

Key

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COLLABORATORS

	<i>TITLE :</i> Key		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

Key

1.1 main

Key
Released by Kai Software
Written by -Gonzo- of Kai

Introduction
Shareware Limitations
Usage
Installation
Hard Drive Installation
Registration
Thanks and Greetings

KEY IS SHAREWARE - PLEASE READ REGISTRATION DETAILS

1.2 intro

Hello there.

Ok, I'll just go straight into it.

Key, is a password protection program for all Amiga's (so far)
It can be placed in a startup-sequence (or user-startup) or in
the WBStartup drawer.

Ok, so its not the most original idea ever to hit the Amiga, but...

Key has a user controlled password system (USCP) (Registered version only)

Key works off a keyfile system, meaning that registration and changes
of address and so on are really easy. And it allows the USCP to occur.

Key has a nice colourful user interface

Key allows three chances and then locks out the system.

Key (should) work on all Amigas (See Usage)

Key is cheap (See Registration)

The source code is available (Written in Amos Pro)

Key automatically codes the keyfiles
(Registered users MAY be able to select 1 of a few different codes)

Registered users will recieve FREE updates

Key is easy to use

And finally, the executable is fairly small, and doesn't require any
picture or sample files or even libraries
(according to my tests using Snoopdos by Eddy Carrol)

Well, if you're now thinking "Hmmm, I wonder waht it is REALLY like?"
Well, just load it and give it a whirl, though be sure you have the code
written down first, as otherwise you'll be up the creek without
a paddle. The keyfile should be written down in the docs drawer as:

CUST.Txt

Anyway, read on if your even a little bit interested.

1.3 contents

The contents and positions of the files in the archive should be:

Key/Key/

```
Key
Key.info
Keyfile.Key
Keyfile.Key.info
Key-Install
Key-Install.info
[Docs]
[MWB-Icons]
```

Docs [DIR]

```
Cust.Txt
Cust.Txt.info
Key.Guide
Key.Guide.info
Key.Doc
Key.Doc.info
```

MWB-Icons [DIR]

```
Docs.info
Key.info          >>   Docs [SubDIR]
Keyfile.Key.info

                    Key-Drawer.info
                    Key.Guide.info
                    Key.Doc.info
                    Cust.Txt.info
```

Although this will change after installing

1.4 doh

Shareware Limitations seem to be a necessary evil nowadays.

Well, because of this I have had to put some in Key.

The first is that your own personal information does not come up on screen, the program waits for about 5-6 seconds before allowing you to continue.

The other limitation is the most severe however.

You CANT change your password, therefore you will be stuck with the built in default password, or the one in CUST.Txt.

This is fixed by registering and obtaining a Keyfile which disables all the limitations.

Other than that, the program runs fine.

1.5 changes

Changes from Version 1

Version 1 featured several bugs, and niggles that I needed to change. Below is a list of them:

Long, low pitched beep noise when you pressed the buttons, this was swapped for a shorter higher pitched beep.

The Keymaker was inserted into the program as opposed to an external program, which was going to only be supplied to registered users.

The screen picture was redrawn to accept keymaker.

Number of tries taken 'lights' were put in.

A problem with the buttons which caused extra letters to be put in was sorted out.

Display which shows the keys you have pressed was put in.

Keyfile coding system added

Keys appear to be pushed in when you press them

Had to remove an escape routine.
(It was used for testing purposes and forgotten)

Well thats about all the changes, though it took a lot longer than you'd think.

1.6 usage

Well, its what you loaded this doc for I guess.

Usage is fairly easy, as long as you know what your doing.

I'll put it into 5 sections and then explain the keyboard in some detail.

(Before I forget, any reference to typing is actually a reference to typing using the onscreen keyboard)

Right, here we go:

- 1) Key uses an on-screen keyboard to enter the password, to press a button just move you mouse over it and hit the mouse button.
 - 2) On the screen, above the picture of the keyboard, is a box with five lines of writing in them. They are self explanatory, but I'll explain
-

anyway.

