

PointerX

COLLABORATORS

	<i>TITLE :</i> PointerX		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Contents

1	PointerX	1
1.1	Table of Contents	1
1.2	Archive Contents	2
1.3	Distribution	3
1.4	What `n' Why?	4
1.5	Requirements	5
1.6	Usage	5
1.7	Bugs	6
1.8	TechInfo - EggHead zone	8
1.9	Future Ideas	9
1.10	Facts About Me	9
1.11	How to get in touch with me.	10
1.12	Thanks, you've been great...	11
1.13	THIS PROGRAM IS GIFTWARE !!!	12

Chapter 1

PointerX

1.1 Table of Contents

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\\ | |
\\ | @copyright 1996 Dave Jones [-Pegasus Developments-] | | /
\\ || /
)| It must be monday.. I could never handle mondays... | (
/ | _____ | \
/ _____) ~~~~~ (_____) \
|

Contents:

- 1. Archive contents.
 - 2. Distribution.
 - 3. What does it do and why ?
 - 4. Requirements.
 - 5. Usage.
 - 6. Bugs.
-

7. Technical Information.

8. History.

9. Future?

10. About the author.

11. Contact Address.

12. Messages from me

13. Giftware Anger!

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\|-----|/
) | | (
/ | Old programmers never die,.... | \
/ ___ | They just branch to a new address ;^ ) | ___ \
| |
|_____ |
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```

1.2 Archive Contents

1. Archive contents.

The archive you recieved should contain the following files

(Plus possibly some BBS adverts)

History.Guide History of PointerX changes.

PointerX This is the executable.

PointerX.info Workbench Icon.

PointerX.Guide This Documentation.

Register.Txt Short form for updates.

Icons/Ptrx_4col-1.info \

Icons/Ptrx_4col-2.info Various

Icons/Ptrx_4col-3.info Icons you may

Icons/Ptrx_4col-4.info wish to use

Icons/Ptrx_8col-1.info instead of

Icons/Ptrx_8col-2.info the default

Icons/Ptrx_8col-3.info one.

Icons/Ptrx_8col-4.info /

And no other files.

PointerX needs no libraries/devices e.t.c., it is a stand-alone program.

1.3 Distribution

2. Distribution.

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PointerX is a ~~--GIFTWARE--~~ program, i.e. if you like/use it, then send me a gift of some sort..

Just brighten my day, by sending me a small token of your gratitude, and by letting me know that someone thinks I should keep working on PointerX.

Don't know what type of gift to send?

° Unwanted CD's (Music or Computer)

If computer CD's, either Amiga CD's, or PC ones with Amiga-Usable files.

For example GIF's,MOD's,JPEG's,MPEG's,FLI's e.t.c..

If music, I'll listen to pretty much anything, but I prefer Rock music.

° BlankDisks (WITH NO R/W ERRORS! I »» WILL «« Check them all ;-)

DiskErrors = No reply ;-o

° SCSI harddisks/CD drives e.t.c.. ;-P

(A few bad sectors permissable :^P

° If you are a ShareWare author, then sending me a registered copy of one of your programs would be a nice thought...

(You could even **E-Mail** it to me!)

° Food!?! (See below! to see what I've had so far!)

° If imagination is at an all-time low, I'll always accept ca\$h bribes of any amount (No amount to large! ;^)

So far, I've recieved the following...

° A Ministy CD-Single.

° A few Pot-Noodles. (Spicy Tomato is my fave! yum!)

° Two bars of Chocolate! (Though, I'm not a great fan of Dark Choc...!)

° A TShirt and badge from the Cannes Film Festival (Cool!)

(Now, that's an imaginative giftware registration.. Lifetime support for this guy!)

Permission is granted for ...

1. you to spread this archive across all electronic storage mediums

(Non profit-making BBS's,InterNet e.t.c...)

2. This program to be included in any PD CD collections

(I'd reeally like a copy though ;^) what you say huh?

