

BlizKick

Harry Sintonen

COLLABORATORS

	<i>TITLE :</i> BlizKick		
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WRITTEN BY	Harry Sintonen	July 20, 2024	

REVISION HISTORY

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Contents

1	BlizKick	1
1.1	BlizKick Guide	1
1.2	What is BlizKick anyway?	1
1.3	BlizKick 1.4 vs. BlizzMagic 2.5	2
1.4	About Kickstart ROM	2
1.5	MAPROM feature (jumper)	3
1.6	About BlizKick	3
1.7	Hmm	3
1.8	Features	4
1.9	Requirements	4
1.10	SaveROM utility	5
1.11	BlizKick installation	5
1.12	How it is done?	5
1.13	Important notes	6
1.14	Bug in Blizzard 1230-III, 1230-IV	7
1.15	Attention, 1260 user!	8
1.16	SetPatch and things...	8
1.17	Troubleshooting	8
1.18	The Package	9
1.19	How do I use BlizKick?	9
1.20	How do I use SaveROM?	11
1.21	Infinite boot loop	11
1.22	Copyrights	12
1.23	SaveROM example: Get Kickstart 1.3 ROM	12
1.24	About bug-reports	12
1.25	Form for sending bug reports	13
1.26	History	13
1.27	License	14
1.28	Disclaimer	14

Chapter 1

BlizKick

1.1 BlizKick Guide

29-Jun-1996

Documentation for

BlizKick 1.4

Copyright © 1996 PitPlane Productions

Composed by Harry Sintonen

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Introduction What is BlizKick?

Package What's included?

About Some words about BlizKick.

Features !!

Requirements What is required.

Installation How can I do it?

Usage Fights and arguments... :)

Important notes Please read.

1260 notes 1260 must read!

Troubleshooting What if...

License FreeWare!

Disclaimer "I didn't do it!"

History What has happened.

1.2 What is BlizKick anyway?

INTRODUCTION

BlizKick is used to rekick any **Kickstart ROM** with Blizzard turbo boards having **MAPROM** feature (jumper). Kickstart 1.3 and 3.0 are currently tested ROM images.

SaveROM program can be used to save (grab) Kickstart ROM image into a kickfile.

See [here](#), if you want to know why you should use BlizKick instead of BlizzMagic.

See BlizKick package [features](#) and [requirements](#).

1.3 BlizKick 1.4 vs. BlizzMagic 2.5

BLIZKICK 1.4 VS. BLIZZMAGIC 2.5

There are few programs similar to BlizKick. The only other competing program to be taken seriously is BlizzMagic V2.5 by Jan Hlavaty <mamlason@bbs.bajt.cz>.

Here are some comparisons. After reading these, I'm sure you'll agree with me that BlizKick is better than BlizzMagic. If not, use BlizzMagic instead... :-(

BlizKick 1.4 BlizzMagic 2.5

Supported boards all *) 1230-II/III/IV, 1260?

256K/512K ROM yes *2) yes

Init bypassing yes yes

Local on-board memory yes *3) yes

Needed AmigaOS 1.0+ 2.0+

ROM grabber included yes yes

Need file preparing no *4) yes

AutoReSum yes no

ROM speed-up internal external

Additional programs one *5) four

*) BlizKick supports all Blizzard turbo boards with MAPROM jumper.

*2) All parts of BlizKick package will work on both 256K and 512K ROM images, as opposite to BlizzMagic.

*3) With BlizKick you can save (grab) the ROM and use it again, even if you've used LOCALFAST feature (FASTEXEC in BlizzMagic doesn't allow this). Reusing is not recommended, though. It requires also use of the FORCE switch. See [usage](#) of the BlizKick.

*4) With blizkick there's no need for preparing any files. Just run it!

*5) BlizKick really needs only one additional program: ROM saver (grabber). With BlizzMagic you might have to do two(!) extra steps to get things running.

