

BlitzList

COLLABORATORS

	<i>TITLE :</i> BlitzList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 7, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BlitzList

1.1 Introduction

Blitz Mailing List Guide

=====

This guide is intended as an easy reference to the Blitz mailing list.

It contains messages posted to the Blitz mailing list during the month shown on the main page.

--- Administrative commands for the blitz-list list ---

I can handle administrative requests automatically. Please do not send them to the list address! Instead, send your message to the correct command address:

To subscribe to the list, send a message to:

<blitz-list-subscribe@netsoc.ucd.ie>

To remove your address from the list, send a message to:

<blitz-list-unsubscribe@netsoc.ucd.ie>

Send mail to the following for info and FAQ for this list:

<blitz-list-info@netsoc.ucd.ie>

<blitz-list-faq@netsoc.ucd.ie>

To get messages 123 through 145 (a maximum of 100 per request), mail:

<blitz-list-get.123_145@netsoc.ucd.ie>

To get an index with subject and author for messages 123-456 , mail:

<blitz-list-index.123_456@netsoc.ucd.ie>

They are always returned as sets of 100, max 2000 per request, so you'll actually get 100-499.

To receive all messages with the same subject as message 12345, send an empty message to:

<blitz-list-thread.12345@netsoc.ucd.ie>

The messages do not really need to be empty, but I will ignore

their content. Only the ADDRESS you send to is important.

You can start a subscription for an alternate address, for example "john@host.domain", just add a hyphen and your address (with '=' instead of '@') after the command word:

```
<blitz-list-subscribe-john=host.domain@netsoc.ucd.ie>
```

To stop subscription for this address, mail:

```
<blitz-list-unsubscribe-john=host.domain@netsoc.ucd.ie>
```

In both cases, I'll send a confirmation message to that address. When you receive it, simply reply to it to complete your subscription.

If despite following these instructions, you do not get the desired results, please contact my administrator at hassel@acc.umu.se or my owner at blitz-list-owner@netsoc.ucd.ie.

Please be patient, they are a lot slower than I am ;-)

This AmigaGuide was created using GuideMaker.rexx © Roger Light 1999

1.2 Blitz Mailing List Guide

Blitz Mailing List Guide

=====

December 2000

Introduction Introduction to the guide.

Search Search this file (requires SearchGuide)

```
-----
(more) Blitz Warriors - blast from the past!      David McMinn
3.9      Peter Thor
Re: 3.9      Peter Thor
Re: 3.9      Peter Thor
Re: 3.9      David McMinn
Re: 3.9      David McMinn
Re: 3.9      James L Boyd
Re: 3.9      Peter Thor
Re: 3.9      Peter Thor
Re: 3.9      David McMinn
Re: 3.9      David McMinn
Fw: A message you sent has been blocked.          James L Boyd
Re: Fw: A message you sent has been blocked.      amorel
RE: Fw: A message you sent has been blocked.      Andreas Håkansson
Re: Amiga/ Blitz MUGEN      Peter Thor
Re: Amiga/ Blitz MUGEN      Toby Zuýdveld
Re: Amiga/ Blitz MUGEN      amorel
Re: Amiga/ Blitz MUGEN      amorel
Re: Amiga/ Blitz MUGEN      amorel
Re: Amiga/ Blitz MUGEN      Jason Faramus
```

Re: Amiga/ Blitz MUGEN amorel
Amiga/ MUGEN Testrun! Jason Faramus
Re: Amiga/ MUGEN Testrun! David McMinn
Re: Amiga/ MUGEN Testrun! Wiremu TeKani
Re: Amiga/ MUGEN Testrun! amorel
Animated shape eTeacher
Re: Apologies... Peter Thor
Apologies... Jason Faramus
Re: Apologies... Curt Esser
Re: Apologies... Shane O'Neill
Re: Apologies... Toby Zuÿdveld
Badtimes Toby Zuÿdveld
Bitplanesbitmap question Jason Faramus
Re: Bitplanesbitmap question amorel
Re: Bitplanesbitmap question George Davis
Blitz Warriors - blast from the past! David McMinn
Re: Blitz Warriors - blast from the past! James L Boyd
Re: Blitz Warriors - blast from the past! David McMinn
Re: Blitz Warriors - blast from the past! Dave
RE:Re: Blitz Warriors - blast from the past! pbrace@cwctv.net
Re: Blitz Warriors - blast from the past! David McMinn
Re: Blitz Warriors - blast from the past! David McMinn
Re: Blitz Warriors - blast from the past! James L Boyd
blitz-list archive pbrace@cwctv.net
Re: blitz-list archive Curt Esser
Re: blitz-list archive David McMinn
Re: blitz-list archive David McMinn
Re: blitz-list archive "jm.gigandet@libertysurf.fr"
Re: blitz-list archive "jm.gigandet@libertysurf.fr"
Re: Byte problems Martin Konrad
Byte problems Nick Clover
Re: Byte problems David McMinn
Re: Byte problems Sami Näätänen
Re: Byte problems Nick Clover
Re: Byte problems David McMinn
Christmas card! Simon Smith
CLI or WB ? (fwd) amorel
Re: CLI or WB ? (fwd) James L Boyd
Re: closing screen Daniel Dudnelski
closing screen Daniel Dudnelski
Re: closing screen James L Boyd
OT: Defrag for AmigaOS ? Sven Dröge
Re: OT: Defrag for AmigaOS ? amorel
Re: Defrag for AmigaOS ? eTeacher
Re: Defrag for AmigaOS ? Davide Zipeto
Dimmin Peter Thor
Re: Dimmin James L Boyd
Re: Dimmin David McMinn
Re: Dimmin Jean-Marc GIGANDET
Re: Dimmin Peter Thor
dimmin Peter Thor
genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc) ↔
pbrace@cwctv.net
Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI ↔
etc) David McMinn
RE:Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI ↔
etc) pbrace@cwctv.net

Hardware Baning (Was: Will there be a Blitz Basic 3?) Peter Thor
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) David McMinn
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) Peter Thor
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) James L Boyd
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) amorel
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) Curt Esser
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) amorel
Re: Hardware Baning (Was: Will there be a Blitz Basic 3?) David McMinn
Hi Paul Bray
Re: Hi David McMinn
How to get Chunky from Planar Daniel Dudnelski
Re: How to get Chunky from Planar Peter Thor
Incorrect Amiga/MUGEN Palette? Jason Faramus
RE: Incorrect Amiga/MUGEN Palette? Andreas Hakansson
Re: Incorrect Amiga/MUGEN Palette? Gareth Griffiths
Introduction Mac MacMende
Re: Introduction James L Boyd
Re: Introduction Jean-Marc GIGANDET
Re: Introduction Peter Thor
Re: Introduction Mac MacMende
Re: Introduction Mac MacMende
Re: Introduction Mac MacMende
Re: Introduction "Mr.Vain of Secretly! (Thorsten Will)"
RE:Re: Introduction pbrace@cwctv.net
Re: Introduction Mac MacMende
Re: Introduction Simon Archer
Menu Problems Tony Rolfe
Re: Menu Problems David McMinn
Re: Menu Problems Curt Esser
mildred test please !! jean zydorczyk
More gtlstview hassle Nick Clover
Re: More gtlstview hassle David McMinn
Re: More gtlstview hassle Curt Esser
Re: More gtlstview hassle Nick Clover
MUI ListViews. Gareth Griffiths
MUI ListViews. Gareth Griffiths
Re: MUI ListViews. Rick Hodger
Re: MUI ListViews. Gareth Griffiths
ncs shape gadget example amorel
Re: ncs shape gadget example David McMinn
ncs shape gadgets David McMinn
newcommandset amorel
Re: newcommandset Curt Esser
Re: newcommandset David McMinn
NTSC Jason Faramus
Re: NTSC Gareth Griffiths
Re: NTSC Curt Esser
Off Topic - Epson Stylus printer driver Tony Rolfe
Re: Off Topic - Epson Stylus printer driver Dan Arico
oligopoly of the UK Amiga hard ware market pbrace@cwctv.net
Re: oligopoly of the UK Amiga hard ware market Jorge Canelhas
Re: oligopoly of the UK Amiga hard ware market David McMinn
Re: oligopoly of the UK Amiga hard ware market "Francis G. Loch"
Re: oligopoly of the UK Amiga hard ware market David McMinn
Re: oligopoly of the UK Amiga hard ware market Jean-Marc GIGANDET
Re: oligopoly of the UK Amiga hard ware market Sami Näätänen
Re: oligopoly of the UK Amiga hard ware market Dan Arico

Re: oligopoly of the UK Amiga hard ware market "Francis G. Loch"
 Re: oligopoly of the UK Amiga hard ware market "Francis G. Loch"
 Re: PureBasic PR3 "Mr.Vain of Secretly! (Thorsten Will)"
 PureBasic x86 2.00 Final is out ! Frederic Laboureur
 Re: PureBasic x86 2.00 Final is out ! Rob Hutchinson
 Screen request Daniel Dudnelski
 Re: Screen request Curt Esser
 Re: Screen request David McMinn
 Re: Searching a smart idea... Davide Zipeto
 Re: Searching a smart idea... David McMinn
 Re: Searching a smart idea... Nick Clover
 Seasons Greetings Curt Esser
 Fw: Seasons Greetings Curt Esser
 Re: Fw: Seasons Greetings amorel
 Re: Fw: Seasons Greetings Curt Esser
 Sily question Daniel Dudnelski
 Re: Sily question FreeJack
 Re: Sily question James L Boyd
 Sorry meant to send that reply to the sender not the list! pbrace@cwctv.net
 Sorry! Simon Smith
 Re: Sorry! James L Boyd
 Re: Sorry! Nick Clover
 Stupid f**** Mildred Wiremu TeKani
 Re: Stupid f**** Mildred David McMinn
 Re: updated BSS stuff from freeblitz site. David McMinn
 Re: Will there be a Blitz Basic 3? Frederic Laboureur
 Re: Will there be a Blitz Basic 3? amorel
 Re: Will there be a Blitz Basic 3? amorel
 Window Backgrounds & Reaction Nick Clover
 Re: Window Backgrounds & Reaction James L Boyd
 Re: Window Backgrounds & Reaction James L Boyd
 Re: Window Backgrounds & Reaction David McMinn
 WPA8 Daniel Dudnelski
 Re: WPA8 James L Boyd
 Re: WPA8 David McMinn

1.3 (more) Blitz Warriors - blast from the past!

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
 Date: 12-11-00 15:53:29
 Subject: (more) Blitz Warriors - blast from the past!

Oops, should have also mentioned, I was hoping to make it a bit like RoboSport (old Amiga/PC game), where you have teams of robots with fixed abilities, and the objective to kill the other teams.

I'd like to make it fairly simple. Even in a restricted "physical" environment, quite decent AI should be able to show up.

Well, hopefully :)

--

I) /\ \/] [|) |\/| c |\/|] [|\/| |\/| | mcminn@redhotant.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 If God had meant us to use mobile phones, he'd have put them where

I'm about to shove yours.

1.4 3.9

From: Peter Thor <pettho-0@student.luth.se>
Date: 04-09-00 23:34:31
Subject: 3.9

Ok guys, seems that using 'eval' in the debugger causes a guru with 3.9.

A shame.

//Thor

1.5 Re: 3.9

From: Peter Thor <pettho-0@student.luth.se>
Date: 04-09-00 23:40:08
Subject: Re: 3.9

Hello David!

> Anyone got updated stringfunc and val libs?

Strange, I got it to work now...

The 3.9 has had some strange random gurus, however now it's running smooth.

Very weird I'd say.

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.6 Re: 3.9

From: Peter Thor <pettho-0@student.luth.se>
Date: 04-09-00 23:42:45
Subject: Re: 3.9

The 14-Dec-00, David McMinn wrote:

> Hmmm, wonder if the source for the (BSS I assume you mean) debugger is
> available...

Yea just what I mean :)

I assumed you would assume I used it.. did u assume what I'm assuming right now? ;)

//Thor

1.7 Re: 3.9

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-14-00 12:11:06
Subject: Re: 3.9

Hi Peter

> Ok guys, seems that using 'eval' in the debugger causes a guru with 3.9.

Hmmm, wonder if the source for the (BSS I asume you mean) debugger is available...

> A shame.

Makes like a bit more tricky :)

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Horoscopes for fat people - the moon of Uranus is expanding

1.8 Re: 3.9

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-14-00 15:56:23
Subject: Re: 3.9

Hi Peter

> Yea just what I mean :)

> I assumed you would assume I used it.. did u assume what I'm assuming right
> now? ;)

That you've confused me? :)

I found the source - it was in the bss source archive on b2k. The source for the debugger and all the libraries that RI wrote for it are in there. You could compile them (although it seems like the libnums are missing) and get the same version of the debugger you currently have. However, it says you need some patched Acid libraries which I cannot find :(

The ones that are missing are switchlib, stringfunclib, vallib and debuglib. Actually, I just noticed that switchlib and debuglib come with the LESDebugger, so that might be those ones.

Anyone got updated stringfunc and val libs?

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Mmmmm, doooooonnnnnuuuuts.

1.9 Re: 3.9

From: James L Boyd <james@thesurfaces.net>
Date: 12-14-00 20:11:43
Subject: Re: 3.9

> The 3.9 has had some strange random gurus, however now it's running
> smooth.
>
> Very weird I'd say.

So is there anything worth buying 3.9 for, apart from the shareware media
players? Any actual OS improvements? :)

See ya,
--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!
--

1.10 Re: 3.9

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-14-00 20:45:01
Subject: Re: 3.9

Hello James!

> So is there anything worth buying 3.9 for, apart from the shareware media
> players? Any actual OS improvements? :)

Well, as in my case, going from a mix of 3.0/1 up to 3.9 I think it was
worth it, especially in the aspect it being so cheap to support Amiga :)

Besides that, well what can I say. Some patches doesnt have to be used
anymore, like Newicons and whatever patchy software you all run out there
:)

Besides that, Getting a full version of Genesis is by far worth the money I
spent on it because I'm in the need to network my computers.

What more.. well some GUI-improvements, some things to make the world a
better place like a findutil, calculate sizes of dirs/drawer and a very
nice implementation for automatic detection of filetypes with datatypes +
automatic unarchiving of files etc. These are especially useful for when a
PC-dude comes and uses my miggy... point-and-click.. I more a keyboard user
with tons of keyboard shortcuts and so on, but hey, this gives a more
'modern' approach if one sees this as being modern =)

I haven't had the chance of trying it as much as I want to, but so far I'm
happy with it altho it had some strange crashes at the beginning, many of

them caused by my own personal hacks (as always) and also some programs using MUI.

Anyway, there are more features to it as well, I just noted I was able to remove my CD and plug a 2nd HD in and then automagically mount it without removing the CD mount, quite nice.

I do which they put the SDK on the CD. Thats a shame in itself - I'd gladly pay more for that.

Now that I've tried it for some hours it feels more stable than my hacky old 3.0 setup and I guess I'm even more addicted to the Amiga now than I've ever been =)

I'm sure there are a some improvements behind the shell, but I havent spotted many of them, ahh, fontcache is one =)

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.11 Re: 3.9

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-14-00 21:17:17
Subject: Re: 3.9

Hello David!

> Yeah, I find OS3.5 a bit flakey with some things (well, actually, it seems
> to deadlock with the menus a fair bit, but thats it).

Well 3.9 has has ultra-wide-scsi support as well, just noted :)

> Did you cancel the Eval window? I think someone mentioned on here before
> that it causes an Enforcer hit, perhaps that contributed to it's downfall?
> Or maybe you weren't running the latest version (the BSS debugger needs a
> patch AFAICR)?

Cancelled it yes, haven't had the time nor lust of putting enforcer to life today, but i'll check. Regarding the latest version I'm not sure, had a huge crash some weeks ago and I just installed some old backup i had here. I can't even bother now to check what version I've got cus I don't have a shortcut for Blitz so I'll just send thismessage and check when i wake up on saturday or some other day =)

Yo!

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.12 Re: 3.9

From: David McMinn <mcminn@redhotant.com>
Date: 12-14-00 21:40:58
Subject: Re: 3.9

> Strange, I got it to work now...

Hmmm, I don't believe you ;)

> The 3.9 has had some strange random gurus, however now it's running
> smooth.

>

> Very weird I'd say.

Yeah, I find OS3.5 a bit flakey with some things (well, actually, it seems to deadlock with the menus a fair bit, but thats it).

Did you cancel the Eval window? I think someone mentioned on here before that it causes an Enforcer hit, perhaps that contributed to it's downfall? Or maybe you weren't running the latest version (the BSS debugger needs a patch AFAICR)?

Bye

--

() /\ \\/] [() | \\/ | @ | \\/ |] [| \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ = 16827694

'All mail clients suck. This one just sucks less.' - Michael Elkins

1.13 Re: 3.9

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-15-00 08:18:33
Subject: Re: 3.9

Hi Peter

> I do which they put the SDK on the CD. Thats a shame in itself - I'd gladly
> pay more for that.

Since you have to buy it, you pay more for it already :)

It wouldn't be much use to users, so getting them to pay extra is a bit cheeky. H&P haven't decided whether the SDK will simply be a patch to download for the OS3.5 one yet, or a new version.

> I'm sure there are a some improvements behind the shell, but I havent
> spotted many of them, ahh, fontcache is one =)

Unfortunately H&P haven't really told anyone what there are, their feature list was just the extra programs. But most are stuff that was available on Aminet and they've integrated them into the OS. Frankly, I never liked that FontCache util, because it only ever worked on the FONTS: assign (in fact, I think AvailFonts_ only ever worked on FONTS: also) which sucks.

--

l) /\ \ /] [l) \ \ / | c \ \ /] [\ \ / \ \ | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
You're slower than a herd of turtles stampeding through peanut butter.

1.14 Fw: A message you sent has been blocked.

From: James L Boyd <james@thesurfaces.net>
Date: 12-21-00 03:18:58
Subject: Fw: A message you sent has been blocked.

Er, who works for the BBC here?!

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!

--

----- Original Message -----

From: "Avadmin NTHLSXU01" <msg-postmaster@bbc.co.uk>
To: <james@thesurfaces.net>
Sent: Thursday, December 21, 2000 3:10 AM
Subject: A message you sent has been blocked.

> You recently sent a message with the subject: "Re: Window Backgrounds &
> Reaction".
>
> This message has been blocked because it either contained certain VB
Script
> code text strings (in the
> message body or attachments), as used in several viruses to propagate
> themselves via email and to
> damage your files without you knowing.
>
> Therefore, as part of our actions against that virus, your message has not
> been delivered to
> the intended recipient within the BBC but has been quarantined and all the
> intended recipients
> notified of this action.
>
> The message was sent to
> blitz-list@netsoc.ucd.ie
>
> If you HAVE NOT just sent a message with a subject line of "Re: Window
> Backgrounds & Reaction" then it's likely that your
> machine is infected with the virus and therefore you must perform the
> following steps IMMEDIATELY :-
>
> 1) Log-off/hang-up from your machine (This will disconnect your PC
from

> the network).

> 2) Please contact your normal IT support channels and report to them

> that you may have a

> virus infection.

>

>

> If the message contains VB Script code or has an attachment that contains

> VB

> Script code and is for

> legitimate BBC usage then contact IT Support to discuss alternative ways

> to

> send the script other than

> via email.

>

>

> BBC TSS Messaging Services Group

>

>

> This e-mail, and any attachment, is confidential. If you have received

> it in error, please delete it from your system, do not use or disclose

> the information in any way, and notify me immediately. The contents of

> this message may contain personal views which are not the views of the

> BBC, unless specifically stated.

>

1.15 Re: Fw: A message you sent has been blocked.

From: amorel <amorel@xs4all.nl>
 Date: 12-22-00 03:32:40
 Subject: Re: Fw: A message you sent has been blocked.

On 21-Dec-00, James L Boyd wrote:
 C=Er, who works for the BBC here?!

And you should expect them to be not so stupid to still use outlook.

Besides, ever heard about the buffer overflow bug(I bet there's more) in outlook. It makes the goodtimes virus come true(that is it takes effect and infects while downloading :) Outlook programmers appearantly were dumb enough to not check the date field size and anything above a certain size causes overflows and thus makes room for a nice exploit.

Anyone using outlook should check a doctor ;)

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit
<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!
 Running QNX rtp, linux, AmigaOS \ \ / /Half a decent studio
 Music: www.mp3.com/vopak \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html \ \ / /productions,demos,programs...

--*Out now -----> Amoralplayer1.5, a no fuss audioplayer*--

1.16 RE: Fw: A message you sent has been blocked.

From: Andreas Håkansson <andy.h@telia.com>
Date: 12-24-00 13:16:26
Subject: RE: Fw: A message you sent has been blocked.

>Anyone using outlook should check a doctor ;)

With all respect there are various versions of outlook.
Outlook Express - Latest version 5.x, outlook 97, outlook
2000 etc

I've worked as a COM programmer and outlook 2000
was one of the programs that the company i worked
for developed COM Add-ins for. I've done some
extensive testing with ant outlook2k doesnt seem
to have this problem.

Just saying so, since theres no use in alarming
anyone..

Although we all know that YAM and the rest of
migg mail programs kick outlook ass =)

bye

1.17 Re: Amiga/ Blitz MUGEN

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-01-00 00:58:45
Subject: Re: Amiga/ Blitz MUGEN

Someone mumbled...

>> would like a silky smooth frame rate, is this still possible with
>> Mildred and chunky graphics modes?

I did a small test where I had a bitmap, 320*196 and two shapes, 64x80
moving around in realtime, gave me somewhere around 50fps on a A4000/040/25
with CGX.

However, I am not able to test with AGA right now (my TV broke down the last
day) so I donno about how fast it would be with AGA. Look up on the
examples if you've got time or ask me later on if I fixe the TV or someone
else for an example.

