC but I think Virtual Mem is one of

>>> the biggest things I miss on the Amiga. I know Amiga has virtual memo=  
ry

>> I miss being able to put lots of conventional memory in it. I mean 16 =  
Megs

>> of RAM is a joke, anyway you look at it. (The reason I'm doing lots of=  
>> stuff on a PC)

> What kind of Amiga do you have? Mine can have up to 128M, using standa=  
rd PC

> memory. (2 64M chips)

An A4000 obviously.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.1000 VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.Ras vs Bitmap)

for scott@online.u-net.com; Sat, 27 Feb 1999 14:52:44 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 27 Feb 1999 15:20:58 +0200

Organization: M2 productions

Subject: VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap)

Encoding: quoted-printable

Hello Paul.

On 26-Feb-99, Paul Burkey wrote:

>> Argh !! Virtual Memory is propabaly the most FUCKED UP way of getting

>> more RAM, I mean it's okay for PC owners who are used to having

>> slow unstable operating systems, but everyone else should go buy the

>> additional RAM they need. (It's not like RAM is expensive anymore).

> You can get over 8GIG of HD space for the price of 128Meg of ram so

> please lets not get into the ram is cheap thing ;) Even 128Meg of

> ram is a serious limitation for some jobs (see below).

Erm, right. What kind of 8Gig HD can you get for =A3120 ? I just paid =A3=

320 for my UW SCSI. I would hate to think I was cheated. Also, do I have =

to mention that RAM is about 2000 times faster than a HD (at least 8000 i=

f we're taking AT/IDE) ? No, you probably allready know that.

> I wouldn't try to advocate the PC but I think Virtual Mem is one of

> the biggest things I miss on the Amiga. I know Amiga has virtual memory=

I miss being able to put lots of conventional memory in it. I mean 16 Meg=

s of RAM is a joke, anyway you look at it. (The reason I'm doing lots of =

stuff on a PC)

> features but I never had any luck getting it to work. Anyway, some of

> the work I do on my PC is editing sound samples, I recently recorded a

> radio show onto HD (1 hour a week, 6 weeks, CD quality stereo). It take=

s

> around 3GIG of space and I've been editing it down to fit onto 3 CD`s.

Ah, Mpeg Layer 3 encoding, and it'll fit on one.

> Quite often I'm working with 2 or 3 100Meg samples at the same time,

> fading from one, mixing to another cut and paste here and there. If

> I didn't have virtual memory I'd have to hope the sound software had

> it's own Virtual ram options (some amiga software does which is nice)

> but I'm sure I don't have to explain why that's not good enough.

Yeah, esp. a think like this ould be tedious on a Virtual Memory system. =  
So, while you're fading from one to another, how slow is it hile the poor=  
HD tries to keep up with what you want to do ? Anyway, I friend of mine =  
does alot of comercial work, on posters and such, a full poster in full p=  
rint size easily takes up 100 Megs of RAM, and if the HOS has to keep swa=  
pping back and fouth the data it'll take forever. We did an Emboss on a 7=  
0x120 cm poster, on the 256 Meg system it took about 20 seconds, on the 6=  
4 Meg system it took 20 minutes. Which would you rather wait for ?

> This sound example is not unique, there are many tasks I can now do  
> that would normally require 100+ meg of ram and I never have to conside=  
r

> running out of memory. Okay so I'm sure we've all seen low spec PC`s  
> trying to run Windows with 16 or 32 meg or ram. It's not a pretty site.=  
> I agree, but Windows arguments aside, Virtual Memory is one of the  
> reasons I'm doing more of my work on my PC.

Virtual memory is also the reason you need to get new Harddiscs now and a=  
gain. :o> The wear and tear of using Virtual Memory on the HD means that =  
you can expect to have to buy a new HD at least every other year, so, in =  
the long run it's better to buy the additional memory.

> I must avoid potential PC/Windows arguments here... This message is  
> advocating an OS based, global, Virtual Memory for tasks that require  
> large temp storage durring heavy jobs, nothing more! :)

Ah, the way Windows does Vitual Memory isn't like that uunfortunately. It=  
writes each page seperately, thrashing the Harddisc even more. Anyway, I=  
have a 256Meg PII400 and a friend of mine has a 64Meg P266 MMX. When we =  
here installing my system, he brought along his HD, so I could get a copy=  
of all his stuff. Now he has some strange IBM stuff that plays an anim w=  
hile the PC is loading, his animation is just about one minute long, coz =  
that's the time it takes his machine to boot. It didn't even have time to=  
initialize on my machine. Now this wasn't just bagging about my PC (What=  
is there to brag about ?) but also a testament to the importance of havi=  
ng lots of RAM. I use my PC for "Workstation" type things, stuff that eit=  
her isn't possible, o would take forever on the AMiGA, that's why I want =  
a high spec machine. If I only had (for example) a 64Meg PC, I might aswe=  
ll just stick to my AMiGA...

Regards

-- =

+++++

---





Sure, thats obvious though :) I have 64meg in my PC, I'd like 128meg because it would cut down on Virtual memory usage when I'm doing heavy work. The rest of the time my HD sits around doing next to nothing.

>> It takes around 3GIG of space and I've been editing it down to fit  
>> onto 3 CD`s.

> =

> Ah, Mpeg Layer 3 encoding, and it'll fit on one.  
Hmmm, but it wouldn't play on a CD player then :)

=

>> Quite often I'm working with 2 or 3 100Meg samples at the same time,  
>> fading from one, mixing to another cut and paste here and there. If  
>> I didn't have virtual memory I'd have to hope the sound software had  
>> it's own Virtual ram options (some amiga software does which is nice)=  
>> but I'm sure I don't have to explain why that's not good enough.

> =

> Yeah, esp. a think like this ould be tedious on a Virtual Memory system=  
=2E

> So, while you're fading from one to another, how slow is it hile the po=  
or

> HD tries to keep up with what you want to do ?

Yeah, it can take up to 30 seconds for mixing some 100meg samples, Sure  
but  
at least it's possible. I wasn't saying VM should replace real ram but  
it's  
still very important for jobs that would otherwise require stupid  
amounts or  
ram.

> Anyway, I friend of mine does alot of comercial work, on posters and su=  
ch,

> a full poster in full print size easily takes up 100 Megs of RAM, and i=  
f

> the HOS has to keep swapping back and fouth the data it'll take forever=  
=2E

> We did an Emboss on a 70x120 cm poster, on the 256 Meg system it took  
> about 20 seconds, on the 64 Meg system it took 20 minutes. Which would  
> you rather wait for ?