1.4 About Kickstart ROM

KICKSTART ROM

On Amiga computers, most of the operating system is on ROM chip. This differs from the Wintel PC's, whose OS will be loaded from the disk (by BIOS). Both methods have their benefits and disadvantages.

(1) If you have OS on ROM you don't have to wait until it's loaded from the disk and the OS takes minimal amount of the RAM when operating. The dark sides are that ROM chip isn't cheap and it's hard to change ROM chip (you'll have to open your Amiga and by doing this you'll invalidate your Amiga's warranty).

(2) If you have OS on the disk it'll take some time to load it to memory and it'll eat some of your precious RAM. On the other hand it's very simple to update or even change the OS, because no "srewdriving" is needed.

BlizKick helps in case 1: It enables you to have different Kickstart ROM images on the disk. On power-up BlizKick will load the ROM image from the disk and install it, overriding the old ROM. BlizKick is needed only once: while powering up your Amiga. In fact, BlizKick will make the case 1 look like case 2: It even takes part of the RAM (512KB) for the "fake" ROM. :(

BlizKick requires that the Kickstart ROM is saved to a kickfile. Two kickfile (and ROM) sizes are allowed:

256K KS 1.x

512K KS 2.x, 3.x

There are several utilities available for saving (grabbing) Kickstart ROMs. I've included my own piece of artwork, named **SaveROM**.

1.5 MAPROM feature (jumper)

MAPROM

"If memory is installed on the BLIZZARD 1230-III you can load Kickstart into the faster RAM to speed up the execution of operating system functions. If the MAPROM jumper is removed, Kickstart will be automatically copied over to the RAM. If the jumper is installed Kickstart will be executed on the ROM. If activated, MAPROM feature takes 512 KB of the RAM installed on the BLIZZARD 1230-III." (quoted from the BLIZZARD 1230-III User's Manual)

Apparently, at least 1230-II, 1230-III, 1230-IV and 1260 models have MAPROM jumper. I have no information about other models (1230, 2060).

1.6 About BlizKick

ABOUT BLIZKICK

BlizKick package software and documentation are Copyright © 1996 PitPlane Productions. All Rights Reserved.

BlizKick package is FreeWare. See [license](#).

If you have any suggestions or remarks about this program, or if you find any bugs, please let me know.

Write to the following address (for [bug-reports](#), comments etc.):

SnailMail: [Harry Sintonen](#)

Kotipolku 30

48710 KARHULA

Finland - Europe

Phone: +358-52-609-049

(voice only, in English or Finnish, please!)

I'm very sorry, but I do not have net access, yet. I hope this to change in the near future...

1.7 Hmm

GREAT!!

Hmm... I think I'm above average programmer... I use mostly AmigaE and Assembler (DevPac) in my programmes. Sometimes I also use C and C++. I'm also quite good ARExx/CLI script writer. I love CygnusEd. I really hate GoldED!! What else? That's about it... :)

Oh, my Amiga's configuration?

Well, it's a good old A1200, 540 MB IDE hard disk... Blizzard 1230-III Turbo Board equipped with 50 MHz 68030 and 8 MB SIMM, and finally bulky CM8833-II...

And of course good old A500, few external drives and stuff in my closet... ;)

1.8 Features

FEATURES

- This package is free! (see [license](#))
- No kickstart file preparation or similar is needed. You can just save any ROM image and give it to BlizKick!
- Can make memory on Blizzard board LOCAL, bypass flashy boot of the board and speed up ROM boot.
- BlizKick is 100% assembler!
- BlizKick doesn't use MMU, KickMem, KickTag, ColdCapture or CoolCapture vectors. -> 100% transparent!
- BlizKick executable is about 2.5K !
- BlizKick should be compatible with all future Kickstarts.
- Program for saving Kickstart ROM images included!

1.9 Requirements

REQUIREMENTS

BlizKick requires Amiga computer with AmigaOS 1.0 or better and Blizzard turbo board with its **MAPROM** feature enabled.

SaveROM requires AmigaOS 1.0 or better.

Hard disk drive is highly recommended, but not required. You can also have problems reading this AmigaGuide document if you don't have MultiView because of @WORDWRAP.