Keep in mind that this was only having two fixed sized shapes so when adding
background, sound, different sized shapes and so on it'll drop quite easily.
That's the case with todays Amiga, don't expect any miracles from anything
lower than 030, a 040 is thought as an absolute minimum on todays Amiga,

maybe even a 060 soon.

```
>> * Main charaters would be 15 colour sprites which would take 2
>>   I believe and a futher two to make them 128 pixels wide if
>>   charaters) these could be any height as I think that sprites
```

128 pixels wide, then they'll take up 80% of the display if running at a 320 pixels wide screen, isn't that a little big? The bigger they are, the harder they fall.. :)

Correct me if I'm wrong here, my memory isnt so good. With the AGA one got the possibility to use up to 64 pixels wide sprites, is it possible to attach two of such sprites to create a 128 wide sprite?

I know one can add together two normaly 16 pixels sized spites making them wider, also having transparency, but what about joining 64 pxl wide ones?

But, if you wanna go for non OS-friendliness, slam that miggy with some copper, blitter and spritetricks and see how it works.

```
> Again, can't be done using Mildred (not with the Displayscroll command
> - and certainly not with a single playfield - unless you like wonky
> looking projectiles;), but didn't Mildred have some sort of weird
> offset thingy that could do the same sorta job to certain parts of
> what you're chunkifying or summat? <shrugs>
```

Mildred can give you this type of display, even parallax scrolling. Using the MScroll-commands you can offset separate lines in a shape, a bitmap, a stencil or even a cookie giving it that parallax look. You can easily make a unlimited amount of scrolling layers, it's all about CPU-time and some headbanging (:

```
>> Also does Mildred support
>> transparency? Maybe some neat effects could be added this way. And
```

There is something called Tables in Mildred who you can use to make many kewl effects like making the shape you're blitting brighter, fuzzy, smoothend and so on, you only need to know how to do it :)

In the case with 256 coloured displays, transparency can be a tough one, then it's just a matter of a well designed palette when the overlapping pixels should be replaced into a transparent one. Imagine, you've got your normal palette, say 128 colours, then the rest 128 colours + some from the normal 128 will be used to create transparent colours, might be a hard task.

Hope that gives a hint.

```
//Thor
```

```
--
```

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.18 Re: Amiga/ Blitz MUGEN

From: Toby Zuýdveld <tzuyd@crosswinds.net>
Date: 12-01-00 01:58:18
Subject: Re: Amiga/ Blitz MUGEN

Hello Jason

You seem to know what you're talking about, sure you can't code it yourself? <grin>

On 01-Dec-00, you wrote:

JF> me if it's graphics your after I'm your man. Next, I totally
JF> agree, an OS friendly version would be the way to go, however
JF> wouldn't this kill the speed some what? If anyone could send me a

Well, that's the downside. There's an upside and a downside to everything on the Amiga =] The upside would be you get the aforementioned gfx card support.

JF> sample of what Mildred is capable of then please do. But really I

Visit the Blitz2000 site (Ummm, David'll point you to the addy:), I believe most of the examples for the Mildred section have pre-compiled exe's..?

JF> would like a silky smooth frame rate, is this still possible with
JF> Mildred and chunky graphics modes?

On a gfx card, should be, on an 030 about the best you can expect is 25fps...

JF> * A 256 colour (debatable) Blitz mode display/ single playfield
JF> maybe with extra background layers if speed permits.

Sounds easy so far =]

JF> * Main charaters would be 15 colour sprites which would take 2
JF> I believe and a futher two to make them 128 pixels wide if
JF> charaters) these could be any height as I think that sprites
JF> So this means that both charaters would use 4 channels each
JF> available sprite channels (Sprite mode 2). Am I right in
JF> thinking that this would work?
JF> Would this give us a good frame update as we are not blitting

Sounds fine to me, tho I don't know much concerning sprites... But what I do know is that you can't use sprites if youo want gfx card support, which kinds kills the OS friendly upside anyway ;] Well, except the multitasking...

JF> * Next I planned to have projectiles etc... drawn by blitting, as
JF> not be to big and should not take away much speed. Maybe
JF> objects can be added this way to? Or the energy bars etc...

Back to the easy peasy again =]

Only thing is it might take some mucking around to get these

On 30-Nov-00, David McMinn wrote:

C=Hello Jason Faramus,

C=> charaters and backgrounds/ moves etc... and put them all together in a very

C=> professional looking game (Capcom style). Am I wrong in believing that the C=Amiga

C=> could pull a similar thing off seeing as it specializes in 2-D graphics, C=unlike

C=> PC's?

C=Before I start, I think it's possible, but it might be tricky.

I think it's best to use AGA only and bang the hardware. AGA has advantages over gfx card/cpu usage. Also I found AGA versions of games to run faster than the chunky to planar version(for gfx card and/or cpu blitting). Also most people DO have AGA and Paula really DOES sound better than the soundcards Amiga have, or most pc soundcards. Don't be fooled by the 8 bit issue. There's more to it. A soundcard might add more channels you think, but those are software channels. Most soundcards have only 2 hardware channels(stereo) whilst Paula has 4(!). Ah yes, besides there are not so many people with a soundcard on Amiga afaik.

Actually when using AGA you could surely use the cpu instead of the blitter for blitting(if the cpu is fast enough).

C=If you are going to make it a blitz mode game (i.e. hardware banging), apart

C=from annoying everyone with a graphics card (and sound card, and not being C=able

People who'd get annoyed wouldn't play games anyway ;-)

I'm just one for ultra smooth scrolling and animation and gfx cards never seem to deliver that, though they often are capable of doing that, there's just not a standard way.

Regards

--

```
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel         \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak             \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html    \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.20 Re: Amiga/ Blitz MUGEN

From: amorel <amorel@xs4all.nl>

Date: 12-01-00 03:34:15

Subject: Re: Amiga/ Blitz MUGEN

On 30-Nov-00, Jason Faramus wrote:

C=If anyone at all is interested or can offer me their sevice then let me know,

I`m currently making an Amiga AGA game and I`m interested in doing another project. I got quite some time on my hands. But if I`m a good coder? ;-)
Getting closer everyday though 8-) I`m also a musician so to say.

Regards

--

```
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS    \ \ / /Half a decent studio
Music: www.mp3.com/vopak            \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html  \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.21 Re: Amiga/ Blitz MUGEN

From: amorel <amorel@xs4all.nl>
Date: 12-01-00 03:49:49
Subject: Re: Amiga/ Blitz MUGEN

On 30-Nov-00, Jason Faramus wrote:

C=an OS friendly version would be the way to go, however wouldn't this kill the

Blitz mode is somewhat OS friendly as it puts you back to the OS afterwards, which mainly works ok =)

C=* Main charaters would be 15 colour sprites which would take 2 sprite channels
C= I believe and a futher two to make them 128 pixels wide if need be (huge
Yes.

C= charaters) these could be any height as I think that sprites allow this
C=(?).

Yes. You could even make a whole lores screen made out of all 8 sprites combined.

C= So this means that both charaters would use 4 channels each using up all
C= available sprite channels (Sprite mode 2). Am I right in thinking that
C=this would work?
C= Would this give us a good frame update as we are not blitting anything
C= yet.

Sure, sprites are peanuts for an Amiga 8-) After all it is hardware you're banging.

C=* Next I planned to have projectiles etc... drawn by blitting, as they

would

C= not be to big and should not take away much speed. Maybe foreground
C= objects can be added this way to? Or the energy bars etc...

Yeah that seems most logical. Btw you can have more sprites by doing this
customsprites thing and some more coppertricks orso, though I dunno exactly
how yet.

C=* The floor would scroll with perspective as seen in the Crap Fighter demo
C= using the Display scroll command.

Nice effect that one yes :-) And also very fast as it uses the copper(A copper
like Amiga's is hard to find).

C=Does all this sound feasible? And would I be able to pull of the same sort
of
C=thing with Mildred?

I bet, but I have my doubts that it'll be as smooth as AGA banging. As the
tricks you described won't use cpu power really. It's all utilising the custom
chips and then you got the cpu still, for some additional fancy stuff(like
using mildred actually).

c=Also does Mildred support transparency? Maybe some neat
C=effects could be added this way.

I dunno about transparency but I do remember the autoher of mildred saying you
could use mildred in Blitz mode along with the hardware banging.

c=And finally would anybody be wiling to run up
C=a quick test version of the above to see how things could look. I would be
C=most grateful.

Quick eh? ;-)

I guess I could try hacking sth with the crapfighter source as basis, dunno
how quick quick is.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS \ \ / /Half a decent studio
Music: www.mp3.com/vopak \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html \ \ / /productions,demos,programs...

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.22 Re: Amiga/ Blitz MUGEN

From: Jason Faramus <Jason@quicksilva.freeseve.co.uk>
Date: 12-01-00 10:17:18
Subject: Re: Amiga/ Blitz MUGEN

Hi all,

Thanks for all of opinions on my Amiga MUGEN project. After reading all of your suggestions and carefully considering all of the options I have decided to go with a Blitz mode display as I think that this would produce a better game engine in the long run.

I shall be staying with my original ideas on using sprites etc... as stated in my previous message as they all seem to be feasible and would give the best speed. I hope that not using an OS friendly method doesn't put anybody off.

Lastly, thanks for the offer of help Amorel. I will try to knock up a small demo myself and send it to the list, we can then take it from there and I will let you know what you can do to help, thanks again.

Best Regards all,

Jason.

1.23 Re: Amiga/ Blitz MUGEN

From: amorel <amorel@xs4all.nl>
 Date: 12-01-00 23:40:11
 Subject: Re: Amiga/ Blitz MUGEN

On 01-Dec-00, Jason Faramus wrote:

C=I shall be staying with my original ideas on using sprites etc... as stated in
 C=my previous message as they all seem to be feasible and would give the best
 C=speed. I hope that not using an OS friendly method doesn't put anybody off.

As I said Blitz mode is not terribly unfriendly. It'll take you back to the system when finished and you can even pause the game and let the user go back.

That's what Worms does for example, which was coded in Blitz.

C=Lastly, thanks for the offer of help Amorel. I will try to knock up a small

You're welcome.

--

```
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel         \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak             \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.24 Amiga/ MUGEN Testrun!

From: Jason Faramus <Jason@quicksilva.freeseerve.co.uk>
Date: 12-03-00 13:56:05
Subject: Amiga/ MUGEN Testrun!

Hello everyone,

Please have a look at the included testrun of Amiga/ MUGEN.
Although it is obviously based on the crap fighter demo I have managed to include everything else that I wanted to.

The demo includes the following,

50 frames per second (at the mo!)
32 colour dual playfield background (16 colours each layer)
15 colour sprites (independent of the backgrounds colours)
More colours if needed through the use of rainbows

128 wide 15 colour sprites (wow!) I had my doubts as to whether this would actually work in practice but it has and it looks amazing. Who'd have thought that we would see characters this big on an Amiga moving with such fluidity. The only drawback was that to enable all 8 sprite channels I had to make the screen width a bit smaller, still you wouldn't notice if you didn't know about it. God knows how I am going to pull off the projectiles etc...

Two 16-colour playfields. I decided to go with a 32 colour dual-playfield display instead of the 256 colour single playfield display as it gives a more 3-D layered effect which also looks ace with the displayscrolling on the floor. The 256 colour one looked good when I tried it but it lacked the depth that the demo now has. 32 background colours is plenty though I think and a worthwhile trade off for the extra layers.

Anyway, try it out and let me know what you think. Please also remember that the sprites and background are both dithered down versions of the originals so they look a little spotty. When I draw some new graphics especially for the game they will have a much cleaner look.

Before I go can I just ask a couple of quick questions.

1. In the demo I have used a `displaypalette 0,0,0,$00ee` command to offset the sprite palette to registers 240-255. I copied this from another example I have but fail to see how `$00ee` gives us 240. When converted `$00ee=238` doesn't it. Am I just being dense?
2. Could someone please give me a quick example of how I would use the excess on/off parameter of the blit commands. As I do not fully understand the description in the manual (nothing new there then :)
3. Lastly, in the crap fighter demo, which uses a dual playfield setup, the top section of the front playfield stays stationary (the energy bars bit.) No matter how hard I looked I couldn't see how this was done. Can anyone fill me in? ←

Best regards to you all,
Jason ;)

There should be a file Mail_21/Engine.lha included with this guide.

1.25 Re: Amiga/ MUGEN Testrun!

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-03-00 17:33:06
Subject: Re: Amiga/ MUGEN Testrun!

Hi Jason

> Please have a look at the included testrun of Amiga/ MUGEN.

Lucky I was at uni when I downloaded this, otherwise I'd be complaining ;)

> The only drawback was that to enable all 8 sprite channels I had make the
> screen width a bit smaller, still you wouldn't notice if you didn't know about
> it. God know's how I am going to pull of the projectiles etc...

Having to make it that much smaller, you do notice :) Especially if you
can't move far enough away from your opponent to stop you getting clobbered.

> Before I go can I just ask a couple of quick questions.

>

> 1. In the demo I have used a displaypalette 0,0,0,\$00ee command
> to offset the sprite palette to registers 240-255. I copied this from
> another example I have but fail to see how \$00ee gives us 240.
> When conveted \$00ee=238 doesn't it. Am I just being dense?

No, it's because the last parameter is most likely to be XOR'ed with the
current value to give you the actual value (in the same way as in
DisplayControl, or is it DisplayAdjust?).

The default values are \$11, but it isn't actually \$11 - it is two separate
values (for odd and even sprites) of \$1. This is the high order 4 bits of
the starting colour from the palette.

So, by default, all sprite colours start at \$10 (\$1 is the high 4 bits
remember) which is colour 16.

The value \$EE is the same, in that it is two separate values of \$E for odd
and even sprites. So when you XOR \$1 and \$e (0001 xor 1110) you get \$F.
Thus the colours start at \$F0 = 240.

> 2. Could someone please give me a quick example of how I would use the excess
> on/off parameter of the blit commands. As I do not fully understand the
> description in the manual (nothing new there then :)

If you have a bitmap which is 5 planes deep, therefore 32 colours and have
your palette set up. You then create shapes which are 4 planes deep (16
colours). Now you have 1 excess bitplane. If you had a bitmap with 6
planes, you would have 2 excess planes.

The easiest way to control the excess parameter is by specifying it in binary. The least significant bit in the excess parameter is the value for the first excess plane. Bit number 1 is the value for the second excess plane and so on. The value you set each excess bit to, will be the value that gets set in the corresponding excess bitplane where you blit your shape.

For example, you set the excess parameter to %11 (this is using 6 plane bitmap and 4 plane shapes) so now, when you blit your shape, all the non-colour-zero pixels will set bitplanes 4 and 5 of the bitmap to a value of 1. This has the effect of changing the colours of the shape. Instead of the shape colours being in the range 1 to 15 (excluding 0 which is transparent normally) the shape will be blitted using colours 49-63.

This is because you are setting bitplane 4 and 5 to 1 - shape colours are now %11xxxx where xxxx is the bits from the shae data.

```
> 3. Lastly, in the crap fighter demo, which uses a dual playfield setup, the top
> section of the front playfield stays stationary (the energy bars bit.) No
> matter how hard I looked I couldn't see how this was done. Can anyone fill ←
> me
> in?
```

I think CrapFighter doesn't use both playfields as backgrounds. The front playfield is used for the energy bars, walls and floor, and the back playfield is used for the sunset/hills/water. Using DisplayScroll to scroll different areas of one playfield at different speeds is how it gets it's effect of depth. I don't think the front playfield moves at all, except for the floor tiles, which are scrolled using DisplayScroll. So the front bitmap does not actually move at all.

--

```
) \ \ / ] [ | ) | \ / | c | \ / | ] [ | \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
I can please only one person per day. Today is not your day.
Tomorrow isn't looking good either.
```

1.26 Re: Amiga/ MUGEN Testrun!

```
From: Wiremu TeKani <tekani@yahoo.com>
Date: 12-07-00 15:05:31
Subject: Re: Amiga/ MUGEN Testrun!
```

Hello, Wiremu here.

```
> Please have a look at the included testrun of Amiga/ MUGEN.
I had to take a look at the PC Mugen to see what you mean. What you're doing
sounds cool. I haven't downloaded your file yet. I'll look at it tonight.
```

```
> 128 wide 15 colour sprites ...
> The only drawback was that to enable all 8 sprite channels I had make the
> screen width a bit smaller,
I think there is a way of tricking the copper into showing all 8 sprite
channels and widening the screen at the same time. It's something to do with
```

shifting the DMA to the right... any suggestions out there?

> it. God know's how I am going to pull of the projectiles etc...
I'd put the projectiles onto the front front playfield. That would mean setting up a colour palette that would accomodate the projectiles though.

> Two 16-colour playfields. I decided to go with a 32 colour dual-playfield
> display instead of the 256 colour single playfield display as it gives a more
> 3-D layered effect which also looks ace with the displayscrolling on the
> floor.

I've been fiddling around with copperlists and I know a way of emulating 3 parallax arenas, so you can place a playfield in front of the sprites. It's a trick, by writing a copperlist that changes BPLCON2 which controls what playfield and sprites are in front of what.

Oh, regarding your palette thing. I think you use DisplayUser to alter the palette for sprites(?!)

=====

-----Wiremu TeKani-----
A1200/2MChip/8MFast/60MHD(Less than a meg avail :-)/28Mhz

EM: tekani@yahoo.com
w_tekani@hotmail.com

*** Get Galagawars V1.5 From the Aminet ***

Do You Yahoo!?

Yahoo! Shopping - Thousands of Stores. Millions of Products.
<http://shopping.yahoo.com/>

1.27 Re: Amiga/ MUGEN Testrun!

From: amorel <amorel@xs4all.nl>
Date: 12-08-00 01:13:11
Subject: Re: Amiga/ MUGEN Testrun!

On 07-Dec-00, Wiremu TeKani wrote:

C=I think there is a way of tricking the copper into showing all 8 sprite
C=channels and widening the screen at the same time. It's something to do with
C=shifting the DMA to the right... any suggestions out there?

I use these commands to initialise a max overscan ntsc screen(I like ntsc
as it is 60 hz and doesnt flicker on my svga). The displayadjust command
does the overscan. That should do the trick even if you use all 8 sprites.

```
InitCopList 0,21,241,$10868,8,256,-8  
DisplayAdjust 0,2,-8,0,-16,0  
DisplayControls 0,0,%0000000000010010,0
```

I'm using spritemode 1(32 pixels wide sprites) and I use 3 sprites, of 16
colours, thus each one using up 2 sprite channels. I have one sprite
channel left, which I used for a bit too as a test. It all worked great, it

also did with spritemode 2. That means you won't lose much screenwidth, with the displayadjust overscan thing. Also the displaycontrols command amongst other stuff makes it able to display sprites into the border. What this means is that sprites can go anywhere outside the resolution/screen/bitmap. I made a big bad boing ball demo which does that and it's a huge sprite(all sprites connected) bouncing.

Regards

--

```
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak            \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.28 Animated shape

From: eTeacher <eteacher@amiga.org.pl>
Date: 12-07-00 05:32:56
Subject: Animated shape

I wonder if anybody created an animated shape - some kind of moving letter "N" (Netscape Navigator) or "e" (IEplorer). I would like to add an animation (128x128 pixels) to my program (I would like to add animated drills to learn languages). Animation should be running independent of main program - so probably it should use VBLK interrupt, but I'm not sure if it should works properly on GFX card. And what about animation speed on different screenmodes? Of course I could do all code myself but if anybody have ready routine I shouldn't lost my time ;-)

PS. I uploaded my last Blitz proggy to Aminet.

If anybody interested look into:

Aminet/BIZ/DEMO/ET60DemoEnglish.lha

Aminet/BIZ/DEMO/ET60DemoGerman.lha

Aminet/BIZ/DEMO/ET60DemoFrench.lha

you can find very good (I think!) multilanguage multimedia tutor.

Chris, eteacher@amiga.org.pl

1.29 Re: Apologies...

From: Peter Thor <pettho-0@student.luth.se>
Date: 01-05-93 02:27:34
Subject: Re: Apologies...

The 04-Dec-00, Jason Faramus wrote:

> Just mailing to say sorry for sending the demo direct to the list. I
> realised that not everyone would want it but I was hoping that it might
> catch a few peoples attention who would like to become more involved in
> the project after seeing it. Oh well, I'll make sure I don't do it anymore
> and sorry to the people who were annoyed by this. It was not my intention.

Well I'm not complaining, 10Mbit access here.. <boasting braggin> ;)

Nice demo tho :) Keep up the good work.

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.30 Apologies...

From: Jason Faramus <Jason@quicksilva.freemove.co.uk>
Date: 12-04-00 07:19:09
Subject: Apologies...

Just mailing to say sorry for sending the demo direct to the list. I realised that not everyone would want it but I was hoping that it might catch a few peoples attention who would like to become more involved in the project after seeing it. Oh well, I'll make sure I don't do it anymore and sorry to the people who were annoyed by this. It was not my intention.

My apologies again,
Jason.

1.31 Re: Apologies...

From: Curt Esser <camge@amigaonline.net>
Date: 12-05-00 00:57:58
Subject: Re: Apologies...

Hi Jason,

----- Original Message -----

From: Jason Faramus <Jason@quicksilva.freeseerve.co.uk>
To: <blitz-list@netsoc.ucd.ie>
Sent: Sunday, December 03, 2000 11:19 PM
Subject: Apologies...

> Just mailing to say sorry for sending the demo direct to the list. I realised
> that not everyone would want it but I was hoping that it might catch a few
> peoples attention who would like to become more involved in the project
> after
> seeing it. Oh well, I'll make sure I don't do it anymore and sorry to the
> people who were annoyed by this. It was not my intention.
>
> My apologies again,
> Jason.

Don't worry, everybody here has screwed up at one time or another.

You aren't really an official member of the list until you screw up at least once ;)

Anyway, the best thing to do is to ask for volunteers on the list, and just send the file(s) direct to their email, if you don't have a web page to put 'em on.

