

**New**

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**REVISION HISTORY**

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# Chapter 1

## New

### 1.1 New Commands Set V1.80.guide

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New Commands Set V1.80

All coding done by -> AlphaSOUND <-  
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Introduction

Why you should use the libraries.

Copyrights

Legal stuffs.

Installation

How install/remove this package

Libraries description

All commands descriptions.

Xtra Tools

Some useful tools/files

Recommended libraries

Recommended libraries I haven't done.

Official library list      Look it before take a new number...

Future plans

What it could be done.

Big Thanks

The peoples who helped...

The author  
Contact me !

History  
What's new ?

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## 1.2 Introduction

Introduction:

This new library set for the Blitz Basic II has been designed to replace the old Blitz2 functions in an much more efficient way.

Advantages of the new library set:

+ ALL the functions can be tested if they success. It's very important to know if a screen or a window has been really opened before to operate on it ! Old commands don't allow that and the program crashed.

+ The tiny size of the executable compiled with the new library set. You can expect under 2 Kb program which open a screen and some windows! Try it with the original commmands and you will have an huge 30 kb program, even if you only have 2 code line.

+ All libraries are INDEPENDANT ! If you want, open your screen with C/C++ like functions and use the new palette command with it ! It's really easy.

+ Have more commmands that original libraries

+ Totally system friendly (100% Garanty)

+ Easy to use and to install

+ Supported and under developpement

+ All functions are fully tested and bug free. If a bug exist it will be removed as soon as possible...

In fact, the only way to develop QUICKLY a FAST'n'SMALL application on the AMIGA is to use the BLITZ BASIC with the NewCommandSet. This is the only way. If someone has another suggestion, I'm opened :).

## 1.3 Copyrights

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Copyrights:

This package is Giftware. If you find it useful, try to send me what you want to my adress (keyfiles of your own program, money 8-). Therefore, it's freely distribuible so spread it like you want !

In ALL cases, send me at least a postcard of your country ! (It's not too much ask ? I spend my time on this project...)

I do it for free only to have a chance to see good, small and fast softwares appears on the AmigaOS. You've now the tools, so create now :-) !

This package CAN NOT be spread on any media without the express agreement of the author. Just ask me the right and you will obtain it. I will just know where it's put... Exeption is done for Aminet CD collections (Good work guys !).

## 1.4 Installation

Installation:

1 - Automatic solution (Recommended)

Click on the Install icon and follow the instructions.

2 - Manual solution:

- + Create a BlitzLibs:NLibs/ drawer
- + Copy the \*.obj file in this drawer
- + Copy the examples and the help files where you want.

UnInstall:

If the NCS doesn't fill up your needs, follow theses step to uninstall it completely:

- 1 - Go in your 'BlitzLibs:' drawer
- 2 - delete the 'NLibs' drawer
- 3 - delete the NLibs.res file (resident file)
- 4 - delete the examples directory which contain all the NExamples files
- 5 - delete the NHelp directory which contain the docs.

## 1.5 Libraries description

Libraries description:

Actually, the New Commands Set support 22 libraries :

App

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ASL  
BitMap  
Chunky  
Clipboard  
Commodities  
Drawing  
Font  
Gadget  
Locale  
Memory  
Menu  
Misc  
OS  
Palette  
Picture  
Screen  
String  
TagList  
WbStartup  
Window  
XPK

## 1.6 Recommended libraries

Recommended libraries:

May be you want to have other libraries than the NCS doesn't support like playing Protracker module, display anims and more... Here is a quick list of available libraries which works without any problem with NCS and which are cool and powerful.

+ Enhanced Music Library V1.7 by Paul Reece:

The only choice to have full control over Protracker modules. The replay routine is 100% OS friendly, fast and all the commands are easy to use. Many commands are available, good work Paul. The size of the library is really small too (compared to the work which is done).

+ MildRed by Paul West:

The powerful library I've ever seen to manipulate chunky graphics very easely. If you need to play with this kind of graphics, get it at the MildRed support page:

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

## 1.7 Xtra Cooooool Tools

The supplied extra tools:

+ NewFDConvert: It's a updated version of the original FDConvert command which convert an .fd (file descriptor) library file into

a Blitz 2 library, to allow use the library command inside the Blitz. Now, it's fully GUI guided, so there is no more difficulties to do this conversion. Big Thanks to James L Boyd.

