**in**

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# Contents

# Chapter 1

# in

## 1.1 ReqAttack Documentation

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ReqAttack 1.70 Package - (C) 2001 by Jaca/Dreamolers-CAPS & Georg Steger

Lots of things changed since 1.1 ReqAttack release or even since ReqAt-
tackUpd #7. Be sure to use PatchControl. You MUST Read Usage,
Trouble Shooting and the Configuration parts.

 NEW: picture datatype support (for images up to 8 planes)
 NEW: popupmenu.library support (optional - not included in archive!)
      Just click rmb over a requester :) v9+ required!!!
 NEW: BAMReqAttack_e.lha (util/misc) - great logos by Boris Mattler :))

 Introduction
 Features
 Requirements       Important stuff!

 Installation
 Usage              Important stuff!

 Configuration      How does it work?

 Tools              RAIMConvert, CyReq, RAAHISound,...
 Datatypes

 Trouble Shooting   For users of: MCP, WarpOS, PowerWindows,...
 Bugs/Limitations   Only few ;)

 History
 Future             Help wanted!

 Authors
 Credits
 Legal Stuff        FREEWARE, source for developers!

 Final Notes
```

## 1.2 Introduction

ReqAttack is a little program to improve the look and handling of requesters of all programs which use the standard system requester functions (EasyRequestArgs, AutoRequest, BuildEasyRequestArgs, BuildSysRequest) for that purpose.

The programs comes with a prefs proggy and some simple tools like gfx convertion progs or requester managers (CyREQ, ReqOFF).

***** ReqAttack is Freeware!! Read Legal Stuff ! *****

## 1.3 Features

o NEW: RA is now able to load gfx via datatypes interface :)

o NEW: popupmenu.library support :) Edit requester option which calls prefs!

o Works fast and OK under MorphOS :))

o Easy to use configuration program.

o Reqtools RtEZRequest emulation, possibility to switch off or replace requesters.

o Plays samples using AHI device. Panning and volume effects!

o Works great on CGX screens (90% of graphics.library calls replaced with calls to cybergraphics.library).

o Configurable requester logos which can also be animated.

o Configurable button images.

o Configurable button look.

o Configurable requester background pattern.

o Keyboard control. Cycling through buttons with TAB, SHIFT TAB and CURSOR keys. Activation of highlighted gadget with RETURN and another configurable key (default LCOMMAND v). Activation of rightmost gadget with ESCAPE and another configurable key (default LCOMMAND b). Activation of buttons by keyboard can be aborted by pressing SHIFT or ESCAPE before releasing the button activation key.

o Possibility to drag the requesters around by clicking anywhere in the window.

o Possibility to make the requesters open in the center of the screen or under the mouse pointer.

o It's possible to configure almost everything, like spacing between the single elements of the requester and it's alignment, the color of the highlight rectangle and much more.

o Commodities Interface

## 1.4 Requirements

o ReqAttack needs MC68020 CPU based Amiga running OS3.0 (WORKS BEST ON: MC68040 CPU + GFX Card running CGX). ReqAttack can also patch reqtools.library, but this is optional.

  NEW: popupmenu.library V9+ (optional)
  NEW: on gfx cards cybergraphics.library v41.19 is required since older v41 versions have bugs in functions used by ReqAttack - if you don't have at least the required version ReqAttack will work like on AGA. The bug causes all gfx to be black :((

o RAAHISound (internal part of RA) needs AHI device v4+

o RAPrefsMUI needs MC68020, MUI, BetterString.mcc (also essential for YAM)
  You can find BetterString on http://www.diku.dk/students/duff/BetterString/

o ReqAttack needs PatchControl from MCP packet to work properly!
  (Well, it's best to have it ;)

All those programs are optimised to gain minimum ram usage and fragmentation

## 1.5 Installation

Double click the Install icon to install ReqAttack on your harddisk. If you encounter some installation problems (Installer aborts with some error message) make sure to have the latest Installer version (>= 43.3) which you can find on Aminet.

ReqAttack will not be added to your Startup-Sequence, User-Startup or WB-Startup. Drag the ReqAttack icon to your WBStartup drawer after installation if you want ReqAttack to be started during boot. If you were already using an older (non public beta) version of ReqAttack then the installation script will replace a possible old executable in your WBStartup drawer as well.

If you want to change the location of the ReqAttack drawer after installation change the file "S:ReqAttack.installinfo" with a text editor to reflect the new path. If you don't do this future updates of ReqAttack may cause problems during installation!

If you want to uninstall ReqAttack you must do this by hand, because there is actually no Deinstallation script:

    Main program, tools, docs and images:

        o Delete ReqAttack drawer.

        o Delete ReqAttack program in WBStartup drawer if you have dragged/

```
          copied it there as well.

        o Delete "Sys:Prefs/RAPrefsMUI"

    ReqAttack Configuration files:

        o Delete "ENVARC:ReqAttack.prefs"
        o Delete "ENVARC:RAHISound.prefs"

    ReqAttack install information file:

        o Delete "S:ReqAttack.installinfo"