BlizKick should work with:

\$ Blizzard 1230

? Blizzard 1230-II

x Blizzard 1230-III

x Blizzard 1230-IV

x Blizzard 1260

\$ Blizzard 2060

x = tested and works

? = not tested, but should work

\$ = might not work, I don't know if these boards have **MAPROM** jumper

Tested 060 machines:

Owner Jani Tynkkynen

A-1200 Tower Blizzard 1260 8mb fast 850mb hard disk

4X CD-Rom

Owner Ilkka Kiviranta

A-1200 Max-Tower Blizzard 1260 24mb fast 3gb hard disk

4X CD-Rom

1.10 SaveROM utility

SAVEROM

With this program you can save the current Kickstart ROM image into a kickfile. Kickfiles created with SaveROM can be **used** with BlizKick. See **usage** and **installation** of the SaveROM.

1.11 BlizKick installation

INSTALLATION

If you simply want to get all programs and documentation installed, click [here](#). Programs will be copied into C: -drawer and requester will pop up (OS 3.x) requesting destination directory for this AmigaGuide document. If you're OS 1.x/2.x user you should have HELP: -assign, as this document is copied into HELP:English or HELP: -drawer.

If you want to save your current Kickstart ROM into a file (DEVS:rom_ver.rev), click [here](#). This kickfile can be used with BlizKick, it is the same version as already used, though :)

Now, see **usage** section.

DETAILED INSTALLATION

(For you who hate automatic installation scripts)

BlizKick's installation is quite simple: just copy executable named BlizKick into your C: -drawer. You also need **ROM image(s)** you want to rekick. If you're really lazy just hit the following button:

Copy BlizKick TO C:BlizKick

There is also a program for saving (grabbing) Kickstart ROMs included (**SaveROM**). If you want, you can copy it into your C: -drawer by clicking the following button:

Copy SaveROM TO C:SaveROM

Of course, you should copy (drag?) this AmigaGuide documentation into your Docs-drawer.

See **usage** of the BlizKick and **usage** of the SaveROM.

1.12 How it is done?

HOW IT IS DONE?

Certain Blizzard turbo boards have **MAPROM** feature, which can be used to load (copy) currently installed ROM chip into the 32-bit fast memory. I found that the memory for the Kickstart ROM is "allocated" from the end of the memory installed on board. Because the memory isn't actually allocated, but the AddMemList() function parameters are changed a bit, the memory area containing the ROM is outside the system memory pool. This is also the reason you can get three Enforcer hits while running BlizKick.

What I do in BlizKick is really quite simple: I test whether system has somewhat valid Blizzard turbo board installed and its MAPROM feature enabled. If all is OK so far, I allocate memory for the specified **Kickstart ROM** kickfile and load it. The I Disable() system and run some piece of code in CPU's supervisor state. It effectively does nothing exceptional: It just disables CPU caches (via CacheControl() call if OS 2.x+ or by own routine) and copies the loaded ROM over the Kickstart ROM created by boards own "MAPROM". Finally, execbase is trashed and reset is done.

Wow! Isn't that simple!

I've used a bit different approach to implement my "kicker" than usual (for example BlizzMagic 2.5, Hi Jan! ;-). BlizKick, for example, doesn't have to know anything about "ROM-write areas" etc...

1.13 Important notes

NOTES

Please, see **why** you should use BlizKick 1.4 instead of BlizzMagic V2.5 (© Jan Hlavaty).

If you use LOCALFAST and use some reset proof programs (RAD etc.) you shouldn't use keyboard reset, because (at least with my 1230-III) it'll trash systems execbase and all reset proof programs.

There's a **certain bug** in at least 1230-III and 1230-IV boards: memory node name can sometimes be a null string.

You can save (grab) the modified ROM created by BlizKick. It can be used with other "kicking" tools with no problems. Using it with BlizKick again requires use of the FORCE switch. See **usage** of the BlizKick.