Nothing ever takes more than a minute for me so I'm happy. If someone  
needs  
256meg of ram then thats fine. For now I'm happy with just 64 for my

---

work.

I'd like another 64 but I can wait. For now VM is more cost effective for me. =

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

### **1.1002 Re: VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap)**

for scott@online.u-net.com; Sun, 28 Feb 1999 04:07:47 +0000

From: Blitzwing <[blitzwing@goldweb.com.au](mailto:blitzwing@goldweb.com.au)>

Date: Sun, 28 Feb 1999 15:05:26 +1000

Subject: Re: VMEM, or not VMEM, that's the question (Was: Mildred reservations + Screen.RastPort vs Bitmap)

Encoding: quoted-printable

>>> It takes around 3GIG of space and I've been editing it down to fit

>>> onto 3 CD`s.

>> =

>> Ah, Mpeg Layer 3 encoding, and it'll fit on one.

> Hmmm, but it wouldn't play on a CD player then :)

> =

it will now, sony and someone else have released mp3 playing hardware into the commercial music market.....

Blitzwing=

### **1.1003 Re: VMEM, or not VMEM, that's the question...**

for scott@online.u-net.com; Sun, 28 Feb 1999 21:38:02 +0000

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>

Date: Sun, 28 Feb 1999 20:59:04 +0000

X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>";

homepage="<http://www.ip.pt/~ip234558/>"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: VMEM, or not VMEM, that's the question...

Encoding: 8bit

Hello Blitzwing

Somewhere Blitzwing wrote:

B >>>> It takes around 3GIG of space and I've been editing it down to fit

B >>>> onto 3 CD`s.

B >>>

B >>> Ah, Mpeg Layer 3 encoding, and it'll fit on one.

B >> Hmmm, but it wouldn't play on a CD player then :)

B >>

B > it will now, sony and someone else have released mp3 playing hardware into

B > the commercial music market.....

Does it play CDs? That would be a mega-ultra-wow thing...

The first company to release a mp3 cd player would become bloody rich....

Just imagine 13 albums packed into a single CD!!!

--

Best Regards,

Rui Carvalho «gRiM»

<tsb>

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

«[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 05.01.99»

«ICQ:28959421»

<tsb>Projects

AFM3.0 -> |-----95%|

<tsb>

## 1.1004 Warm start vectors

for scott@online.u-net.com; Tue, 23 Feb 1999 12:32:36 +0000

([62.136.42.77] helo=194.152.64.35 ident=disaintcool)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10FGzJ-00001O-00

for blitz-list@netsoc.ucd.ie; Tue, 23 Feb 1999 12:30:58 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 01 Jan 1978 00:25:26 +0100

Organization: Satanic Dreams Software.

Subject: Warm start vectors

Hello,

Anyone know how to address the Warm Start Vectors?

So I can have my demo I'm working on ReBoot, run itself and then remove it's path from the vectors?

(or am I off on the wrong idea here?)

Before someone suggests it, I have thought about RAD disks :)

Isn't that like, really dodgy?

---

Cya!

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.1005 WB Window Pointer?

[[62.136.138.93] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DCr4-0004k8-00

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 19:41:54 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 17 Feb 1999 19:33:41 +0000

Subject: WB Window Pointer?

Hi,

Can anyone tell me how to find the Workbench window and get a pointer to it?

I know this should be easy, but I can't figure out how to work my way through the \*FirstWindow linked list, and then I'm not sure how to tell the Workbench window from another window by the same name (!)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.1006 Re: WB Window Pointer?

for blitz-list@netsoc.ucd.ie; Wed, 17 Feb 1999 20:57:25 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 17 Feb 1999 20:47:44 -0000

encoding: Quoted-printable

Subject: Re: WB Window Pointer?

On 17 Feb 99, at 19:33, James broke out long enough to write:

> Can anyone tell me how to find the Workbench window and

> get a pointer to it?

Don't know about that (or why you'd want to) but if you just want to set you=

r

window pointer back to normal, use the ClearPointer\_ command. If you knew =

that

then you're obviously doing something far more sinister...

> I know this should be easy, but I can't figure out how

> to work my way through the \*FirstWindow linked list,

> and then I'm not sure how to tell the Workbench window

> from another window by the same name (!)

Ahh just as I thought, evil at work. This is probably bad, as there is no

guarantee that a window won't close as you are going through the list. But=

if

you must, then you could try checking for the flag #WFLG\_WBENCHWINDOW

(=3D\$2000000) it looks like it signals the workbench window. Or something.

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.1007 Re: WB Window Pointer?

([62.136.100.85] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DIGD-0005vD-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 01:28:14 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 01:16:00 +0000

Subject: Re: WB Window Pointer?

Encoding: quoted-printable

---

David McMinn churned out \*this\* drivel :

>> Can anyone tell me how to find the Workbench window and

>> get a pointer to it?

> =

> Don't know about that (or why you'd want to) but if you just want to set =  
your

> window pointer back to normal, use the ClearPointer\_ command. If you know =  
ew

> that then you're obviously doing something far more sinister..

No, I know about setting window /pointers/ - it's /window /pointers/ I'm =  
after ;)

=

As in \*win.Window kind of thing...

>> I know this should be easy, but I can't figure out how

>> to work my way through the \*FirstWindow linked list,

>> and then I'm not sure how to tell the Workbench window

>> from another window by the same name (!)

=

> Ahh just as I thought, evil at work. This is probably bad, as there is =  
no

Yes, evil at work would be a reasonable assumption >:D

I basically want to lock the WB window with the LockWindow {} function from =  
om

my big StatsFuncs file, for my own nefarious purposes...

> guarantee that a window won't close as you are going through the list. =

But

> if you must, then you could try checking for the flag #WFLG\_WBENCHWINDOW =  
W

> (0x2000000) it looks like it signals the workbench window. Or something =  
ng.

Thanks, I'll look into that...

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

**1.1008 Re: WB Window Pointer?**

18 Feb 99 09:35:54 0

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

Organization: The Robert Gordon University, E&EE

Date: Thu, 18 Feb 1999 09:35:43 -0000

encoding: Quoted-printable

Subject: Re: WB Window Pointer?

On 18 Feb 99, at 1:16, James L Boyd wrote:

> No, I know about setting window /pointers/ - it's/ /window /pointers/ I'=

m

> after ;)

>

> As in \*win.Window kind of thing...

Ahh sorry, seems I have a problem with the link between my eyes and my brain.