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbc.com/curt_esser/

1.32 Re: Apologies...

From: Shane O'Neill <r790@oceanfree.net>
Date: 12-05-00 02:07:53
Subject: Re: Apologies...

Hi Peter,

> Well I'm not complaining, 10Mbit access here.. <boasting braggin> ;) Hehe, are you sure? :)
T1 and T2 carriers don't even do that.

Regards,
Shane.

--
Victims ... aren't we all? -The Crow

1.33 Re: Apologies...

From: Toby Zuýdveld <tzuyd@crosswinds.net>
Date: 12-06-00 02:42:19
Subject: Re: Apologies...

Hello Jason

On 04-Dec-00, you wrote:

JF> Just mailing to say sorry for sending the demo direct to the list.

Yeh yeh yeh, whatever ;] Anyhoo, it looks cool. Keep working =] It can only get harder from here =]

Kind regards

--

Toby Zuýdveld

mailto:tzuyd@crosswinds.net
icq:22571515

--

Nothing matters very much, and little matters at all.

-- Lord Balfour

--

According to <http://www.thespark.com>, I'm an EXPERIMENTER with an IQ of 170, I "like to think I'm honest... but I'm not", I got dubbed "your Wholiness", I'm 39% a bastard, 53% pure, 26% of a good lover, 74% of an ass, 80% un-telligent, that's 47% greedy which is enough to spread a jar of mayonnaise in my underwear and wear it for a month straight for \$191, reach my first million at 46 and die at the age of 81 after having 3 children and sex only 7 times. <sob>

1.34 Badtimes

From: Toby Zuýdveld <tzuyd@crosswinds.net>
Date: 12-08-00 06:59:05
Subject: Badtimes

Hello,

*** Forwarded message, originally by Wilson, Toby (INFOSRV)
<Wilson.Toby@saugov.sa.gov.au> on 08-Dec-00 09:13:16: ***

Subject: [ADRAVE-OZ] lookout people

--- Forwarded message follows ---

Virus Alert

If you receive an email entitled "Badtimes," delete it immediately. Do not open it. Apparently this one is pretty nasty.

It will not only erase everything on your hard drive, but it will also delete anything on disks within 20 feet of your computer.
It demagnetises the stripes on ALL of your credit cards.
It reprograms your ATM access code, screws up the tracking on your VCR and uses subspace field harmonics to scratch any CD's you attempt to play.
It will program your phone auto dial to call only your mother-in-law's number.
This virus will mix antifreeze into your fish tank.
It will drink all your beer. (For God's sake, man! Are you listening?!?!)
It will leave dirty socks on the coffee table when you are expecting company.
It will replace your shampoo with Nair and your Nair with Rogaine, all the while dating your current boy/girlfriend behind your back and billing their hotel rendezvous to your Visa card.
It will cause you to run with scissors and throw things in a way that is only fun until someone loses an eye.
It will rewrite your backup files, changing all your active verbs to passive tense and incorporating undetectable misspellings, which grossly change the interpretations of key sentences.
If the "Badtimes" message is opened in a Windows95/98 environment, it will leave the toilet seat up and leave your hair dryer plugged in dangerously close to a full bathtub.
It will not only remove the forbidden tags from your mattresses and pillows, it will also refill your skim milk with whole milk.

****WARN AS MANY PEOPLE AS YOU CAN.****

And if you don't send this to 5000 people in 20 seconds you'll fart the next time you're making love.

*** End of forwarded message ***

Kind regards

Toby Zuÿdveld

--

Toby Zuÿdveld

mailto:tzuyd@crosswinds.net
icq:22571515

--

Biggest security gap -- an open mouth.

--

According to <http://www.thespark.com>, I'm an EXPERIMENTER with an IQ of 170, I "like to think I'm honest... but I'm not", I got dubbed "your Wholiness", I'm 39% a bastard, 53% pure, 26% of a good lover, 74% of an ass, 80% un-telligent, that's 47% greedy which is enough to spread a jar of mayonnaise in my underwear and wear it for a month straight for \$191, reach my first million at 46 and die at the age of 81 after having 3 children and sex only 7 times. <sob>

1.35 Bitplanesbitmap question

From: Jason Faramus <Jason@quicksilva.freeseerve.co.uk>
Date: 12-09-00 15:29:34
Subject: Bitplanesbitmap question

Hi all,

I have a question about using Bitplanesbitmap that I hope someone can help me with. The below example, which creates a shadow that can be moved around with the joystick works fine my problem is that I'm not too sure how I would double buffer a display like this which uses Bitplanesbitmap to set up the shadows dummy bitmap. Please help someone whilst I still have some hair left. An example would be great :) I know I would need two bitmaps, but would I also need two bitplanesbitmaps as well ???

Jason.

```
BLITZ
BitMap 0,320,256,5
BitMapOutput 0

BitPlanesBitMap 0,1,$10
Slice 0,44,5
Show 0
X=80 : Y=48 : W=160 : H=160
Use BitMap 0

For COL=0 To 15
  R=QLimit (Red (COL) -5,0,15)
  G=QLimit (Green (COL) -5,0,15)
  B=QLimit (Blue (COL) -5,0,15)
  RGB COL+16,R,G,B
  Boxf X,Y,X+W,Y+H,COL
  X+4 : Y+4 : W-8 : H-8
Next COL
X=120 : Y=88 : W=80 : H=80

Use BitMap 1
While Joyb(1)=0

  JX=Joyx(1) : JY=Joyy(1)
  If JX OR JY=True
    Cls
    X=QLimit (X+JX,0,320-W)
    Y=QLimit (Y+JY,0,256-H)
```

```
EndIf

Boxf X, Y, X+W, Y+H, 1
VWait
Wend

End
```

1.36 Re: Bitplanesbitmap question

From: amorel <amorel@xs4all.nl>
Date: 12-10-00 20:45:49
Subject: Re: Bitplanesbitmap question

On 09-Dec-00, Jason Faramus wrote:

C=would be great :) I know I would need two bitmaps, but would I also need two C=bitplanesbitmaps as well ???

C=Jason.

```
C=BLITZ
C=BitMap 0,320,256,5
C=BitMapOutput 0
```

```
C=BitPlanesBitMap 0,1,$10
C=Slice 0,44,5
```

I see you use slices, why not use initcoplist instead. Slices won't give you the full AGA support.

Regards

--

```
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak            \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.37 Re: Bitplanesbitmap question

From: George Davis <geo@clan-x.co.uk>
Date: 12-12-00 12:39:09
Subject: Re: Bitplanesbitmap question

Hello Jason

On 09-Dec-00, you wrote:

> I have a question about using Bitplanesbitmap that I hope someone can help me
> with. The below example, which creates a shadow that can be moved around with
> the joystick works fine my problem is that I'm not too sure how I would double
> buffer a display like this which uses Bitplanesbitmap to set up the shadows
> dummy bitmap. Please help someone whilst I still have some hair left. An
> example would be great :) I know I would need two bitmaps, but would I also
> need two bitplanesbitmaps as well ???

You need 2 Bitmaps and 2 Bitplanesbitmaps (you could probably just do this
command every loop, but that might be slower, and AFAIK there's no reason not to
use 2)

See if this example helps.

Regards

--

A1200T PPC - ICQ:69870305 - <http://www.clan-x.co.uk>
Glasgow Amiga Users Group - <http://www.gaug.cjb.net>
<sb>

There should be a file Mail_34/bitplanesbitmap.ASC included with this guide.

1.38 Blitz Warriors - blast from the past!

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-11-00 15:45:30
Subject: Blitz Warriors - blast from the past!

Can anyone remember 1 or 2 years back (May 1998 to be precise) there was a
load of AI discussion on this list? There was mention of things like
CWarrior, BattleTech, and other things (yeah, I found the messages on the
b2k site) but couldn't seem to find them on Aminet. Or at least, not what I
thought they look like.

I'm looking at you Dave Newton! :)
As the main protagonist, or any of the other guys who chipped in.

Anyway, did anyone ever get round to writing anything for this? I was
thinking about doing something like this - I thought it was a damned cool
idea, but then remembered people had already thought of it here :)

And if there isn't any currently existing system, would anyone be
interested in working on it? I was either thinking about using Exec
messages, or maybe going the whole hog and using TCP/IP (for a later
version).

Also, anyone got a copy of Christos Dimitrakakis' GP Pacman program, it
looks like it was snipped from the list archives.

Thanks.

--

l) /\ \] [l) | \ | c | \ |] [\ | \ | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694

Kilts were invented because sheep run away from the sound of zips

1.39 Re: Blitz Warriors - blast from the past!

From: James L Boyd <james@thesurfaces.net>
 Date: 12-11-00 15:59:58
 Subject: Re: Blitz Warriors - blast from the past!

Don't know if it's any use, but Aaron Koolen (original Blitz TED guy) wrote an a* routine for Blitz PC, which is on the site at www.blitzbasic.com -- I don't know anything about it apart from the fact that a* is a path-finding algorithm! Should be fairly easy to port...? Gimme a shout if you can't find it, cos the example source is quite hidden at the mo' ;)

See ya,

--

James L Boyd, Member of DNRC.
 Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
 Death to the Pixies!

--

----- Original Message -----

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
 To: <blitz-list@netsoc.ucd.ie>
 Sent: Monday, December 11, 2000 3:45 PM
 Subject: Blitz Warriors - blast from the past!

> Can anyone remember 1 or 2 years back (May 1998 to be precise) there was a
 > load of AI discussion on this list? There was mention of things like
 > CWarrior, BattleTech, and other things (yeah, I found the messages on the
 > b2k site) but couldn't seem to find them on Aminet. Or at least, not what
 > I
 > thought they look like.

>

> I'm looking at you Dave Newton! :)
 > As the main protagonist, or any of the other guys who chipped in.

>

> Anyway, did anyone ever get round to writing anything for this? I was
 > thinking about doing something like this - I thought it was a damned cool
 > idea, but then remembered people had already thought of it here :)

>

> And if there isn't any currently existing system, would anyone be
 > interested in working on it? I was either thinking about using Exec
 > messages, or maybe going the whole hog and using TCP/IP (for a later
 > version).

>

> Also, anyone got a copy of Christos Dimitrakakis' GP Pacman program, it
 > looks like it was snipped from the list archives.

>

> Thanks.

>

> --

> |) /\ \/][|) | \ / | c | \ / |][| \ | | \ | | | mcminn@redhotant.com

```
> http://members.xoom.com/David_McMinn | ICQ=16827694
> Kilts were invented because sheep run away from the sound of zips
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>
```

1.40 Re: Blitz Warriors - blast from the past!

```
From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-11-00 18:14:07
Subject: Re: Blitz Warriors - blast from the past!
```

Hi James

```
> Don't know if it's any use, but Aaron Koolen (original Blitz TED guy) wrote
> an a* routine for Blitz PC, which is on the site at www.blitzbasic.com -- I
> don't know anything about it apart from the fact that a* is a path-finding
```

Would be of use if I were programming the solutions. I want other people to do the work for me :)

No, err, what I mean to say is rather than going for traditional programmed systems, I want to look at neural nets and things.

There was a student here who does this last year apparently, so I'll have a look at what he done.

```
> algorithm! Should be fairly easy to port...? Gimme a shout if you can't find
> it, cos the example source is quite hidden at the mo' ;)
```

OK, I'll keep it in mind. Cheers.

--

```
l) /\ \/ ][ l) | \ / | c | \ / | ][ | \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Yahoo!'s share price dropped by 50%....now it's called OhS**t!
```

1.41 Re: Blitz Warriors - blast from the past!

```
From: Dave <dave@nbsamiga.demon.co.uk>
Date: 12-11-00 22:26:06
Subject: Re: Blitz Warriors - blast from the past!
```

Hideliho neighbourinos,

```
> Can anyone remember 1 or 2 years back (May 1998 to be precise) there was a
> load of AI discussion on this list? There was mention of things like
> CWarrior, BattleTech, and other things (yeah, I found the messages on the
```

> b2k site) but couldn't seem to find them on Aminet. Or at least, not what I
> thought they look like.
>
> I'm looking at you Dave Newton! :)
> As the main protagonist, or any of the other guys who chipped in.

Moi??? surely not ;)

> Snip (to another email!)

>Just thought some people might like to know some more specifics, he wrote a
>C++ program which used Genetic Programming (like evolving programs for a
>task) to compete in Core Warrior tournaments.
>
>Core Warriors is a simulated computer for these programs to fight it out,
>where they have to trash all the other programs running. Each program is
>written in a custom assembly language called RedCode.
>
>Anyway, the thing I was suggesting was different from this, as it would be
a
>simulated environment rather than computer, and using teams of simulated
>robots to kill each other, rather than programs trying to overwrite each
>other in memory.

I think I saw that too..(I once got on the corewar KOTH...honest ;)) Pretty
interesting, basically he made a blue print for a program, something like
some data, some code, then some more data, fixed sized to start with, and
generated working programs with random code, then some of the top programs
mated with eachother (randomly copied bits out of mated program to make
children for those 2 programs), then threw in a bit change (mutation) every
blue moon, and just ran it many times, nothing really hard there, not
exactly evolution..but close.

I think the main problems was in creating a good robot interface, giving it
the ability to understand its surroundings, so that it could figure out
things, like where other bots where etc, and how to move around objects. I
guess you could just create a bytecode instruction set, and have some in bot
data storage, and pretty much duplicate the corewar experiment...could be
fun ;).

I've not switched on my miggy for ages :(...havent had time..come to think
of it..haven't used winblows much either...got a new job...keeps me toooo
busy! Have I missed anything interesting??

Dave Newton

--

Lead Games Programmer - Leisure Machines Uk - Suppliers of Tournament
Network Games Terminals

1.42 RE:Re: Blitz Warriors - blast from the past!

From: pbrace@cwctv.net
 Date: 12-11-00 23:03:47
 Subject: RE:Re: Blitz Warriors - blast from the past!

What exactly do you want to know about neural nets? I can explain the basics here:

A neural net works in the same way as a human brain learns. I could explain this better with a diagram but this set-top box doesn't draw pictures. There are inputs on the left (in biological terms the senses in your program whatever the AI has to react to). On the right are various actions that can be taken (in biological terms movement etc) but in your program what you want the AI to do.

Initially these are all connected randomly. However over time the probability that an instruction will follow the most commonly used pathways is increased or alternatively the disused pathways can be eliminated or just their probability of use reduced.

Of course the amount you change the probability each time affects how quickly it learns to do things and how imaginative it is with finding new ways to do things.

There are other more complicated aspects to consider but that's the basic.

Here's an example (very basic of a neural net)

```
Input
2+2    ----2+2=4
        ----2-2=0
        ----2/2=1
        ----2x2=4
```

To start with pathways one and four would be increased equally in probability as they had given the right answer. However when other additions eg 2+3 the computer would "learn" that the best (most probable) action to do would be to add the two inputs together. However it would still have the ability to be re-trained to multiply, divide and minus numbers from each other. The logical thing would be to have the +, -, x, / as inputs but let the neural net "decide" which one was which. Of course a more sophisticated system would "learn" the quickest way to do a particular task if time was factored into its learning as well as accuracy.

That's the theory - coding neural nets and AI programming is quite difficult unless you already know exactly what you're trying to achieve. I haven't the time free tonight to write out an example piece of code in BB.

I suggest you look up fuzzy logic too as this is an easier simpler to understand topic that is like a more basic version of a neural net.

John Brace (who's neural net is going into sleep mode in five minutes!) :o)

P.S. I apologise for any typing errors - I am too tired to correct them now but tired enough to make them!

Ignore the rest - it is just my signature
block and is not relevant to most of the ppl on the list.

This is my temporary address. When my accelerator board timer crystal is repaired ←
please revert to my other one. Sorry for the temporary inconvenience.

John

On Mon, 11 Dec 2000 18:14:07 +0000 "David McMinn" <D.Mcminn@eee.rgu.ac.uk> wrote:

1.43 Re: Blitz Warriors - blast from the past!

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-12-00 12:32:33
Subject: Re: Blitz Warriors - blast from the past!

> There was a student here who does this last year apparently, so I'll have
> a look at what he done.

Just thought some people might like to know some more specifics, he wrote a
C++ program which used Genetic Programming (like evolving programs for a
task) to compete in Core Warrior tournaments.

Core Warriors is a simulated computer for these programs to fight it out,
where they have to trash all the other programs running. Each program is
written in a custom assembly language called RedCode.

Anyway, the thing I was suggesting was different from this, as it would be a
simulated environment rather than computer, and using teams of simulated
robots to kill each other, rather than programs trying to overwrite each
other in memory.

--

|) /\ \/] [|) | \ / | c | \ / |] [| \ | | \ | | mcminn@redhotant.com
| http://members.xoom.com/David_McMinn | ICQ=16827694
On the keyboard of life, always keep one finger on the escape key.

1.44 Re: Blitz Warriors - blast from the past!

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-13-00 08:49:46
Subject: Re: Blitz Warriors - blast from the past!

Hi Dave

> > I'm looking at you Dave Newton! :)
> > As the main protagonist, or any of the other guys who chipped in.
>
> Moi??? surely not ;)

This is a local list, we'll have none of your trouble round here :)

> I think the main problems was in creating a good robot interface, giving it
> the ability to understand its surroundings, so that it could figure out
> things, like where other bots where etc, and how to move around objects. I

That's the kind of stuff the AI should take care of.

> guess you could just create a bytecode instruction set, and have some in bot
> data storage, and pretty much duplicate the corewar experiment...could be
> fun ;).

Possibly, but if I was going to do that, I'd just run corewars :)

> I've not switched on my miggy for ages :(...haven't had time..come to think
> of it..haven't used winblows much either...got a new job...keeps me toooo
> busy! Have I missed anything interesting??

Don't think so. Not Blitz related anyway (you know about the PC version?).
And PureBasic PR3 for Windows was released a couple of weeks ago.

```
--
|) /\ \/ ] [ |)  |\/| c |\/| ] [ |\/| |\/|  |  mcminn@redhotant.com
| http://members.xoom.com/David_McMinn  |  ICQ=16827694
Everybody is somebody else's weirdo
```

1.45 Re: Blitz Warriors - blast from the past!

From: James L Boyd <james@thesurfaces.net>
Date: 12-13-00 15:02:18
Subject: Re: Blitz Warriors - blast from the past!

> > > I'm looking at you Dave Newton! :)
> > > As the main protagonist, or any of the other guys who chipped in.
> >
> > Moi??? surely not ;)
>
> This is a local list, we'll have none of your trouble round here :)

Yeah, like that wouldn't have gone over the heads of 90% of the list :)

See ya,

```
--
James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
http://www.blitzbasic.com/
http://www.thesurfaces.net/
Death to the Pixies!
--
```

1.46 blitz-list archive

From: pbrace@cwctv.net
Date: 12-07-00 19:52:38
Subject: blitz-list archive

Are the old posts to the blitz lists available as a download on the web? I ↵
remember that Amiga Format used to include a months worth of posts in ↵
Amigaguide format on their coverdiscs.

I ask because my Amiga is offline and my brother insists I delete my e-mails from ↵
e-mailing lists after I read them. He's worried about me using up the 2Mb space ↵
. :-D It seems a bit selfish as he gets an e-mail to this address about once ↵
every two months! I'm rapidly running out of accounts to forward them to!

John Brace

This is my temporary address. When my accelerator board timer crystal is repaired ↵
please revert to my other one. Sorry for the temporary inconvenience.

John

On Thu, 7 Dec 2000 06:31:47 -0800 (PST) "=?iso-8859-1?q?Francis=20G.=20Loch?=" < ↵
fgloch@yahoo.com> wrote:

1.47 Re: blitz-list archive

From: Curt Esser <camge@amigaonline.net>
Date: 12-08-00 05:08:27
Subject: Re: blitz-list archive

Hi John,

----- Original Message -----

From: <pbrace@cwctv.net>
To: <blitz-list@netsoc.ucd.ie>
Sent: Thursday, December 07, 2000 11:52 AM
Subject: blitz-list archive

> Are the old posts to the blitz lists available as a download on the web? I
remember that Amiga Format used to include a months worth of posts in
Amigaguide format on their coverdiscs.

They used to be uploaded to Aminet/dev/basic/ every month. You might try
there, although I'm not sure if it is still being done...

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbci.com/curt_esser/

1.48 Re: blitz-list archive

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
 Date: 12-08-00 09:45:57
 Subject: Re: blitz-list archive

Hi pbrace@cwctv.net

If you're going to start a new message, don't reply to an old one, just start a new message.

> Are the old posts to the blitz lists available as a download on the web?

Yes, Aminet in dev/basic (of course :). Also check out <http://www.blitz-2000.redhotant.com> as it has direct links to those files (in the archives/documents section), you can read them on the web, and you can also search the archives (although the search engine I use won't let me have enough pages to cover all the archives - I might end up writing my own/adapting another CGI script for the searching).

--

) / \ \] [|) | \ / | c | \ / |] [| \ | | \ | | | mcminn@redhotant.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 'I don't care how good you say they are. I ain't fightin' alongside
 no f**k-ass teddy bears.' - Samuel L. Jackson, Jedi

1.49 Re: blitz-list archive

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
 Date: 12-08-00 14:00:51
 Subject: Re: blitz-list archive

Hi Curt

> They used to be uploaded to Aminet/dev/basic/ every month. You might try
 > there, although I'm not sure if it is still being done...

They are still being done, however, it's usually the second week in the month that I get a chance to create and upload them (busy busy busy, and normally don't have my Amiga connected up much).

The archives for February, March and April of this year are not on Aminet because it keeps telling me the archives are LZX, even though I've tried different compression options in lha and even getting an old version of lha v1.38. I have the archives on mh HDD, I just can't get them onto Aminet :(

Maybe they've been blacklisted or somehting :(

Anyway, the archives for those months are online on the b2k site.

--

) / \ \] [|) | \ / | c | \ / |] [| \ | | \ | | | mcminn@redhotant.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 Mmmmm, doooonnnnnuuuuts.

1.50 Re: blitz-list archive

From: "jm.gigandet@libertysurf.fr" <jm.gigandet@libertysurf.fr>
Date: 12-08-00 16:20:28
Subject: Re: blitz-list archive

Hello David,

Having problems with uploading to aminet ?
Please send me one archive. I'll take a look and try to
upload it.