    ReqAttack Datatypes:

        o Delete "SYS:Classes/DataTypes/rabrush.datatype"
          Delete "SYS:Classes/DataTypes/raanimbrush.datatype"

        o Delete "SYS:Devs/DataTypes/RABrush"
          Delete "SYS:Devs/DataTypes/RABrush.info"
          Delete "SYS:Devs/DataTypes/RAAnimBrush"
          Delete "SYS:Devs/DataTypes/RAAnimBrush.info"

    CyReq (may be needed by other programs like PowerWindows!!):

        o Delete "SYS:C/CyReq"

        o Remove the "CyReq" line from "S:Startup-Sequence"
```

## 1.6 Usage

```
ReqAttack can be started from Shell and from Workbench.  The following Shell
arguments/Workbench Tooltypes can be used:

HOMEDIR :Can be used to  specify the current  directory which ReqAttack uses
         while it is running.  By doing so you can  use relative image file-
         names even when  having dragged  ReqAttack to the  WBStartup drawer
         where the normal current directory for ReqAttack would otherwise be
         "SYS:WBStartup".

         The installation  script automatically  sets the  HOMEDIR Workbench
         Tooltype to  the destination  directory  you have  chosen for  Req-
         Attack.

RAPREFSPATH: If RAPrefsMUI is not in Sys:Prefs (or you've changed it's name)
         use this arg/tooltype to tell RA how to run RAPrefsMUI - for example:
         run >NIL: ReqAttack RAPREFSPATH="Sys:Tools/ReqAttack/RAPrefsMUI"

         NOTE: filename MUST be included!!!

NOREQTOOLS: If for some reason you don't want the reqtools requesters to be
         patched by ReqAttack use this tooltype/cliarg.

NOPOPUPMENU: If for some reason you don't  want the popupmenu  to be  used
         with requesters use this tooltype/cliarg.
```

NOSOUND : Lots of users complained about the old Sound Daemons so a new AHI-based Sound Daemon - RAAHISound - become an internal part of ReqAttack. If for some reason you don't want to use it, you have to activate this option.

CYREQ : Old versions of CyReq cannot be detected automatically by ReqAttack. The new version which comes with this archive and which you can have installed automatically by the Installation script, if you wish, makes autodetection possible. If for some reason you want to keep using an old version of CyReq you must activate this option, otherwise CyReq will not have any effect.

This option of course only makes sense if you are using CyReq in your Startup-Sequence. For more information read the CyReq doc .

To quit ReqAttack send it a break (CONTROL C) or start the program again. Another possibility is to use Exchange, because since version 1.0 ReqAttack has a Commodities interface. Since 1.5 ReqAttack can run/control RAPrefsMUI. It's done with Show/Hide interface. RA will try to run it from HOMEDIR or 'Sys:Prefs/'. Hide interface iconifies first. When RAPrefsMUI is iconified Show interface will bring it back and Hide interface will cause it to quit.

If quitting fails you will only see a screen flash and ReqAttack will keep running. This can happen if other programs have patched OS functions which ReqAttack patched before them. In such a case you should be able to make ReqAttack quit by first quitting this other program(s). You won't have this problem with PatchControl from MCP packet (so INSTALL IT!).

It's also possible to disable ReqAttack temporarily by clicking on "Disable" in Exchange. New opened requesters will then not be enhanced by ReqAttack anymore until you enable ReqAttack again.

## 1.7 Configuration

NOTE: I decided to remove the old Georg's explanation of settings because I'm to lazy to update them, RAPrefsMUI supports ALL config and checkitems of ReqAttack and some of features are only reachable with RAPrefsMUI.

The configuration guide contains:

Edit requester function NEW!

How does it work?

It's simple! All setting are saved in reqattack.prefs file which structure is like a basic language. This "program" is executed every time requester appears. Because of that RAPrefsMUI is organised in 3 types of structures.

The DEFAULT structure defines the normal look of an requester - all requesters will have it by default. But you can change some of requesters attributes with CHILD and SCREEN types.

CHILD type is a substructure of DEFAULT or SCREEN. With it you can easily define the look of a requester with a specified TITLE or TEXT, opened by some TASK, etc. Note that you don't really define it's look, but the difference between DEFAULT (or SCREEN) and your requester. This saves lots of work...

SCREEN type is a substructure of DEFAULT (ie. it inherits it's settings) it's defined with a specified screen NAME, SIZE, etc. SCREENs may have their own CHILDREN which inherits SCREENs (father) settings. With them it is possible to define a look of a requester opened on a specified screen.

The program is executed until the conditions of defined CHILDREN/SCREENS will be true. So if you define a global look of a format requester (CHILD of DEFAULT) it will have this look of all opened screens. Because of this CHILD age is also important.

Children age

As you was told DEFAULT and SCREENS may have their own CHILDren. As you know children can be youger or older from their sisters/brothers. This is important due to the fact that in some cases setting a wrong age for requesters can cause unexpected effects (don't panic! nothing will crash but you won't get the look you want for your requester).

EXAMPLE: (part of prefs)