If you don't have a solution, you could try:

```
WBToScreen 0
```

```
*scr.Screen =3D Peek.l(Addr Screen(0))
```

```
*win.Window =3D *scr.FirstWindow
```

```
While *win
```

```
Print Peek$(*win\Title)
```

```
If *win\Flags & #WFLG_WBENCHWINDOW Then NPrint " <WB>" Else NPrint ""
```

```
*win =3D *win\NextWindow
```

```
Wend
```

```
Clickmouse
```

```
End
```

This worked OK here.

l) ^ V ][ l) |M| =A9 |M| ][ |M| |M|

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.1009 Re: WB Window Pointer?**

([62.136.97.54] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DTAe-00075D-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 13:07:12 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 18 Feb 1999 12:54:29 +0000

Subject: Re: WB Window Pointer?

David McMinn churned out \*this\* drivel :

> If you don't have a solution, you could try:

>

> WBToScreen 0

> \*scr.Screen = Peek.l(Addr Screen(0))

> \*win.Window = \*scr.FirstWindow

> While \*win

> Print Peek\$(\*win>Title)

> If \*win.Flags & #WFLG\_WBENCHWINDOW Then NPrint " <WB>" Else NPrint ""

> \*win = \*win.NextWindow

> Wend

> Clickmouse

> End

Thanks, that was exactly what I need (thanks to JL Berg too :)

but it seems that the Workbench doesn't like having its window locked ;)

I'll mess around a little more, since that was just the first attempt, but

this code should be useful to me anyway :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.1010 Weird alerts

From: amorel <amorel@xs4all.nl>

Date: Thu, 04 Feb 1999 04:09:59 +0500

Subject: Weird alerts

When I run my songplayer and it plays one specific module and I then start yam 1.3.5 I get this 010000C0 alert. Now I know what that alert means.

It's just weird that it only happens with that module afaik. Also I dunno who's to blame here, yam or me =)

Another guru I every now and then get is #80000020 and I haven't found that one documented anywhere. Any idea?

Anyway, only enforcer hit i get is when using the xbsoundsystem library to load(to check a module(its not used for anything more)) and it reports



it's not recognised. The hit happens when using request to inform the user about it.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.1011 Re: Weird alerts

From: amorel <amorel@xs4all.nl>

Date: Sat, 06 Feb 1999 06:04:24 +0500

Subject: Re: Weird alerts

Encoding: quoted-printable

On 06-Feb-99, Mikkell=F8kke wrote:

C=3DProbably both of you.

Heard that Yam is kinda prone to give tons of enforcer hits =3D)

C=3D> Another guru I every now and then get is #80000020 and I haven't fo=  
und

that

C=3D> one documented anywhere. Any idea?

C=3DUse "The GURU 3" or something from Aminet, not only will it describe =  
the

GURU

C=3Dfor you, but it will also give you a "probable cause"...

I tried tons of guru utilities, thats why I said I couldn't find any  
documented =

description. Weird.

C=3DAh, this suggests you're using memory that doesn't rightfully belong =  
to you.

I'm mainly using functions using memory. I have not allocated memory  
myself or sth like that. Just loading stuff in objects(^load song in 1^)  
and freeing them again after using, same with windows etc.

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32  
H.P. Lovecraft, Inc. \\ Good old C=3D64 Aura 12/16 sampler=  
=  
Ever kissed a frog? ;P\\//Fatman analogue synth :D  
Do you need music for your game/demo?\\//Roland dr-5 and more ;-9  
Have you got a recorddeal? ;) \\//Check my music on aminet:  
Contact me! amorel@xs4all.nl \\//mods/hardc (ftp.wustl.eduetc=  
=2E)  
http://www.xs4all.nl/~amorel/ \\\\or take a look at my homepage=  
=2E =  
=

## 1.1012 Re: Weird alerts

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Sat, 06 Feb 1999 04:28:43 +0200  
Organization: A97  
Subject: Re: Weird alerts  
Encoding: quoted-printable  
X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello amorel.

On 04-Feb-99, amorel wrote:

> When I run my songplayer and it plays one specific module and I then st=  
art

> yam 1.3.5 I get this 010000C0 alert. Now I know what that alert means.

> It`s just weird that it only happens with that module afaik. Also I dun=  
no

> whois to blame here, yam or me =3D)

Probably both of you.

> Another guru I every now and then get is #80000020 and I haven`t found =  
that

> one documented anywhere. Any idea?

Use "The GURU 3" or something from Aminet, not only will it describe the =  
GURU for you, but it will also give you a "probable cause"...

> Anyway, only enforcer hit i get is when using the xbsoundsystem library=  
> load(to check a module(its not used for anything more)) and it reports

> it`s not recognised. The hit happens when using request to inform the u=  
ser

> about it.

---

Ah, this suggests you're using memory that doesn't rightfully belong to you.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.1013 Re: Weird alerts

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

Date: Fri, 05 Feb 1999 22:59:07 -0500

Subject: Re: Weird alerts

Hi,

>

> On 04-Feb-99, amorel wrote:

>

>> Another guru I every now and then get is #80000020 and I haven't found

>> that one documented anywhere. Any idea?

I get this one when Blitz tries to open a file that it can't find.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.1014 Re: Weird GFX card problem

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

Date: Wed, 04 Feb 1998 17:52:25 -0500

Subject: Re: Weird GFX card problem

Hi Paul

On 03-Feb-99, Paul Burkey wrote:

> Curt Esser wrote:

>> Well, it turns out that the problem was the testers, not the program!

In

>> spite of at least three warnings in various places in the docs, people

>> were trying to run the test program without the necessary data

files....

>

> Yes, this is a classic! I've had this type of "bug report" at least

> 10 times this week based on a recent update beta of Foundation. You

> really NEED to check for the existence of every single file possible

> even if you know for sure that the installation process is foolproof.

Yeah, I forgot the programmer's rules:

- 1} If there is any possible way a user can mess up a program, they will.
- 2} If there is NO possible way to mess up a program, they will anyway :)
- 3} No matter how clearly the docs are written, they will be mis-understood.
- 4} Rule 3 doesn't apply, since no one will read the docs anyway.
- 5} Bug reports will always be clear and to the point. Example:

"Your program doesn't work! Please fix it!"

Later...

--

This you understand can if FORTH programmer you be can then.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.1015 Re: Weird GFX card problem

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

Date: Wed, 03 Feb 1999 04:29:31 -0500

Subject: Re: Weird GFX card problem

Hi Andrew

---

On 28-Jan-99, Andrew Drays wrote:

> Hello Curt

> -> I released a test version of my game, to see if it works on GFX cards.