```
> ----- Initial message -----  
>  
> From      : "David McMinn" <D.Mcminn@eee.rgu.ac.uk>  
> To        : blitz-list@netsoc.ucd.ie  
> Cc        :  
> Date      : Fri, 8 Dec 2000 14:00:51 +0000  
> Subject   : Re: blitz-list archive  
>  
> Hi Curt  
>  
> > They used to be uploaded to Aminet/dev/basic/ every  
month. You might try  
> > there, although I'm not sure if it is still being  
done...  
>  
> They are still being done, however, it's usually the  
second week in the  
> month that I get a chance to create and upload them  
(busy busy busy, and  
> normally don't have my Amiga connected up much).  
>  
> The archives for February, March and April of this year  
are not on Aminet  
> because it keeps telling me the archives are LZX, even  
though I've tried  
> different compression options in lha and even getting  
an old version of lha  
> v1.38. I have the archives on mh HDD, I just can't get  
them onto Aminet :(  
>  
> Maybe they've been blacklisted or something :(  
>  
> Anyway, the archives for those months are online on the  
b2k site.  
>  
>  
> --  
> |) /\ \/ ][ |)  |\| c |\| ][ |\| |\| |  
mcminn@redhotant.com  
> http://members.xoom.com/David_McMinn |  
ICQ=16827694  
> Mmmmm, doooooonnnnnuuuuts.  
>  
>
```

> To unsubscribe, e-mail: blitz-list-
unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-
help@netsoc.ucd.ie
>
>

Forfait gratuit et révolutionnaire sur Liberty Surf!
4H par mois tout compris internet + telecom pour OF.
http://register.libertysurf.fr/subscribe_fr/signup.php3

1.51 Re: blitz-list archive

From: "jm.gigandet@libertysurf.fr" <jm.gigandet@libertysurf.fr>
Date: 12-11-00 13:43:48
Subject: Re: blitz-list archive

Hi David,

I'm back on this Monday, and found your archive. It seems that the problem is not YOUR archive, but the ones included in it. In Mail_263 and Mail_268, there are LZX archives. Aminet robot is doing recursive dearchiving, and rejected all the archive, because of those includes. I've just uploaded the new archive only with Lha, I think everything is going to be OK, just wait and see ...

Regards,

Forfait gratuit et révolutionnaire sur Liberty Surf!
4H par mois tout compris internet + telecom pour OF.
http://register.libertysurf.fr/subscribe_fr/signup.php3

1.52 Re: Byte problems

From: Martin Konrad <mkon@gmx.de>
Date: 12-04-00 14:09:28
Subject: Re: Byte problems

>Is there a quick way to find the value of a single byte, at the moment I'm
>using
>something like this:
>
> gennum=Peek.b(buff+127)
> If (gennum<0)|(gennum>125)

```
>     genum=255
>     EndIf
>     TAG$+"Genre  : "+Genre(genum)+rt
>
>I have also tried this:
>
>     TAG$+"Genre  : "+Genre(Val("$"+Right$(Hex$(Peek.l(buff+124)),2)))+rt
>
>Both work but it's a bloody complicated way to find the value of a single byte.
```

Maybe:

```
genum = Peek.b(buff+127)
if genum < 0 then genum+256
```

Or:

```
genum = (Peek.b(buff+127) + 256) & $FF
```

--

Regards,
Martin Konrad

1.53 Byte problems

From: Nick Clover <bauk@uksysops.com>
Date: 12-04-00 16:13:32
Subject: Byte problems

Greetings,

First of all STOP ADDING HUGE ATTCHMENTS (246808 bytes for 3 emails yesterday) up to 50k I can live with but not 165k emails. Ok enough ranting...

I am trying to read the tag from an mp3 and am having a problem with the last byte which is the Genre setting (a range of 0 to 125 and 255 for undefined). The ←
problem
is then when I read the value eg. peek.b(buffer+127) if the data is 255 (\$FF) ←
blitz returns
-1 (\$FFFFFFFF). Possibly blitz is using a signed byte instread of unsigned?

Is there a quick way to find the value of a single byte, at the moment I'm using something like this:

```
genum=Peek.b(buff+127)
If (genum<0)|(genum>125)
    genum=255
EndIf
TAG$+"Genre  : "+Genre(genum)+rt
```

I have also tried this:

```
TAG$+"Genre  : "+Genre(Val("$"+Right$(Hex$(Peek.l(buff+124)),2)))+rt
```

Both work but it's a bloody complicated way to find the value of a single byte.

If anybody wants it here's my tag reading routine:

```

.initalise
  Dim Genre.s(126)
  For i=0 to 126
    Read Genre(i)
  next

.readtags
  tempfile.s=GTGetString(0,50)
  If ReadFile(2,tempfile)
    buff.l=AllocMem(128,65536)
    FileSeek 2,Lof(2)-128
    ReadMem 2,buff,128
    CloseFile 2
  EndIf
  If Left$(Peek$(buff),3)="TAG"
    TAG$=rt
    TAG$+"Song: "+LSet$(Peek$(buff+3),30)+rt
    TAG$+"Artist: "+LSet$(Peek$(buff+33),30)+rt
    TAG$+"Album: "+LSet$(Peek$(buff+63),30)+rt
    TAG$+"Year: "+LSet$(Peek$(buff+93),4)+rt
    TAG$+"Comment: "+LSet$(Peek$(buff+97),30)+rt
    gennum=Peek.b(buff+127)
    If (gennum<0)|(gennum>125)
      gennum=126 ;if not 0-125 set as undefined
    EndIf
    TAG$+"Genre : "+Genre(gennum)+rt
    dummy.l=RTEZRequest("MP3 TAG",TAG$,"_OK",0,0,0)
  Else
    DisplayBeep_ (*scr)
    prt {"No Tag Found"}
  EndIf
  FreeMem buff,128
RTS

Data.s "Blues","Classic Rock","Country","Dance","Disco","Funk","Grunge","Hip-Hop"
Data.s "Jazz","Metal","New Age","Oldies","Other","Pop","R&B","Rap"
Data.s "Reggae","Rock","Techno","Industrial","Alternative","Ska","Death Metal"," ←
Pranks"
Data.s "Soundtrack","Euro-Techno","Ambient","Trip-Hop","Vocal","Jazz+Funk","Fusion ←
","Trance"
Data.s "Classical","Instrumental","Acid","House","Game","Sound Clip","Gospel"," ←
Noise"
Data.s "AlternRock","Bass","Soul","Punk","Space","Meditative","Instr. Pop","Instr. ←
Rock"
Data.s "Ethnic","Gothic","Darkwave","TechnoIndust.","Electronic","Pop-Folk"," ←
Eurodance","Dream"
Data.s "Southern Rock","Comedy","Cult","Gangsta","Top 40","Christian Rap","Pop/ ←
Funk","Jungle"
Data.s "NativeAmeric.","Cabaret","New Wave","Psychadelic","Rave","Showtunes"," ←
Trailer","Lo-Fi"
Data.s "Tribal","Acid Punk","Acid Jazz","Polka","Retro","Musical","Rock & Roll"," ←
Hard Rock"
Data.s "Folk","Folk-Rock","National Folk","Swing","Fast Fusion","Bebob","Latin"," ←
Revival"
Data.s "Celtic","Bluegrass","Avantgarde","Gothic Rock","Progres. Rock","Psyched. ←
Rock","SymphonicRock","Slow Rock"

```

```
Data.s "Big Band", "Chorus", "EasyListening", "Acoustic", "Humour", "Speech", "Chanson ←
", "Opera"
Data.s "Chamber Music", "Sonata", "Symphony", "Booty Brass", "Primus", "Porn Groove", " ←
Satire", "Slow Jam"
Data.s "Club", "Tango", "Samba", "Folklore", "Ballad", "Power Ballad", "Rhythmic Soul", " ←
Freestyle"
Data.s "Duet", "Punk Rock", "Drum Solo", "A Capela", "Euro-House", "Dance Hall", " ←
Undefined"
```

Cheers

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ←
microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.54 Re: Byte problems

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>

Date: 12-04-00 18:28:37

Subject: Re: Byte problems

Hi Nick

> -1 (\$FFFFFFFF). Possibly blitz is using a signed byte instread of unsigned?

Yup, Blitz assumes signed values for everything.

You can do this to get the correct values:

```
blah.w = Peek.b(&wherever) & $FFFF
```

That will get you 0-125 and 255.

--

```
|) /\ \/ ][ |)   |\/| c |\/| ][ |\/| |\/|   |   mcminn@redhotant.com
| http://members.xoom.com/David_McMinn   |   ICQ=16827694
```

Mmmmm, doooooonnnnnuuuuts.

1.55 Re: Byte problems

From: Sami Näätänen <sami.naatanen@dlc.fi>

Date: 12-04-00 19:06:39

Subject: Re: Byte problems

David McMinn wrote:

```
>
> Hi Nick
>
> > -1 ($FFFFFFFF). Possibly blitz is using a signed byte instread of unsigned?
>
> Yup, Blitz assumes signed values for everything.
> You can do this to get the correct values:
>     blah.w = Peek.b(&wherever) & $FFFF
```

Well use only 2 F's in the mask, if you really want it to work. ;)

1.56 Re: Byte problems

From: Nick Clover <bauk@uksysops.com>
Date: 12-04-00 22:32:29
Subject: Re: Byte problems

Hello Sami

On 04-Dec-00, you wrote:

```
> David McMinn wrote:
>>
>> Hi Nick
>>
>>> -1 ($FFFFFFFF). Possibly blitz is using a signed byte instread of unsigned?
>>
>> Yup, Blitz assumes signed values for everything.
>> You can do this to get the correct values:
>>     blah.w = Peek.b(&wherever) & $FFFF
```

> Well use only 2 F's in the mask, if you really want it to work. ;)

Ah! that explains it. Everything is working fine now.

Thanks

BTW I got some interesting instructions on the xmas AOL cd:

1. Insert the enclosed CD in your hard drive.

All I can say is "Ouch"

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ←
microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.
<sb>

1.57 Re: Byte problems

From: David McMinn <mcminn@redhotant.com>
Date: 12-04-00 22:40:42
Subject: Re: Byte problems

On 4 Dec 2000, at 21:06, Sami Näätänen wrote:

```
> >      blah.w = Peek.b(&wherever) & $FFFF
>
> Well use only 2 F's in the mask, if you really want it to work. ;)
```

Of course, that's what I meant :)

```
blah.w=Peek.b(&wherever) & $FF
```

```
|) /\ \ / ][ |)   |\ / | c |\ / | ][ |\ | |\ | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn   | ICQ=16827694
```

1.58 Christmas card!

From: Simon Smith <simonisfound@yahoo.co.uk>
Date: 12-19-00 13:45:08
Subject: Christmas card!

A-ho-ho-ho and a merry christmas to everyone.

here is a jolly traditional christmas scene for everyone to enjoy.

Best wishes

Fae Simon

"Ho-ho...yikes!"

```

      \
      0
    __ -( ) -
     || / |
  /-----\   \      "Gimmie those presents, fatboy!"
 /_____| \   /
 |       |   0
 |[]    []|   (-|-
 |__ []__|   twang / \
```

It depicts me lying in wait for santa, ready to strike him down with arrows, should he refuse me my Max Power action figure for the third year running.

Do You Yahoo!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>
or your free @yahoo.ie address at <http://mail.yahoo.ie>

1.59 CLI or WB ? (fwd)

From: amorel <amorel@xs4all.nl>
Date: 12-14-00 02:31:54
Subject: CLI or WB ? (fwd)

I got this private, but I bet it was meant for all ;-)

*** Forwarded message, originally written by Sven Dröge on 13-Dec-00 ***
Hello to all experts out there!

A simple question: is there an easy way to check if a Blitz-program was started from WB or from CLI ?

Greetings,
Pearl

1.60 Re: CLI or WB ? (fwd)

From: James L Boyd <james@thesurfaces.net>
Date: 12-14-00 03:27:21
Subject: Re: CLI or WB ? (fwd)

If FromCLI Then [launched via CLI] Else [launched from WB] :)

See ya,
--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!

--
----- Original Message -----

From: "amorel" <amorel@xs4all.nl>
To: "BlizList" <blitz-list@netsoc.ucd.ie>
Sent: Thursday, December 14, 2000 2:31 AM
Subject: CLI or WB ? (fwd)

1.62 closing screen

From: Daniel Dudnelski <ditud@box43.gnet.pl>
Date: 02-07-14 05:49:47
Subject: closing screen

Hello,

I have trouble with closing screen. First I'm opening screen 1 - 0 is WB screen - by ScreenTags (640x460x8). I'm showing graphics and then I use CloseScreen 1. After that I'm opening another screen 1 by ScreenTags (640x256x8). This is my main screen where I do all operations. When I end the program there is still open an unknown screen with dimensions 640x480 (what a surprise). I do not know why it wasn't closed??? Can anyone help me?

Kind Regards

Daniel

--

ITU, real polish hultay and of course AMIGA user!!!

Working on A4000T/060/32MB RAM+CV 64/3D
(My Clock is DeAd)

TaBoo 3 AGA [#####....]
TaBoo 3 CGX [##.....]

--

Swiateczny konkurs w LP! Do wygrania ... Rodzynka ?!
<http://www.lp.pl> - dopisz Box43 do nazwiska,
a otrzymasz 5% zniżki do każdego zamówienia!

1.63 Re: closing screen

From: James L Boyd <james@thesurfaces.net>
Date: 12-18-00 02:18:31
Subject: Re: closing screen

You did close all windows before trying to close the screen, right?
Otherwise, CloseScreen might have failed silently, then your windows were closed, then your program ended...if that's not the case, I don't know! :)

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!

--

----- Original Message -----

From: "Daniel Dudnelski" <ditud@box43.gnet.pl>
To: "Lista Blitz'a" <blitz-list@netsoc.ucd.ie>
Sent: Saturday, December 31, 1977 11:21 PM
Subject: closing screen

> Hello,

>

> I have trouble with closing screen. First I'm opening
> screen 1 - 0 is WB screen - by ScreenTags (640x460x8). I'm
> showing graphics and then I use CloseScreen 1. After that
> I'm opening another screen 1 by ScreenTags (640x256x8). This
> is my main screen where I do all operations. When I end the
> program there is still open an unknown screen with
> dimensions 640x480 (what a surprise). I do not know why it
> wasn't closed??? Can anyone help me?

>

> Kind Regards

>

> Daniel

>

> --

>

> ITU, real polish hultay and of course AMIGA user!!!

>

> Working on A4000T/060/32MB RAM+CV 64/3D

> (My Clock is DeAd)

>

> TaBoo 3 AGA [#####....]

> TaBoo 3 CGX [##.....]

>

>

> --

> Swiateczny konkurs w LP! Do wygrania ... Rodzynka ?!

> <http://www.lp.pl> - dopisz Box43 do nazwiska,

> a otrzymasz 5% zniżki do każdego zamówienia!

>

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

>

>

1.64 OT: Defrag for AmigaOS ?

From: Sven Dröge <Sven.Droege@djh-freeweb.de>
Date: 12-06-00 20:34:49
Subject: OT: Defrag for AmigaOS ?

Hi blitzers,

sorry for going off topic, but is there any defragmentation program

available for the FFS?
I used to defrag my hd with ReOrg3.11 but it won't work with 18MB RAM.

Greets,
Pearl

1.65 Re: OT: Defrag for AmigaOS ?

From: amorel <amorel@xs4all.nl>
Date: 12-07-00 02:29:18
Subject: Re: OT: Defrag for AmigaOS ?

On 06-Dec-00, Sven Dröge wrote:
C=Hi blitzers,

C=sorry for going off topic, but is there any defragmentation program
C=available for the FFS?
C=I used to defrag my hd with ReOrg3.11 but it won't work with 18MB RAM.

Yes the quarterback package, its freeware now afaik. If you cant find it I
could send it to you.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS \ \ / /Half a decent studio
Music: www.mp3.com/vopak \ \ /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html \ \ /productions,demos,programs...

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.66 Re: Defrag for AmigaOS ?

From: eTeacher <eteacher@amiga.org.pl>
Date: 12-07-00 05:21:34
Subject: Re: Defrag for AmigaOS ?

> sorry for going off topic, but is there any defragmentation program
> available for the FFS?
> I used to defrag my hd with ReOrg3.11 but it won't work with 18MB RAM.
I can't remember of my ReOrg version (probably 3.12) but I've also 18MB RAM
and it works perfectly...

Chris, eteacher@amiga.org.pl

1.67 Re: Defrag for AmigaOS ?

From: Davide Zipeto <dawez@tiscalinet.it>
Date: 12-07-00 09:35:34
Subject: Re: Defrag for AmigaOS ?

Hello eTeacher

On 07-Dic-00, eTeacher wrote:

> I can't remember of my ReOrg version (probably 3.12) but I've also 18MB
> RAM and it works perfectly...

well reorg uses a ram cache that is proportional to the size of defrag
partition. You can try to improve the "security memory level" in advanced
option.

If that will not work, I suggest to switch to another defragger... one
is called "disk optimizer" I think it's on aminet and it's shareware...

There also other optimizer.. Search for "optimize" and "defrag" on
aminet... cya

Regards

--

<tspb> #dawez# A proud Amiga user
Projects : Sms Engineer Mui OnLineTimer mui
[#####^.....] [#####^.]

SmsEngineer is available at: <http://blitz-engineers.virtualave.net>
wap fans check this: <http://blitz-engineers.virtualave.net/wap>

--

1.68 Dimmin

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-04-00 19:55:13
Subject: Dimmin

Hey lads!

Shoot me if I'm wrong, but isn't redim'n a variable suppose to free the
current memory taken up by it and reinitialize it with Blitz?

I've come to the nice error message:

"Unable to free memory"

when trying to redim a 2d-variable with a new size.

;

```
Dim bla.w(200,200)
..
; some code, statements, functions etc
..
```

```
Dim bla(220,100)          ; wabaam, and the error pops  
  
;--
```

Has anyone noticed this error message before?

```
//Thor  
--  
Peter Thor, Pagan Games  
ICQ: 11277616, IRC: Joru
```

1.69 Re: Dimmin

From: James L Boyd <james@thesurfaces.net>
Date: 12-05-00 02:19:24
Subject: Re: Dimmin

```
> I've come to the nice error message:  
>  
> "Unable to free memory"  
>  
> when trying to redim a 2d-variable with a new size.  
>  
> ;--  
>  
> Dim bla.w(200,200)  
> ..  
> ; some code, statements, functions etc  
> ..  
> Dim bla(220,100)          ; wabaam, and the error pops
```

Not sure if this does it, but have you tried Dimming it with 0 values first?

See ya,

```
--  
James L Boyd, Member of DNRC.  
Connected from Fife, Scotland.  
http://www.blitzbasic.com/  
Death to the Pixies!  
--
```

1.70 Re: Dimmin

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-05-00 08:44:23
Subject: Re: Dimmin

Hi Peter

```
> Hey lads!  
>
```

> Shoot me if I'm wrong, but isn't redim'n a variable suppose to free the
> current memory taken up by it and reinitialize it with Blitz?

It is supposed to allocate some new memory I think, but I don't know if it does actually do the freeing of the old memory. It should, but you never know, after all, strings aren't freed until you exit your program.

> I've come to the nice error message:
>
> "Unable to free memory"

This sometimes happens when you either:
 Try to free memory that has already been freed
 Freeing memory but doing it the wrong size

Most of the time (for me anyway) this involves using pointers incorrectly and writing over some memory that the thing needs to free it, e.g. the size.

