

Table of Contents

March/April 1993

I

Programming Practices and Standards

general purpose Amiga programming

Tag Items and Tag Lists	I - 1
<i>Staff (September/October 1990)</i>	
2.0 Version Strings	I - 3
<i>Carolyn Scheppner (March/April 1991)</i>	
The ASL Library	I - 7
<i>John Orr (May/June 1991)</i>	
2.0 Compatibility Problem Areas	I - 19
<i>Carolyn Scheppner, Bryce Nesbitt, Peter Cherna, and Darren Greenwald (November/December 1991)</i>	
Release 2.0 Specific Functions and Commands	I - 35
<i>Compiled by Carolyn Scheppner (January/February 1992)</i>	
Callback Hooks	I - 43
<i>David Junod (March/April 1992)</i>	
Debugging with Enforcer and Mungwall	I - 47
<i>Carolyn Scheppner (May/June 1992)</i>	

II

AmigaDOS

dos.library

Executing External Programs with Release 2.0	II - 1
<i>Carolyn Scheppner (November/December 1990)</i>	
AmigaDOS Packet Interface Specification	II - 5
<i>John Toebe (November/December 1990 - last revised: 1/93)</i>	
Standard Command Line Parsing	II - 27
<i>John Orr (May/June 1991)</i>	
Notification	II - 31
<i>Ewout Walraven (November/December 1991)</i>	
Using the AmigaDOS Pattern Matching Functions	II - 37
<i>Ewout Walraven (September/October 1991 - last revised: 1/92)</i>	
The 2.0 Dos.library Path Name Handling Functions	II - 43
<i>Ewout Walraven (September/October 1991)</i>	
Directory Scanning	II - 49
<i>Ewout Walraven (September/October 1991)</i>	
Writing a UserShell	II - 65
<i>Randell Jesup (January/February 1992)</i>	

Fast AmigaDOS I/O	II - 77
<i>Martin Taillefer (September/October 1992)</i>	
Cooperative Record Locking with AmigaDOS	II - 87
<i>Ewout Walraven (September/October 1992)</i>	
Packet Level I/O under Release 2	II - 95
<i>Dale Larson and John Orr (November/December 1992)</i>	
Even Faster AmigaDOS I/O	II - 107
<i>Martin Taillefer (March/April 1993)</i>	

III

Exec

the multitasking executive, exec.library

Using SetFunction() in a Debugger	III - 1
<i>Ewout Walraven (March/April 1991)</i>	
68040 Compatibility Warning	III - 11
<i>Michael Sinz (July/August 1991)</i>	
Signalling with SIGF_SINGLE	III - 17
<i>John Orr (September/October 1992)</i>	
Memory Pools	III - 19
<i>Mark Ricci (January/February 1993)</i>	
Quick Interrupts	III - 25
<i>Michael Sinz (March/April 1993)</i>	

IV

Intuition and Workbench

the Amiga user interface

Obtaining an Icon Image	IV - 1
<i>David Junod (September/October 1990)</i>	
An Introduction to V36 Screens and Windows	IV - 3
<i>Ewout Walraven (September/October 1990)</i>	
Opening Screens and Windows on Any Amiga	IV - 17
<i>Ewout Walraven (January/February 1991)</i>	
Introduction to Boopsi	IV - 23
<i>John Orr (March/April 1991)</i>	
Writing a Boopsi Image Class	IV - 41
<i>David N. Junod (May/June 1991)</i>	
Boopsi's Transparent Base Classes	IV - 57
<i>Peter Cherna (May/June 1991)</i>	
AppWindows, AppIcons, and AppMenuItems	IV - 59
<i>Fred Mitchell and John Orr (July/August 1991)</i>	
Making Your Windows More Shiny and Manageable	IV - 69
<i>Ewout Walraven (July/August 1991)</i>	
Optimized Window Refreshing	IV - 77
<i>Martin Taillefer (July/August 1992)</i>	
Color Wheel and Gradient Slider Boopsi Classes	IV - 91
<i>Mark Ricci, Martin Taillefer, and David Miller (September/October 1992)</i>	