> ->

> -> The reports show that it works fine on some systems, yet other users

> with -> almost identical systems get a crash as soon as the screen  
opens...

>

> I suggest using "Requestor" error trapping.. for people who test your

> program.. throw in requestors all through the segemtn of your program of

> where you think might be crashing it, with like numbers.. like.. "X

> sequence successful" and find out how far people are getting.. ..

>

> my best idea. ;)

Well, it turns out that the problem was the testers, not the program! In  
spite of at least three warnings in various places in the docs, people were  
trying to run the test program without the necessary data files....

Later...

--

"The tide is turning ... the enemy is suffering terrible losses..."

-- Gen. Geo.A.Custer

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.1016 Re: Weird GFX card problem

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 16:52:00 +0000

for blitz-list@netsoc.ucd.ie; Wed, 3 Feb 1999 16:51:39 +0000

Date: Wed, 03 Feb 1999 16:31:54 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Weird GFX card problem

Encoding: 7bit

Curt Esser wrote:

>> I suggest using "Requestor" error trapping.. for people who test your

>> program.. throw in requestors all through the segemtn of your program of

>> where you think might be crashing it, with like numbers.. like.. "X

---

>> sequence successful" and find out how far people are getting.. ..  
>  
> Well, it turns out that the problem was the testers, not the program! In  
> spite of at least three warnings in various places in the docs, people were  
> trying to run the test program without the necessary data files....  
Yes, this is a classic! I've had this type of "bug report" at least  
10 times this week based on a recent update beta of Foundation. You  
really NEED to check for the existence of every single file possible  
even if you know for sure that the installation process is foolproof.  
I suppose it's common sense really but you can always be sure that  
one or two files will be accessed without checks. When you have a  
game/application like mine that accesses many 1000's of data files  
you are always tempted to miss a few checks here and there ;)  
Cheers,  
Paul  
--  
< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.1017 Re: Weird GFX card problem

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Thu, 04 Feb 1999 03:46:44 +0200  
Organization: A97  
Subject: Re: Weird GFX card problem  
Encoding: quoted-printable  
X-Info: <mailto:sf@xxl.ots.dk> in case of problems!  
Hello Paul.

>>> I suggest using "Requestor" error trapping.. for people who test you=  
r  
>>> program.. throw in requestors all through the segment of your program=  
of  
>>> where you think might be crashing it, with like numbers.. like.. "X  
>>> sequence successful" and find out how far people are getting.. ..  
>> =  
>> Well, it turns out that the problem was the testers, not the program! =  
In  
>> spite of at least three warnings in various places in the docs, people=  
were  
>> trying to run the test program without the necessary data files....

---

> Yes, this is a classic! I've had this type of "bug report" at least  
 > 10 times this week based on a recent update beta of Foundation. You  
 > really NEED to check for the existence of every single file possible  
 > even if you know for sure that the installation process is foolproof.  
 > I suppose it's common sense really but you can always be sure that  
 > one or two files will be accessed without checks. When you have a  
 > game/application like mine that accesses many 1000's of data files  
 > you are always tempted to miss a few checks here and there ;)

Hmmm, of course you could always just do a Function at the top of your pr=  
 ogram called LoadTheFile or something, and then use THAT to load it in, a=  
 nd check to see if it's successfull. This is also good structured program=  
 ming, which I'm sure you know a hell lot about than me :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.1018 Re: Weird GFX card problem

Date: Thu, 04 Feb 1999 19:19:26 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Weird GFX card problem

Encoding: quoted-printable

Mikkel L=F8kke wrote:

>> I suppose it's common sense really but you can always be sure that  
>> one or two files will be accessed without checks. When you have a  
>> game/application like mine that accesses many 1000's of data files  
>> you are always tempted to miss a few checks here and there ;)  
> =  
> Hmm, of course you could always just do a Function at the top of  
> your program called LoadTheFile or something, and then use THAT to  
> load it in, and check to see if it's successful. This is also good  
> structured programming, which I'm sure you know a hell lot about  
> than me :o)

Sure, I already use two functions like that.

```
FindFile{filename$} ; search various places for file ie, HD, CD etc.  
; if file is not found, alert user and quit/retry  
; accordingly.
```

and:-

```
QuickFind{filename$} ; Search as above but don't alert user if file  
; is not found. Return "False" in which case  
; that file is not accessed. ie, "skip that bit"
```

Yes, you're right. It is a nice structured system. Obviously this is similar to Exists() but inside the QuickFind function there would be a whole lot more stuff including the check for various default/user paths and a way of causing a clean exit if an \*important\* file is missing. It's still tempting to load files without all this from time to time. Especially if you think/hope there's no chance of the file being missing ;)

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.1019 Re: Weird GFX card problem

Date: Thu, 04 Feb 1999 19:19:26 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Weird GFX card problem

Encoding: quoted-printable

---



Mikkel L=F8kke wrote:

> > I suppose it's common sense really but you can always be sure that  
> > one or two files will be accessed without checks. When you have a  
> > game/application like mine that accesses many 1000's of data files  
> > you are always tempted to miss a few checks here and there ;)  
> =  
> Hrrmm, of course you could always just do a Function at the top of  
> your program called LoadTheFile or something, and then use THAT to  
> load it in, and check to see if it's successfull. This is also good  
> structured programming, which I'm sure you know a hell lot about  
> than me :o)

Sure, I already use two functions like that.

```
FindFile{filename$} ; search various places for file ie, HD, CD etc.  
; if file is not found, alert user and quit/retry  
; accordingly.
```

and:-

```
QuickFind{ filename$ } ; Search as above but don`t alert user if file  
; is not found. Return "False" in which case  
; that file is not accessed. ie, "skip that bit"
```

Yes, you're right. It is a nice structured system. Obviously this is similar to Exists() but inside the QuickFind function there would be a whole lot more stuff including the check for various default/user paths and a way of causing a clean exit if an \*important\* file is missing. It's still tempting to load files without all this from time to time. Especially if you think/hope there's no chance of the file being missing ;)

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.1020 Re: Weird GFX card problem

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Fri, 05 Feb 1999 12:00:28 +1300

Subject: Re: Weird GFX card problem

On 05-Feb-99, Paul Burkey wrote:

> It's still tempting to load files without all this from time to time.  
> Especially if you think/hope there's no chance of the file being

> missing ;)

Could you check for important files (ones that get loaded often- maybe it won't work in your game :-/ ) at the beginning of the game, then you don't have to check later. Or maybe keep a list of your files, and create a Newtype and check off a file once it's been checked to exist so it doesn't need to be checked again- probably too bloated for that many files :-/

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>

## 1.1021 Re: Weird GFX card problem

Date: Fri, 05 Feb 1999 02:00:30 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Weird GFX card problem

Encoding: 7bit

Anton Reinauer wrote:

> On 05-Feb-99, Paul Burkey wrote:

>

>> It's still tempting to load files without all this from time to time.