```
> Dim bla.w(200,200)
> ..
> ; some code, statements, functions etc
> ..
> Dim bla(220,100)          ; wabaam, and the error pops
```

I just tried to dim and then re-dim an array and it worked OK. I'm guessing the problem lies with something you've done to the array

--

```
l) /\ \/ ][ l)  |\| c |\| ][ |\| |\|  |  mcminn@redhotant.com
    http://members.xoom.com/David_McMinn  |  ICQ=16827694
'Bother', said Pooh as his new cellmate called him 'Bitch'
```

1.71 Re: Dimmin

From: Jean-Marc GIGANDET <JM.GIGANDET@libertysurf.fr>
Date: 12-06-00 19:31:06
Subject: Re: Dimmin

Hello Peter

Sure you're doing something wrong. My programs are using the Dim statement, in ↔ routines which are called very often, and I don't have any problems. I can have ↔ a look at your code if you want. Just send it.

Regards

--

```
jm.gigandet@libertysurf.fr
A1200T 030/28 + 68881, 8 Mb, HD 4.3Gb+635Mb+60Mb, Cd Toshiba 40x, M1438S, Deskjet ↔
840C, UsR 33600.
iMac G3/350Mhz 128Mb, 6.3 Gb HD.
HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond ...
```

1.72 Re: Dimmin

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-06-00 23:07:06
Subject: Re: Dimmin

The 06-Dec-00, Jean-Marc GIGANDET wrote:

```
> Hello Peter  
>  
> Sure you're doing something wrong. My programs are using the Dim  
> statement, in routines which are called very often, and I don't have any  
> problems. I can have a look at your code if you want. Just send it.
```

I sure did something wrong :)
I didn't see I redimmed the darn variable INSIDE a statement which might not
be so nice ;)

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.73 dimmin

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-07-00 10:14:52
Subject: dimmin

Curt, Nick

Just checking to see that you saw what the mistake I did was :)

Stupid, think i accidentally hit amiga-u (undelete) and pasted the redim
inside a statement.. :)

Thx tho :)

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.74 genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc)

From: pbrace@cwctv.net
Date: 12-13-00 02:17:02
Subject: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc) ←

How do you make the programs generated by genetic programming error-free though?

I've thought in the past of doing a simple genetic program but I decided it would take too long to code! ↔

If anyone remembers the Royal Institution Christmas Lectures from a few years back they had a program that "showed" how the shape of spider's webs had evolved in order to trap flies more efficiently. Has anyone ever combined genetic programming with a neural net which could result in the new programs having built-in "instincts" before they'd even started to "learn". Mind you I'm starting to question my own sanity by even writing such a strange possibility. ↔

It's probably just science-fiction at the moment. When will programs write themselves then? It still seems a long way off. ↔

Goes before he gets a reputation for being a little crazy on this list.

:o)

John Brace

This is my temporary address. When my accelerator board timer crystal is repaired please revert to my other one. Sorry for the temporary inconvenience. ↔

John

On Mon, 11 Dec 2000 22:26:06 -0000 "Dave" <dave@nbsamiga.demon.co.uk> wrote:

1.75 Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc)

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>

Date: 12-13-00 08:39:12

Subject: Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc) ↔

Hi pbrace@cwctv.net

> How do you make the programs generated by genetic programming error-free
> though?

You don't (or at least, you can't guarantee it), unless you specifically code it to be error free.

> flies more efficiently. Has anyone ever combined genetic programming
> with a neural net which could result in the new programs having built-in
> "instincts" before they'd even started to "learn". Mind you I'm starting
> to question my own sanity by even writing such a strange possibility.

Probably, since instinctive behaviour is a simpler thing to create. Most of the time in robotics, this takes the form of reflexes (functionally similar to pain reflexes in biology) so that when the robot collides/is about to

collide with something, it backs away or takes a new trajectory.

> the moment. When will programs write themselves then? It still seems a
> long way off.

In a way, using GP to create CoreWar warriors is doing just that. Since the GP program is effectively writing RedCode ASM programs. OK, probably not exactly what you meant :)

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Windows NT - not today, no thanks or never tested?

1.76 RE:Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc)

From: pbrace@cwctv.net
Date: 12-13-00 23:20:35
Subject: RE:Re: genetic programming + neural net ? - possible? (Was RE: Blitz Warriors/ AI etc) ↔

Thanks - very interesting. :o)

John

This is my temporary address. When my accelerator board timer crystal is repaired ↔ please revert to my other one. Sorry for the temporary inconvenience.

John

On Wed, 13 Dec 2000 08:39:12 +0000 "David McMinn" <D.Mcminn@eee.rgu.ac.uk> wrote:

1.77 Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-01-00 06:07:46
Subject: Hardware Baning (Was: Will there be a Blitz Basic 3?)

The 01-Dec-00, amorel wrote:

> On 30-Nov-00, Frederic Laboureur wrote:
>
> C= Blitz mode makes sense only on 68000/512 kb based amiga (A500)...
>
> I agree, but then all hardware banging stuff should be available under the
> OS, which sadly is not the case. Besides Blitz will do most hardware stuff
> in Blitz mode only.

Remember that it is possible to 'take-over' the Amiga by setting your

program to a very low priority, thus giving your program more cpu-time. Blitz-mode in itself is just a matter of switching off the proper DMA channels, thus owning a small or huge amount of your Amiga CPU. The graphics.library has support for things like Sprites, control over the Blitter and Copper + more so using that in conjunction with prioritie- and interruptissues might be something...

One could also use CloseWorkBench() to get some more chipmem on AGA.

;

Keeping things as compatible as possible is better today. You're gonna see yourself go through a hell with todays different speced Amigas, one who goes for hardware banging these days is asking for trouble (with exceptions) :)

I still, as you guys might have guessed suggest using rather OS-friendly programming, Blitz-mode is the BEAST and should only be used in things like.. uhhh.. like what? =) Maybe a few phong-donuts :)

Naw, not that dangerous nor serious lads :) But this is my general idea.

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.78 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-01-00 09:09:26
Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

Hi Peter

> Remember that it is possible to 'take-over' the Amiga by setting your
> program to a very low priority, thus giving your program more cpu-time.

Surely you mean a higher than normal priority?

+127 = highest priority, take over whole machine, and probably cause so many deadlocks that nothing ever works ever again :)
+25 = priority of input.device I think, or maybe it is the task scheduler
+?? = it's better if you put your priority in this range
0 = normal
-128 = lowest priority, would probably end up never running :)

--

) / \ \ /] [|) \ \ / | c \ \ / |] [\ | \ | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694

I love deadlines. I especially like the whooshing sound they make as they go flying by.

1.79 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-01-00 11:34:23
Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

The 01-Dec-00, David McMinn wrote:

> Surely you mean a higher than normal priority?

The handling of the english language can sometimes be a little hard, I blame it on my english =)

Naw, I was thinking in one direction and writing in the other hehe..

> +127 = highest priority, take over whole machine, and probably cause so
> many deadlocks that nothing ever works ever again :)

I belive input is at 20.. or something ;)

Pardon my language once again :)

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.80 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: James L Boyd <james@thesurfaces.net>
Date: 12-01-00 15:53:19
Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

> Pardon my language once again :)

> --

> Peter Thor, Pagan Games
> ICQ: 11277616, IRC: Joru

Dammit, would non-English speakers stop apologising for their English?! ;)

Us native English speakers are the laziest bunch o' b*****ds in the world when it comes to languages, so we can't complain (my French is atrocious, despite getting the prize at school...wonder if they can take it back? ;)

And besides, I didn't even realise you *weren't* a native-English speaker!

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
Death to the Pixies!

--

1.81 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: amorel <amorel@xs4all.nl>
 Date: 12-01-00 23:32:56
 Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

On 01-Dec-00, Peter Thor wrote:

C=I still, as you guys might have guessed suggest using rather OS-friendly
 C=programming, Blitz-mode is the BEAST and should only be used in things
 C=like.. uhhh.. like what? =) Maybe a few phong-donuts :)

C=Naw, not that dangerous nor serious lads :) But this is my general idea.

Worms uses Blitz mode and didn't hurt me or many others. AGA hardware and
 Paula is what IS as much standard as you can get. You'll get the whiners who
 dislike there gfx card NOT being used, but as I said afaik AGA versions of
 games(which do both AGA and RTG(gfx card)) ARE faster. Still most people do
 still have ways to see native Amiga screens(flicker fixer etc)

I'd let my system being taken over any day if that'd mean silky smooth
 scrolling and animation, compared to flicker heaven ala pc 2d games.

Regards

```
--
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak             \ \ /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.82 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: Curt Esser <camge@amigaonline.net>
 Date: 12-02-00 14:41:31
 Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

Hi,

----- Original Message -----

From: amorel <amorel@xs4all.nl>
 To: Peter Thor <blitz-list@netsoc.ucd.ie>
 Sent: Friday, December 01, 2000 3:32 PM
 Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

>> On 01-Dec-00, Peter Thor wrote:

>>

>> C=I still, as you guys might have guessed suggest using rather
 OS-friendly

>> C=programming, Blitz-mode is the BEAST and should only be used in things

>> C=like.. uhhh.. like what? =) Maybe a few phong-donuts :)

>>
>> C=Naw, not that dangerous nor serious lads :) But this is my general idea.
>
> Worms uses Blitz mode and didn't hurt me or many others. AGA hardware and Paula is what IS as much standard as you can get. You'll get the whiners who
> dislike there gfx card NOT being used, but as I said afaik AGA versions of
> games(which do both AGA and RTG(gfx card)) ARE faster. Still most people do
> still have ways to see native Amiga screens(flicker fixer etc)

I just wanted to point out that I have a standard AGA system, and Worms does NOT work on it properly.
My system is NTSC, and to run Worms I have to re-boot directly into PAL mode using a floppy disk in order to run Worms from my HD. And even then, it sometimes falls back into NTSC mode (meaning the bottom of the screen disappears) when changing screens.

And, I have seen many hardware-hitting games and demos that simply won't run no matter what on my system, or worse yet cause an instant crash.

The problem with hitting the hardware is that it makes a lot of assumptions about what hardware is there.

Mark Sibley has even told me (on the BlitzPC list) that Blitz Mode was a bad idea, and he wouldn't do it again.

I think Blitz-Mode is largely responsible for the bad reputation Blitz has gotten, for being "unstable"

As Fred pointed out, you can now do everything that could be done in Blitz Mode through the OS these days, unless you are still using WB 1.3 or something.

>
> I'd let my system being taken over any day if that'd mean silky smooth
> scrolling and animation, compared to flicker heaven ala pc 2d games.

I'm not sure what PC games you are talking about, or what sort of PC you have seen them on.

But I haven't seen a 2d (or 3d) game on my PC that flickered at all.

Also, all the OS friendly Amiga games run flicker-free on my AGA/030

I agree with Fred, that hitting the hardware only makes sense if you are programming for an A500.

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbci.com/curt_esser/

1.83 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: amorel <amorel@xs4all.nl>

Date: 12-02-00 18:32:43

Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

On Sat, Dec 02, 2000 at 06:41:31AM -0800, Curt Esser wrote:

>

> I just wanted to point out that I have a standard AGA system, and Worms does

> NOT work on it properly.

> My system is NTSC, and to run Worms I have to re-boot directly into PAL

Ofcourse and matters wouldn't be any different if the game was OS friendly. Because OS friendly doesn't mean it runs on every system around.

> And, I have seen many hardware-hitting games and demos that simply won't run

> no matter what on my system, or worse yet cause an instant crash.

Then either your system had some problems and/or (most likely) the game was badly coded. Hardware hitting doesn't need to be bad(hell the OS does it ;)

> The problem with hitting the hardware is that it makes a lot of assumptions

> about what hardware is there.

It's not strange to assume AGA is there and Paula(she has been there always anyways ;)

> Mark Sibley has even told me (on the BlitzPC list) that Blitz Mode was a bad
> idea, and he wouldn't do it again.

Ofcourse it's a bad idea! I'd go for more friendly approach any day, BUT it still should allow access to all the features of the gfx system(just like any decent 3d gfx dev environment does). Problem is, only in Blitz mode you can access the gfx system fully and even the OS doesn't allow full access to the gfx hardware, sadly. So it is both Commodore's and a language developer's fault. This leaves the coder to use the crappy tools available. Luckily one can bang hardware without much problems to the whole system, if done correctly.

> I think Blitz-Mode is largely responsible for the bad reputation Blitz has
> gotten, for being "unstable"

I don't know.

> As Fred pointed out, you can now do everything that could be done in Blitz
> Mode through the OS these days, unless you are still using WB 1.3 or
> something.

I don't believe that. Since when does an OS generated screen allow full control of all sprites and other tricks? If that's possible then that's sure new to me. Even so, easy it won't ever be.

> I'm not sure what PC games you are talking about, or what sort of PC you
> have seen them on.

Any pc 2d game I saw. That's a while ago as everything is 3d now, sadly.

> But I haven't seen a 2d (or 3d) game on my PC that flickered at all.

Well, I don't mean flicker as in interlace or 10 hz or something. But non pixel perfect and not vertical synced scrolling etc. That's flicker, or jerky or whatever.

> Also, all the OS friendly Amiga games run flicker-free on my AGA/030

But how os friendly are they? Running in multitasking and such doesn't guarantee much in itself.

Again I'm all for more friendly programming, but not giving up gfx power as a result. I want to use BOTH full AGA and the cpu.

Regards

1.84 Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>

Date: 12-02-00 19:47:48

Subject: Re: Hardware Baning (Was: Will there be a Blitz Basic 3?)

Hi amorel

> > The problem with hitting the hardware is that it makes a lot of
> > assumptions about what hardware is there.

>

> It's not strange to assume AGA is there and Paula (she has been there
> always anyways ;)

I think Curt was meaning more along the lines of the NTSC/PAL issues, which then affect screen sizes and timing issues.

> > I think Blitz-Mode is largely responsible for the bad reputation Blitz has
> > gotten, for being "unstable"

No, I think Blitz had a lot of bugs in the libraries and the language, in fact some of the bugs are still kicking around. If you add bad coding by the game programmers (and there was plenty of that too in the early days) to the bad code in the libraries, you're asking for instability.

It's not Blitz mode's fault (the theory is sound: you can take over the system completely as long as you put it back properly), unless there are bugs in the related pieces of code.

> I don't believe that. Since when does an OS generated screen allow full
> control of all sprites and other tricks? If that's possible then that's
> sure new to me. Even so, easy it won't ever be.

I'm sure you can. Because you can create custom copperlists for OS screens, although it involves you taking over the display I think. Hmm, kind of removes the OS screens thing then eh?

> Again I'm all for more friendly programming, but not giving up gfx
> power as a result. I want to use BOTH full AGA and the cpu.

Unfortunately, chipram sucks ass :)

--

|) /\ \/][|) |\/| c |\/|][|\/| |\/| | mcminn@redhotant.com
| http://members.xoom.com/David_McMinn | ICQ=16827694
Windows 98 (noun) - bloatware patch to Windows 95

1.85 Hi

From: Paul Bray <paulb7@one.net.au>
Date: 12-23-00 06:27:47
Subject: Hi

Hello,

I'm Paul Bray and this is my first time on this list
could someone please give me the web-site to RWE
I've tried the one from the Ultimate BB CD but I can't get it to work
thanks if you can.

Kind regards

Paul

1.86 Re: Hi

From: David McMinn <mcminn@redhotant.com>
Date: 12-23-00 13:13:36
Subject: Re: Hi

Paul Bray says the moon is made of cheese, but it's actually made of Hi

> I'm Paul Bray and this is my first time on this list
> could someone please give me the web-site to RWE
> I've tried the one from the Ultimate BB CD but I can't get it to
> work
> thanks if you can.

There is no RWE site (that supports Blitz anyway).

You've tried what from the CD? Blitz? BSS? The CD is pretty much a mess,
and the install script is broken. There's a fixed one on Aminet (in
dev/basic called ubbininstall.lha I think).

And if it's not that, what doesn't work about it? What error messages are
you getting?

Bye

--

```
() /\ \\/ ] [ ()  | \\/ | © | \\/ | ] [ | \\/ | |  | mcminn@redhotant.com
  http://members.xoom.com/David_McMinn | ICQ = 16827694
If Obi-wan ain't home then I don't know what the f**k we're gonna do. I
ain't got no other connections on Tatooine.
- Samuel L. Jackson, Jedi
```

1.87 How to get Chunky from Planar

From: Daniel Dudnelski <ditud@box43.gnet.pl>
Date: 02-07-14 05:32:28
Subject: How to get Chunky from Planar

Hello,

I want to use Mildred in my programms but I have some problems. Firt of all I can't convert planar to chunky. I use MPlanar16toBitmap, but id doesn't work. Coul someone send me any working example how to make that. But I'd rather prefer example without using blitz banks (if possible)

Kind redgards

Daniel

--

ITU, real polish hultay and of course AMIGA user!!!

Working on A4000T/060/32MB RAM+CV 64/3D
(My Clock is DeAd)

1.88 Re: How to get Chunky from Planar

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-08-00 19:03:55
Subject: Re: How to get Chunky from Planar

Hello Daniel!

```
> I want to use Mildred in my programms but I have some problems. Firt of
> all I can't convert planar to chunky. I use MPlanar16toBitmap, but id
> doesn't work. Coul someone send me any working example how to make that.
> But I'd rather prefer example without using blitz banks (if possible)
```

--

```
InitBank 0,width*height,$10000
CludgeBitMap 0,width,height,8,Bank(0)
```

```
MShape(0,64,64)
MPlanar16ToShape 0,Bank(0),64,64,width,height
MMakeCookie 0
```

--

Sorry this was with banks and mplanar16toshape ;)

I've got some other custom routines that will let you save and grab chunky bitmaps from standard iff-bitmaps and load/save them as well. Please send me a private message and I'll try and dig out some sources, I'm so busy I can't do it right now, can't even keep track of all the emails i'm gettin currently cus of a 110% busy life ;)

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.89 Incorrect Amiga/MUGEN Palette?

From: Jason Faramus <Jason@quicksilva.freemove.co.uk>
Date: 12-03-00 16:09:49
Subject: Incorrect Amiga/MUGEN Palette?

Hello again,

First take a look at the enclosed screen-shot of how the demo should look. Has everyone got this palette. Since sending the demo to you all I have tried it again and the sprite colours are wrong. Does anyone have any idea as to what could cause this as they have been fine several times I have run the program. Has anyone else experienced this before? All pics and palettes were saved in standard DPaint format with no stencils or anything like that. Hmm, very puzzling. Please let me know if this has happened to any of you.

Jason.

There should be a file Mail_86/CorrectPalette.iff included with this guide.

1.90 RE: Incorrect Amiga/MUGEN Palette?

From: Andreas Hakansson <andy.h@telia.com>
Date: 12-04-00 00:26:36
Subject: RE: Incorrect Amiga/MUGEN Palette?

with all do respect...ind uploading your files to a website or something instead of sending hundreds of kb across the list when not everyone might be intrested? you mighth be new so I'll hold no grudge =)

bye

-----Original Message-----

From: Jason Faramus [mailto:Jason@quicksilva.freemove.co.uk]
Sent: den 3 december 2000 17:10
To: blitz-list@netsoc.ucd.ie
Subject: Incorrect Amiga/MUGEN Palette?

Hello again,

First take a look at the enclosed screen-shot of how the demo should look. Has everyone got this palette. Since sending the demo to you all I have tried it again and the sprite colours are wrong. Does anyone have any idea as to what could cause this as they have been fine several times I have run the program. Has anyone else experienced this before? All pics and palettes were saved in standard DPaint format with no stencils or anything like that. Hmm, very puzzling. Please let me know if this has happened to any of you.

Jason.

1.91 Re: Incorrect Amiga/MUGEN Palette?

From: Gareth Griffiths <mail@gazchap.com>
Date: 12-04-00 10:04:34
Subject: Re: Incorrect Amiga/MUGEN Palette?

Hello Andreas,

> with all do respect...ind uploading your files to a website or something
> instead of sending hundreds of kb across the list when not everyone
> might be intrested? you might be new so I'll hold no grudge =)

You took the words right out of my mouth.

Cheers,
GazChap.
--

Gareth Griffiths -- <mailto:mail@gazchap.com> -- <http://www.gazchap.com>
Clark Kent was a transvestite.

1.92 Introduction

From: Mac MacMende <sumpfling.kraku@kielnet.net>
Date: 12-06-00 15:09:08
Subject: Introduction

Hi there,

I just wanted to introduce myself, because I'm new on the Blitz List. I've started to write in BlitzBasic some weeks ago, now I'm trying to create a small game like the German hit "Moorhuhnjagd". Please don't be bother bout my English, I'm just a little German boy...

Bye,

MacMende

1.93 Re: Introduction

From: James L Boyd <james@thesurfaces.net>
Date: 12-06-00 15:37:05
Subject: Re: Introduction

> I just wanted to introduce myself, because I'm new on the Blitz List.
> I've started to write in BlitzBasic some weeks ago, now I'm trying to
create
> a small game like the German hit "Moorhuhnjagd".
> Please don't be bother bout my English, I'm just a little German boy...

Your english is fine, but what the hell's "Moorhuhnjagd"?!

Welcome anyway! :)

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
Death to the Pixies!

--

1.94 Re: Introduction

From: Jean-Marc GIGANDET <JM.GIGANDET@libertysurf.fr>
Date: 12-06-00 19:24:44
Subject: Re: Introduction

Hello Mac

Welcome on this very useful list.

Well, you're a little german, i'm a little french guy, and we'll all speak english ↔
, because it's an international mailing list. Doesn't matter if we're writing ↔
some 'funny' messages. Here, you'll find coders, who are just talking about ↔
blitz, not about the way you're speaking or writing. Sure I've already written ↔
some funny things, and no one complained about it.

So, the question is, what will be your first 'Blitz problem' ?

Regards

--

jm.gigandet@libertysurf.fr
A1200T 030/28 + 68881, 8 Mb, HD 4.3Gb+635Mb+60Mb, Cd Toshiba 40x, M1438S, Deskjet ↔
840C, UsR 33600.
iMac G3/350Mhz 128Mb, 6.3 Gb HD.
HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond ...

1.95 Re: Introduction

From: Peter Thor <pettho-0@student.luth.se>
Date: 12-06-00 19:50:05
Subject: Re: Introduction

The 06-Dec-00, Mac MacMende wrote:

> Hi there,
>
> I just wanted to introduce myself, because I'm new on the Blitz List. I've

Welcome to one of the more Fun programming-languages available :)

//Thor

--

Peter Thor, Pagan Games
ICQ: 11277616, IRC: Joru

1.96 Re: Introduction

From: Mac MacMende <sumpfling.kraku@kielnet.net>
Date: 12-07-00 14:41:52
Subject: Re: Introduction

On 06-Dez-00, James L Boyd wrote:

> Your english is fine,

Thanx, I'll tell that my english teacher ;o)

but what the hell's "Moorhuhnjagd"?!

"Johny Walkers Virtuelle Moohrhuhnjagd" is a crap game where you have to shoot chickens (funny story behind that, but this would be a little bit too off-topic ;o)) Like "Tommy Gun" fpr Amiga, but without self-scrolling. Was one of the most succesfull PD Games in Germany.

>
> Welcome anyway! :)
>

Thanx, again!

Bye,

Mac

1.97 Re: Introduction

From: Mac MacMende <sumpfling.kraku@kielnet.net>
Date: 12-07-00 14:43:46

Subject: Re: Introduction

On 06-Dez-00, Jean-Marc GIGANDET wrote:

> Hello Mac
>
> Welcome on this very useful list.
>

Thanx!