BlizKick has three enforcer hits that can't be removed. These occur because of inspecting existence of the **MAPROM** jumper. Because of this, Enforcer can't be started, if you're about to run BlizKick. Running Enforcer after BlizKick is naturally allowed. I'm well aware that no program should cause Enforcer hits, but this is a **hack** anyway...

Note that you should not use Kickstart 1.3 or lower on machines equipped with MC68040 or better processor.

BlizKick has been tested on following systems:

A1200 10/540 MB, Blizzard 1230-III 68030 @ 50MHz

A1200T 10/850 MB, Blizzard 1260 68060 @ 50MHz

BlizKick should work with all **Blizzard turbo boards** that have **MAPROM** feature enabled. If you're having troubles with BlizKick on your system and you're sure that your board is Blizzard board and it has MAPROM feature, then contact **me**. I'll fix BlizKick, if possible. I cannot guarantee BlizKick to be 100% software/hardware compatible!

You must have the **MAPROM** feature enabled or BlizKick won't work!

Note that BlizKick uses always 512K of memory, even if the ROM image to rekick is only 256K (KS 1.x). This is because of Blizzard turbo's own MAPROM feature and can't be fixed (easily). The memory area before 256K ROM (\$F80000-\$FBFFFF) is cleared.

You can use modified ROM images as BlizKick always resumes the image before it's kicked. Naturally you should be careful when changing ROM contents, but simple funny things like string modifications etc. should be easy thing to do. Of course, you should always have backup of the original ROM kickfile!

BlizKick doesn't use kickmem or kicktag vectors, or Cold- or CoolCapture.

BlizKick should be compatible with all future Kickstarts and Kickstart images. There is one restriction though: 1MB ROM images can't be used. Again, this is because of Blizzard turbo's MAPROM feature. KS 1.3 and 3.0 are currently the only tested ROM images. If BlizKick refuses to co-operate with other ROM images (256K/512K) then contact **me**.

If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.0 in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot. Direct banging of AGA hardware works, if someone is smart enough to do it).

Here is some **information** about different Kickstart ROM images:

KS SIZE VERS NOTES

1.0 ¼MB 30.x Used in old AMIGA 1000

1.1 ntsc ¼MB 31.x Used in AMIGA 1000

1.1 pal ¼MB 32.x Used in AMIGA 1000

1.2 ¼MB 33.x Original A500 ROM

1.3 ¼MB 34.x Can run AUTOBOOT devices

1.4 ½MB 35.x Beta

2.0,2.01,2.02 ½MB 36.x Beta

2.04 ½MB 37.175 Official OS 2.0

2.05 ½MB 37.300 Used in A600's, knows how to
 use internal A600/Amiga 1200/
 Amiga 4000 IDE
 peripherals
 3.0 ½MB 39.106 Official OS 3.0
 3.0beta ½MB 39.107 Beta
 3.1 ½MB 40.x Support for Akiko and CD-ROM
 3.2 ½MB 4??.? Used in "Walker"

1.14 Bug in Blizzard 1230-III, 1230-IV

BLIZZARD BOARD BUG

There's a little bug in Blizzard boards autoconfig(TM) code (at least 1230-III and 1230-IV):

When the board allocates memory for the memory node name of the boards' memory it can sometimes fail.

There's a code like this:

```
move.l (.stringsize,pc),d0
moveq #MEMF_ANY,d1
movea.l (4).w,a6
jsr (_LVOAllocMem,a6)
movea.l d0,a3 movea.l <ea>,An WON'T set
beq.b .nomem condition codes! -> fail!
movea.l a3,a1
lea (.blizmem,pc),a0
.copy move.b (a0)+,(a1)+
bne.b .copy
.nomem
movea.l a3,a1
;...
; add memory to system memory pool
; a1=ptr to memory node name
;...
.stringsize dc.l 20
.blizmem dc.b 'Blizzard_Mem',0
```

THIS IS TOTALLY WRONG!

1] movea.l <ea>,an does not set condition codes like move <ea>,<ea> does! This code can think allocation failed when it succeeded, and think it succeeded when it really failed (!).

