History

COLLABORATORS

	TITLE : History		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 11, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

History

1.1 Main

```
              - Development History of FMS -

                    1.0

                    2.0
```

1.2 1.0

```
 1.0  3-Nov-89  First version ever
               ~~~~~~~~~~~~~~~~~~
               \textdegree{} Written by Matt Dillon.
```

1.3 2.0

```
 2.0  10-Apr-96 Second release
               ~~~~~~~~~~~~~~
               \textdegree{} Disassembled, and rewritten in Assembly.
               \textdegree{} Removed Data hunk, so all variables can be addressed
                  using PC relative addressing modes.
               \textdegree{} Removed duplicate routines.
               \textdegree{} Made as PC relative as possible (Smaller executable)
               \textdegree{} Removed possible odd-address violations.
               \textdegree{} Moved some routines inline.
               \textdegree{} Replaced Dice-C MovMem with a call to Exec/CopyMem()
                  This will be faster, esp. if CopyMemQuicker is running.
               \textdegree{} All jumptables, and common called routines have been
                  aligned to 32bit boundaries.
               \textdegree{} Include 68020+ version.
               \textdegree{} Various obvious optimisations.
               \textdegree{} Converted some standard C routines to use register  ←
                  based
                  arguments instead of stack-based args.
               \textdegree{} All Jump-tables are now word-based.
```

```
\textdegree{} ExtFunc entry of jumptable was missing, Now added,  ←
   for
   future compatability.
\textdegree{} Uses a BSS area at the end of Code hunk for smaller
   executable size.
```