If not, I'd like a substancial gift -- A years supply of Pot Noodles

would be cool ;^) (Spicy Tomato Salsa please!! ;^)

3. Any magazines (With exception of Amiga User International) to put the archive on their coverdisks/subscriber disks as long as..

a. I am contacted me first, so that you can ensure you have the latest version!

b. I'm sent a copy of the issue featuring PointerX

It is expressly forbidden for 'Amiga User International' to distribute PointerX (Or any other of my programs) on their coverdisk, unless I receive a free copy of the next issue, as it seems they couldn't really care less about the people who send them programs for their coverdisk.

Amiga Shopper sent me a free mag, for using PointerX on their Subscribers disk, I never even had to ask, so why can't AUI do the same?

However distributed, You must include -ALL- files (Program, Docs, and Icons) in their unmodified form.

## 1.4 What 'n' Why?

3. What does it do and why ?

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Some time in 1994, I got a program called PointerX 2.0 from a magazine coverdisk, which made me think 'Cool!, This program makes the hands on the busy pointer spin!' However, after loading the program on my 1200, it refused to animate the busy pointer!

So, I threw the disk back into the diskbox, and continued with everyday life.

That was, until one day when I was soooo bored whilst waiting for a program to assemble, that I thought, 'shame PointerX don't work, it'd look real neat right now'. A quick disassembly/fix-up later, and PointerX 3.00 was made.

Over the months that followed, I've been updating PointerX the whole time.

Version 4 saw more or less a complete re-write, as some features were impossible to implement easily on the old framework.

The 4.x generation brings resolution support, Choice of one or two hands,

Recognition of more busy pointers, better patching, and more to come!

Some people have suggested that I shouldn't take credit for PointerX

However, I would like to point out, that the only remnant of Steve Tibbetts

PointerX 2 in my version, is the pointer graphic data.

(And as of v4.5 even that has changed!)

EVERYTHING has been recoded, now, completely from scratch, and bears very little resemblance (I'm sure) to Steve's original version.

Also, I think, judging by the initial quality of the v2.0 code, that Steve's version was written in C.

1.5 Requirements

4. Requirements.

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To run PointerX you need...

- Workbench 2 or above. (Yup, now even WB3 is okay!)
- Something that sets the busy `clock` pointer

(To test it, Load a workbench, select `execute program` and click back in the workbench screen ;^)

\*NB: Since v4.1, PtrX will also replace several other crap BusyPointers.

No other requirements whatsoever.

## 1.6 Usage

### 5.Usage.

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CLI/SHELL:

- `PointerX ?`

This will print the Argument Template:--

LORES/S,HIRES/S,SHRES/S,SINGLEHAND/S:

- `PointerX`

This will install the Patch, and set the Sprite Resolution to the current system Default.

- `PointerX LORES`

This will install the Patch, and set the Sprite to Low resolution (Pixel speed=140ns) Best for Non-interlaced screens

- `PointerX HIRES`

This will install the Patch, and set the Sprite to High resolution. (Pixel speed=70ns) This is best (IMHO) for Interlaced screens.

- `PointerX SHRES`

This will install the Patch, and set the Sprite to Super High resolution. (Pixel speed=35ns) This is best (IMHO) for special screenmodes like

DBLPAL

- `PointerX SingleHand`

This option disables the hour hand, Use this if you prefer it.

Three people requested this, and it was only 3 lines of code so...

WORKBENCH:

Doubleclicking the PointerX icon will install the Patches,

Repeating this action will remove it.

You may also Drag the Icon over to your SYS:WBStartUp directory, which will Auto-Load the patch on boot-up.

(The default icon was drawn by Kirem Rahmani [spe3kdr@cardiff.ac.uk] the replacements in the Icons/ directory were drawn by Graham Maddox. - Thanks guys!)

If someone wants to submit more icons (Normal, MagicWB, NewIcons or whatever), please feel free, and I'll add them to the next distribution.

You can specify two tooltypes in the icon.

SPRITERES=

This can be one of LORES, HIRES or SHRES

SINGLEHAND

Disables the hour hand

To remove PointerX No!! :) simply run PointerX again.

Any arguments will be ignored, you can also start PtrX by the WB and quit with the shell, or vice versa.

Whilst PointerX will do everything it can to avoid doing so, there is always a degree of danger in removing a patch program such as this, as another program may be using the patched functions.