- + OpenBlitz: A little tool (written by me) which takes a C/C++ header file (.h) and converts it into Blitz 2 code file. It converts any files near from perfect, BUT not perfectly, some hand changes must be done.
- + NewMakeDefLibs: New version (faster and accepts big libraries) written by Paul West for its MildRed package. It should replace the old one forever as it works flawlessly.
- + AmigaLibs.res: The version of this file is a fully ROM 3.1 compatible AmigaLibs.res file. It contains all the RKM includes with a minimum of changes about the syntax. You should replace the old file by this new one, as it's much more complete. Brought to you by AlphaSOUND.

## 1.8 Future plans

Future plans:

Maybe some PPC specific libraries will come out too. I will buy a PPC card soon, so :).

Maybe developing a Visual Environment, with drag'n'drop editing to construct complex applications.

If anyone wants to correct all the grammar and spelling mistakes I've done in this guide, I will be very grateful :-). English isn't my native language... This guide could be a start for a new Blitz 2 online manual. It's now very modular.

I search for coders (ASM) which could help me to create new libraries. Contact me if you're interested..

My goal is easy. When I'll have written all the libraries I want, I will propose to completely replace OLD libraries by new libraries (So I could remove this nasty 'N' before all commands to avoid conflict). I will give a bit the Blitz3. Optimized executable size, modular concept, easy to program. Flexibility. What more ??

Bye bye,

Fred.

## 1.9 Informations about the author

If you have any problem while installing/using my libraries, if you found some bugs or if you want to add some commands, contact me at:

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e-mail: alphasnd@sdv.fr

s-mail: Laboureur Frederic  
10, rue de lausanne  
67640 FEGERSHEIM  
France

I've coded 3 other software for the Amiga and if you want you can check them on the Aminet:

+ F-Base: an easy-to-use Database manager (with really COOL interface (coloured)  
(biz/database/F-BaseV2\_40.lha)

+ F-Bench: a powerful file manager (yes another one). But with this cool interface and some extra coooooool functions...  
(util/wb/F-BenchV2\_00.lha)

+ TheBoss: a ToolManager like util but easier to use and much less memory use (only 30kb memory used...). This last tools is very handy. Fast to configure and reliable.  
(util/wb/TheBossV2\_10.lha)

Have Fun With The Best Computer EVER !

Fred.

## 1.10 Thank you guys !

I would like to acknowledge the follow peoples which has help at one moment in the developpement of the NCS:

- + Marcin Nowak : My best beta tester I've ever had :=). He has reported several big bugs and have even sent source code for adding new commands (NInnerHeight, TextLenght, ObtainBestPen...) ! Mega thanks...
  - + Paul West : For developping the best chunky support ever done for the Amiga (and not only for the Blitz). At when a real Amiga Shared library ? Very good work !
  - + Christian Uceda : For sending me really good source code for Clip Board support (without use the iffparse.library like I've had ← ...).  
It's him too which has got the idea to redo a new function for UCase\$()/LCASE\$() with accent support (for non english people).
  - + David McMinn : To have help me to do really working exclusive Menus. To have suggested the NWaitWindowEvent and some other useful stuffs. And some bugs reports too :) Thanks !
  - + Richard Andersson : To help me to develop new powerful libraries. He's the coder of the NCommodity.library. Very good work
-

Richard !

- + All the peoples who believe in the Amiga, all the peoples which use the Blitz and finally all the peoples which use the NCS !

## 1.11 New Set Library history

V1.80: 29/04/1999

Added debugger support, so no more crashes should appends when developing a program with the debugger ON.

The new debugger support has been added for:

- + NASL library
- + NBitMap library
- + NDrawing library
- + NFont library
- + NLocale library
- + NScreen library
- + NTagList library
- + NWindow library

Bug Fixes:

- + NScreen : Removed an enforcer hit and a bug
- + NGadget : NDisableGadget() function
- + NMenu : NInitMenu() caused a GURU everytime... Shame on me :-(.
- + NWindow : 2 nasty bugs which cause 2 enforcers hits and crashes
- + NLocale : 2 major bugs (library wasn't closed to the end and bad adresse was given to CloseCatalog())
- + NTagList: NAddTag() command.