1) Should movea.l d0,a3, tst.l d0, beq.b .nomem

1> Now if there's no memory, Blizzard memory node won't have any name which is perfectly legal.

BUT... WHY!? :-(

Hey you!! Yes, YOU! You phase5 programmers! Why in the earth you do mistakes like this! Maybe you too should follow Commodore's Programming Guidelines like others... ;-)

1.15 Attention, 1260 user!

1260 SPECIAL

You must start BlizKick before SetPatch. Why? **Because!**

1.16 SetPatch and things...

SETPATCH AND 1260

When SetPatch is run, it'll load 68040.library. 68040.library will load 68060.library. 68060.library will hide MAPROM feature from any user programs.

So: Any MapROM programs (programs using MAPROM feature) on 1260 should be run before SetPatch!

1.17 Troubleshooting

TROUBLESHOOTING

Q: Help! BlizKick doesn't work!?

A: You need **Blizzard turbo board** with its **MAPROM** feature enabled.

Q: IDE devices of my A600/A1200/A4000 don't work when I use KS 1.x. Why?

A: If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.0 in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot). Kickstart 2.05 (37.300) should be able to use IDE controller of the A600/A1200/A4000.

Q: My 68040/68060 machine crashes when I try to use KS 1.x! This is definitely BlizKick's fault!?

A: No. KS 1.x won't work properly with 68040/68060.

Q: I took kickfile from XYZKicker and it doesn't work with BlizKick! Why?

A: Hmm... Probably "XYZKicker" has specially tuned ROM images (relocated to \$200000? ;-() Kickfiles used with BlizKick mustn't be (de)relocated or tempered with. To get 100% working kickfile, use **SaveROM** program to grab it from ROM chip.

Q: BlizKick sucks!?

A: No. BlizKick is great.

Q: I try to use kickfile for KS 40.10, but it fails! Why?

A: Kickstart 40.10 is somekind of beta AmigaOS 3.1. Don't use it. Kickstart 40.68 works.

Q: LOCALFAST and QUICKBOOT don't work with KS 1.x!?

A: That's right. There isn't enough room in KS 1.3 to patch it. ;-(

Q: When I use QUICKBOOT my hard disk drive doesn't boot! I have/don't have "scsi-kit".

A: There's a strange phenomem in conjunction with some hard disk drives: if you use QUICKBOOT the drive can't boot. Or maybe it's "feature" of the Blizzard 1230-III. Also, you can't use QUICKBOOT if you have "scsi-kit" plugged. Answer is simple: don't use QUICKBOOT if you experience any problems.

Q: Why are you releasing this great package as freeware? I'd ask money for it!

A: Sorry, I like it free. ;-)

Q: I've run Enforcer before BlizKick, and BlizKick has few hits!

A: Yup! There are few (three) enforcer hits in BlizKick. They can't be removed, so you can't run Enforcer before BlizKick. Running Enforcer after BlizKick is naturally allowed.

Q: When I kick 256K ROM 512K of memory is lost! Why?

A: **MAPROM** feature of the Blizzard boards always take 512K. It'd be very simple to patch ROM in such way it'd add those missing 256K, but since 256K is no big deal, I won't bother.

Q: I have a Blizzard board and memory on it, but when I examine my machine's memory node list, there's no node with name 'Blizzard_Mem' (or similar). Why?

A: There's a **bug** in at least 1230-III, 1230-IV and 1260 boards: memory node name can sometimes be a null string.

Q: When I tried to kick ROM, my machine just hangs! Keyboard reset doesn't help either. Why?

A: You might have used trashed/bad kickstart ROM. You have to turn power off and on again. If you have BlizKick installed into your startup-sequence and your machine hangs again and again you have to break booting and remove (comment) line running BlizKick.

1.18 The Package

PACKAGE

BlizKick 1.4 distribution package contains following files:

BlizKick The main executable

SaveROM KS ROM grabber executable

BlizKick.guide This AmigaGuide document

BlizKick.guide.info Icon for the Guide

install_script Installation script

BlizKick.readme Aminet std readme file

No additional files (including BBS adds) may be included!