```
CHILD | TEXT="#?format#?"
CHILD | TASKNAME="#?TextEditor#?"
```

In this case all requesters that contain the word "format" in their body text will use the 1st CHILD settings (with a "Format Disk" logo or whatever). But if for some instance your text editor will open a requester asking you how to format the text the result would be a bit silly (a logo with a floppy or sth). To avoid this problem make the 2nd child younger (or the 1st - older).

Inheritance

As eplained above, all CHILDren have their father's settings by default. This is important due to the fact that to save space (make reqattack.prefs file shorter) only differences between father and CHILD are saved in file.

When you change father all it's CHILDREN will inherit it's settings. Of course not all setts will be copied - to control which settings should be inherited open the menu in Edit Section and enter Edit/Inherit changes.

As you see, by default all things that are most specific to requesters are disabled. All other settings will be inherited (but you can also switch inheritance off with Inherit changes/None).

Defining colors

Colors can be defined in three different ways: as a RRGGBB value (advised) as a default pen from system list of screen pens, or as a pen # from screen's palette (use this one if you really have to). Some colors can also be ignored - the ignored part of requester's gfx won't be drawn in this case.

On CGX 15bit+ screens it's best to define colors of your requesters with RRGGBB values because this will always give the exact color you want (well not always - font colours use ObtainBestPen because they're drawn by graphics.library). This will work even if screen's palette is 4 colours (but the CGXMode is a 15bit+ mode).

On AGA there's sometimes good to use a pen # from screen's palette, but please note that screen's palette may change any time. The preview of selected color may be very useful on AGA.

FPPrefs users on AGA can set the colors they want to use for requesters in FullPalette prefs and set them in RAPRefsMUI - this is the best way to get the color you want. Remember that you need to lock that colors! In RAPrefsMUI give the # of pen or the RRGGBB value which will be equal to the value you've set in FullPalette.

Import/Export function

The import/export functions give you the possibility to copy parts of prefs and store it somewhere or share with some other guys. You can export every type of structure (DEFAULT/SCREEN/CHILD).

Import of CHILD will create a new CHILD with the specification from the imported file. Import of a SCREEN will create a new screen. Import of DEFAULT will bring up a requster asking you what type of structure to create. Note that CHILD and SCREEN will be undefined and importing as DEFAULT WILL NOT cause the DEFAULT's children to inherit new settings. To do this just Edit the DEFAULT and Use it's settings.

Mark & Copy functions

RAPrefsMUI doesn't support the well known clipboard cut/copy/paste system. Instead of this there's a mark & paste system which let's you copy prefs from structure to structure (also the import/export may work like the system clipboard to store settings temporarily - just save files in 'RAM:').

To copy prefs select the source (DEFAULT/SCREEN/CHILD), mark it (menu Edit - Mark, or right Amiga+c), select the destination (DEFAULT/SCREEN/CHILD) and copy the data. Source and destination does not need to be the same type - like in export function changing DEFAULT/SCREEN will not cause their CHILDren to inherit new settings.

NOTE: Mark stores the number of entry from list, so if you make source younger/older before Copy you won't get the result you wanted to get.

Gfx and sound formats

Since 1.70 ReqAttack loads gfx in it's own format but may also use datatypes for images/backgrounds (anims not supported!). Although images load fast via DT it's always best to convert bigger gfx (like patterns) to RAIM format which will save memory (DT loading needs some more RAM) and speedup the process especially on 020/030 machines.

There's a tool to convert gfx to the RAIM format included. Read more in Tools section.

RAAHISound can load 8SVX samples with PCM8 sound format (most common) and 16SV files with PCM16 sound format (most common). RAAHISound will only play the left channel of stereo samples. All other formats will be loaded as RAW 8bit mono samples :(

The reason I decided not to add the support for more formats is that some other formats would need pre-processing of sample data before replaying, etc. There's lots of sample converters so it's not a problem for anyone to convert samples to formats RA will read and play.

Changes since ReqAttackUpd #7

The most important thing in prefs format is that there's no more two types of sub-structures. CHILD joins the config items of SUBREQ and SUBPROG into one, more configurable structure. RAPrefsMUI is of course compatible with the old format and will read the old reqattack.prefs file with SUBREQs and SUBPROGs (they will be loaded as CHILD structures).