Introduction to the Datatypes Library	IV - 101
<i>Dan Baker (November/December 1992)(March/April 1993)</i>	
Boopsi in Release 3	IV - 111
<i>John Orr and Peter Cherna (January/February 1993)</i>	
Features of V39 GadTools	IV - 125
<i>Mark Ricci (March/April 1993)</i>	
Menu Verify	IV - 137
<i>John Orr and Peter Cherna (March/April 1993)</i>	

V

Graphics

animation, text, the Blitter, layers.library

Using the ECS Genlocking Features	V - 1
<i>Ewout Walraven (January/February 1991)</i>	
Finding the Aspect Ratio	V - 11
<i>Carolyn Scheppler (September/October 1991)</i>	
Amiga Font Scaling and Aspect Ratio	V - 15
<i>John Orr (November/December 1991 - last revised: 4/92)</i>	
Using Compugraphic Typefaces with Bullet	V - 23
<i>John Orr (July/August 1992)</i>	

VI

Sound and Music

audio, speech, MIDI

Creating Virtual Voices with Amiga Audio	VI - 1
<i>Dan Baker (March/April 1993)</i>	

VII

IFF and DataTypes

iffparse.library, DataTypes, and miscellaneous IFF topics

The DR2D FORM	VII - 1
<i>Ross Cuniff and John Orr (November/December 1990)</i>	
ECS Display Modes and ILBM CAMG	VII - 17
<i>Carolyn Scheppler (July/August 1991)</i>	
Developing New IFF FORMs and Chunks	VII - 21
<i>Christian Ludwig (July/August 1991)</i>	
AmigaGuide 101	VII - 25
<i>Jerry Hartzler (January/February 1993)</i>	

VIII

Unix and Networking

Unix SVR4, NFS, TCP/IP, Ethernet

Using the Amiga A3000UX as a NFS File Server	VIII - 1
<i>David Miller (July/August 1991)</i>	
Keeping Time--Interval Timing in Amiga UNIX	VIII - 9
<i>David Miller (November/December 1991)</i>	
Developing Network Applications for the Amiga	VIII - 17
<i>Dale Larson (January/February 1992)</i>	

A Shared Socket Library Server and Client	VIII - 31
<i>John Wiederhirn and John Orr (March/April 1992 - last revised: 1/93)</i>	

SANA-II Network Device Specification	VIII - 51
<i>Brian Jackson, Dale Larson, Greg Miller, and Kenneth Dyke (May/June 1992)</i>	

IX **Timer, Serial, and Parallel** timer.device, serial port, parallel port

Four Can Play—Supporting Parallel Port Joysticks	IX - 1
<i>Christian Ludwig (May/June 1992)</i>	

X **Output** printers, printing, Postscript

XI **Input** user input, Commodities Exchange

Introduction to Commodities Exchange	XI - 1
<i>John Orr (January/February 1991 - last revised: 4/91)</i>	

XII **CDTV** Commodore Dynamic Total Vision

Guidelines for CDTV Applications	XII - 1
<i>Staff (March/April 1992)</i>	

Making CDTV Titles That Work on Amigas	XII - 9
<i>Ben Phister (May/June 1992)</i>	

Memory Limits for Various CDTV Configurations	XII - 17
<i>Adam Levin-Delson (July/August 1992)</i>	

XIII **Hardware** Cards, chips, connectors

Video Adapter Diagrams	XIII - 1
<i>Adam Levin-Delson (March/April 1992)</i>	

The 68030 and 68040 on the Zorro III Bus	XIII - 5
<i>Michael Sinz (November/December 1992)</i>	

Expanding RAM on the Amiga 4000	XIII - 11
<i>Adam Levin-Delson (November/December 1992)</i>	

A1200 CPU Card Expansion RAM	XIII - 15
<i>Michael Sinz (January/February 1993)</i>	

A600 Game Port Connector Form Factor	XIII - 17
<i>Dan Baker (January/February 1993)</i>	