> Well, you're a little german, i'm a little french guy, and we'll all speak
> english, because it's an international mailing list. Doesn't matter if
> we're writing some 'funny' messages. Here, you'll find coders, who are
> just talking about blitz, not about the way you're speaking or writing.
> Sure I've already written some funny things, and no one complained about
> it.

Very good. So I'm not alone. And:
Source code is international understandable, thats fine :o)

So, the question is, what will be your first 'Blitz problem' ?
>

They'll come earlier or later...;o)

Bye,

Mac

1.98 Re: Introduction

From: Mac MacMende <sumpfling.kraku@kielnet.net>
Date: 12-07-00 14:44:30
Subject: Re: Introduction

On 06-Dez-00, Peter Thor wrote:

> Welcome to one of the more Fun programming-languages available :)
>

Thanks a lot!

> //Thor
Regards

1.99 Re: Introduction

From: "Mr.Vain of Secretly! (Thorsten Will)" <twill@gmx.de>
Date: 12-07-00 22:29:08
Subject: Re: Introduction

Am Mit, 06 Dez 2000 schrieben Sie:

```
> > I just wanted to introduce myself, because I'm new on the Blitz List.
> > I've started to write in BlitzBasic some weeks ago, now I'm trying to
> create
> > a small game like the German hit "Moorhuhnjagd".
> > Please don't be bother bout my English, I'm just a little German boy...
>
> Your english is fine, but what the hell's "Moorhuhnjagd"?!
```

Moorhuhn is a pc based shoot em up game with paralax-scrolling like in old a500 games like "Shadow of the Beast"! You must shot up some flying moorhühner (=engl. flying chickens)! The medias are reprotting about this fucking game like hell... They think its a complete new gameidea, never seen before... haha... pc n multimedia???? ;))

Hi!

Du kommst aus Deutschland und codest BB2? Moorhuhn kannste in BB2 mehr oder weniger vergessen, zumindest wenn es um das scrolling wie beim Original oder wie bei "Shadow of the beast" gehen soll! Das ist in BB2 nicht so möglich... Dafür müßte man selber Assembler können und in BB2 InLineAssembler programmieren... Ansonsten wäre so ein game kein prob... Kannst mich ja gerne mal kontaktieren und unsere "32k games" (MEKKA SYMPOSIUM SCENE PARTY COMPETITON) auf unsere website anschauen, die ebenfalls in BB2 erstellt wurden!

<http://www.secretly.de>

oder

twill@gmx.de (geht schneller als die über secretly!)

greetz

Mr.Vain of Secretly! (AmigaDemoSCene) - Thorsten

1.100 RE:Re: Introduction

From: pbrace@cwctv.net
Date: 12-08-00 00:09:29
Subject: RE:Re: Introduction

Are all posts going to be bi-lingual now?

:o) I thought the rules were just English was to be used as it is the ↔ international language o e-mail and the Internet. Also sending messages in two ↔ languages takes up twice the space and although I don't some people payper ↔ minute for the connection while they download e-mails.

I say this as a person who hates getting e-mails/ downloading e-mail when a lot of ↔ it I don't want to read or is text I have already read.

If anyone would like to reply to me personally on this please do!

After all if we're going to get annoyed with people enclosing large attachments - ←
should kilobytes of text that is a repeat in another language be allowed?

John Brace

This is my temporary address. When my accelerator board timer crystal is repaired ←
please revert to my other one. Sorry for the temporary inconvenience.

John

On Thu, 7 Dec 2000 23:29:08 +0100 Mr.Vain of Secretly! (Thorsten Will) <twill@gmx. ←
de> wrote:

1.101 Re: Introduction

From: Mac MacMende <sumpfling.kraku@kielnet.net>
Date: 12-08-00 12:53:28
Subject: Re: Introduction

Hi Mr.Vain!

>
> Hi!
>
> Du kommst aus Deutschland und codest BB2? Moorhuhn kannste in BB2
> mehr oder weniger vergessen, zumindest wenn es um das scrolling
> wie beim Original oder wie bei "Shadow of the beast" gehen soll!
> Das ist in BB2 nicht so möglich... Dafür müßte man selber Assembler
> können und in BB2 InLineAssembler programmieren... Ansonsten wäre
> so ein game kein prob... Kannst mich ja gerne mal kontaktieren und
> unsere "32k games" (MEKKA SYMPOSIUM SCENE PARTY COMPETITON) auf
> unsere website anschauen, die ebenfalls in BB2 erstellt wurden!
>

Well, I think I'll better answer in English ;o) Otherwise John would argue
again ;o)

Well, I just wanted a still screen, no scrolling but masses of garbage on
the screen. I thought, this could be funny ;o)
But why can't I do parallax-scrolling? I thought, I could do this with a
dual playfield, or however this is called...well, anyway I think I'll try
it in my next game, if I ever finish this one...

By the way, this funny MOD you've released some time ago, Vains-Theme, is
coool, I always hear it when I've got nothing else to do...;o)

Bye,

Mac

1.102 Re: Introduction

From: Simon Archer <trick@thepitlane.com>
Date: 12-19-00 18:15:31
Subject: Re: Introduction

On 08-Dec-00 pbrace@cwctv.net wrote about: RE:Re: Introduction

Hi pbrace@cwctv.net

> and the Internet. Also sending messages in two languages takes up twice
> the space and although I don't some people payper minute for the
> connection while they download e-mails.

You have a valid point, the only trouble is that crap mailer you are using is including an attached version of the mail you are replying to, hence wasting even more bandwidth. Then to top it off it is also attaching a MIME encoded version of the list footer.

Perhgaps setting up your mailer would be more productive to the rest of us than moaning? :)

Regards

Simon Archer

1.103 Menu Problems

From: Tony Rolfe <edgewater@shoalhaven.net.au>
Date: 12-04-00 00:14:46
Subject: Menu Problems

I am using normal (Not GT) menu commands.

When I enlarge the font, some of the menu entries overlap (on the main menu strip - the start of the third menu name overlaps the end of the second).

Any ideas how to stop this happening?

Cheers

--

Tony Rolfe
Amiga 2000, 68030/25, 1+8Mb
www.shoalhaven.net.au/edgewater
ICQ #51271965

1.104 Re: Menu Problems

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-04-00 08:40:16

Subject: Re: Menu Problems

Hi Tony

> Any ideas how to stop this happening?

You could poke around in the menu structure, all the sies are probably calculated using topaz/8.

```
; Something like this should do it
*mnu.Menu = Peek.l(Addr MenuList(0))
xoff.w=0
While *mnu
    *mnu\LeftEdge = xoff
    title$=Peek$( *mnu\MenuName)
    xoff = xoff + TextLength_( *rp, &title$, Len(title$))
    ; Where *rp is a pointer to the rastport of your screen I guess
Wend
```

--

1) /\ \/] [|) |\/| c |\/|] [|\/| | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 On the keyboard of life, always keep one finger on the escape key.

1.105 Re: Menu Problems

From: Curt Esser <camge@amigaonline.net>
 Date: 12-05-00 00:53:57
 Subject: Re: Menu Problems

Hi Tony,

----- Original Message -----

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
 To: <blitz-list@netsoc.ucd.ie>
 Sent: Monday, December 04, 2000 12:40 AM
 Subject: Re: Menu Problems

> Hi Tony

>

> > Any ideas how to stop this happening?

>

> You could poke around in the menu structure, all the sies are probably calculated using topaz/8.

>

```
> ; Something like this should do it
> *mnu.Menu = Peek.l(Addr MenuList(0))
> xoff.w=0
```

```
> While *mnu
>     *mnu\LeftEdge = xoff
>     title$=Peek$( *mnu\MenuName)
>     xoff = xoff + TextLength_( *rp, &title$, Len(title$))
>     ; Where *rp is a pointer to the rastport of your screen I guess
> Wend
```

>

Three more ways (that all worked for me):

- 1} Cludgy method: Add spaces to your menu strings until it comes out right...
- 2} Best way : Convert to GTMenus (they look so much better anyway, and are no more difficult to use)
- 3} Easiest way : Install MagicMenus - then ANY menus will look and work well...

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbc.com/curt_esser/

1.106 mildred test please !!

From: jean zydorczyk <jean.zydorczyk@libertysurf.fr>
Date: 11-22-00 15:41:05
Subject: mildred test please !!

Hello

Someone would can test this program with a graphic card.

I tried to use MILDRED, but I don't know if it work with a graphic card, and I don't know if it's the best way of making.

If it don't work, someone would can explain me why !!

Besides someone had already use the function of transparency under mildred?

I have some problems in order to create the file "Table."

Thank you !

--

Jean ZYDORCZYK

Mail to: Jean.zydorczyk@libertysurf.fr

Current Projects:

Filefrog. :In Progress
Bubble Bobble AGA :In Progress

There should be a file Mail_103/noname.lha included with this guide.

1.107 More gtlstview hassle

From: Nick Clover <bauk@uksysops.com>
 Date: 12-13-00 21:17:03
 Subject: More gtlstview hassle

Greetings,

Does anyone know how to detect a double-click in a gtlstview gadget?

What I have is a listview with a list of mp3 files, I'd like to let the user double click to play a song.

Cheers

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ←
 microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.108 Re: More gtlstview hassle

From: David McMinn <mcminn@redhotant.com>
 Date: 12-14-00 00:07:23
 Subject: Re: More gtlstview hassle

The new local vet, Nick Clover, got into old Daisy up to their elbow.
 Inside they found More gtlstview hassle.

> Does anyone know how to detect a double-click in a gtlstview gadget?

You need something like this (I hope, I haven't tested it)

```
; blah
```

```
GTLstview 0,1,....
```

```
; blah
```

```
Window 0,0,....
```

```
;
```

```
sec1.1 = 0:mic1.1 = 0
```

```
sec2.1 = 0:mic2.1 = 0
```

```
While ev.1<>#IDCMP_CLOSEWINDOW
```

```
  ev = Waitevent
```

```
  If ev=#IDCMP_GADGETUP And GadgetHit=1
```

```
    CurrentTime_ &sec2, &mic2
```

```
        If DoubleClick_(&sec1, &mic1, &sec2m &mic2)
            NPrint "Double clicked"
        End If
        sec1 = sec2 : mic1 = mic2
    End If
Wend
; blah

Bye
--
[] /\ \/ ] [ ()  | \ / | @ | \ / | ] [ | \ | | \ |   |   mcminn@redhotant.com
    http://members.xoom.com/David_McMinn   |   ICQ = 16827694
Needing someone is like needing a parachute.  If they aren't there the
first time you need them, chances are you won't be needing them again.
```

1.109 Re: More gtlstview hassle

From: Curt Esser <camge@amigaonline.net>
Date: 12-14-00 05:13:06
Subject: Re: More gtlstview hassle

Hi Nick,

----- Original Message -----
From: Nick Clover <bauk@uksysops.com>
To: <blitz-list@netsoc.ucd.ie>
Sent: Wednesday, December 13, 2000 1:17 PM
Subject: More gtlstview hassle

> Greetings,
>
> Does anyone know how to detect a double-click in a gtlstview gadget?
>
> What I have is a listview with a list of mp3 files, I'd like to let the
> user double click to play a song.

I think you would have to make your own routine to detect a double-click.

I would simply store the itemnumber when the GTListView is clicked, then set a timer and see if the same item is clicked again within the time period.

If it is, play the song, and if it is not, do whatever you do for a single click on an item...

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbci.com/curt_esser/

1.110 Re: More gtlstview hassle

From: Nick Clover <bauk@uksysops.com>
Date: 12-14-00 17:21:27
Subject: Re: More gtlstview hassle

Hello David

On 14-Dec-00, you wrote:

> You need something like this (I hope, I haven't tested it)

Only one little problem. Got it working now, Thanks

```
If DoubleClick_(&secl, &micl, &sec2, &mic2) ;didn't work
If DoubleClick_(secl, micl, sec2, mic2) ;but this does...
```

Regards

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ←
microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.111 MUI ListViews.

From: Gareth Griffiths <mail@gazchap.com>
Date: 12-11-00 13:02:34
Subject: MUI ListViews.

Hello,

This is a bit cheeky, but I've been taking a look at the MUI ListView stuff, and based on the fact that I couldn't even get GT ListView's to work properly, I'm gonna cop out and see if I can 'recruit' someone! Heheh.

What I'm after is a thingy containing two MUI ListViews. One is a storage pool, and one is an 'active' pool. The users drag-and-drop items from the two lists around, to disable them in the output etc. The ones in the 'active' pool being the ones that are enabled.

The users can also click on "Up", "Down", "Top" and "Bottom" buttons on the 'active' pool list, to move items about.

My program would then, when asked, read through the 'active' pool and figure out which order to do things in. Can anyone help? Code would be great, but

failing that some handy hints would be cool! :-)

Cheers,
GazChap.

--

Gareth Griffiths -- mailto:mail@gazchap.com -- http://www.gazchap.com
"Bollo^G^G^Gther", said Pooh, on his VT220 emulator.

1.112 MUI ListViews.

From: Gareth Griffiths <mail@gazchap.com>
Date: 12-11-00 13:02:34
Subject: MUI ListViews.

Hello,

This is a bit cheeky, but I've been taking a look at the MUI ListView stuff, and based on the fact that I couldn't even get GT ListView's to work properly, I'm gonna cop out and see if I can 'recruit' someone! Heheh.

What I'm after is a thingy containing two MUI ListViews. One is a storage pool, and one is an 'active' pool. The users drag-and-drop items from the two lists around, to disable them in the output etc. The ones in the 'active' pool being the ones that are enabled.

The users can also click on "Up", "Down", "Top" and "Bottom" buttons on the 'active' pool list, to move items about.

My program would then, when asked, read through the 'active' pool and figure out which order to do things in. Can anyone help? Code would be great, but failing that some handy hints would be cool! :-)

Cheers,
GazChap.

--

Gareth Griffiths -- mailto:mail@gazchap.com -- http://www.gazchap.com
"Bollo^G^G^Gther", said Pooh, on his VT220 emulator.

1.113 Re: MUI ListViews.

From: Rick Hodger <rick@simpleftp.co.uk>
Date: 12-15-00 19:52:15
Subject: Re: MUI ListViews.

I tried looking into this a good while ago, and unfortunately came to the conclusion that MUI drag and drop between listviews simply isn't possible under Blitz.

There's a an example in C in the MUI developer archive, and I don't understand it that well...but I think that you have to build a 'wrapper' around your two listviews, then they capture the drag/drop events and deal with them as appropriate. Like I said though, I never figured it out.

--

Rick Hodger
<http://www.simpleftp.co.uk/>

----- Original Message -----

From: "Gareth Griffiths" <mail@gazchap.com>
To: "Blitz List" <blitz-list@netsoc.ucd.ie>
Sent: Monday, December 11, 2000 1:02 PM
Subject: MUI ListViews.

> Hello,
>
> This is a bit cheeky, but I've been taking a look at the MUI ListView
> stuff,
> and based on the fact that I couldn't even get GT ListView's to work
> properly, I'm gonna cop out and see if I can 'recruit' someone! Heheh.
>
> What I'm after is a thingy containing two MUI ListViews. One is a storage
> pool, and one is an 'active' pool. The users drag-and-drop items from the
> two lists around, to disable them in the output etc. The ones in the
> 'active' pool being the ones that are enabled.
>
> The users can also click on "Up", "Down", "Top" and "Bottom" buttons on
> the
> 'active' pool list, to move items about.
>
> My program would then, when asked, read through the 'active' pool and
> figure
> out which order to do things in. Can anyone help? Code would be great, but
> failing that some handy hints would be cool! :-)
>
> Cheers,
> GazChap.
> --
> *Gareth Griffiths* -- <mailto:mail@gazchap.com> -- <http://www.gazchap.com>
> "Bollo^G^G^Gther", said Pooh, on his VT220 emulator.
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>
>

1.114 Re: MUI ListViews.

From: Gareth Griffiths <mail@gazchap.com>
Date: 12-16-00 08:05:46
Subject: Re: MUI ListViews.

Hello Rick,

> I tried looking into this a good while ago, and unfortunately came to the
> conclusion that MUI drag and drop between listviews simply isn't possible
> under Blitz.

Right. So, if I have two buttons, one to add items to the active list, one
to remove them from the active list, that'd work, right?

Now the problem. When I was trying it with GTListViews I couldn't get it
working correctly. When the items were initially added they all had the
right properties, but when I started moving them about, the values
associated with the items changed to the ones that were held by the previous
owner of that 'slot' in the list. I've not explained that too well.

Basically, if I have a list array of, say, 8 items (Dim List opts(7)), and I
store a string in each one of those items, how would I check through the
list? I know about the commands to do it (or at least I think I do) but
would that return the value in the array for that particular listviewitem,
or just return the position I'm currently at in the listview?

Cheers,
GazChap.

--

Gareth Griffiths - mailto:mail@gazchap.com - http://www.gazchap.com
"Bother", said Pooh, as Moonbase Alpha depressurised.

1.115 ncs shape gadget example

From: amorel <amorel@xs4all.nl>
Date: 12-28-00 06:07:04
Subject: ncs shape gadget example

After I sent my email I found the example source which was sent to the list,
in the ncs example dir. Anyways, thanks for the help and I'll see what I can
do.

Btw, why wasn't there a gtshape added to ncs?

Regards

--

```

-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS     \ \ / /Half a decent studio
Music: www.mp3.com/vopak             \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ / /productions,demos,programs...

```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.116 Re: ncs shape gadget example

From: David McMinn <mcminn@redhotant.com>
Date: 12-28-00 13:28:39

Subject: Re: ncs shape gadget example

> Btw, why wasn't there a gtshape added to ncs?

Because there is no such thing (officially) as a shape gadget in the OS. What you have to do is create a generic button gadget and supply the imagery yourself - normally the imagery is created by the OS from the text you supply.

1.117 ncs shape gadgets

From: David McMinn <mcminn@redhotant.com>
Date: 12-25-00 16:42:49
Subject: ncs shape gadgets

Sorry if you all get this twice, the netsoc mail server didn't like me forwarding an email from the list to the list again.

Hi David,

> Its probably a lame Blitz library. I think the imagery for a graphical
> type gadget is just an OS Image newtype, which is very similar to bitmaps
> and stuff (it has a depth field). I don't know if the NCS would work
> properly (or with Blitz shapes).

I've done a little example to use properly (and easely BTW) a shape gadget with (or without :) the NCS. It's attached so you can see how do it. There is no problem with coloured shape (more than 8 colours) so I think that is the old Blitz lib which is bugged. I go to do one week of SNOWBOARD in the high mountain. Hehe CoooooL ! See you next week !

Bye,

Fred.

-

```

      /\//\//\//\
     _/      \_
    / ^ ^   u ^ ^ n ^ ^ \
   (o o_ / (o o) \ _o o)
  _/_ /// |   | \ \ _\
 (o_o)// (o o) \ (o_o)
  \_/_/   \_/_/   \_/_/

```

F-Base TheBoss F-Bench

Frédéric Laboureur (Fred)

E-Mail Address: alphasnd@sdv.fr

Only Amiga makes it possible
Quality software for the Amiga

AlphaSOUND - FANTAISIE Software (1998)

-

--

[) /\ \/] [(] \\/| + \\/|] [\\\| \\\|
 dmcminn@house-of-mojo.freeseerve.co.uk
 http://members.xoom.com/David_McMinn
 Dormitory
 Anagram: Dirty Room

There should be a file Mail_114/Image_Example.lzx included with this guide.

1.118 newcommandset

From: amorel <amorel@xs4all.nl>
 Date: 12-25-00 07:18:23
 Subject: newcommandset

I'm trying to use the newcommandset on a new program. It uses a screen on its own and I figured the ncs screen commands are compatible with gfx cards. At least they work nicer than blitz' screen commands. Problem is there is no shape gadget support in ncs and using blitz' gt commands for that won't work. I DO need shapegadgets(gadtools preferably), is there a solution for this?

Maybe I'm going to make my own custom gui. Something like "skins" in (amiga)amp, but then on its own screen. How should I go doing this and how do I transparantly use a fixed size screen resolution which'll work on aga(ecs?) AND gfx cards. I've got a 640-480 resolution in mind. I like ntsc hires laced overscan best to work in. I'd like to open a screen(using ncs preferably) which uses that ntsc resolution or similar resolution on gfx card, depending on what system's defaults are. The "like workbench" tag does this(I assume, got no gfx card to test) but will use the wb resolution and making the screen smaller won't change that(the work space just gets smaller).

Regards

```
--
-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel        \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS    \ \ / /Half a decent studio
Music: www.mp3.com/vopak            \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html   \ \ / /productions,demos,programs...
```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.119 Re: newcommandset

From: Curt Esser <camge@amigaonline.net>
 Date: 12-25-00 13:49:32
 Subject: Re: newcommandset

Hi Amorel,

----- Original Message -----

From: amorel <amorel@xs4all.nl>

Sent: Sunday, December 24, 2000 11:18 PM

> I'm trying to use the newcommandset on a new program. It uses a screen on
> its
> own and I figured the ncs screen commands are compatible with gfx cards.
At
> least they work nicer than blitz' screen commands. Problem is there is no
> shape gadget support in ncs and using blitz' gt commands for that won't
work.
> I DO need shapegadgets(gadtools preferably), is there a solution for this?

Yes, I remember Fred posting an example of how to do this to the list a long
time ago. I can't find it now - maybe someone still has it? If not, email
Fred.

>
> Maybe I'm going to make my own custom gui. Something like "skins" in
> (amiga)amp, but then on its own screen. How should I go doing this

The only way I can think of would be to open all your windows as borderless,
and then draw on your own borders and gadgets and so on.

> and how do
> I transparantly use a fixed size screen resolution which'll work on
aga(ecs?)
> AND gfx cards. I've got a 640-480 resolution in mind. I like ntsc hires
laced
> overscan best to work in. I'd like to open a screen(using ncs preferably)
> which uses that ntsc resolution or similar resolution on gfx card,
depending
> on what system's defaults are. The "like workbench" tag does this(I
assume,
> got no gfx card to test) but will use the wb resolution and making the
screen
> smaller won't change that(the work space just gets smaller).