The other thing is that keywords are case insensitive, so TEXT=text. Also some bugs which occured in some cases while generating the source file have been fixed. RAPrefsMUI 1.70 supports localization. Bugs in color settings have been fixed. Stack overflows on some machines should have been fixed... See Trouble shooting for more info.

Edit requester funtcion

From version 1.60 of ReqAttack and 1.74 of RAPrefsMUI both programs can cooperate. This is done by the popupmenu.library v9+ support.

To edit the requester that just appeared click with RMB over it's window & select "Edit requester" from the menu (if the menu doesn't appear please check if the popupmenu.library v9+ is installed in Libs:, you'll find the latest version in util/misc/pmuser.lha.

RAPrefsMUI will be started and the Edit window will be opened. The Spec string will be filled with requester's title and text (and the new CHILD will be added) if there's no CHILD matching the requester - otherwise RAPrefs will select the CHILD and let you edit it.

NOTE: Edit requesters functions doesn't queue! If RAPrefsMUI isn't started and you select 'Edit requester' function on some other requester (not on the one that caused RAPrefs to start) RAPrefs will read only the latest da ta! Also when an Edit window is opened RAPrefs won't do nothing after Edit requester!!!

MOTE: The spec made by RAPrefsMUI SHOULD BE edited in most cases - you can

always shorten it, remove 1 or 2 of spec's...

EX: for a spec like 'TITLE="System request" TEXT="Are you sure to format disk in drive DF0: ?" PROGNAME2="Workbench"' I would crop it to: 'TEXT="#?sure to format#?"' :) (well, if you wan't separate settings for each drive type you can always use 'TEXT="#?sure to format#?DF0:#?"' ;)

## 1.8 Defining structures, keywords & examples

Defining structures

CHILDren and SCREENs needs to be defined with some special keywords (they are available in the popup list on the right side of spec string gadget). Keywords are essential for each type of entry - you can not use SCREEN keywords in CHILD's specification.

Since 1.70 keywords don't need to be upper case (ex: TASKNAME = TaskName).

Types of keyword values:

  string - normal string, MUST be enclosed with "", commas used in string split the main string to smaller strings (see below)

  value - decimal value

  key - special decimal key (used only with ASPECT)

Types of compare operation: (KEYWORD = VALUE, KEYWORD > VALUE,...)

  = - only = is possible (used for strings)

  <>= - possible compare ops are = < > <> <= >=

You MUST enclose strings with "". You MUST enclose values with "" when you give more than one value in one specification (ex: DEPTH="1,2,3").

The specification looks like KEYWORD="VALUE" where KEYWORD is one of possible keywords (SCREEN or CHILD keywords), "=" is one of possible compare operations and "VALUE" is your value.

If one keyword is specified with values separated with commas ( KEYWORD= ="VALUE1,VALUE2,VALUE3,...") the only possible compare operation is = and all the value check will work like:("=" means the VALUE is EQUAL to KEYWORD (like in AmigaE))

IF ((KEYWORD=VALUE1) OR (KEYWORD=VALUE2) OR (KEYWORD=VALUE3) OR ...)

EXAMPLE:

CHILD | TEXT="#?disk error#?,#?disk unformatted#?,#?bad disk#?"

This means that the structure defines the look of a requester that contains "disk error", "disk unformatted" or "bad disk" in it's body text.

You can't define two (or more) same KEYWORDs in one specification! (ex:

STITLE="#?WB" DEPTH=8 DEPTH>7). Only the 1st one will be saved!

Keywords

Here's the list of keywords used to specify the CHILD's character:

TITLE - Requester's title.
TEXT - Requester's text.
NUMBUTTONS- # of buttons.
TASKNAME - The Task name of the program which opens the requester.
PROCNAME - The Process name of the program which opens the requester. Sub-Tasks opened by programs often are not Processes (a Process is an extended Task - all programs started from Workbench or Shell are Processes - each Process is a Task, but not each Task is a Process) and therefore do not have a Process name.
PROGNAME - The Task name of the program which opens the requester or the Process name if there is no Task name.
PROGNAME2 - The Process name of the program which opens the requester or the Task name if the Task is not a Process or if the Process does not have a name.

IMPORTANT: You can not use more than one TASK/PROC/PROGNAME spec in a specification. The most useful one is PROGNAME2. So spec like 'TASKNAME="xyz" PROGNAME="xyz"' will work as 'TASKNAME="xyz"'.

Here's the list of keywords available for SCREENs:

STITLE - Screen's titlebar text.
DEPTH - Number of planes.
HEIGHT - Height in pixels.
WIDTH - Width in pixels.
ASPECT - Screen's aspect. This is the pixel aspect of a screen and it is specified with keywords explained below.

ASPECT key's: 1 - 1:1 screens (ex: 320x256, 640x512)
2 - 2:1 screens (ex: 640x256)
4 - 4:1 screens (ex: 1280x256)
-2 - 1:2 screens (ex: 320x512)
-4 - 1:4 screens (ex: 320x1024)

NOTE: RESOLUTIONX/Y is not available since it's useless for 99.9% of uers and it's possible to use HEIGHT/WIDTH and ASPECT (which is a combination of RESOLUTIONX/Y) instead. Also VISBLEWIDHT/HEIGHT is not available. If you really need it - mail me. It will be implemented after more than 20 emails.

Specification examples

EXAMPLE:

```
SCREEN  | STITLE="#?Filemaster#?"
CHILD   | TEXT="#?Please insert#?volume#?" PROCNAME="Filemaster"
```

The CHILD in this example is used to configure the look of a requester opened on a screen which title contains the word "Filemaster", with body text containing "Please insert" and "volume" (because of jokers you don't

need to give ReqAttack the whole text/title/etc but only it's part - some words that are essential for this requester). Also the requester needs to be opened by a process called "Filemaster" to make all conditions true.

## 1.9 ReqAttack on AGA/CyberGraphics

RA on CGX

ReqAttack is a CyberGraphics compatible program - it checks for presence of CGX libraries in your system and uses it to display/draw graphics. On 15bit+ screens RA allocates pens only for fonts (all other graphics is drawn by calls to cybergraphics.library). This gives ReqAttack the possibility to be pallete independant on those screens (try it: open a requester on a 15bit+ screen with 4 colour palette).

Since 1.5 ReqAttack ALWAYS uses MINPLANES+FRIEND on 15bit+ screens. Switching the Bitmap allocation flags to anything else will have NO EFFECT! That's due to the fact that any other flags require remapping (there's no need to remap gfx on such screens) and the transparency may be faked.

Please note that on 15bit+ screens the background pattern won't be drawn. Use 1st background pen to define back color.

On 8bit screenmodes RA works like on normal AGA screens, but it's best to use MINPLANES+FRIEND bitmaps.

RA on AGA

On AGA chipset ReqAttack needs to remap all images to the current screen palette. It tries to lock the needed colors. As you know remapping takes lots of time and it's pretty slow :(( I was told that the pre 1.5 is faster than the old version (but this is because of a better compiler than Georg used). In normal cases it's best to set the bitmap allocation flags to MINPLANES+FRIEND.

All users of FBlit may make some test with Bitmap allocation to make RA use les s CHIP ram than usual. As I remember on mine OS this was INTERLEAVED+MINPLANES (but don't blame if this is wrong because I run CGX for a long time now).

IMPORTANT: Make sure you use a fast gfx draw patch like BlazeWCP (best) or a simple NewWPA8!

## 1.10 Config items help

Here's some expanations of config items that are not explained in bubble help in RAPrefsMUI or are a bit more complicated.

Sound Port

From v1.2 ReqAttack can play samples. RA sends special messages to the ports of sample players written for RA (RASoundDaemon, RASoundLauncher).

From v1.5 there's a built in sample player called RAAHISound which is the best sample player for RA.

NOTE: Sample player port names are CASE SENSITIVE, so RAAHISound <> RaAhISounD !!! The default soundport name will be automatically insterted after you press the "Defaults" button in Global Prefs.

Bitmap allocation

With this you can tell ReqAttack in which format the internal button image and requester logo bitmaps shall be created, which is especially interesting for GFX card owners. Possible VALUEs are a combination of:

```
INTERLEAVED (create interleaved bitmaps whenever possible)
MINPLANES   (use same color depth as screen)
FRIEND      (bitmap shall have same format as screen bitmap)
```

Usually ReqAttack avoids creating an interleaved bitmap for images which have a mask (button images) if the screen is a standard Amiga screen. This is done because of the mask for interleaved bitmaps requiring much more memory. Interleaved bitmaps do have the advantage that there are less/hardly blink effects during blitting, but since the button images are rather small and not animated one usually doesn't notice it. Therefore by default 'I' is switched off. And for GFX card screens it has no meaning at all anyway.

'M' only makes sense in combination with 'F'. 'F' forces the creation of a bitmap in chunky format (if the screen is a GFX card screen). If this flag is not used, than the bitmap will always be in planar format and in CHIP RAM, which can cause blink effects. If additionally to the flag 'F' you also specify 'M', then also the color depth of the screen will be used instead of the maximum of 256 colors which a ReqAttack Image can have. So on 15/16 (hicolor) and 24 (truecolor) bit screens color remapping will not be necessary anymore which leads to better quality but also to increased memory usage.

In ReqAttack versions <= 1.0 none of this flags were used (BITMAPFLAGS = ""), that is, the bitmaps were always in planar non interleaved format.

ReqOFF patch

The ReqOFF program was intend to let user switch off some requesters that are always replied in same way (same button) or just unwanted.

The ReqOFF program is now an internal part of ReqAttack!!!

The main function of ReqOFF - this means switching off requesers - is available in Edit Section when you edit CHILD's prefs. It's enabled with a switch on the right side of ReqOFF patch. You should also specify the answer which will be sent to the program that caused a requester to appear. This is a decimal number. Buttons are numbered 1,2,3,...,0 where 1 is the leftmost button ("OK") and 0 is the rightmost button ("Cancel").

Save the prefs and the requester will never appear again!

ReqOFF exec

The ReqOFF exec is a subfunction of ReqOFF's patch. It lets you run a program instead of displaying requester. To use it enable the ReqOFF patch (don't look on ReqOFF patch # because ReqOFF will use the value returned by the launched program) and type the program name (with path) in ReqOFF exec.

You can find more info in ReqOFF guide.

Don't patch

Certain requesters can cause problems if ReqAttack is running. For example if a OS function call by ReqAttack for some reason causes the creation of a requester (maybe a filesystem process which does not look at pr_WindowPtr) then a deadlock situation blocking both ReqAttack and the task that wants to create the requester can arise. No task will be able to display requesters anymore (if one tries to do so, it will be blocked as well) and terminating ReqAttack will not be possible in such a case, either. There'll be no other way out than rebooting the computer. To avoid such problems you can tell ReqAttack to not patch certain requesters, that is, let the original OS requester routines handle everything:

Create a new CHILD, set Program spec line to cover the task you don't want to have requesters patched by RA (ex: TASKNAME="#?xyz#?") and set the Don't patch option on. Always leave this CHILD as young as possible!

Button extra width

The minimum width of a button is calculated like this: width of the text + 2 x Button spacing X + Button extra width.When button images are used, then width of the image + Image/text spacing is also added.

Randomize logo

This feature gives you randomized logos for requesters. To use it you must switch to "normal logo", turn "Randomize logo" on and rename files you want to be randomized in such manner that the last character will be a number from 0 to 9 (max). Set the name in "Requester" to the filename without the last char (number). The example is in the bubble help.

When displaying such requester RA will first count such files from 0 to 9 and will randomly open one from found files :)

## 1.11 Datatypes

The ReqAttack Datatypes are mainly intended for image previewing. Unfortunately there are some problems with the ReqAttack AnimBrush Datatype. It is buggy. Timing does not seem to work correctly - animation playback does not seem to start at first frame :( Any help would be appreciated!

It is possible to disable the ReqAttack AnimBrush Datatype on the fly by holding down LEFT ALT + LEFT SHIFT + CONTROL while the image is loaded. The ReqAttack Brush Datatype will take over and you will get a picture with all frames of the AnimBrush grouped together in one row. This will not work from Shell because of the special behaviour of Shells if you hold down the quali-

fiers (keys) mentioned above while pressing RETURN.

## 1.12 Bugs

o MorphOS AHI5.6

Under MorphOS version of AHI 5.6 you shouldn't use RAAHISOUND - start RA with NOSOUND tooltype / cliarg!!! The 68k AHI works fine, but the PPC doesn't :( I've already told Martin Blom about this, so we will probably find the bug in AHI/ReqAttack sooner or later ;)

o RA Package was tested on:

A1200 3.5 040/25 PPC/175 BVISION FASTATA (=PowerFlyer) 36MB HDD30GB CDx24
by myself (also under MorphOS)

A1200 3.1 040/30 PPC/210 BVISION FASTATA 64MB HDD10.2GB CDx24 CDRW4x4x32...
by Rybcia

A1200 3.9 030/50 SCSI 32MB HDD13.1GB HDDSCSI0.5GB ZIP250 SCSISCANNER...
by Raul Silva

some strange PPC config by Miiras :)

o RAAHISound may play noise when the 8SVX or 16SV file sample format is different from the standard PCM format (most common). That's beacause I have no docs about sample formats and I had to learn from examples :(

Also only the 1st channel from stereo samples will be played :((

o Requester colors change while requester is opened

Well,it's not a bug. That's because on screens with 1-8 bitplanes RA needs to obtain pens for gfx and if it's not possible it searches for the nearest color in palette and uses it without locking it 1st - some other software might change it and that's probably why colors of your requesters are messed.

o Image loading is slow. That's because remapping takes much time :((
NOTE: some users mailed me that pre 1.5 works faster than old versions.
NOTE: CGX users don't have such problems on 15bit+ screens because images don't need to be remapped on such screens :)

o ReqAttack AnimBrush Datatype does not work correctly :((

o ReqAttack might be dangerous. Try first with normal non-dangerous requesters to see if they work correctly (OK = okay and CANCEL = cancel). Be especially careful with "Format disk" requesters ;-)