USERS NAME:<Name>
REGISTRATION CODE:<Registration Code>
ACCESS LEVEL:<Access Level - Level 1/Level 2>
KEYFILE STATUS:<Keyfile Status - Found/Not Found>
KEYFILE IN USE:<Keyfile in use - Default/Custom>

I wont bother explaining the first 2.. Access level, with the unregistered version of Key, you will only have Level 1 access, meaning that the crippling routines will be ran (See above) Level 2 access, is placed on registered keyfiles, it disables the crippling routines on Key.

Keyfile Status, this tells you if you have a valid keyfile in the directory where you keep Key, if not, then the default keyfile kicks in. (This directory will be C: if you use the installer)

Keyfile in use, basically does the same job as above, it tells you if the default keyfile has kicked in or not.
The Keyfile should be in the C drawer, if not then a default code will be used. The default password is:

OPEN SESAME

Easy huh?

- 3) To enter you password
Just type in your password, and press the enter key
- 4) As you only get 3 chances, I decided to put a display on the screen to let you know how many you have done, this is on the right hand side of the screen under the heading TRIES. When all 3 are green you have 3 tries left, when they are all red, your outta there!
- 5) Keymaking
Right, a bit tricky at first, to enter a new code you have to type in NEW and press enter, the box under the word STATUS should now go green, now type in the code word I have given you with your keyfile, the box under the word NEW should now go green also, you can now click on this box, you should hear a noise to indicate that the button has been pressed, now just type in your password, and press enter, as you press enter, the code will save. The program will now return to as it was before you pressed the green box. To return it to as it was as when it was loaded, just type NEW again, and the STATUS box and the NEW box will return to red, indicating that they have been deactivated.

NOTE:

Unless you have a valid keyfile, then typing in NEW will simply be seen by the prgram as an incorrect password, and thus will turn one of the 'lights' red.

Now for a bit of detail on the keyboard.

The keyboard on screen is a copy of a simple QWERTY keyboard with the exception that the Enter key, and the delete key have been moved, and a few keys (Alt, Ctrl, TAB, CAPS LOCK, SHIFT) have been removed.

The DEL key will delete the whole word/s meaning you have to re-type it all over again.

The ENTER key starts the checking procedure, which checks to see if the password typed in is the same as the password wanted. After pressing Enter, the program will either end, or you will have to try again. If you got the password wrong the first time, one of the 3 'lights' on the right of the screen will change from green to red.

1.7 installation

Installation

Just copy the directory to wherever you want it. (I would advise NOT within any other directories) Then put the words Key/Key (or WhateverDir/Key/Key - if you have put it somewhere else) in your startup-sequence.

(Or maybe you want to use the HD installer and specify a disk drive instead, this way you can specify which icons you want, and it will put the stuff in the user-startup for you...It worked for me anyway...)

1.8 hard drive owners

Hard Drive Installation

Ok, hard drive installation is simple as well, you can just use the hard drive install script provided (it uses WB installer command), or you can just drag the drawer to wherever.

I have added a line in the installation script, that will put it in your user-startup for you, however, you have to use the Path command somewhere in either your startup-sequence or user-startup, like so:

Path >NIL: RAM: C:

(This should already be in your startup-sequence)
or something like it, as the actual program will be in your C drawer.

If you want you can skip this part of the installation and put it in yourself. This is recommended, I only put it in to save you doing it.

I have finally added a selection page, where you can specify which icon sets you want. There are 3 to choose from:

Magic Workbench Icons - Only if you have MWB installed.
Standard WB icons, for those boring gits out there - Get MWB!

I have since added a drawer icon using MWB, but you need to install it manually.

To De-Install Just delete the directory, and take it out of your user-startup

1.9 registering

Registering is nice and easy.

Just pop £5 (UK Sterling) in an envelope, with your:

Name
Address
Description of your setup
Where you first got Key

And the following line:

Send me a copy of Key, reference number KeyV2Kai

I will also accept other currencies, though I will require a extra charge worth £1.50 (UK Sterling) for my trouble of having to change it.