The "like workbench" tag actually will make your screen an exact clone of
the user's WB, size, screenmode, colourdepth and all. It's not much use if
you want a specific size-screenmode.

There is a function called, I think, "BestModeID" where you tell it the
size, mode, and depth you want, and it selects the best match available on
the user's system. I never tried using this, but maybe David McMinn has an
example?

Another way would be to put up a ScreenMode requester, limiting it to show
only those modes available that match your specs. There is an example how
to do this in the BeatBox2 prefs program, which is in the archive with the
BeatBox2 source. This is done using standard OS function calls, not NCS,
but it should be compatable.

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbci.com/Curt_Esser/
<http://members.tripod.com/~DoctorPix/>

1.120 Re: newcommandset

From: David McMinn <mcminn@redhotant.com>
Date: 12-25-00 16:39:18
Subject: Re: newcommandset

On 25 Dec 00, at 5:49, Curt broke out long enough to write:

> Yes, I remember Fred posting an example of how to do this to the list a long
> time ago. I can't find it now - maybe someone still has it? If not, email

If it was sent to the list, it should be in the archives. Use the search on the b2k site, it should cover most of the months (although there is only a limited number of pages it indexes). Actually, you're lucky I'm on my folks PC right now, I found that email sitting here. It will be forwarded soon :)

> There is a function called, I think, "BestModeID" where you tell it the
> size, mode, and depth you want, and it selects the best match available on
> the user's system. I never tried using this, but maybe David McMinn has an
> example?

I have used it before, it doesn't always gives you the best result IIRC. Better than nothing, though, I'll see if I can find it.

--

[] /\ \\/][[] |\/| + |\/|][|\/| |\/|
dmcminn@house-of-mojo.freemove.co.uk
http://members.xoom.com/David_McMinn

Last night I lay in bed looking up at the stars in the sky and I thought to myself, 'Where the hell is the ceiling?!'

1.121 NTSC

From: Jason Faramus <Jason@quicksilva.freemove.co.uk>
Date: 12-10-00 10:49:43
Subject: NTSC

Hello,

Is there a way to change into NTSC mode from PAL mode inside a Blitz program? By this I mean as you would do from the early startup screen. I know this is possible in Amos using the Set NTSC command so I'm sure there is a Blitz alternative. Any help at all would be great.

Thanks,
Jason.

1.122 Re: NTSC

From: Gareth Griffiths <mail@gazchap.com>
Date: 12-10-00 21:58:23
Subject: Re: NTSC

Hello Jason,

> Is there a way to change into NTSC mode from PAL mode inside a Blitz
> program? By this I mean as you would do from the early startup screen. I
> know this is possible in Amos using the Set NTSC command so I'm sure there
> is a Blitz alternative. Any help at all would be great.

ForceNTSC

and ForcePAL to switch back. IIRC, they were full of enforcer hits, so
you're better off using the functions from the StatsFuncs.lha archive on
Aminet.

Cheers,
GazChap.

--

Gareth Griffiths -- <mailto:mail@gazchap.com> -- <http://www.gazchap.com>
"Bother", said Pooh, as his flick knife failed to open.

1.123 Re: NTSC

From: Curt Esser <camge@amigaonline.net>
Date: 12-11-00 01:17:32
Subject: Re: NTSC

Hi Jason,

----- Original Message -----

From: Jason Faramus <Jason@quicksilva.freemove.co.uk>
To: <blitz-list@netsoc.ucd.ie>
Sent: Sunday, December 10, 2000 2:49 AM
Subject: NTSC

> Hello,
>
> Is there a way to change into NTSC mode from PAL mode inside a Blitz
program?
> By this I mean as you would do from the early startup screen. I know this
is
> possible in Amos using the Set NTSC command so I'm sure there is a Blitz
> alternative. Any help at all would be great.

The easiest way is the commands "ForceNTSC" and "ForcePAL" (if I remember
correctly...)

You might want to use the "NTSC" function first to see if the system already
IS in NTSC (or PAL)

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbc.com/curt_esser/

1.124 Off Topic - Epson Stylus printer driver

From: Tony Rolfe <edgewater@shoalhaven.net.au>
Date: 12-19-00 04:58:01
Subject: Off Topic - Epson Stylus printer driver

Sorry for the off topic, but I'm tearing my hair out.

Does anyone have a Workbench printer driver for the Epson Stylus printer range? If so:

- a) can I have a copy if it is PD
- b) where can I get it?

I've tried the one on Aminet, but I can't get it to work :-)

Private replies please to

edgewater@shoalhaven.net.au

Thanks

Tony

--

Tony Rolfe
Amiga 2000, 68030/25, 1+8Mb
www.shoalhaven.net.au/edgewater
ICQ #51271965

1.125 Re: Off Topic - Epson Stylus printer driver

From: Dan Arico <darico@cox.rr.com>
Date: 12-19-00 15:38:14
Subject: Re: Off Topic - Epson Stylus printer driver

On 19-Dec-00, Tony Rolfe wrote:

- > Sorry for the off topic, but I'm tearing my hair out.
- >
- > Does anyone have a Workbench printer driver for the Epson Stylus
- > printer range? If so:
- > a) can I have a copy if it is PD
- > b) where can I get it?

The one in TurboPrint works just fine.

Dan Arico

--

"Liberty lies in the hearts of men and women; when it dies there, no constitution, no law, no court can save it."

-- Learned Hand - (American jurist - 1944)

1.126 oligopoly of the UK Amiga hard ware market

From: pbrace@cwctv.net
Date: 12-05-00 22:42:51
Subject: oligopoly of the UK Amiga hard ware market

Does anyone else feel that the companies left that supply Amiga hardware (mainly ↵
mail order) in the UK are over charging compared to German and American prices ↵
fo
the equivalent hardware just because they supply the Amiga software drivers with ↵
it too which are freely downloadble from the internet/ftp sites anyway?

Also on a purely litz issue - does anyone have a good example of a piece of code ↵
to bubble sort a database. And what's the other type of sorting method used? - ↵
I did it years ago but have forgotten since!

John Brace

(of England, UK)

The next bit is just a signature block so you can ignore it if you want.

This is my temporary address. When my accelerator board timer crystal is repaired ↵
please revert to my other one. Sorry for the temporary inconvenience.

John

1.127 Re: oligopoly of the UK Amiga hard ware market

From: Jorge Canelhas <dirty.fly@teleweb.pt>
Date: 12-05-00 22:48:36
Subject: Re: oligopoly of the UK Amiga hard ware market

i guess they are...

1.128 Re: oligopoly of the UK Amiga hard ware market

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-06-00 08:30:45
Subject: Re: oligopoly of the UK Amiga hard ware market

Hi pbrace@cwctv.net

> Also on a purely litz issue - does anyone have a good example of a piece
> of code to bubble sort a database. And what's the other type of sorting

> method used? - I did it years ago but have forgotten since!

Quick sort is the other method, but I don't know how that works. Here's a bubble sort for an array (into ascending order), I can send you code for doing this in a list if you want.

```
#SOMESIZE=20
Dim blah.w(#SOMESIZE)
lastblah.w = #SOMESIZE-1
repeat
    found.w=0
    for i.w=0 To lastblah
        if blah(i) > blah(i+1)
            found = 1
            Exchange blah(i),blah(i+1)
        End if
    next
    lastblah-1
until found=0
```

I think that'll do it. if it fails for some reason, take out the lastblah-1 line (which is used to shorten the search on successive loops) because I can never remember where the correct place for it is :)

```
--
|) /\ \/ ] [ |)   |\/| c |\/| ] [ |\/| |\/|   |   mcminn@redhotant.com
| http://members.xoom.com/David_McMinn   |   ICQ=16827694
'Mark that 8 and you're entering a world of pain....world of pain...'
- Walter, The Big Lebowski
```

1.129 Re: oligopoly of the UK Amiga hard ware market

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 12-06-00 13:15:29
Subject: Re: oligopoly of the UK Amiga hard ware market

Hi there,

```
--- David McMinn <D.Mcminn@eee.rgu.ac.uk> wrote:
> Hi pbrace@cwctv.net
>
> > Also on a purely litz issue - does anyone have a
> > good example of a piece
> > of code to bubble sort a database. And what's the
> > other type of sorting
> > method used? - I did it years ago but have
> > forgotten since!
>
> > Quick sort is the other method, but I don't know how
> > that works.
```

There are a lot of sort algorithms out there such as the alpha sort algorithm and the half-split algorithm.

```
> Here's a
> bubble sort for an array (into ascending order), I
> can send you code for
> doing this in a list if you want.
>
> #SOMESIZE=20
> Dim blah.w(#SOMESIZE)
> lastblah.w = #SOMESIZE-1
> repeat
>     found.w=0
>     for i.w=0 To lastblah
>         if blah(i) > blah(i+1)
>             found = 1
>             Exchange blah(i),blah(i+1)
>         End if
>     next
>     lastblah-1
> until found=0
>
> I think that'll do it. if it fails for some reason,
> take out the lastblah-1
> line (which is used to shorten the search on
> successive loops) because I
> can never remember where the correct place for it is
> :)
```

There is a variation on the bubble-sort algorithm known as the delayed-replacement algorithm which can cut your sort times in half. In principal it works in a similar way to the normal bubble-sort, but it only swaps numbers at the end of a run.

Suppose you've got four numbers:

3 7 2 6

The algorithm will look through the list for the highest number. In this case it's 7. The algorithm will then swap this number with the last number in the list to give:

3 6 2 7

Next it looks for the second highest number which is 6 and will swap this with the second last number:

3 2 6 7

It keeps doing this until there are no more swaps.

Hope that helps.

Kinds regards,

Francis.

=====

e-mail:-fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
-Join our mailing list-
gaug-subscribe@egroups.com

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<http://shopping.yahoo.com/>

1.130 Re: oligopoly of the UK Amiga hard ware market

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-06-00 17:04:10
Subject: Re: oligopoly of the UK Amiga hard ware market

Hello Francis G. Loch,

> It keeps doing this until there are no more swaps.

Doh, so simple, so little variable swapping :)

Thanks for the info. BTW, any idea where you can get the alpha and half split algorithms on the web?

--

David McMinn, Research Student.
School of Electronic & Electrical Engineering
The Robert Gordon University, Schoolhill, Aberdeen, AB10 1FR

1.131 Re: oligopoly of the UK Amiga hard ware market

From: Jean-Marc GIGANDET <JM.GIGANDET@libertysurf.fr>
Date: 12-06-00 18:54:53
Subject: Re: oligopoly of the UK Amiga hard ware market

Hello

So you need to sort an array ?
First, which type of array, standard or List ?
If it's a list array, why don't you use #SortList# ?
If you really want a routine, I've got a fast Shell sort. It's quiet as fast as ' ↔
fast sort' on every array, but if the array is almost sorted, the shell sort is ↔
really the best.

Regards

--

jm.gigandet@libertysurf.fr

A1200T 030/28 + 68881, 8 Mb, HD 4.3Gb+635Mb+60Mb, Cd Toshiba 40x, M1438S, Deskjet ←
840C, UsR 33600.
iMac G3/350Mhz 128Mb, 6.3 Gb HD.
HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond ...

1.132 Re: oligopoly of the UK Amiga hard ware market

From: Sami Näätänen <sami.naatanen@dlc.fi>
Date: 12-06-00 19:52:04
Subject: Re: oligopoly of the UK Amiga hard ware market

David McMinn wrote:

>
> Hello Francis G. Loch,
>
> > It keeps doing this until there are no more swaps.
>
> Doh, so simple, so little variable swapping :)
>
> Thanks for the info. BTW, any idea where you can get the alpha and half split
> algorithms on the web?

Better search for qsort it's the fastest in practise even that it's
worst case scenario is $O(n^2)$
Heap sort is the one that have quaranteed $O(n \log n)$, but it uses so much
memory addressing that it's not so fast as quicksort in practise.

1.133 Re: oligopoly of the UK Amiga hard ware market

From: Dan Arico <darico@cox.rr.com>
Date: 12-07-00 13:48:23
Subject: Re: oligopoly of the UK Amiga hard ware market

> No I don't, although I'm currently doing a series of
> tutorials on sort algorithms for a disk mag called the
> Crypt (check <http://www.thecrypt.org.uk>).

Might I suggest "The Art of Computer Programming, Volume 3, Sorting
and Searching" by Knuth? It's a pretty thorough discussion of sort
techniques.

Dan Arico

--

"Liberty lies in the hearts of men and women; when it dies there, no
constitution, no law, no court can save it."

-- Learned Hand - (American jurist - 1944)

1.134 Re: oligopoly of the UK Amiga hard ware market

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 12-07-00 14:27:49
Subject: Re: oligopoly of the UK Amiga hard ware market

Hi David,

--- David McMinn <D.Mcminn@eee.rgu.ac.uk> wrote:
> Hello Francis G. Loch,
>
> > It keeps doing this until there are no more swaps.
>
> Doh, so simple, so little variable swapping :)

It's easy when you know how! ;)

>
> Thanks for the info. BTW, any idea where you can get
> the alpha and half split
> algorithms on the web?

No I don't, although I'm currently doing a series of tutorials on sort algorithms for a disk mag called the Crypt (check <http://www.thecrypt.org.uk>).

Kind regards,

Francis.

=====

e-mail:-fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
-Join our mailing list-
gaug-subscribe@egroups.com

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<http://shopping.yahoo.com/>

1.135 Re: oligopoly of the UK Amiga hard ware market

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 12-07-00 14:31:47
Subject: Re: oligopoly of the UK Amiga hard ware market

Hi Sami,

--- Sami Näätänen <sami.naatanen@dlc.fi> wrote:
> David McMinn wrote:
> >
> > Hello Francis G. Loch,

> >
> > > It keeps doing this until there are no more
> swaps.
> >
> > Doh, so simple, so little variable swapping :)
> >
> > Thanks for the info. BTW, any idea where you can
> get the alpha and half split
> > algorithms on the web?
>
> Better search for qsort it's the fastest in practise
> even that it's
> worst case scenario is $O(n^2)$
> Heap sort is the one that have guaranteed $O(n \log n)$,
> but it uses so much
> memory addressing that it's not so fast as quicksort
> in practise.

Was there not a Blitz library that featured a QSort?
That vaguely seems to ring a bell.

Failing that, I do some code for the quick sort
routine somewhere.

Kind regards,

Francis.

=====
e-mail:-fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
-Join our mailing list-
gaug-subscribe@egroups.com

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1.136 Re: PureBasic PR3

From: "Mr.Vain of Secretly! (Thorsten Will)" <twill@gmx.de>
Date: 12-05-00 20:55:57
Subject: Re: PureBasic PR3

Am Die, 28 Nov 2000 schrieben Sie:

> Hello Blitzers,
>
> Just a quick mail to inform you than the 3rd release of PB x86 is
> available. It now includes an editor for use, lazy guys :-)..
>
> News: DirectX bugs fixed, 2 new libs (requesters and toolbar) and of

> course the editor..
>

Kewl...

I tested PureBasic on 2 new PCs and a Notebook with Win95 and Win98 Systems...
I tried to get your small game (amigaconversion) worked on a PC... After
compiling i get a for a second a black screen and then is end... No gfx on
screen... Is there any bug or why see i no gfx on screen?

greetz

Mr.Vain of Secretly!

1.137 PureBasic x86 2.00 Final is out !

From: Frederic Laboureur <alphasnd@free.fr>
Date: 12-17-00 23:54:02
Subject: PureBasic x86 2.00 Final is out !

Hello Blitzers,

Just a quick mail to inform you than PureBasic x86 is out
(finally..) ! Check it at www.purebasic.com and spread the word :-)

Regards,

--

Fred.

```

      /\//\//\//\
     _/      \_
    / ^ ^   u ^ ^ n ^ ^ \
   (o o_ / (o o) \ _o o)
  _/_ /// |   | \ \ _\
 (o_o)//  (o o)  \ (o_o)
  \_ _/   \_ _/   \_ _/

```

Frederic 'AlphaSND' Laboureur
e-mail : alphasnd@free.fr

© 2000 - Fantaisie Software

<http://www.purebasic.com>

PureBasic: Feel the ..Pure.. Power !

1.138 Re: PureBasic x86 2.00 Final is out !

From: Rob Hutchinson <loki.sd@cableinet.co.uk>
Date: 12-18-00 09:01:36
Subject: Re: PureBasic x86 2.00 Final is out !

On Mon, 18 Dec 2000 00:54:02 +0100, Frederic Laboureur wrote:

```
>
> Hello Blitzers,
>
> Just a quick mail to inform you than PureBasic x86 is out
>(finally..) ! Check it at www.purebasic.com and spread the word :-)
>
> Regards,
```

WOAH! I`m impressed! Bloody good job man!
I`ll definately be keeping an eye on the x86 development!

--
Rob Hutchinson

1.139 Screen request

From: Daniel Dudnelski <ditud@box43.gnet.pl>
Date: 02-07-14 05:45:22
Subject: Screen request

Hello,

I have problem with NASLScreenRequest. I setup
#ASLSM_MinHeight,480 but when I run my program nothing
hapends. Why? Other tags works just fine. What is the
problem withi fitering screnmodes?

Kind Redgards
--

ITU, real polish hultay and of course AMIGA user!!!

Working on A4000T/060/32MB RAM+CV 64/3D
(My Clock is DeAd)

TaBoo 3 AGA [#####.]
TaBoo 3 CGX [#####.....]

--
Tylko teraz w LP plyty za 3 grosze! Szczegoly www.lp.pl/rodzynki.asp
Dopisz Box43 do nazwiska, a otrzymasz 5% znizki do kazdego zamowienia!
(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)-*-(*)

1.140 Re: Screen request

From: Curt Esser <camge@amigaonline.net>
Date: 12-26-00 16:32:51
Subject: Re: Screen request

Hi,

----- Original Message -----

From: Daniel Dudnelski <ditud@box43.gnet.pl>
Sent: Saturday, December 31, 1977 3:17 PM

> Hello,
>
> I have problem with NASLScreenRequest. I setup
> #ASLSM_MinHeight,480 but when I run my program nothing
> hapends. Why? Other tags works just fine. What is the
> problem withi fitering screnmodes?

I'm not sure (never used the NASL ScreenRequest) but I think that tag sets the minimum height for the ASLrequester itself.

To filter screenmodes, you need to use a callback hook. David McMinn put an example for this in Aminet/dev/basic and it is also probably on the Blitz2000 site.

This is also shown in the prefs program in the BeatBox2 source archive, which you will find on my site:
http://members.nbci.com/Curt_Esser/ in the Blitz section.

Yours electronically,
Curt Esser
<camge@amigaonline.net

1.141 Re: Screen request

From: David McMinn <mcminn@redhotant.com>
Date: 12-26-00 18:25:40
Subject: Re: Screen request

On 26 Dec 00, at 8:32, Curt broke out long enough to write:

> > I have problem with NASLScreenRequest. I setup
> > #ASLSM_MinHeight,480 but when I run my program nothing
> > hapends. Why? Other tags works just fine. What is the
> > problem withi fitering screnmodes?
>
> I'm not sure (never used the NASL ScreenRequest) but I think that tag sets
> the minimum height for the ASLrequester itself.
>
> To filter screenmodes, you need to use a callback hook. David McMinn put
> an example for this in Aminet/dev/basic and it is also probably on the
> Blitz2000 site.

if it is just simple filtering, such as with only wanting screens bigger than a

certain height, you can use the tags like MinHeight. Like you say, it could be that it is the minimum height of the requester. Daniel, make suer that the y position of the requester + 480 is not bigger than your screen.

Or maybe nothing happens because you do not have any GFX card screenmodes set up with a bigger height than 480?

Sorry, can't help much more than that, I don't have access to my Amiga ATM.

--

[] /\ \/][[] |\/| + |\/|][|\/| |\/|
 dmcminn@house-of-mojo.freemove.co.uk
http://members.xoom.com/David_McMinn
 What is this talk of 'release'? Klingons do not make software
 'releases'. Our software 'escapes' leaving a bloody trail of
 designers and quality assurance people in it's wake.

1.142 Re: Searching a smart idea...

From: Davide Zipeto <dawez@tiscalinet.it>
 Date: 11-30-00 17:42:41
 Subject: Re: Searching a smart idea...

Hello Nick

On 26-Nov-00, Nick Clover wrote:
 > FileSeek startpos

my blitz version require

FileSeek filename, startpos

dO I have an obsolete version of file stuff ?

Regards

--

<tsb> #dawez# A proud Amiga user
 Projects : Sms Engineer Mui OnLineTimer mui
 [#####^.....] [#####^.]

SmsEngineer is available at: <http://blitz-engineers.virtualave.net>
 wap fans check this: <http://blitz-engineers.virtualave.net/wap>

--

1.143 Re: Searching a smart idea...

From: David McMinn <dave@satanicdreams.com>
 Date: 12-02-00 11:14:06
 Subject: Re: Searching a smart idea...

> FileSeek filename, startpos

That's the correct (and only) way that FileSeek works.

```
() /\ \ / ][ ()  | \ / | c | \ / | ][ | \ | | \ | | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn      | ICQ=16827694
```

1.144 Re: Searching a smart idea...

From: Nick Clover <bauk@uksysops.com>
Date: 12-02-00 15:23:25
Subject: Re: Searching a smart idea...

Hello Davide

On 30-Nov-00, you wrote:

> Hello Nick

> On 26-Nov-00, Nick Clover wrote:

>> FileSeek startpos

> my blitz version require

> FileSeek filename, startpos

> dO I have an obsolete version of file stuff ?

Nope, I didn't spot that error in David's code - Oops :(

> Regards

Regards

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ↔

microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.145 Seasons Greetings

From: Curt Esser <camge@amigaonline.net>
Date: 12-23-00 20:29:34
Subject: Seasons Greetings

Hi everybody,

I just wanted to wish you all a Merry Christmas.