o If you get crashes after replying certain requesters make sure to use CyReq and/or StackAttack.

o Make bug reports to jacadcaps@poczta.onet.pl!

## 1.13 Trouble Shooting

o NEW: Picture datatype v43 problems

  Sometimes the gfx loaded via datatypes might be the back color only. This also happens while converting gfx by RAIM_Convert. I had this problem with picture.datatype 43.759 and/or ilbm.datatype 43.6.

  It's best to use datatypes which come with 3.5 OS (v44+)

o NEW: CyReq crashes on OS3.5+

  I got some reports from users that CyReq crashes. This happens only if ROMUPDATES have been installed - I use OS3.5 SetPatch without ROM UPDATES and everything works fine;) Try to run CyReq BEFORE SetPatch I don't know if it works -please email me if you know what ROMUPDATE causes it or if CyReq works fine before SetPatch!!!

o NEW: RAPrefsMUI doesn't start after "Edit requester"

  Make sure you start RA with RAPREFSPATH arg/tooltype containing full path to RAPrefsMUI (with filename!)!

o NEW: Some versions of StackAttack may cause strange gurus on some Amigas!!! The reason I'm telling you about this is that I previously recommended to use it with VP...

o My system is unstable !!

  I've got some reports that RA/RAPrefsMUI crashes. They've both been heavily tested and should cause less suffer to your OS ;) Well, RA never crashed my system (also I had no reports that it does that kind of things :) but RAPrefsMUI was very unstable on some systems.

  I did my best to fix all possible problems (stack overflows on some systems or strange ASL requesters crashes (?!)).

  VisualPrefs users should ALWAYS set the "safetylevel" variable to 2!!!

  Remember that the correct patch installation in your system is the main thing that decides whenever your OS is stable or not. ALWAYS use PatchControl!

o WarpOS Termination problems (IMPORTANT FOR PPC USERS)

  A1200 PPC users may experience problems with terminating PowerUP :(( That's because the "WarpOS Warning Message" requester appears when some program tries to open powerpc.library and the library is in it's INIT STAGE - that's the powerpc.lib that opens that requester.

  There's something specific in code initialization that prevents loading devices/libs while one lib initializes. Maybe it's the bug in AmigaOS, but I think that's sth with WarpOS (ie. it lock some system semaphore to prevent any ppc.library actions while terminating).

The best thing you can do to protect yourself is to disable sounds for termination requester. All requesters that popup while this requester is open will freeze until you decide to terminate (or not) PowerUP. After the requester closes you will be able to respond other requesters (and the sound for other requester will start).

o MCP configuration notes

If you use ReqTools Patch from MCP you should always use the Special "ARQ Mode" switch!

o PowerWindwos notes:

Remember to use "Don't patch requesters" !!!

o Some reqtools requesters aren't patched.

That's because only few programs use the "asynchronous" requesters (i don't know of any) and it's not so easy to provide a clean emulation of several reqtools functions which would need to be patched to make this work.

o The AssignWedge/WBAbout option of my XYZ commodity does not work anymore if ReqAttack is running.

Use CyReq !

o The computer crashes after replying "Please insert volume XYZ" requesters.

Use CyReq !

This seems to be a Stack problem of the ErrorReport() function from the dos.library. For more infos see history of V 1.0 !

## 1.14 History

V1.70 (14.04.2001) o Picture datatype support

o New logos by Boris Mattler :)

o ReqTools patch now more compatible with library autodocs - 1st RT_PubScreen, 2nd RT_Screen, 3rd RT_Window ow, 4th the process->pr_WindowPtr (for displaying the requester on a proper screen)

o Extra rare Enforcer hit in ReqAttack found and removed. (while searching for this bug I had also rewritten the reqtools patch and removed the private IDCMP bug - now custom IDCMP works ;)

o Fixes in 'Edit requester' function in both ReqAttack & RAPrefsMUI. From 1.70 release RA also gives the task name to RAPrefsMUI (PROGNAME2). The compare routines in RAPrefsMUI are now better :)

- o It's now possible to start RAPrefsMUI from a dir other than "Sys:Prefs" by using RAPREFSPATH arg/tooltype.
- o NOREQTOOLS & NOPOPUPMENU args/tooltypes work now ;)
- o Checks for cybergraphics.library version since some v41 libs have bugs in WriteLUTPixelArray used by ReqAttack (v41.19 required to use CGX calls)

V1.60 (31.03.2001)
- o PopupMenu.library support :)
- o Fixes in RAPrefsMUI (Enforcer hits removed) and RA-AHISound
- o Edit requester fuction - calls RAPrefs...

V 1.5 (15.01.2001)
- o Lots of bugfixes :)
- o New configitems: OKSOUND, CANCELSOUND, TEXTFONT, TEXTFONTSIZE, BUTTONFONT, BUTTONFONTSIZE, RANDOMLOGO.
- o New SoundDaemon - RAAHISound. This nice piece of software is an internal AHI based sample player for RA. It reads 8SVX and 16SV samples (mono with typical PCM sample format ;( Also some great panning and vol effects has been added.
- o ReqOFF built in. ReqTools requesters patched.
- o Uses only text pens on CGX 15bit+ screens!
- o Show/Hide interface in Exchange controls RAPrefsMUI.
- o Prepared for next ReqAttack release (not RAUpd)!

V 1.4 (14.11.2000)
- o First version compiled by Jaca/Dreamolers-CAPS :))
- o New configitem: ROUNDGADGETS.
- o A bit buggy version :(

V 1.3 (20.02.2000)
- o Sorry, I've no info about changes :(

V 1.2B (10.10.1999)
- o Notifies RAPrefsMUI about rereading config file (useful in Preview functions).
- o New configitems: TEXTBOXBACKGROUND, TEXTBOXSHADOWPEN, SOUNDPORT & PLAYSOUND.
- o First RASoundDaemon to play samples when requesters appear.

V 1.1 (07.09.1999)
- o New version of CyReq. Stack swapping is now also used in the AutoRequest() patch.
- o The EasyRequestArgs() and AutoRequest() patches of

ReqAttack, which are only activated if CyReq is not running, now are almost 100 % identical with the ones in CyReq, incl. Stack swapping etc.

- o New configuration item REQTEXTALIGN which allows to change the alignment of the requester text lines.

- o New configuration item FUNCTIONKEYS which allows to switch on button activation by function keys.

- o Improved GFX card support thanks to Stephan Rupprecht. On hicolor and truecolor screens button images and requester logos are now by default created in the same color depth. By doing so color remapping is not required anymore and this leads to better quality. On 8 Bit GFX cards screens the bitmaps are now by default created in chunky format to avoid blink effects. Configuration item BITMAPFLAGS.

