

# Table of Contents

May/June 1993

## I

### Programming Practices and Standards

general purpose Amiga programming

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

## II

### AmigaDOS

dos.library

<b>Executing External Programs with Release 2.0</b> . . . . .	<b>II - 1</b>
<i>Carolyn Scheppner (November/December 1990)</i>	
<b>AmigaDOS Packet Interface Specification</b> . . . . .	<b>II - 5</b>
<i>John Toebes (November/December 1990 - last revised: 1/93)</i>	
<b>Standard Command Line Parsing</b> . . . . .	<b>II - 27</b>
<i>John Orr (May/June 1991)</i>	
<b>Notification</b> . . . . .	<b>II - 31</b>
<i>Ewout Walraven (November/December 1991)</i>	
<b>Using the AmigaDOS Pattern Matching Functions</b> . . . . .	<b>II - 37</b>
<i>Ewout Walraven (September/October 1991 - last revised: 1/92)</i>	
<b>The 2.0 Dos.library Path Name Handling Functions</b> . . . . .	<b>II - 43</b>
<i>Ewout Walraven (September/October 1991)</i>	
<b>Directory Scanning</b> . . . . .	<b>II - 49</b>
<i>Ewout Walraven (September/October 1991)</i>	
<b>Writing a UserShell</b> . . . . .	<b>II - 65</b>
<i>Randell Jesup (January/February 1992)</i>	
<b>Fast AmigaDOS I/O</b> . . . . .	<b>II - 77</b>
<i>Martin Taillefer (September/October 1992)</i>	
<b>Cooperative Record Locking with AmigaDOS</b> . . . . .	<b>II - 87</b>
<i>Ewout Walraven (September/October 1992)</i>	

<b>Packet Level I/O under Release 2</b> . . . . .	<b>II - 95</b>
<i>Dale Larson and John Orr (November/December 1992)</i>	
<b>Even Faster AmigaDOS I/O</b> . . . . .	<b>II - 107</b>
<i>Martin Taillefer (March/April 1993)</i>	
<b>Handling Multiple Assigns with Conventional Directories</b> . . . . .	<b>II - 113</b>
<i>Staff (May/June 1993)</i>	

## III Exec

the multitasking executive, exec.library

<b>Using SetFunction() in a Debugger</b> . . . . .	<b>III - 1</b>
<i>Ewout Walraven (March/April 1991)</i>	
<b>68040 Compatibility Warning</b> . . . . .	<b>III - 11</b>
<i>Michael Sinz (July/August 1991)</i>	
<b>Signalling with SIGF_SINGLE</b> . . . . .	<b>III - 17</b>
<i>John Orr (September/October 1992)</i>	
<b>Memory Pools</b> . . . . .	<b>III - 19</b>
<i>Mark Ricci (January/February 1993)</i>	
<b>Quick Interrupts</b> . . . . .	<b>III - 25</b>
<i>Michael Sinz (March/April 1993)</i>	
<b>Creating Exec Libraries with SAS/C 6.x</b> . . . . .	<b>III - 29</b>
<i>John Wiederhirn (May/June 1993)</i>	

## IV Intuition and Workbench

the Amiga user interface

<b>Obtaining an Icon Image</b> . . . . .	<b>IV - 1</b>
<i>David Junod (September/October 1990)</i>	
<b>An Introduction to V36 Screens and Windows</b> . . . . .	<b>IV - 3</b>
<i>Ewout Walraven (September/October 1990)</i>	
<b>Opening Screens and Windows on Any Amiga</b> . . . . .	<b>IV - 17</b>
<i>Ewout Walraven (January/February 1991)</i>	
<b>Introduction to Boopsi</b> . . . . .	<b>IV - 23</b>
<i>John Orr (March/April 1991)</i>	
<b>Writing a Boopsi Image Class</b> . . . . .	<b>IV - 41</b>
<i>David N. Junod (May/June 1991)</i>	
<b>Boopsi's Transparent Base Classes</b> . . . . .	<b>IV - 57</b>
<i>Peter Cherna (May/June 1991)</i>	
<b>AppWindows, AppIcons, and AppMenuItems</b> . . . . .	<b>IV - 59</b>
<i>Fred Mitchell and John Orr (July/August 1991)</i>	
<b>Making Your Windows More Shiny and Manageable</b> . . . . .	<b>IV - 69</b>
<i>Ewout Walraven (July/August 1991)</i>	
<b>Optimized Window Refreshing</b> . . . . .	<b>IV - 77</b>
<i>Martin Taillefer (July/August 1992)</i>	
<b>Color Wheel and Gradient Slider Boopsi Classes</b> . . . . .	<b>IV - 91</b>
<i>Mark Ricci, Martin Taillefer, and David Miller (September/October 1992)</i>	
<b>Introduction to the Datatypes Library</b> . . . . .	<b>IV - 101</b>
<i>Dan Baker (November/December 1992)(March/April 1993)</i>	

<b>Boopsi in Release 3</b> . . . . .	<b>IV - 111</b>
<i>John Orr and Peter Cherna (January/February 1993)</i>	
<b>Features of V39 GadTools</b> . . . . .	<b>IV - 125</b>
<i>Mark Ricci (March/April 1993)</i>	
<b>Menu Verify</b> . . . . .	<b>IV - 137</b>
<i>John Orr and Peter Cherna (March/April 1993)</i>	

## V

### Graphics

animation, text, the Blitter, layers.library

<b>Using the ECS Genlocking Features</b> . . . . .	<b>V - 1</b>
<i>Ewout Walraven (January/February 1991)</i>	
<b>Finding the Aspect Ratio</b> . . . . .	<b>V - 11</b>
<i>Carolyn Scheppner (September/October 1991)</i>	
<b>Amiga Font Scaling and Aspect Ratio</b> . . . . .	<b>V - 15</b>
<i>John Orr (November/December 1991 - last revised: 4/92)</i>	
<b>Using Compugraphic Typefaces with Bullet</b> . . . . .	<b>V - 23</b>
<i>John Orr (July/August 1992)</i>	
<b>Naming Graphics Display Modes</b> . . . . .	<b>V - 39</b>
<i>Martin Taillefer (May/June 1993)</i>	

## VI

### Sound and Music

audio, speech, MIDI

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

## VII

### IFF and DataTypes

iffparse.library, DataTypes, and miscellaneous IFF topics

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

## VIII

### Unix and Networking

Unix SVR4, NFS, TCP/IP, Ethernet

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

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

<b>SANA-II Network Device Specification</b> . . . . .	<b>VIII - 51</b>
<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

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

## XI

### Input

user input, Commodities Exchange

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

<b>Loading Keymaps</b> . . . . .	<b>XI - 21</b>
<i>Martin Taillefer (May/June 1993)</i>	

<b>Customizing the Keypad Keymap</b> . . . . .	<b>XI - 25</b>
<i>John Orr and Carolyn Scheppner (May/June 1993)</i>	

## XII

### CDTV

Commodore Dynamic Total Vision

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

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

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

## XIII

### Hardware

Cards, chips, connectors

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

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

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

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

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