1.19 How do I use BlizKick?

USAGE

BlizKick's template is

KICKFILE/A, FORCE/S, LOCALFAST/S, QUICKBOOT/S,
SPEEDROM/S

KICKFILE/A

Here you specify full path of the ROM image
you want to kick.

e.g. BlizKick KICKFILE="DEVS:rom image 3.1"

FORCE/S

If this switch is specified BlizKick will kick
this ROM image, even if it has same version
and revision number and checksum as in the
currently used ROM. This switch is also
needed if you're about to use grabbed ROM that
has been previously used with BlizKick. This

switch is mainly for debugging purposes.

CAUTION!! DO NOT SPECIFY THIS SWITCH IF
YOU USE BLIZKICK IN S:STARTUP-SEQUENCE
OR YOU'LL GET **INFINITE BOOT LOOP**.

LOCALFAST/S

By using this switch you can have memory on
your Blizzard board used for RAD-disks and
reset-proof programs. If there's enough memory
provided you can have huge RAD-disk!

QUICKBOOT/S

If this switch is specified BlizKick will
bypass flashy delay in Blizzard boards' boot.

NOTE: Bypassing can cause problems! My hard
disk doesn't boot when I use this feature!

SPEEDROM/S

This feature will speed up ROM. It will
remove/disable some not so important parts of
the ROM to gain some speed.

Under 1.x Kickstart you cannot use FORCE, LOCALFAST, QUICKBOOT or SPEEDROM because the whole paramline is
interpreted as KICKFILE name. Also, you can't specify keyword KICKFILE in the argument line:

1.x BlizKick DEVS:rom image 3.1

2.04 + BlizKick KICKFILE "DEVS:rom image 3.1"

RC (return code) is set:

OK (0)

BlizKick installed ok. You'll never see this,
though... :)

WARN (5)

BlizKick isn't needed. You're trying to kick
same ROM image as currently used.

ERROR (10)

Things went wrong. Couldn't get memory?

Couldn't access kickfile? Invalid ROM image?

FAIL (20)

Something fatal happened! Dos didn't open?

If you want to rekick for example Kickstart 1.3 then you need the ROM image itself (in **devs:rom1.3** file in this example). Write
in CLI/Shell:

1.Workbench> BlizKick DEVS:rom1.3

If everything worked ok system should boot up with KS 1.3.

If you want to start BlizKick automatically (you use never Kickstart than on your chip all the time, KS 3.1 on 3.0 machine, as in this example), you need to copy BlizKick executable into your C: -drawer (if not yet done) and insert the following line to the beginning of your S:startup-sequence file:

```
C:BlizKick >NIL: DEVS:rom3.1
```

Now, at the first system boot up the new ROM image will be kicked. Your machine will boot twice at power-up, but that isn't too disturbing, I think!

NOTE: You should install BlizKick before any reset-proof programs because BlizKick will trash execbase. If you install it after any other reset-proof program you might get **infinite boot loop**.

If multiple reset-proof patches are used you can have triple boot at power-up (Just a slow-down).

After rekick system with BlizKick there is virtually nothing that can trash the new ROM (except accessing **certain** very high memory addresses). Of course, power-down will restore the original ROM.

NOTE: If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.x in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot. Direct banging of AGA hardware works, if someone is smart (?) enough to do it).

See **usage** of the SaveROM program.

1.20 How do I use SaveROM?

USAGE

SameROM's usage is

```
SaveROM <KICKFILE>
```

```
<KICKFILE>
```

Here you specify full path for the ROM image to save. You can't quote the filename, even if it contains spaces!

e.g. SaveROM DEVS:rom image 1.3

SaveROM functions identically in all Kickstart versions: The whole paramline is interpreted as KICKFILE name.

RC (return code) is set:

OK (0)

SaveROM succeeded.