However, if you ensure that the busy pointer is not displayed when you remove PointerX, then all should be well.

Although, come to think of it, why would you want to remove PointerX ?

It uses up so very little memory/cpu time.. :-)

1.7 Bugs

6.Bugs!

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° PixelTrash!

Old PtrX die-hards may remember this bug from the early 3.x days, well now

I may have found the cause, and (maybe) a solution..

If you experience this trash, check the width of your screen, If you don't have AutoScroll on, this should be no wider than the current overscan setting. (\*NB:It's probably a good idea to keep your screens a multiple of 16 or 32 wide, for enhanced video performance)

I found this when my texteditor set its screen 8 pixels wider, and when I hit a key, the mouseptr blanker I run (The CBM one) displayed the trash in the extra area that had been added to the screen.

° Not really, a bug, more something I may have to workaround sometime..

1) Boot without running PointerX

2) LoadWB, and click `Execute Command`, Click outside the window.

The static Busy Pointer should appear.

3) Click in a shell window, and load PointerX.

4) Click back in the workbench screen. Note how it doesn't spin.

If you cancel the 'Execute Command' requestor, and then select it again, they will spin. ;-)

5) Also, if you remove PointerX while a busy pointer is spinning, the hands will stay at that position until you cancel the requestor ;-)

This isn't really a problem, and doesn't rank too highly on my 'To do' list

° Busy clock appearing when it shouldn't.

I noticed this on the Workbench screen when doing a drag-select.

(Try it with and without PointerX installed.)

Some people actually prefer this !? Should I fix it?

° Busy clock NOT appearing when it should.

When running some system patches, with PointerX installed, when entering a drawer on Workbench, the pointer hands will not spin.

I have (so far) found three programs which cause PointerX to do this.

'FrontPubScreen' by Nicola Salmoria

'SysiHack' by Dr Boopsi

'UrouHack' by Tinic Urou (Versions newer than 1.7 are ok)

I am unsure if the bug is a fault of mine or the coders of the other patches.

Until new versions of both patches are released, you'll just have to suffer with it, or not use it/them.

All these programs patch the BOOPSI internals of gadtools in some way or other.

And this makes the WorkBench call SetWindowPointer() with some wierd taglists

° PointerX doesn't work in any 3rd party video board.

I don't own one, and so cannot bugtest/fix.. (Any Donations? ;-)

Or maybe you could lend me your Retina board? Hmph.. it was worth a try I suppose ;-)

This bug exists because these gfx boards have no hardware sprites, and so 'emulate' them through software (ie, using bobs)

PointerX works like this:

Allocate some mem for my sprite

Copy the next frame of the busy pointer into this mem.

If the sprite is busy, change the sprite to point at my memory, and increment the frame pointer.

I think, that the 'Sprite Emulation' of these 3rd party boards copies the sprite data some place, and uses that area of mem. So whilst my area of mem is animating, the sprite isn't. I hope to address this problem in a future release.

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° There is a program called `MCP' which has many patches in one program.

One of these patches, enables a 16 colour pointer, which PointerX doesn't like. This will be fixed when I make a 16 colour version of PointerX.

° If 1 million people all fail to send me a gift, and they all have a busy-pointer on screen at the same time, the world (as we know it) will stop spinning on its axis.

This cannot be helped, and is unlikely to ever be fixed. ;^)

A work-around, is for you to send me something ;^P

## 1.8 TechInfo - EggHead zone

### 7. Technical Information.

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Each version of PointerX ...

° Is Coded in 100% Assembly Language for speed and size. (or lack of size!)

(Versions previous to 3.x were I believe written in `C'. If Steve Tibbett wants to correct me on that, please mail me!)

The Assembly Source code length is 665 lines (14k) plus some included sprite-data.

° Contains 100% PC relative code, which means it will load at any address without any need for relocation. Let's see `C' coders write a program like that!

° Utilises fast memory if available. [regardless of location]

° Will free any allocated memory / libraries and exit gracefully on failure / exit.

° Has been tested extensively with ...

- Enforcer v37.62, and returns no hits.

[Unless my serial lead is broken again ;^(! (See ver 3.04!)]