NWbStartup:

- + Now return '0' if started from CLI and the pointer to the WBMessage else.. So you can know from where is started your proggy.
- + Changed the library number from 159 to 199 to fix one bug when the program end... (sometimes).

NXpk Library

- + Fixed a big enforcer hit in the example file (Not in the library, -> Hello Amorel :\*)

Misc:

- + Optimized a bit NFont, NGadTools and NLocale libraries
- + Removed NCommodity library and example because of bugs
- + AmigaLibs.res file corrected and updated.
- + Added an example to handle GT\_Shape like gadgets
- + Added Debugger.guide and updated other docs...

V1.70: 31/01/1999

NTagList Library Added:

- + NInitTagList()
  - + NResestTagList()
-

- + NAddTag()
- + NTagListID()
- + NFreeTagList()

#### NBitmap Library()

- + Changed NBitmap() now clear automatically 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 !

V1.60: 09/01/1999

NOS Library Added:

- + NGraphicsBase()
- + NDosBase()
- + NExecBase()
- + NIntuitionBase()

NClipboard Library Added:

- + NSetClipText()
- + NGetClipText()

NGadTools:

- + No more crashes when using RUN instead of COMPILE/RUN in TED. Before using RUN (with no compilation) caused a GURU :-(. Fixed now.
- + NRefreshGadgetList() fonction added - Refresh the current gadgetlist
- + Optimized the library a little more.
- + NSetGadgetFont() fixed (at least more documented...) This function is very dangerous to use.. Look at the examples files.
- + Added NFreeMenu()
- + Added NMenuItem(), NMenuCheckSubItem()
- + Added NMenuItemToggle(), NMenuItemToggleSubItem()
- + Fixed a memory loss bug when using GadTools menus.

NStrings:

- + NLeft\$() added
- + NRight\$() added
- + NUCase\$() added - These functions support accent letters, not like old
- + NLCase\$() added - ACID ones.
- + NMki\$(), NMkl\$() added
- + NCvi(), NCvl() added
- + NLen() fixed (give bad results in some average cases) - Thx Marcin !

NBitmap:

- + NShowBitmap() fixed (displaying the current bitmap one frame after)

NDrawing:

- + NPoint() added
- + NTextLength() added
- + NObtainBestPen() added
- + NReleasePen() added
- + NDrawingRastPort() added
- + NBoxFill() changed (coordinates can be given in any orders)

NScreen:

- + NFindFrontScreen() added
  - + NScreenDepth() added
  - + NViewport() added
  - + NWindowBorderTop(), NWindowBorderBottom(), NWindowBorderLeft(), NWindowBorderRight() added
  - + NSBarHeight() added
  - + NSFontHeight() added
-

+ NFindScreen() fixed - Didn't take the default screen if a null string was given. ←

#### NWbStartup:

+ No more installed by default, because it hangs Blitz2 V1.9+.  
Nevertheless, it works flawlessly with Blitz V1.7.  
In V2.1, the standard WbStartup is bug free, so it's cool :).

#### NWindow:

+ Added NWCursX(), NWCursY()  
+ Added NInnerHeight(), NInnerWidth()  
+ Added NDetachMenu()  
+ Fixed NBusyPointer() - It doesn't work  
+ Fixed NActivate() - Argument in more

#### NPalette:

+ NFade() added (very powerful and fast function)  
+ NASyncFade() added (NFade which don't halt the program flow)  
+ NASyncFadeStatus()  
+ NFadeOut() optimized a little bit  
+ NNbColour() added - Return the nbcolour of the current palette.

#### NApp Library Added:

+ NInitApp()  
+ NAddAppWindow()  
+ NRemoveAppWindow()  
+ NAddAppMenu()  
+ NRemoveAppMenu()  
+ NAppEvent()  
+ NAppNumFiles()  
+ NNextAppFile()

#### Documentations changes:

+ NPackerInfo() corrected  
+ Bad links: NDisableGadget(), NRight\$(), NFreeBitMap(), NCloseGadgetList()  
+ Updated to new commands :-).

