

GMSPrefs

COLLABORATORS

	<i>TITLE :</i> GMSPrefs		
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REVISION HISTORY

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Chapter 1

GMSPrefs

1.1 GMS Preferences Hypertext Documentation © 1996 Richard Clark

GMSPrefs

Introduction
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History / Future
Contact!

DO NOT attempt to run .mod files outside GMSPrefs, I can't guarantee what will happen, most certainly, if the module actually executes, your editing will have no effect whatsoever.

1.2 GMS Preferences - Introduction

Introduction

GMSPrefs is the preferences system for the Games Master System. If, by some strange chance you haven't got GMS, yet you have this, then not only are you very wierd, but you are also wasting your HD space :)

The aim of GMSPrefs is, not only to be a user-friendly interface for the preferences for GMS, but also to be extremely modular. This way as new things require preferences etc, I don't have to recompile the damn thing, I can just make a executable module and distribute that. Thus you might notice that GMSPrefs currently has some excentricities that a normal, single-program system would not usually have. I'm working to eliminate these, but with the mess the code is in at the moment, this might take a little work :)

1.3 Using GMSPrefs

Using GMSPrefs

GMSPrefs works from Workbench or CLI. Once loaded you will get a little window with some buttons and a list box. Click on one of the GPI buttons to the left of the list box and you get a description of that preference editor. Click on it again to load the editor.

Options at the bottom of the window are:

Save As Default

Saves the preference settings to the `GMS:Default/` directory. Any program which does not have its own preference settings will get the default settings.

Load Default

Resets all the settings to those that you have specified in your default directory.

Load

Loads a preference set for editing.

Save

Saves what you have recently edited to a game preference directory. You will be asked what directory you want to save the settings to. You can either create a new directory or save the settings in an existing game directory. If you want to save them for a particular game, make sure that you get the directory name correct or the game will not be able to load the settings in.

Test

This will save the settings to `GMS:Test/` and then run the `TestPrefs` program. If you're happy with the changes you can then choose to Save them to a default or game preference directory.

Screen Settings

1.4 Screen Settings

SCREEN SETTINGS

Click on the "Screens GPI" button to pop up the preference editor for Screens. Here is a description of each gadget on the window display:

Screen Width

This field sets the screen width to a multiple of 16 pixels and ranges from 16 to the maximum width that the Resolution will allow. For LoRes the maximum setting is 320, HiRes is 640 and Super-HiRes is 1280.

Screen Height

The height for a screen ranges between 1 and the maximum height that the resolution will allow. With Interlaced OFF the maximum settings is 256,

Interlaced ON is 512.

Depth

This specifies the total amount of planes that you want each screen to have. This has a direct effect on the amount of colours for each screen. The default is 5 (32 colours) which is the recommended setting, but AGA owners can set this value up to 8 (256 colours).

Screen Offset X

This field allows you to adjust the horizontal offset for each screen when they pop up on the monitor display. It is recommended that you leave it at the default of 128, but if necessary feel free to adjust it to suit your monitor.

Screen Offset Y

This field allows you to adjust the vertical offset for each screen when they pop up on the monitor display. It is recommended that you leave it at the default of 44, but if necessary feel free to adjust it to suit your monitor.

Resolution

You can select a resolution of LORES (low resolution), HIRES (high resolution), or SHIRES (super high resolution). You can only select SHIRES if you have an ECS machine or better. This setting directly affects the Screen Width field.

Interlaced

Interlace can be turned on or off. If OFF then the maximum screen height is 256. If ON then the maximum screen height is 512.

Chip Set

Specify your chip set here, either OCS, ECS or AGA. Please make sure you set it correctly, setting AGA on an OCS machine will just crash GMS, it won't give you magical AGA abilities :-).

Promotion

You can promote the monitor frequency of each game display here. You can select PAL, NTSC, DBLPAL, DBLNTSC and VGA. At the moment only the PAL monitor driver works reliably, DBLPAL and others are still in development.

Gfx Card

If you have a graphics card then you can say what kind it is here. Otherwise leave it as NONE.

Screen Switch

When running a GMS program that has taken over the screen, the only way to temporarily get back to the AmigaOS is to hold Left-Amiga and M. When you do this, the AmigaOS display will be returned and the game display will be hidden from view. GMS will either place a window on Workbench waiting for you to click on it, or open a new screen at the back of intuition which will wait until it gets to the front. This gadget allows you to specify what one of these methods you want, either Switch-To-Window or Switch-To-Screen.

Screen Type

This gadget is very important as it has a definite effect on all GMS programs. The screen type changes how the graphics are drawn to the video

memory and this will alter the speed of your GMS programs. For most Amigas you will want to leave this at ILBM (InterLeaved BitMap) rather than the slower PLANAR format. People with graphics cards can select options such as CHUNKY 256, CHUNKY 65536 and TRUECOLOUR.

BUTTONS

Here's what the buttons do at the bottom of the window:

Store

When you are happy with your settings click on this button to store your settings in RAM. Then click on the close gadget to return to the main GMSPrefs window and Save/Save As Default to save your new screen settings to disk.

Reload

Reloads the last set of screen settings, useful in case you made a mistake and forgot what the original settings where.

Default

Resets everything to the internal defaults.

Cancel

Cancels the last set of changes and exits the editor.

1.5 Revision History

History

V0.1 First release. Was a single program, little more than a GUI :)

V0.2 Big re-write, first details of the modular system worked out

V0.3 Release with v03B beta, most of the system in place, various bugs and incomplete routines.

V0.4 All currently available GPI's supported, Preference handlers in place.

V0.5 Modifications made to directory and module names, defaults in each module made.

V1.0 First working version finished off by Paul.

Future

Planned additions:

CLI ability

Preference Icon loading, double-click on the .Prefs file and it loads

GMSPrefs.

1.6 How to contact me!

Contact

If you live in the Wellington region, it's easy, just log on to the BBS below, where you can talk to me, AND get updates and other proggies of mine.

If you have access to the internet, don't hesitate to drop me a message!

Phoenix at Magpies Nest (04) 527-7286

phirate@sans.vuw.ac.nz

<http://www.sans.vuw.ac.nz/~phirate/> (New Zealand ONLY)

<http://www.compkarori.co.nz/amiga/gamelib/> (Worldwide GMS pages!)