- Mungwall v37.71

- CodeWatcher.

- Several CBM `Strain' type tools (Low-mem, low cpu-time e.t.c.)

- Several personal debugging tools.

° Has had extensive testing by myself and my ever faithful army of Beta-testers on all sorts of varying configurations of Amiga, who will be sure to let me know if there are any problems [I HOPE!] ;-P

° Has been developed on an a custom made 1200T fitted with

- GVP 1230-II accelerator (50Mhz 68030,MMU, 4mb of 32 bit 60ns fastram)

- 3.5" IBM 525Mb IDE Harddisk.

° May be picked up by some VirusKillers as a virus. This is not so.

I patch two functions in the Intuition.library, they are SetPointer(), and SetWindowPointer(), I suggest you use VirusZ-II as this recognises PointerX and many other system patches correctly.

If you are a VirusKiller author, [Contact me](#) for information on how your Killer can recognise this and all future versions of PointerX.

1.9 Future Ideas

9. Future.

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Current to do list, in order of priority..

- ° Fixing of any more bug reports. (None I hope ;-)
- ° Support for 3rd party graphic boards.
- ° 16 Colour pointer
- ° Fixing of the WB-DragSelect bug. [Support for delayed\_busypr tag]
- ° Adjustable hand spin-speed
- ° Option to disable resetting to 12:00 if already busy.
- ° Recognition for more busy pointers.

If you have a program which has a crap busy pointer which PointerX doesn't currently recognise, please send the program to me (If copyright law allow) and I'll add a patch for it!

Note, I cannot patch Animated BusyPointers like the one in Dpaint-IV (They will be patched, but it looks really messy, as my anim gets drawn over the original anim!)

- ° Implementation of any decent suggestions (Should I receive any ;^)
- ° Some people have suggested playing user specified Anim brushes.

I will not add this, for a one reason.

PointerX was always intended as a hack, and hacks shouldn't grow too big.

I'm determined to keep this less than 3k!

There is now a program like PointerX called SleepPointers which does this function. If you really want it, go use that program. If you don't want all that wasted memory, use PointerX !

## 1.10 Facts About Me

10. About the Author.

~~~~~

I'm a single 22 year old male (born 6th Feb 1974)

I work 9-5 as a data entry clerk, which is a really boring, but it helps pay

for new hardware e.t.c. ;^) {Offers of alterative jobs are welcome ;^}
I've been developing software on the Amiga since 1990, although a lot of it
was never released (Phew..) I was a commercial programmer for a while,
but things turned sour, and I turned to Shareware programming.
I really appreciate gifts of any description for my efforts.
(SUBTLE HINT: More Bribes==More Code) ;-)
I'm currently working on several small projects, helping out a few shareware
friends with a few programs, and also working on one large project of my own
which primarily of use to assembly programmers.

1.11 How to get in touch with me.

11. Contact Address.

~~~~~

Feel free to contact me for donations, presents, flames, bug-reports, ideas,  
requests, or even just to say hello..

Please, read my `To do' list before suggesting something, if it's on there  
it'll be added eventually, and nagging me won't make me code any faster! ;-)

(Bribes may have some effect though ;-)

Dave Jones.

40,Heol Edward Lewis,

Gelligaer,

Hengoed,

Mid Glamorgan,

Cf82 8ej,

South Wales,

U.k.

Include postage if you require a reply.

If you are just requesting an update, then I will hold onto your postage  
until the next release is ready. If you are not residing in the Uk, then  
just send two extra disks as payment.

You can now send me E-Mail at my own address!

DJones@CardiffCyberCafe.Co.Uk

Now that I have my own net-address, I should reply to all mail I recieve  
within a `reasonable' period of time, unlike in the past, where it was simply  
too awkward for me to pass 30 or so texts to my friend, and ask him to mail  
them all.

If you are just sending a `hello' don't expect a reply, as I get kinda  
busy sometimes, but if you have a question, I'll try and respond as soon

as humanely possible.

If several people ask the same thing (Like what happened with the Hires sprites requests after 3.05 hit the street) then, I'll write short replies in the docs rather than Email all of you.