- o New compare operation IN.

- o New CHECKITEM PROGNAME2. The description of PROGNAME was wrong, beside that.

- o Animated logos are displayed with much less flickering on standard Amiga screens as well, if the screen is in interleaved format.

- o The requesters were opened with IDCMP_CLOSEWINDOW despite the requester windows not having a close gadget. Because of this pressing ESCAPE did not work if one used the commodity NED.

- o New configuration item DONOTPATCH.

- o New tool WinInfo which is helpful to find out what task/process has opened a certain requester (or other window).

- o It is now possible to stop the execution of the configuration file at any time by using STOP.

V 1.0 (03.08.1999)

- o Lots of new configuration items to enhance the look of requesters (especially it's buttons) even more.

- o For configuration items which expect a color you can now also specify a direct colormap (palette) pen by putting a '#' char in front of the number.

- o Background pattern did not work at all on OS 3.0 and still had a few bugs even on OS 3.1.

- o Transparency bug with CyberGraphX + SuperLayers should be fixed. Smart refresh windows created with LAYERSNOBACKFILL are backfilled to color 0 with the standard Amiga layers library anyway, although they shouldn't.

SuperLayers obviously does it correctly. I found this out only after someone reported the bug - I don't have a GFX card.

o The checkitem SCREENDEPTH didn't return the correct value for HiColor and TrueColor screens. I used to look at DrawInfo->dri_Depth and this turned out to be never greater than 8. Strange ...

o Commodities Interface. You can disbable ReqAttack temporarily (new opened requester will not be enhanced by Requester) and quit it with Exchange.

o New version of CyReq. On some systems the dos.library function ErrorReport() (which creates a new task to display the requester) seems to run out of stack very soon, so on some systems it was enough to enter something like "stupidtest:" in the Workbench's Execute Command window to make the computer crash once the requester asking for the disk "stupidtest:" was replied by the user. Now this should be fixed by using Stack swapping in CyReq's EasyRequestArgs() patch. The very strange thing is that ReqAttack since ever has used Stack swapping in BuildEasyRequestArgs() (which is called by CyReq's EasyRequestArgs() patch). On a PC running UAE + Picasso96 even CyReq running alone has caused the same crashes because of stack problems (I think). This is very strange since CyReq used very little stack and after all does not do nearly anything.

I found the place in the ROM, where ErrorReport() creates it's task with too little stack so I might do a little utility to patch a ROM file and/or a BlizKick module sometime.

o New Tool "QuitReqAttack". Can be used to quit ReqAttack from Shell scripts and ToolManager like programs.

o Improved docs a little bit.

V 0.9 (09.07.1999) o First public release

## 1.15 Future

o Native PPC MorphOS version.

o Maybe a 3D version (Warp3D) with special FX.

o If you have some good ideas let me know!

## 1.16 Author

ReqAttack Package is developed by:

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If you want to contact me and expect an answer send me an EMail! I will only respond by EMail. I hate snail mail ... My native language is German but you can also write in Italian or English.

***** ReqAttack is Freeware!! Read  Legal Stuff ! *****

## 1.17 Credits

o Thanks to Jan Erik Olausen (author of VirusExecutor) for a report about reqtools emulation patch :)

o The built-in images of ReqAttack 1.70 was taken from BAMReqAttack_e.lha by Boris Mattler. Thanks Boris!

o Thanks to ALL ATO translators (look at the ATO.readme file)

o Thanks to Raul Silva for translations, testing and icons.

o Example sounds created by Laffick/Dreamolers-CAPS.

o Many thanks to Rybcia, Miiras, Michael Jaccoud, Sven Rieke for bug reports.

o Many thanks to Stephan Rupprecht for his RTG tips and routines.

o Tomasz Wiszkowski (t_error@interia.pl) for his great CreativE compiler.

o The incredible cool  animated requester  logo example images  were done by Miikka Lehto (except the not  so nice "Warn" which was done by me). Miikka

has created different versions (size and number of colors) of each logo but to make sure that the ReqAttack archive does not get too big I have included only one version. You will find the remaining versions in a separate archive on Aminet!

o Some of the example background patterns were taken from the MUI archive. Unfortunately I can't remember where the others came from. If someone recognizes some of the images to be his work and wants to be credited in the docs or doesn't want the images to be included in the ReqAttack archive then please let me know!

o The standard button images were taken from MaxonDevelop 4.0 by Tilo Kühn.

o The standard one-button requester logo was taken from a well known but terribly uncool operating system (used in old releases).

o New one-button and two-button logos were made by Jaca/Dreamolers-CAPS.

o MUI is ©1992-1997 by Stefan Stuntz

## 1.18 Legal Stuff

ReqAttack is Freeware. Because I've taken over Georg's project I simply cannot demand any money for it. I also don't want to make such a great piece of software to be commercial stuff. ReqAttack Package is a gift for you!

As I told, RA is a gift, but if you think that those months of work on ReqAttack, RAPrefsMUI or ReqOFF are worth some money - please support my project.

Send everything to:

Jacek Piszczek
Dobra 23, 87-100 Torun, Poland

Important:

o Authors cannot be held responsible for any damage that might occure when using ReqAttack!!!

o Any questions? Send me an EMail! I will only respond by EMail. Sending letters by snail mail is too much work!

DISTRIBUTION

Like a normal freeware program; it's totaly free and OK to copy the unmodified archive, include it on some CD's (like magazine covers). The only thing is that I want to hear from you if you want to release it on some commercial CD (like mag covers, tool compilations, etc.). I would also appreciate sending me a copy of such CD :)

DEVELOPERS

The source code of ReqAttack will be/is available at jacadcaps.republika.pl. You're free to change it but only for your internal versions (you're not

allowed to spread it, put it on Aminet, etc.). Send me your changes to code (always mark it in some way) and I'll decide what to do with them.

## 1.19 Final Notes

Have fun ;-)