James Boyd and I have decided to release the full source code for BeatBox2.

Consider it as a Christmas gift to anybody who wants it.

Even if you aren't interested in the program itself, you might like to raid it for some of the routines. Among other things, it shows how to:

- * Automatically run the prefs program the first time your main program is run
- * Open Multiview on your program's screen (by making it a Public Screen)
- * Run a separate prefs program on your program's screen
- * Read RIGHT mouse-clicks on your gadgets, as well as left-clicks (without removing the menus!)
- * Avoid forcing users to copy your custom fonts into their "Fonts:" directory

and a lot of other stuff I don't remember right now...

Also included is the source for the Prefs program, which shows how to filter the ScreenMode requester and the Font requester to show only selections that are usable in your program.

You can find it on my website in the Blitz section:

http://members.nbci.com/curt_esser/

And, David, if you want it, feel free to put it on Blitz2000 as well...

Yours electronically,
Curt Esser
<camge@amigaonline.net>

1.146 Fw: Seasons Greetings

From: Curt Esser <camge@amigaonline.net>
Date: 12-25-00 02:55:24
Subject: Fw: Seasons Greetings

Hi guys - talking to myself, here ;) >
>
> ----- Original Message -----
> From: Curt Esser <camge@amigaonline.net>
> Sent: Saturday, December 23, 2000 12:29 PM
>

> >
> > James Boyd and I have decided to release the full source code for
> BeatBox2.
> >
> > Even if you aren't interested in the program itself, you might like to
> raid
> > it for some of the routines> You can find it on my website in the Blitz
> section:
> >
> > http://members.nbci.com/curt_esser/
>
The correct URL is:

http://members.nbci.com/Curt_Esser/

sorry....

Yours electronically,
Curt Esser
<camge@amigaonline.net>

1.147 Re: Fw: Seasons Greetings

From: amorel <amorel@xs4all.nl>
Date: 12-25-00 06:46:27
Subject: Re: Fw: Seasons Greetings

On 25-Dec-00, Curt Esser wrote:

C= The correct URL is:
C=
C= http://members.nbci.com/Curt_Esser/

It didnt matter, capitals or not, both links work.
But the source of beatbox isn't there,
http://members.nbci.com/Curt_Esser/files/BboxSource.lha

Also I checked a link, that source code link is dead.

Regards

--
-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit
<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS \ \ / /Half a decent studio
Music: www.mp3.com/vopak \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html \ \ / /productions,demos,programs...

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.148 Re: Fw: Seasons Greetings

From: Curt Esser <camge@amigaonline.net>
Date: 12-25-00 13:30:32
Subject: Re: Fw: Seasons Greetings

Hi,

----- Original Message -----

From: amorel <amorel@xs4all.nl>
To: Curt Esser <blitz-list@netsoc.ucd.ie>
Sent: Sunday, December 24, 2000 10:46 PM
Subject: Re: Fw: Seasons Greetings

> On 25-Dec-00, Curt Esser wrote:
>
> C= The correct URL is:
> C=
> C= http://members.nbc.com/Curt_Esser/
>
> It didnt matter, capitals or not, both links work.

Well, I posted it because somebody told me it didn't work without the capitals - I suppose it depends on your browser. Anyway, the one with the capitals is the correct one.

> But the source of beatbox isn't there,
> http://members.nbc.com/Curt_Esser/files/BboxSource.lha

Sorry, that is because I forgot to upload it. It is there now - I just downloaded it myself, to check...

Ah, the problems of too much Christmas Cheer :))

Yours electronically,
Curt Esser
<camge@amigaonline.net>
http://members.nbc.com/Curt_Esser/
<http://members.tripod.com/~DoctorPix/>

1.149 Sily question

From: Daniel Dudnalski <ditud@box43.gnet.pl>
Date: 02-07-14 05:40:10
Subject: Sily question

Hello

Perhaps it is sily question but in which way I can find pionters of screens (ie. Workbench screen), windows, librarys and other objects/structures in memory?

Kind redgards & Merry X'mass :))

Hope this helps!

See ya,

--

James L Boyd (Member of DNRC),
<http://www.thesurfaces.net/>
<http://www.blitzbasic.com/>
<http://www.dundeemusic.co.uk/>
 Connected from Fife, Scotland.
 Death to the Pixies!

--

----- Original Message -----

From: Daniel Dudnelski <ditud@box43.gnet.pl>
 To: Lista Blitz'a <blitz-list@netsoc.ucd.ie>
 Sent: Saturday, December 31, 1977 11:11 PM
 Subject: Sily question

> Hello

>

> Perhaps it is sily question but in which way I can find
 > pionters of screens (ie. Workbench screen), windows,
 > librarrys and other objects/structures in memory?

>

> Kind redgards & Merry X'mass :)

> --

>

> ITU, real polish hultay and of course AMIGA user!!!

>

> Working on A4000T/060/32MB RAM+CV 64/3D

> (My Clock is DeAd)

>

> TaBoo 3 AGA [#####.]

> TaBoo 3 CGX [#####.....]

>

>

> --

> Tylko teraz w LP plyty za 3 grosze! Szczegoly www.lp.pl/rodzynki.asp
 > Dopisz Box43 do nazwiska, a otrzymasz 5% zniżki do kazdego zamowienia!
 > (*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)--(*)

>

>

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

>

1.152 Sorry meant to send that reply to the sender not the list!

From: pbrace@cwctv.net

Date: 12-13-00 23:23:53

Subject: Sorry meant to send that reply to the sender not the list!

I meant to send that to D.McMinn not the whole list - I clicked on reply and ↩ because it had been routed throuh the list it went to the list. Sorry everyone.

John Brace

This is my temporary address. When my accelerator board timer crystal is repaired ↩ please revert to my other one. Sorry for the temporary inconvenience.

John

1.153 Sorry!

From: Simon Smith <simonisfound@yahoo.co.uk>
Date: 12-19-00 13:50:55
Subject: Sorry!

Oops!

Sorry for the surreal christmas card, I sent to all and forgot to take blitz list off of the "To:" box in my e-mailer.

Apologies, but merry christmas anyway.

Do You Yahoo!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>
or your free @yahoo.ie address at <http://mail.yahoo.ie>

1.154 Re: Sorry!

From: James L Boyd <james@thesurfaces.net>
Date: 12-19-00 13:59:40
Subject: Re: Sorry!

Too late -- we think you're nuts now... :P

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!

--

----- Original Message -----

From: "Simon Smith" <simonisfound@yahoo.co.uk>
To: "Blitz List" <blitz-list@netsoc.ucd.ie>
Sent: Tuesday, December 19, 2000 1:50 PM

Subject: Sorry!

>
> Oops!
>
> Sorry for the surreal christmas card, I sent to all and forgot to take
> blitz list off of the "To:" box in my e-mailer.
>
>
> Apologies, but merry christmas anyway.
>
>
>
> _____
> Do You Yahoo!?
> Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>
> or your free @yahoo.ie address at <http://mail.yahoo.ie>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>

1.155 Re: Sorry!

From: Nick Clover <bauk@uksysops.com>
Date: 12-19-00 17:59:08
Subject: Re: Sorry!

Hello James

On 19-Dec-00, you wrote:

> Too late -- we think you're nuts now... :P

I thought you had to be to join this list, I know I am and I've got my suspicions about the rest of you :)

Regards

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ↔
microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.156 Stupid f**** Mildred

From: Wiremu TeKani <tekani@yahoo.com>
Date: 12-20-00 10:29:35
Subject: Stupid f**** Mildred

Hello, Wiremu here.

I can't get Mildred to work (again)! What am I missing? What libraries do I need? What .res files do I need? WHAT DO I NEED?!!!

I've loaded some Mildred files in and despite me having the latest version of it, it still packs a major wobbly. ie. tokenises commands to read '??????' yay! Some of the library commands it has funny ideas about. AND DON'T TALK TO ME ABOUT OPENING A F****ING SCREEN! It doesn't know what a viewport newtype is, doesn't know... well it doesn't know a lot of things.

M'aider.

Besides that, things are fine. Have a Merry Xmas, and a happy new year in 199b.

=====

-----Wiremu TeKani-----
A1200/2MChip/8MFast/60MHD(Less than a meg avail :-)/28Mhz

EM: tekani@yahoo.com
w_tekani@hotmail.com

*** Get Galagawars V1.5 From the Aminet ***

Do You Yahoo!?

Yahoo! Shopping - Thousands of Stores. Millions of Products.
<http://shopping.yahoo.com/>

1.157 Re: Stupid f**** Mildred

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-20-00 12:53:38
Subject: Re: Stupid f**** Mildred

Hi Wiremu

I sense much anger in you.</yoda>

:)

> I've loaded some Mildred files in and despite me having the latest version of
> it, it still packs a major wobbly. ie. tokenises commands to read '??????' yay!

What examples are you trying to load. Paul changed some of the commands in later versions of Mildred because he was running out of space for new commands. I don't think all the old demos were updated to use the latest version of the library, and so if they were using commands which are no

longer in the latest version, you will get the "?????" tokens. Also, because he had to reduce the number of commands, I think some commands had their parameters changed, to include new features which used to be other commands. This would be why some tokens in the source look incorrect (or the compiler tells you they are).

You're best bet with source like this is to hope that there is an ASCII version. You can load this in and then at least check that all the commands have been recognised, and figure out why some of them have not. You'll need to check the parameters for the commands manually though.

> Some of the library commands it has funny ideas about. AND DON'T TALK TO ME ABOUT OPENING A F***ING SCREEN! It doesn't know what a viewport newtype is,

You should put blitzlibs:amigalibs.res in your resident list. If you use the second version of this file (AmigaLibsII.res, by Roger Beausoleil) then you will probably find that the reason it is complaining is that some newtypes in that version have underscores in their names and in the fields, i.e. _ViewPort. Perhaps anyway. I recommend you use the one by Fred Laboureur, which you can find in the NewCommandSet archive. And make sure the types are spelled with the correct case - viewport is different from ViewPort.

I'm not sure if there is a Mildred.res, although I seem to remember one. I can't find it anywhere, but you never know. Anyone know if there's a mildred.res?

You'll probably also need the updated graphics.library1 file, and the cybergraphics.library1 file (in the Archives/Mildred section of <http://www.blitz-2000.redhotant.com>). And then run makedeflibs, or whatever program you use to compile your libraries.

--

|) /\ \ /][|) | \ / | c | \ / |][| \ | | \ | | mcminn@redhotant.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 'What!?' ain't no planet I've ever heard of! Do they speak Bocce on What?
 - Samuel L. Jackson, Jedi

1.158 Re: updated BSS stuff from freeblitz site.

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
 Date: 12-01-00 08:28:28
 Subject: Re: updated BSS stuff from freeblitz site.

Hi Nick

> I Don't have a C compiler to do it myself.

Get vbcc, it's free and simple to use.

> People keep mentioning the freeblitz website, but I don't have the URL,
 > can somebody sent it?

It doesn't matter now, the free blitz stuff which was once on it is still

there, but the links are gone, so you'd need to remember the exact file names to download them. There never was any compiled versions or docs.

I've emailed Steve Matty a couple of times to clarify what the archives were (I'm sure there's only 4 out of 5 on the B2k site), but never got any response.

But if you must, the URL is <http://www.ldngedge.demon.co.uk>

```
--
|) /\ \/ ][ |)  |\| | c |\| | ][ |\| |\|  |   mcminn@redhotant.com
|   http://members.xoom.com/David_McMinn  |   ICQ=16827694
Everybody is somebody else's weirdo
```

1.159 Re: Will there be a Blitz Basic 3?

From: Frederic Laboureur <alphasnd@free.fr>
 Date: 11-30-00 21:47:16
 Subject: Re: Will there be a Blitz Basic 3?

Hello James,

> Yeah, Waponez II (I think it was originally written in Blitz?)...like I
 > say, it looks to be all PB commands except for a couple of calls with
 > underscores after them (something like InitKeyboard_ () and some other
 > minor things)...

Nop, Waponez II never exists :). Waponez was written in AMOS is was damn slow and not smooth (check aminet to see what I mean). The only Windows functions used are: MessageBox_() and SetThreadPriority_() which aren't essential commands :-).

Good bye,

--

Fred.

```

  /\//\//\//\
  __/      \__
  / ^ ^  u ^ ^ n ^ ^ \
  (o o_ / (o o) \ _o o)
  _/_ /// |  | \ \ _\__
  (o_o)//  (o o)  \ (o_o)
  \___/  \___/  \___/

```

Frederic 'AlphaSND' Laboureur
 e-mail : alphasnd@free.fr

© 2000 - Fantaisie Software

<http://www.purebasic.com>

PureBasic: Feel the ..Pure.. Power !

1.160 Re: Will there be a Blitz Basic 3?

From: amorel <amorel@xs4all.nl>
 Date: 12-01-00 02:57:46
 Subject: Re: Will there be a Blitz Basic 3?

On 30-Nov-00, pbrace@cwctv.net wrote:

C=This is a little off-topic but we all use Amigas anyway - Does anyone know yet
 C=what the specifications will be for the Amiga One and how much it will cost?
 C=If I've waited this long for a new Amiga I can wait at least another year
 C=more. :-)

A new Amiga from Amiga inc will NOT be an Amiga besides "the name " tm. And the specs are in Amigactive, off the shellf stuff and quite broad. Meaning in the spirit of toa elate one can use any machine up to nowadays standards. Cpu is not limnited to x86. But to be Amiga "approved" hardware suppliers gotta do some butt licking and meet certain hardware requirements.

Regards

--

```

-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel         \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS      \ \ / /Half a decent studio
Music: www.mp3.com/vopak              \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html    \ \ / /productions,demos,programs...

```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.161 Re: Will there be a Blitz Basic 3?

From: amorel <amorel@xs4all.nl>
 Date: 12-01-00 03:52:56
 Subject: Re: Will there be a Blitz Basic 3?

On 30-Nov-00, Frederic Laboureur wrote:

C= Blitz mode makes sense only on 68000/512 kb based amiga (A500)...

I agree, but then all hardware banging stuff should be available under the OS, which sadly is not the case. Besides Blitz will do most hardware stuff in Blitz mode only.

Regards

--

```

-*AMOREL*- musician/programmer      \ \ Amiga 1200T/PPC/040/32/6g more shit
http://www.xs4all.nl/~amorel         \ \ Good old C=64 and an attitude!
Running QNX rtp, linux, AmigaOS      \ \ / /Half a decent studio
Music: www.mp3.com/vopak              \ \ / /Contact me for bookings,
www.xs4all.nl/~amorel/amusic.html    \ \ / /productions,demos,programs...

```

-*Out now -----> Amoralplayer1.5, a no fuss audioplayer*-

1.162 Window Backgrounds & Reaction

From: Nick Clover <bauk@uksysops.com>
Date: 12-20-00 21:17:36
Subject: Window Backgrounds & Reaction

Greetings,

Can someone help?

I'm trying to load the background specified in env:sys/reaction.prefs and use it ←
as a background
for my window on workbench.

I know the filename is at offset \$144 and can get that, but is there an easy way ←
to put
it onto the window (with tiling if required)?

Cheers

--

<sb>

<sb>Nick Clover - <http://i.am/bauk>

<sb>

<sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II

<sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300

<sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard

<sb>

<sb>Windows 95 is a 32 bit extension and a graphical shell for a

<sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit ←
microprocessor,

<sb>written by a 2 bit company, that can't stand 1 bit of competition.

<sb>

1.163 Re: Window Backgrounds & Reaction

From: James L Boyd <james@thesurfaces.net>
Date: 12-21-00 02:41:51
Subject: Re: Window Backgrounds & Reaction

Hope nobody minds a 16k post! Here are some datatype picture and sound
loading functions mostly done by Leigh Parry (can't find his web site
address where these came from)...no docs or anything here, but I think they
were easy enough to use...

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>

<http://www.thesurfaces.net/>
Death to the Pixies!

--

----- Original Message -----

From: "Nick Clover" <bauk@uksysops.com>
To: <blitz-list@netsoc.ucd.ie>
Sent: Wednesday, December 20, 2000 9:17 PM
Subject: Window Backgrounds & Reaction

> Greetings,
>
> Can someone help?
>
> I'm trying to load the background specified in env:sys/reaction.prefs and
use it as a background
> for my window on workbench.
>
> I know the filename is at offset \$144 and can get that, but is there an
easy way to put
> it onto the window (with tiling if required)?
>
>
> Cheers
> --
> <sb>
> <sb>Nick Clover - <http://i.am/bauk>
> <sb>
> <sb>A4000/060, 80Mb, PicassoIV, Paloma, KTX 17" Monitor, Punchinello II
> <sb>IDE: 10.1Gb, 6.4Gb, LS120, DVD CD SCSI: CDD2600 CDR, Aiwa ACD300
> <sb>Brother HL1250 Laser, HP890C Inkjet, Trust V90 & Ergo Keyboard
> <sb>
> <sb>Windows 95 is a 32 bit extension and a graphical shell for a
> <sb>16 bit patch to an 8 bit operating system originally coded for a 4 bit
microprocessor,
> <sb>written by a 2 bit company, that can't stand 1 bit of competition.
> <sb>
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>

1.164 Re: Window Backgrounds & Reaction

From: James L Boyd <james@thesurfaces.net>
Date: 12-21-00 02:50:08
Subject: Re: Window Backgrounds & Reaction

> Hope nobody minds a 16k post! Here are some datatype picture and sound

And now to attach the friggin' thing!

See ya,

--

James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
<http://www.blitzbasic.com/>
<http://www.thesurfaces.net/>
Death to the Pixies!

--

There should be a file Mail_161/dtstuff.zip included with this guide.

1.165 Re: Window Backgrounds & Reaction

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>
Date: 12-21-00 09:49:19
Subject: Re: Window Backgrounds & Reaction

> loading functions mostly done by Leigh Parry (can't find his web site
> address where these came from)...no docs or anything here, but I think they

Unless he's changed it, you can find his stuff here:
<http://web.ukonline.co.uk/lparry/>

--

l) /\ \/] [|) | \ / | c | \ / |] [| \ | | \ | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ=16827694
A bartender is just a pharmacist with a limited inventory.

1.166 WPA8

From: Daniel Dudnelski <ditud@box43.gnet.pl>
Date: 02-07-14 05:31:44
Subject: WPA8

Hello,

Does anyone use WritePixelFormat8_ command? I do not know
what I should put into tempr variable. Help!

Redgards...

Daniel

--

ITU, real polish hultay and of course AMIGA user!!!

Working on A4000T/060/32MB RAM+CV 64/3D
(My Clock is DeAd)

TaBoo 3 AGA [#####....]
 TaBoo 3 CGX [##.....]

--

Tylko teraz w LP plyty za 3 grosze! Szczegoly www.lp.pl/rodzynki.asp
 Dopisz Box43 do nazwiska, a otrzymasz 5% zniżki do kazdego zamowienia!
 (*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)-*(-*)

1.167 Re: WPA8

From: James L Boyd <james@thesurfaces.net>
 Date: 12-22-00 15:48:45
 Subject: Re: WPA8

> Hello,
 >
 > Does anyone use WritePixelFormat8_ command? I do not know
 > what I should put into temprp variable. Help!
 >
 > Redgards...
 >
 > Daniel
 >
 > --

This is taken from one of Leigh Parry's datatype loading examples...hope it helps!

```

InitRastPort_ *TempRast
InitRastPort_ *TempRst2

*bm2=AllocBitMap_(((bmw+15) LSL 4) LSR 1,1,bmd,#BMF_CLEAR,0)

*TempRst2\Layer=0
*TempRst2\BitMap=*bm2

*TempRast\BitMap=*bm

SizeFast.l=(((bmw+15) LSL 4) LSR 4)*bmh
*FastChunky.l=AllocMem_(SizeFast,#MEMF_FAST|#MEMF_CLEAR)

If *FastChunky=0
  DisposeDObject_ *obj
  ReleaseDataType_ *dtn
  FreeMem_ *TempRast,SizeOf.RastPort
  FreeMem_ *TempRst2,SizeOf.RastPort
  UnLock_ lock
End
EndIf

Count.l=ReadPixelFormat8_(*TempRast,0,0,bmw-1,bmh-1,*FastChunky,*TempRst2)

```

```
*TempRast\BitMap=BADR

Count.l=WritePixelArray8_(*TempRast,0,0,bmw-1,bmh-1,*FastChunky,*TempRst2)

FreeBitMap_ *bm2
FreeMem_ *TempRast,SizeOf.RastPort
FreeMem_ *TempRst2,SizeOf.RastPort
FreeMem_ *FastChunky,SizeFast

-----

See ya,
--
James L Boyd, Member of DNRC.
Connected from Fife, Scotland.
http://www.blitzbasic.com/
http://www.thesurfaces.net/
Death to the Pixies!
--
```

1.168 Re: WPA8

```
From: David McMinn <mcminn@redhotant.com>
Date: 12-22-00 18:40:35
Subject: Re: WPA8
```

James L Boyd says the moon is made of cheese, but it's actually made of Re: WPA8

```
> This is taken from one of Leigh Parry's datatype loading examples...hope
> it helps!
>
> ---
>
> InitRastPort_ *TempRast
> InitRastPort_ *TempRst2
```

Nonononononono!

Initialise your pointers, either by allocating memory, or not using pointers at all!

```
DEFTYPE.RastPort TempRast
DEFTYPE.RastPort TempRst2
InitRastPort_ &TempRast
etc.
```

Bye

--

```
() /\ \ ] [ ( ) | \ / | © | \ / | ] [ | \ | | \ | | | mcminn@redhotant.com
http://members.xoom.com/David_McMinn | ICQ = 16827694
I am Jeri Ryan of Borg...yes, I'll assimilate you, but not like /that/
```