Or

If you have a program you have made yourself, which is SHAREWARE
I will gladly accept your registration for mine

Or

Minimum of 4 disks with PD stuff or source code for AMOS or Blitz2 on
(PD + source code can be mixed)

Or

A decent compiler for AMOS Pro, (I'm still using the one from AMOS1.3)
and 2 disks of PD/source code

Or

1 Amiga CD-ROM of your choice
(Make sure its unscratched and well padded)
(A cover disk from a magazine will do)

Or finally

If you dont pay, and just send me the details, I MAY (or may not)
send you a keyfile out of the goodness of my heart.
Though you will have to include a disk and return postage
(You'll also wait upto 2-3 weeks longer)

If you wish to pay by postal order or cheque then make them out to:

Kevin McKenna

(If you send one made out to Kai Software, it won't get cashed, and therefore you won't get your disk)

Now you send the whole lot to me using the address below:

Kai c/o
Kevin McKenna
11 Louis Braille Close
Netherton
Liverpool
L305SN <<<----- That's L Thirty Five S N (The 5 and s always get
mixed up - go figure!

The source code is available for all those registering, or you can receive the source code using the same terms as the registration and with your source code, you get a FREE registration.

No seriously, source code is available to registered users, just ask.

1.10 copyright&disclaimer

Standard disclaimer:

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Or in other words, it is all YOUR fault, you hear!

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1.11 thanx&greetz

Right, I suppose I'd better acknowledge everyone and his dog.

I think I'll start with the Thanks this time.

First, a special thanks for Synapse of Synergy for all his help with the various problems with my Amiga that I have faced over the past few months. How ya doin?

Eddy Carrol (author of Snoopdos according to the title screen)
Francois Lionet (author of Amos Pro)

Er, well theres no one else, in fact I did this program all on my own.
It was me ya' hear, it was all me (Fades to mad ramblings)

Ok then, the greets.

Greets to:

Syanpse (again? Ah well)
The rest at Synergy
Anyone who has an active dislike of all PC's

Anyone else who feels they deserve a mention
(Write to me and ask for one - its a bit thin on the ground up to now)

I have just decided to put a whole new section in

Curses and various voodoo hex's too:

The biggest curse and various voodoo hexes too : Bill Gates
(You @&\$*!)

PC owners who believe that a PC is all there is of the computer industry.

(In fact, if any of them are reading this, I should do Ok on the registration, they seem willing to pay for anything (Windows, screen blankers, programs to use a mouse, use a joystick etc)

1.12 gonzo

A short description of Gonzo, as you seem so interested

My real name is Kevin Mckenna, I'm 18 and live in Liverpool
The name Gonzo came about a few years ago while using my CB radio.
Though thats a really long story and I wont go into it.

Most of my time is taken up in college, where I am doing a
GNVQ Advanced Engineering, the rest of my time is generally taken up
with writing little programs for the Amiga and sleeping, in fact
I think I spend more time typing out code for programs than I do
actually sleeping.

Key V2 is not actually my most up to date password program
(What I generally specialise in)

There is also Combi-Lock, written in Blitz Basic 2. Though it still
has MANY bugs and a general air of "not finished". This is probably
going to be the last program I write using Amos Pro, unless I hit
upon a spark of inspiration, (and get a decent compiler).

(Key will soon be replaced with a version written in Blitz Basic 2 -
I just need to fix some stuff in it - Watch this space)

My programs from now will most likely be written in Blitz, or maybe
Amiga E if I ever get around to learning it.

I have got only one game finished and ready to go, it too was written
in Amos Pro, and is available by writing to me and asking for it.

What? Oh right the game:

Larry the Lizard 2 (2? A long story)

This a rather simple Platform/Puzzle game written for all Amigas.
The aim of the game is to get our hero to the top of the screen, by
jumping from platform to platform. On most platforms however, there
is a baddy, just to make life difficult. Each level is designed with
more than one route to the top, though getting there is real difficult.

Anyway, for more info, ask about it when you send your registration
details, or even if you dont register, just write and ask, and you
may get a 25 level demo (wow, 25 levels - yes the full game will feature
over a hundred)

Anyway, enough about me.

Oh, and by the way, Amiga contacts are wanted from all over the world,
go on, get in touch, whats to lose but the price of a stamp.
