

ABuilder

Grych/GDC

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COLLABORATORS

	<i>TITLE :</i> ABuilder		
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Chapter 1

ABuilder

1.1 ABoot & ABuilder documentation

```
ABoot 2.14 & ABuilder 1.04
a small boot utility
©1995 Grych/GDC
```

```
What is this?
Installation
Using ABoot
Using ABuilder
Copyright
Credits
```

```
=====
WARNING!!!!
This program will change Your startup-sequence!
If You are not advanced user, better don't install it!!!
Use at your own risk!!!
```

```
Author
```

1.2 introduction

Introduction:

What is this?

ABoot is a short utility for many startup-sequences system. It means, at each reboot you can choose one of ten startup-sequences, and the chosen one will be executed.

Of course, it have sense only on systems with hard drive...

ABoot also can protect Your system by password. But remember, anyone can skip it by booting with no startup-sequence!

I decided to write this program, because I have only 2M memory. Many times I have to reset my Amiga and boot it with no startup-sequence, because some programs and games require full 2M of memory. Of course I could

write some scripts, but it is not the best way. The best way is of course ABoot! :-)

ABuilder simply is the editor for ABoot's startup-sequences. This is easier to write startup-sequence using ABuilder.

Requirements:

ABoot & ABuilder require Kickstart 2.04 and reqtools.library.

You must also have:

- run
- execute
- copy
- mkdir
- delete in C: directory

also

- amigaguide in search path (if You want to see this help :-))
- any editor (e.g. "C:ed")

REMEMBER:

This program will change Your startup-sequence!!! If You are beginner, better don't use it!!! Use it on your own risk!!!

1.3 installation

Just double-click on ABoot.install icon and follow the instruction.

1.4 about

Using ABoot

If You have already installed ABoot, You can reset Your amiga. You will see a small window with names of Your startup-sequences. Choose it by mouse or keyboard (function keys), and the choosen startup-sequence will be executed. Right mouse button will execute the first startup, like 'F1' - I prefer standard workbench startup-sequence at the first position. You can change the startup password by pressing the 'p' key - if You don't want to have any password, just press ENTER when ABoot asks for a new password.

Editing startups

The easiest way to edit ABoot's startups is to use ABuilder. IF You don't want to do it, You can edit it using any editor. You must know:

- startup-sequences are named "startup-sequence.[number]", where [number] is the number from 0 to 9,
- startup-sequences must be placed in "S:aboot" directory,
- the names of the buttons You can edit in "S:aboot/aboot.prefs"; this file consists of ten lines (it must be ten!) with names; "<unset>" means the button is not active,
- if You have a VGA monitor and want to use ABoot, You have to edit the file "S:ABoot/aboot.monitor", where You have to type the monitor name (e.g. SYS:devs/monitors/DBLPAL) - it will be run before ABoot; the files in S:aboot/abootENV/ will be copied to ENV: - that are the screenmode and iconcontrol preferences for DBLPal monitor; if the aboot.monitor doesn't exist, the screen mode will be standard (PAL or NTSC).

1.5 abuilder

ABuilder is the easiest way to edit ABoot startups. This is the short instruction:

GADGETS:

Make Startup:

- this cycle lets You to choose the number of edited startup;
ALL ACTIONS WILL BE PERFORMED TO EDITED STARTUP-SEQUENCE WITH
CHOSEN NUMBER!
- gadget bottom lets You to edit string which will be used to ABoot
button name (button number You can choose by "Make startup:"
cycle gadget); "<unset>" means the button will be not available
in ABoot

Project:

- Load - loads a startup from requested file; this startup is not
a startup-sequence, it is ABuilder's own format!!!
- Save - saves a startup to a file
- Edit - edit a startup-sequence with selected editor

ABoot Monitor:

- when it is on, the "GENERATE" will create the aboot.monitor file,
which will be used to choose ABoot screenmode: if You have a VGA
monitor GENERATE startup with "Monitor" on and selected monitor
file

GENERATE

- generates ONE startup-sequence, also ALL ABoot buttons names;

There are more gadgets at the right side of the screen:

- SetPatch adds "C:SetPatch" to generated startup-sequence
- AddBuffers adds "AddBuffers [strings]", where [string] is choosen
by STRING gadget; there can be more strings separated with "|", e.g.

```

---
| V | AddBuffers ? |  DF0: 15|DF1: 10  |
---

```

will generate:

```

C:AddBuffers DF0: 15
C:AddBuffers DF1: 10

```

- FailAt [how_many] adds "FailAt"
- MakeDir [STRING] adds MakeDir to startup-sequence
- Copy Environment adds: "COPY ENVARC: RAM:ENV ALL NOREQ"
- Special Env [STRING] adds: "COPY [STRING] RAM:ENV"; separate
strings using "|", see: AddBuffers
- Assign adds "Assign [STRINGS]", string separated with "|"
- BindDrivers
- Mount [STRINGS] - string separated with "|"
- IPrefs
- ConClip
- AddMonitors adds sequence which execute ALL files in DEVS:monitors
- Path [STRING]
- User-Startup [STRING], where string is the name and directory
of user-startup
- LoadWB with [-debug] option
- EndCLI

MENUS:

Project:

- Load, Save, Edit : see GADGETS
- Quit exits the ABuilder

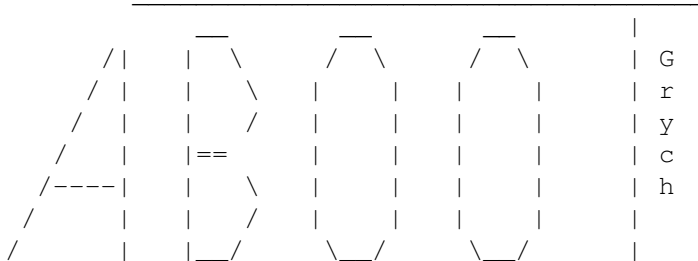
Startup:

- the second way to choose the startup-sequence number

Special:

- Generate : see GADGETS
- Help : this short help

1.6 copyright



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1.7 credits

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Author sends greetings to following persons:

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- Amiga for being the best computer in the world!

..... sorry for my poor english :-)

1.8 disclaimer

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