>> Especially if you think/hope there's no chance of the file being

>> missing ;)

>

> Could you check for important files (ones that get loaded often- maybe it won't work in your game :-/ ) at the beginning of the game, then you don't have to check later. Or maybe keep a list of your files, and create a Newtype and check off a file once it's been checked to exist so it doesn't need to be checked again- probably too bloated for that many files :-/

The "problem" isn't the problem of checking for files many times but with the extra code that is required each time a file is accessed. So it's not a performance issue (checks take hardly any time) but a "bulky code" issue. Using the

function method I mentioned means this extra bulk is limited  
to a single function call each time you access a file.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.1022 Welcome...

([62.136.53.217] helo=194.152.64.35 ident=riks-room.freemove.co.uk)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10BmR1-0001UJ-00

for blitz-list@netsoc.ucd.ie; Sat, 13 Feb 1999 21:17:08 +0000

From: r!K <rik@riks-room.freemove.co.uk>

Date: Sat, 13 Feb 1999 21:10:33 +0000

Organization: RAM Productions

Subject: Welcome...

Hi all,

I'd just like to say hello to everyone in the list and introduce  
myself....

I am (pretty) new to Blitz and am going to be spending the next 11 days  
(which I have off college) solidly learning it.

I will probably (definitely) have questions for you all which I hope you can  
answer.

cYa

--

<tsb>

<tsb> [ r!K ]

<tsb> [ rik@riks-room.freemove.co.uk ]

<tsb> ICQ [ 30318177 ]

<tsb>

<tsb> [ RAM Productions wHQ ]

<tsb> [ sTAFF mEMBER OF "sATANIC dREAMS sOFTWARE" ]

<tsb>

<tsb> [ eDITOR oF tHE s^D dISK-mAG ]

<tsb> [ WARPED ]

<tsb>

---

**1.1023 Re: Welcome...**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sun, 14 Feb 1999 21:15:38 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Welcome...  
 Encoding: quoted-printable

On 14-Feb-99, r!K set out across the seas with this message:

->I will probably (definitely) have questions for you all which I hope

->answer.

Welcome to the list, and Blitz in general, hope you enjoy your less produ=

ctive  
 hours crashing, a lot <grin>

Before asking too many questions try to make sure they havn't previously =

been  
 asked in earlier mails (check the AmiNet for archives) or in the FAQ (I d=

on't  
 know who was compiling this and I don't know where to find it... Maybe t=

he  
 FAQ should contain that information, too... oh, wait, except, that maybe=

it  
 wouldn't do much good if you don't have the FAQ... <ahem>=3D])

-- =

\*\*\*\*\*

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* May you never live to see your wife a widow

\*\*\*\*\*

\_\_\_\_\_ ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuijdveld --

\\\_ =ACV. \_\_\_\_\_ /

l) \_^\_\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 08=B702=B799 ]

!\_\_\_\_/VDTN.V

### 1.1024 Why people in general speak english in here.

for scott@online.u-net.com; Tue, 23 Feb 1999 01:15:26 +0000

(envelope-from flameduck@software.dk)

(envelope-from flameduck@software.dk)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 23 Feb 1999 01:45:38 +0200

Organization: M2 productions

Subject: Why people in general speak english in here.

Encoding: 8bit

Hello.

Everone on this list can generally speak at least some English, therefore, if you ask something in English, the person who actually knows the answer will better be able to understand your problem and help you, if you reply to something, all the people on the list will be able to understand the answer, so they won't have to ask the same question (which has allready been asked and answered, except in another lanuage) again.

Just pointing out the obvious.

Greets,

--

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.1025 x y coordinates + time

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 11 Feb 99 22:24:31 +0000

Subject: x y coordinates + time

Encoding: 7bit

Hi,

In an attempt to implement serial and internet play into my game i need to be able to move the shape using time rather than pixels.

For example i would like to move my shape 10 pixels every 10 seconds can anyone give me a simple example of moving the x and y coordinates using time.

i am a bit stuck because i do not even know what commands to use to measure time i have never needed to do it before.

any help will be gratefully received.

## 1.1026 Re: x y coordinates + time

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

Date: Fri, 12 Feb 1999 12:55:16 +1300

Subject: Re: x y coordinates + time

On 12-Feb-99, Oliver Marks wrote:

> Hi,

>

> In an attempt to implement serial and internet play into my game i need to be able to move the shape using time rather than pixels.

>

> For example i would like to move my shape 10 pixels every 10 seconds  
> can anyone give me a simple example of moving the x and y coordinates  
> using time.

You have to apply basic Newtonian Physics.

$s = v * t$  ; s= distance, v equals speed, and t=time

So to know how far an object has traveled (in pixels instead of meters), you multiply the speed (in pixels per second- or frame ie: a 50th) by the time taken.

In my game, my stupid monstas move 1 pixel every 50th of a second (each frame), so in 5 frames (5 50ths) they move 5 pixels.

ie: distance= 1 \* 5

---

If they moved at 2 pixels a second they would move 10 pixels in 5 frames.  $10 = 2 * 5$

If you know your acceleration, you can have them accelerating, and decelerating as well, if you want.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC, WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>

## 1.1027 Yet Another Progress Indicator (again)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 13 Feb 99 16:59:41 +1000

Subject: Yet Another Progress Indicator (again)

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>

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Encoding: 7bit

A few weeks ago, Curt was good enough to fix up my PI functions by making them double-buffered etc.

I've made a few cosmetic changes, and have fixed one annoyance (did I say bug, Curt? Never!) The problem was the VWait (necessary for double-buffering) which means that the minimum time between cycles is 1/50th second (PAL). Since I have 3000+ customers there was a minimum 1 minute delay in loading the file. I have fixed that by only updating the screen (and VWaiting) whenever the bar is longer than last time. This loads my customer file in 13 seconds rather than 1

minute 6 seconds!!

If anyone needs the latest version, it is attached.

BTW, can anyone tell me why (sometimes only) one horizontal line of pixels is missing in the number?

Also, how do I get it to print white numbers, rather than black? (I think white on blue would probably look better).