ERROR (10)

Couldn't create or write kickfile! Destination file is removed.

FAIL (20)

Something fatal happened! Dos didn't open?

Here is a detailed example of the SaveROM use: **Get Kickstart 1.3 ROM**.

1.21 Infinite boot loop

BOOT LOOP

If you don't install BlizKick as your first reset-proof program you might get infinite boot loop. This happens because BlizKick trashes execbase and therefore any reset-proof programs run before BlizKick will get flushed from memory. If you experience

such a problem just press both mouse buttons while your Amiga is booting and you'll get to bootmenu. Then select 'Boot without Startup-sequence' -button. Now you must edit your S:Startup-sequence file: move BlizKick as your first reset-proof program or if BlizKick refuses to work properly, remove it completely (and report the problem to [me](#)).

If you use FORCE switch in your startup-sequence, you will get infinite boot loop, so don't use it there!

1.22 Copyrights

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Blizzard Turbo Boards are Copyright © phase 5 digital products. All rights reserved.

Enforcer is Copyright © 1992-1993 Michael Sinz.

BlizzMagic is Copyright © Jan Hlavaty.

BlizKick package is Copyright © 1996 PitPlane Productions.

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1.23 SaveROM example: Get Kickstart 1.3 ROM

GET KICKSTART 1.3 ROM IMAGE

To get Kickstart 1.3 ROM, you need, of course, Amiga with Kickstart 1.3 (old A500 from your closet!) and my program called [SaveROM](#) or similar. Here are the detailed instructions:

I assume here, that you own an AMIGA 500 (KS 1.3) and an AMIGA 1200 (KS 3.x) and that you've already [installed](#) BlizKick package.

1. Format and install 1.3 disk. This can be done with commands:

1.Workbench> Format DRIVE DF0: Name FooBar OFS

...

1.Workbench> Install FooBar:

2. Copy SaveROM program to the disk:

1.Workbench> Copy C:SaveROM FooBar:

3. Boot your Kickstart 1.3 Amiga (A500) with this disk.

4. Write in CLI:

1.> SaveROM rom1.3

5. Now, copy the rom1.3 kickfile from the disk into your better (A1200) machine's Devs: -drawer:

1.Workbench> Copy FooBar:rom1.3 DEVS:

Now this kickfile can be used with [BlizKick](#) program.

1.24 About bug-reports

ABOUT BUG-REPORTS

When sending in bug reports, please state exactly under what circumstances the bug occurred, what equipment was used and what happened. If possible also try to give me enough information to reproduce the bug. Dumps produced by common debugging tools are welcome. It is very difficult to find bugs when you don't know exactly what happened.

You are strongly encouraged to use included [bug-report -form](#) to report bugs.

1.25 Form for sending bug reports

BUG-REPORT

I HAVE FOUND BUG(S) FROM BlizKick. I HAVE VERSION _____.

NAME: _____

ADDRESS: _____

ELECTRONIC ADDRESSES:

(if any, ie. Internet Email, FidoNet Netmail etc.)

MACHINE CONFIGURATION:

(ie. 500, 600, 1000, 1200, 1400, 1500, 2000, 2500, 3000, 4000, accelerator...)

DETAILED DESCRIPTION OF BUG (ENVIRONMENT, ANY DEBUGGING INFORMATION RECEIVED FROM YOUR FAVORITE DEBUGGING TOOLS (ENFORCER etc.), WHAT YOU WERE DOING WHEN BUG OCCURED OR SIMILAR STUFF:

(Date) (Signature)

1.26 History

PROGRAM HISTORY

==== Version 1.4 ==== Jun 29th, 1996 =====

- First Aminet release.

- Works with 1260, of course!

==== Version 1.3 ==== Jun 17th, 1996 =====

- Added SPEEDROM feature and improved LOCALFAST.

- Improved error messages ;-)

==== Version 1.2 ==== Jun 16th, 1996 =====

- Added LOCALFAST and QUICKBOOT features.

==== Version 1.1 ==== Jun 10th, 1996 =====

- First local release.

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