V1.50: 23/11/1998

\* New Locale library (Preview version)  
\* New BitMap library  
\* New Picture library (Full IFF/ILBM support)  
\* New Drawing library  
\* Added NPeek\$(), NChr\$() and NRight\$() to String.library  
\* Added fast OS double-buffering support via the BitMap.library  
\* Adding OS blit functions via Drawing.library/Picture.library  
\* NInitFont is now a command (not only a function)  
\* NRefreshGadget function fixed (before, it refreshed all the gadgets)  
\* Added NGetPicturePalette() to palette.library  
\* Changed a lot the Window.library  
\* Changed the way to render 2D Drawing (Box, Circle...) in windows.  
Consult the Drawing.guide for more details  
\* Changed a bit Screen.library (NScreen syntax)  
\* Add NProgramPriority() to Misc.library  
\* Optimized again Misc, Screen and XPK libraries  
\* Finally updated the guides files ! You have an updated doc (be aware it

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took me more than 1 day to achieve this :-). Remarks than all the functions are now alphabetically sorted (Who has said it takes time ? :-)  
\* The library list number has been finally added.  
\* I've changed my e-mail adresse :-)

V1.40: 13/09/1998

\* !!! Warning !!! All the libraries number have changed (I really use free libraries number). I've included the now OFFICIAL free libraries number. If you are lib coder, please consult it !  
\* GadTools library has been debugged a lot (some nasty bugs were here) and some new functions has appears:  
+ FreeGadgetList, DisableGadget, GadgetBorder,  
+ ActivateGadget, RefreshGadget, OptionGadget  
+ GetStringText, SetStringText.  
GadTools has been optimized a lot too.  
\* Screen Library OPTIMIZED ! (-96 bytes).  
+ NFindScreen has now a title\$ parameter  
Removed a little bug.  
\* Corrected a big bug in Misc lib (NVWait didn't work)  
Optimized a bit this Misc lib.  
\* WindowLib even more optimized  
\* Added the NWbStartup replacement for extra small exec size !  
and better, you can check if the program is launch from  
CLI or from WB with this command.  
\* New Palette library with extra fast FadeOut (up to 256 colour).  
\* New XPK library (experimental)  
\* 030 especially optimized Chunky2Planar added (thx to Paul West)

V1.30: 28/07/1998

\* After 5 days of coding, I've finally finished the GadTools library for the New Commands Set. Arf. An 2 kb library of 100 % ASM coding. It's the biggest library I've done until now. With this library, you should be able to write small'n'fast application very easely. More examples will follow to show how write Font Sensitive application using this new library. Menus and gadgets are fully supported.  
\* Fixed a nasty bug in the Chunky library. It caused lot of crashes... Should work fine now. Remove the render.library support.  
\* Added an C2P library which contain 2 very fast ChunkyToPlanar routine optimized for the 040 (030 routines will follow). Big thanks to Paul West for its Blitz2 conversion... Blitz has now one of the best support for writting Chunky based games.  
\* I've changed the status of lot of functions. Now you can use the functions as statement of function. You don't need to check the function result if you don't want.  
\* Optimized a bit some libraries...  
\* Changed again the guide format. More modular, better.

WARNING ----- Window/Screen and Misc libraries have changed their lib numbers because of conflits with other libraries. So save your old program in ASCII form before reload them with the new command set.

V1.20: Aminet and Blitz ML-List release

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- \* Major Changes : All ressources are automatically freed by Blitz 2 at the end of the program (like other Blitz 2 libraries). No need to close your Screen/Windows/Chunkybuffers/Asl stuffs anyways. Cool hey ? :) You can reuse the debugger while developping... Now, you MUST use the Init<Library name> at top of your program to use the new libraries. I used the numbers again, so you must define a nummaxobjects trough the Init command.
- \* ASL library added : Access to all the library elements. Easy to use. It can replace 100 % the old and bad coded Acid library.
- \* Chunky library fully recoded and fully fonctionnal.
- \* Window library recoded (with autoclose for any opened windows !) and really optimized !
- \* Screen library recoded (like Window) and optimized too...
- \* Font library added
- \* Updated the guide file and changed a bit its structure

V1.10: 14/07/1998 - Aminet release

- \* Chunky library added (experimental)
- \* String library added
- \* Memory library added
- \* Guide revised and updated

V1.00: Blitz mailing list release

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