Thanks for the help, Curt

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

--=\_8<==MD236C5AF7D-1D14F9BE==8<=\_=

Encoding: plain (7/8 bit)

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

X-MD2-FilePath: Blitz2:Motel/converters/YAPI.asc

Statement InitPI{Title\$,Mini.l,Maxi.l,Stopper.b}

SHARED PIMin.l, PIMax.l, bheight.b

#PIWin = 2 ; PI Window number

#PIList = 1 ; Gadget list number

#PIbit = 1 ; PI bitmap number

#PRbit = 2 ; printing bitmap

#min\_use = 3 ; Don't use PI if PIMax - PIMin <= this

-----

;Basic values for indicator as offsets from top left corner of window

;

#pix1 = 20

#pix2 = 240

#piy1 = 20

#piy2 = #piy1+11

#h = #piy2+22

#bhigh = 11

BitMap #PIbit,#pix2-#pix1,#piy2-#piy1+1,2 ;size of pi, 4 colours

BitMap #PRbit,#pix2-#pix1,8,1 ;2 colours

\*SCR.Screen=Peek.l(Addr Screen(0))

bheight.b=\*SCR\BarHeight

PIMin.l = Mini

PIMax.l = Maxi

If PIMax - PIMin > #min\_use



```

If Stopper = True
Borders On
BorderPens 2,1
TextGadget #PIList,(#pix1+#pix2)/2-26,#piy2+5,0,1," STOP "
EndIf
DefaultIDCMP 64
Window #PIWin,190,90,#pix1+#pix2,#h,$2!$1000,Title$,0,1,#PIList ;Basic window - draggable
; Activate 2 ;Activate window on initialisation
BorderPens 1,2
GadgetBorder #pix1,#piy1,#pix2-#pix1,#piy2-#piy1+1
col.b=1 ;Draw in 0% and 100% indicators.
WLocate #pix1-6,#piy2-(bheight/2)
Print "0%"
WLocate #pix2-26,#piy2-(bheight/2)
Print "100%"
EndIf
End Statement
Function.b UpdatePI{Value.l}
SHARED PIMin, PIMax, Ploc, bheight, LastPI_Pos.l
If PIMax - PIMin > #min_use
If Value < PIMin Then Value = PIMin
If Value > PIMax Then Value = PIMax
;percentage.q = (Value - PIMin) * 100 / (PIMax - PIMin)
pos.l=((Value - PIMin) * 100 / (PIMax - PIMin)*(#pix2-#pix1)/100) ;Convert percentage to pixel values.
If pos <> LastPI_Pos
LastPI_Pos = pos
Use BitMap #PIbit ;render changes on the unseen bitmap
Boxf 0,0,#pix2,#bhigh,0 ;the blank part
Boxf 0,0,pos,#bhigh,3 ;the coloured bar
Line 0,0,pos,0,2 ; Draw Highlights
Line 0,0,0,#bhigh,2
Line 0,#bhigh,pos,#bhigh,1 ; Draw Shadows
Line pos,0,pos,#bhigh,1
Use BitMap #PRbit ;print the %
BitMapOutput #PRbit ;on the printing bitmap
Locate 0,0
Print Centre$(UStr$(Value),((#pix2-#pix1)/8))
Free Shape 0 ;now copy it to the PI bitmap
GetaShape 0,0,0,#pix2-#pix1-6,8

```

```
CacheClearU_  
Use BitMap #PIbit  
VWait  
Blit 0,6,2,0  
;now show it in the window  
BitMaptoWindow #PIbit,#PIWin,0,0,#pix1,#piy1,#pix2-#pix1,#bhigh+1  
EndIf  
ev.l = Event  
While ev <> 0  
If ev = 64  
If GadgetHit = 1 AND EventWindow = 2  
Function Return False  
EndIf  
EndIf  
ev = Event  
Wend  
EndIf  
Function Return True  
End Function  
Statement KillPI{ }  
SHARED PIMin, PIMax  
If PIMax - PIMin > #min_use  
CloseWindow #PIWin  
Free GadgetList #PIList  
Free BitMap #PIbit  
Free BitMap #PRbit  
*win.Window = Peek.l(Addr Window(0))  
If *win  
Use Window 0  
Activate 0  
WindowOutput 0  
EndIf  
EndIf  
End Statement  
WbToScreen 0  
j.l = 3789  
InitPI{"Demo...",0,j,True}  
For i = 0 To j  
If UpdatePI{i} = False
```

---

i = j  
EndIf  
Next  
KillPI{ }  
End  
--=\_8<==MD236C5AF7D-1D14F9BE==8<=\_---  
(end of MIME multipart message)

## 1.1028 Re: Yet Another Progress Indicator (again)

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

Date: Sun, 14 Feb 1999 14:16:39 -0500

Subject: Re: Yet Another Progress Indicator (again)

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.1748478712.2

Hi Tony

On 13-Feb-99, Tony Rolfe wrote:

> I've made a few cosmetic changes, and have fixed one annoyance (did I  
> say bug, Curt? Never!) The problem was the VWait (necessary for  
> double-buffering) which means that the minimum time between cycles is  
> 1/50th second (PAL). Since I have 3000+ customers there was a minimum  
> 1 minute delay in loading the file. I have fixed that by only  
> updating the screen (and VWaiting) whenever the bar is longer than  
> last time. This loads my customer file in 13 seconds rather than 1  
> minute 6 seconds!!

>

> If anyone needs the latest vrsion, it is attached.

>

> BTW, can anyone tell me why (sometimes only) one horizontal line of  
> pixels is missing in the number?

It is a bug in the GetAShape command, I think. I can't get it to happen here, so you'll have to test the "fix" yourself.

I put in a "WaitBlit\_" command which may fix it.

There is also some code (commented out) that will fix it for sure, but will slow things down again.

>

> Also, how do I get it to print white numbers, rather than black? (I

> think white on blue would probably look better).

You need to set the printing bitmap to a depth of 4 colours.