If you are writing to report a incompatability between PointerX and some other program, please send it to me (If Copyright laws allow it).

Also, include accurate instructions on how to reproduce the bug.

I can also be found occasionally on IRC #Amiga as `Termy`

Soon, You'll also be able to read all the latest PointerX happenings on the WorldWideWeb, as soon as I get time to make some pages.

## 1.12 Thanks, you've been great...

12. Thanx/ Greetz e.t.c...

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Inspiration:

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This version could not have been made without excessive playing of Nine Inch Nails, and copious amount of Lucozade ;^P

Personal Thanks to ..

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Stefane Payet, Jen Allen, and Ronny Bangsund - For sending gifts ;^)

Thank you very much!

All who contacted me on the net.. - For endless suggestions, bug-reports e.t.c.. If you didn't get a reply,

I'm really sorry, but I have to pay

for my Net-Access, and I there is no

way I can reply to 50 or so Emails in

a one or two hour session ;^)

But thank you for your criticisms.

Graham Maddox - For the MagicWB icons! A welcome addition I think!

Michael Sewell - Thanks for the birthday card! Shame you forgot to write your address too! Then I could've mailed you with an

update! v3 was over a year and a half old when I got your card ;^o

All I've forgotten - Thanks for writing, Sorry I couldn't reply to all of you, I would've if you'd included postage (or a gift or some sort!)

Tinic Urou - For making UrouHack not screw up PointerX any more ;^)

Flame Flame...

~~~~~

Nicola Salmoria.. - How come ALL your patches mess up PointerX ? ;-D

Martin Berndt - Thanks for not having the decency to either..

- a. Reply to my letter and return my disk.
- b. Credit me for the optimisation ideas for FPULibs.

I find it strange how a few days after I write to you telling you the optimisations, you release v40.6 with my optimisations.

Never mind, It's your loss, as I could have probably told you many more.

Thanos Angelopoulos for slagging off PointerX, in the docs for SpinPointer (Which incidentally, don't work ;-o )

Maybe my version uses a few nanoseconds more time than yours, but that's one of the drawbacks of a working program.

The security guards at Cardiff University for not letting me in for free InterNET access any more 8^ { B\*\*t\*rds!

Everyone who hasn't registered yet ! **Grr!**

## 1.13 THIS PROGRAM IS GIFTWARE !!!

### 13. Giftware

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. _ . GIFTWARE ANGER!!!

_ ;|; _/ ~~~~~

{ (o) : (o) }

) .oOo. (I've had enough! There are just not enough people
`!^~'!' sending me gifts for PointerX.

WVWV In fact, I've received gifts from just 3 (Three) people.

`_____` (Thanks Ronny, Jen and Stefane You both are examples
of my Ideal Shareware users)

I know there are a lot more than 3 users of PointerX.

Please, I'm not expecting to be a millionaire for such a small program,
and I'm not expecting expensive gifts, but SURELY you can send me some
nice gift? ANYTHING! CD's, Vid's, Books, Even a few blank disks?

I real appreciate such goodies ;-)

A friend of mine has recently decided to stop developing Shareware for
the Amiga, and just write for the PC, as there were so few registrations
for his last programs. Are PC users more honest?

I'm afraid so. And I think that a `cracked` version of his utility
appearing on a pirate-CD may have swayed his decision somewhat.

Cracking is illegal full-stop, but Cracking Shareware is even more immoral IMHO, as software companies still make money, whereas many Shareware programmers rely on your honesty to get money.

I'll be getting a PC soon, and start developing shareware on that platform too, I'll still support the Amiga, but if I don't see any response then maybe I'll concentrate more on writing PC shareware.

So, Please help me believe that it is worthwhile me developing s/ware on The Amiga, as it's a great system to program, but if I get more registrations and gifts for PC programs, which platform am I most likely to be supporting most?

Oh and BTW: If you fail to send me a gift this time, a leather winged demon, blood dripping from it's slaving fangs will search for you through the very threads of time, until it comes crashing through your window in the middle of the night whence it shall unrelentlessly torment you for the rest of eternity.

Just thought you'd like to know.. ;^)

--: SUPPORT SHAREWARE/GIFTWARE!!! :--