Then use the Colour command to set the printing to use colour #3 (normally white)

See the attached...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748478712.2

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

Encoding: quoted-printable

Statement InitPI{Title\$,Mini.l,Maxi.l,Stopper.b}

SHARED PIMin.l, PIMax.l, bheight.b

#PIWin =3D 2 ; PI Window number

#PIList =3D 1 ; Gadget list number

#PIbit =3D 1 ; PI bitmap number

#PRbit =3D 2 ; printing bitmap

#min\_use =3D 3 ; Don't use PI if PIMax - PIMin <=3D this

;------

;Basic values for indicator as offsets from top left corner of window

;

#pix1 =3D 20

#pix2 =3D 240

#piy1 =3D 20

#piy2 =3D #piy1+11

#h =3D #piy2+22

#bhigh =3D 11

BitMap #PIbit,#pix2-#pix1,#piy2-#piy1+1,2 ;size of pi, 4 colours

BitMap #PRbit,#pix2-#pix1,8,2 ;4 colours

\*SCR.Screen=3DPeek.l(Addr Screen(0))

bheight.b=3D\*SCR\BarHeight

PIMin.l =3D Mini

PIMax.l =3D Maxi

If PIMax - PIMin > #min\_use

If Stopper =3D True

Borders On

```

BorderPens 2,1
TextGadget #PIList,(#pix1+#pix2)/2-26,#piy2+5,0,1," STOP "
EndIf
DefaultIDCMP 64
Window #PIWin,190,90,#pix1+#pix2,#h,$2|1000,Title$,0,1,#PIList ;Basi=
c window - draggable
; Activate 2 ;Activate window on initiali=
sation
BorderPens 1,2
GadgetBorder #pix1,#piy1,#pix2-#pix1,#piy2-#piy1+1
col.b=3D1 ;Draw in 0% and 100% indicat=
ors.
WLocate #pix1-6,#piy2-(bheight/2)
Print "0%"
WLocate #pix2-26,#piy2-(bheight/2)
Print "100%"
EndIf
End Statement
Function.b UpdatePI{Value.1}
SHARED PIMin, PIMax, Ploc, bheight, LastPI_Pos.1
If PIMax - PIMin > #min_use
If Value < PIMin Then Value =3D PIMin
If Value > PIMax Then Value =3D PIMax
;percentage.q =3D (Value - PIMin) * 100 / (PIMax - PIMin)
pos.l=3D((Value - PIMin) * 100 / (PIMax - PIMin)*(#pix2-#pix1)/100) ;C=
onvert percentage to pixel values.
If pos <> LastPI_Pos
LastPI_Pos =3D pos
Use BitMap #PIbit ;render changes on the unsee=
n bitmap
Boxf 0,0,#pix2,#bhigh,0 ;the blank part
Boxf 0,0,pos,#bhigh,3 ;the coloured bar
Line 0,0,pos,0,2 ; Draw Highlights
Line 0,0,0,#bhigh,2
Line 0,#bhigh,pos,#bhigh,1 ; Draw Shadows
Line pos,0,pos,#bhigh,1
Use BitMap #PRbit ;print the %
BitMapOutput #PRbit ;on the printing bitmap
Locate 0,0

```

```

Colour 2
Print Centre$(UStr$(Value),((#pix2-#pix1)/8))
Free Shape 0 ;now copy it to the PI bitma=
p
CacheClearU_
GetaShape 0,0,0,#pix2-#pix1-6,8
WaitBlit_ ;wait for the blitter to fin=
ish
CacheClearU_
;-- This will eliminate the getashape problem, if the WaitBlit_ doesn't
; but will slow things down again ---
;SaveShape 0,"T:pishape"
;Free Shape 0
;LoadShape 0,"T:pishape"
;-----=
-----
Use BitMap #PIbit
;VWait
Blit 0,6,2,0
BitMaptoWindow #PIbit,#PIWin,0,0,#pix1,#piy1,#pix2-#pix1,#bhigh+1
EndIf
ev.l =3D Event
While ev <> 0
If ev =3D 64
If GadgetHit =3D 1 AND EventWindow =3D 2
Function Return False
EndIf
EndIf
ev =3D Event
Wend
EndIf
Function Return True
End Function
Statement KillPI{ }
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
CloseWindow #PIWin
Free GadgetList #PIList
Free BitMap #PIbit

```

---

```
Free BitMap #PRbit
*win.Window =3D Peek.l(Addr Window(0))
If *win
Use Window 0
Activate 0
WindowOutput 0
EndIf
EndIf
End Statement
WbToScreen 0
j.l =3D 3789
InitPI{"Demo...",0,j,True}
For i =3D 0 To j
If UpdatePI{i} =3D False
i =3D j
EndIf
Next
KillPI{}
End
--BOUNDARY.1748478712.2--
```

## 1.1029 Re: Yet Another Progress Indicator (again)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 14 Feb 1999 23:40:39 +0200

Organization: A97

Subject: Re: Yet Another Progress Indicator (again)

Encoding: quoted-printable

Hello Curt.

On 14-Feb-99, Curt Esser wrote:

[-Irrelevant drivel-]

> See the attached...

I loaded this one into my blitz, and it doesn't work if j=3D100000. (Or s= ometihng.)

Regards

-- =

+++++

```

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/ - \ | V V V | / _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.1030 Re: Yet Another Progress Indicator (again)

From: Curt Esser <camge@ix.netcom.com>  
 Date: Mon, 15 Feb 1999 15:38:01 -0500  
 Subject: Re: Yet Another Progress Indicator (again)  
 Encoding: quoted-printable

Hi Mikkel

On 14-Feb-99, Mikkel L=F8kke wrote:

> Hello Curt.

> =

> On 14-Feb-99, Curt Esser wrote:

> =

> [-Irrelevant drivel-]

> =

>> See the attached...

> =

> I loaded this one into my blitz, and it doesn't work if j=3D100000. (Or=  
> sometiHng.)

Yeah, probably not. The original code only showed 0 - 100% so I only mad=  
e

the "printout" big enough for that many characters. The bitmap that the



characters are printed on would need to be made wider to fit so many characters...

Anyway, it wasn't my code - I just fixed it so it would print in white, like

he had requested...

But wouldn't a simple % finished be good enough anyway?

Later...

-- =

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### **1.1031 Re: Yet Another Progress Indicator (again)**

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 16 Feb 99 11:25:56 +1000

Subject: Re: Yet Another Progress Indicator (again)

Encoding: 8bit

On Mon, 15 Feb 1999 15:38:01 -0500 Curt Esser said:

> Hi Mikkel

>

> On 14-Feb-99, Mikkel Løkke wrote:

>> Hello Curt.

>>

>> On 14-Feb-99, Curt Esser wrote:

>>

>> [-Irrelevant drivel-]

>>

>>> See the attached...

>>

>> I loaded this one into my blitz, and it doesn't work if j=100000. (Or

>> sometihng.)

>

> Yeah, probably not. The original code only showed 0 - 100% so I only made

> the "printout" big enough for that many characters. The bitmap that the

> characters are printed on would need to be made wider to fit so many

> characters...

>

> Anyway, it wasn't my code - I just fixed it so it would print in white, like

> he had requested...

>

> But wouldn't a simple % finished be good enough anyway?

>

The actual problem was that I hadn't defined the loop counter i, so it defaulted to type .q! The loop never executed. The two byte display thingy was one of the cosmetic changes I mentioned last time.

I will, eventually convert it to simply print the % value, but I needed actual values in debug mode.

The WaitBlit\_ seems to have fixed the problem with missing pixels, at least I've not had it happen since.

Thanks again Curt for all your help

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.1032 Re: Yet Another Progress Indicator (again)

From: amorel <amorel@xs4all.nl>

Date: Thu, 18 Feb 1999 06:51:25 +0500

Subject: Re: Yet Another Progress Indicator (again)

On 16-Feb-99, Tony Rolfe wrote:

C=The actual problem was that I hadn't defined the loop counter i, so it

C=defaulted to type .q! The loop never executed. The two byte

Another prove of how usefull it is to have learned programming in Pascal.

As it forces u to declair vars and the type. Personally I always put the

type at the varname always, no matter how often I write it down.

You can never be to clean and clear with vars, if you understand what I mean.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

<http://www.xs4all.nl/~amorel> \\ /aminet or at my homepage.

-\*Coming soon, the first release of a new multiformat song/sound player\*-

### 1.1033 Yet More Mouse Controls

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 18:11:36 +0000

From: Whee\_Cool <apwheeler@apwheeler.demon.co.uk>

Date: Thu, 18 Feb 1999 18:12:50 +0000

Subject: Yet More Mouse Controls

Hi,

Thanx for all your help so far. One last thing I need help on

How do u read the mouse?? or I see is MOUSEX( which is blitz mode only)

Bye

--

A.Wheeler

Email : Apwheeler@Apwheeler.demon.co.uk

HomePage : Http://www.apwheeler.demon.co.uk

IRC Undernet : Channel- #amirc Nick- Whee\_Cool

### 1.1034 Re: Yet More Mouse Controls

([62.136.79.91] helo=194.152.64.35 ident=disaintcool)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 10DZJL-000746-00

for blitz-list@netsoc.ucd.ie; Thu, 18 Feb 1999 19:40:36 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 18 Feb 1999 19:42:33 +0100

Organization: Satanic Dreams Software.

Subject: Re: Yet More Mouse Controls

Encoding: binary

Hello Whee\_Cool

Hiya, Whee\_Cool... ,on 18-Feb-99 you mailed me about: Yet More Mouse Controls! So I'ma reply`in...

W>> Hi,

W>>

W>> Thanx for all your help so far. One last thing I need help on

W>>

W>> How do u read the mouse?? or I see is MOUSEX( which is blitz mode only)

#SMouseX# and #SMouseY# for Intuition screens

#WMouseX #and# WMouseY# for Windows :)

Hope this helps :)

bye

#

---

W>> Bye

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: http://www.napalmdeath.freemove.co.uk/

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: http://www.satanicdreams.freemove.co.uk/

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.1035 Re: Yet More Mouse Controls

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Sat, 20 Feb 1999 11:02:13 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Yet More Mouse Controls

Encoding: quoted-printable

On 18-Feb-99, Whee\_Cool set out across the seas with this message:

->How do u read the mouse?? or I see is MOUSEX( which is blitz mode

There is also #MouseY# (Blitz mode again) #SmouseX#, #SMouseY#, #WMouseX#

#WMouseY# and I \*think\* #EmouseX# and #EmouseY#.

S reads the mouse position from the top left of the currently active scre

en, W

reads it from the top left of the currently used window and E returns the

position of where it was at the last Event. Don't know if it's in relati

on to

the screen or window tho, and too lazy to check ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Don't judge a book by its movie

\*\*\*\*\*

----- ^ \_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
\\\_\_\_ =ACV. \_\_\_\_\_ /  
l) \_^\_\_\_ V \ -EMail : mailto:hotcakes@abacus.net.au-  
!! !=AC\\ \ \ \ - HTTP : http://abacus.net.au/hotcakes  
|\_\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B702=B799 ]  
!\_\_\_/ \DTN.V

## 1.1036 Re: [amiganutta] My opinion about the future

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 11 Feb 1999 06:41:46 +0500

Subject: Re: [amiganutta] My opinion about the future

On 06-Feb-99, Anonymous flashed:

>Heh,well,the hope die at the last place...;) Especially if it in the Amiga  
>world.

>Every company discribe what they do or made in the press or at least on them  
>web page.That's normal.I still don't see from them ANY reports about making  
>something.And by the way,them page was not updated very long time,so I think  
>they don't do anything.Oh,sign contract with QNX,that's ok,but I can do it in  
>few weeks.

>As I told,I just feel something bad for Amiga Inc. About,only promises and  
>nothing

>more.Hmm...looks like another A\BOX (Per\Box ?).

>Well,I don't wish discuss about that theme.It's just my feling,not more,but I  
>right in many questions.Just let's leave it for my poor soul...;)

>I just still hope they (Amiga Inc.) will more active after St.Luise.

>And as usually,my english is sux,sorry...;)

Cheer up, Nony. It takes a long time (unfortunately) to get all the pieces in place and launch something like this. I can assure you that the plans have not changed, and in fact I was pleased that their first OS partner fell through because QNX is MUCH better. We still have about a year to wait yet so we must still be patient. I agree though that AI should communicate more with the community and not just leave us hanging. They believe that their time is better spent at work on the new system, and they also believe that since they can't tell us much yet their is no use in communicating. They are wrong about that. They need to give us some encouragement and progress reports. The main reason they hesitate to do that is they are very paranoid about letting out information to potential competitors. To a certain extent they are wise in being careful, but they still should figure out how to encourage the Amiga community without giving away trade secrets to the "enemy".

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

**1.1037 Re: [amiganutta] My opinion about the future**

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

Date: Fri, 12 Feb 1999 12:44:58 +1300

Subject: Re: [amiganutta] My opinion about the future

On 11-Feb-99, Donovan Reeve wrote:

> They are wrong about that. They  
> need to give us some encouragement and progress reports. The main  
> reason they hesitate to do that is they are very paranoid about  
letting  
> out information to potential competitors. To a certain extent they are  
> wise in being careful, but they still should figure out how to  
> encourage the Amiga community without giving away trade secrets to the  
> "enemy".

Yes, indeed! I don't think many people out there take the Amiga as a threat anymore, as it's been gone for too long (in the public mind), so they could give us some more info.

But then again, I suppose there would be a lot more interest among the real knowledgable end of the computer spectrum (a lot of whom would be in these firms), who would be well aware of what a new Amiga built from the ground up could do to the computer market, like it did the first time!!!

--

Anton Reinauer <anton@ww.co.nz>

---