

Rainboot2

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Contents

1	Rainboot2	1
1.1	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	1
1.2	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	1
1.3	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	2
1.4	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	3
1.5	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	3
1.6	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	4
1.7	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	4
1.8	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	5
1.9	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	7
1.10	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	10
1.11	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	10
1.12	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	11
1.13	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	12
1.14	Rainboot2 Guide Copyright © 1996-97 Kimmo Pekkola	13

Chapter 1

Rainboot2

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```
-----  
      -= R A I N B O O T 2 =-
```

```
      - The ultimate multimedia boot -  
-----
```

```
      • Copyright  •      The boring stuff.  
      • Introduction •    What is it anyway?  
      • Requirements •    What does it need to work?  
      • Installation •    Now with a script!  
  
      • Using Rainboot2 •  All you ever wanted to know...  
      • Configuration •    How can I make my own config?  
      • The Arexx •        The port to outside world.  
  
      • Misc things •      comp.sys.amiga.rainboot  
      • History •          What has happened earlier?  
      • ToDo •             What to expect in the future?  
  
      • Credits •         Who is behind all this?
```

```
-----  
      Copyright © 1996-97 Kimmo Pekkola
```

```
      All rights reserved  
-----
```

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Copyright

Rainboot2 is Copyright (C) 1996-97 by Kimmo Pekkola

This software package is freely distributable. It may be put on PD collections without the permission of the author, but the author would still like to know about it (and maybe have them also :).

The programs are provided "as-is" and the author can not be made responsible of ANY possible harm done by them.

No changes may be made to the programs without the permission of the author.

If you like this program and want it's development to continue, why not drop me a mail or postcard and tell me what great (or lousy :-() job I am doing.

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Introduction

Rainboot2 is a picture-viewer like program which is meant to show a pic while booting. But it actually is more than that. With Rainboot2 you can write your configuration on the screen, play samples and more.

No other program comes even close (Well, maybe SysPic by Grzegorz Calkowski) with the features that Rainboot2 has. Here are just some of them:

- Shows IFF-ILBM pictures. All AGA modes are supported but HAM is not recommended as it messes up with the text output and the fades.
 - Displays configuration (and more) while loading.
 - Plays normal IFF-8SVX samples.
 - Loads the pics, fonts and samples before continues with the startup.
 - Forces WB to open behind Rainboot2.
 - Centres mouse pointer at the exit.
 - Different configs can be selected with mousebuttons.
 - Real time updated clock to display the current time.
 - Fade in and out with WB colors also.
 - Port to outside world via arexx.
 - IFF-ILBM brushes can be displayed while booting.
 - Can erase parts of the screen (i.e. copy the original bg over the text).
 - Progressbar to show the time that booting takes.
 - Modules can be played with ptreplay.library.
-

- No limits with fonts/samples/brushes.
- Works with CyberGraphics!
- And best of all: You get all this for free!

There are also two example configs in the Configs drawer. The Demo.config is just a small demo of some of the features. The Black&White.config is something you might use in your boot. If the examples don't look like as fancy as e.g. the Cloudboot in the earlier release, that's because I wanted to keep this archive relatively small. If you want better configs check my web page (www.iki.fi/~rainy/).

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Requirements

Rainboot2 probably requires Kickstart 3.0 or higher to run. Kickstart 2.04 is not tested because I don't have one and I also don't know anybody that has. Maybe if I could get copy of Kickstart 2.04 from somewhere (hint, hint) this could be fixed. Well, at least fades and %RE and %RS will NOT work with 2.04, so don't even try them (%RE and %RS are used in the example configs so they surely won't work!).

Rainboot2 needs at least the version 22+ of iff.library by Christian A. Weber. Version 23.2 is included with the Rainboot package.

If you want to play protracker modules, you need ptreplay.library v4.0+ by Mattias Karlsson and Andreas Pålsson. The library is included with the Rainboot package.

To use the install-script you need the Installer program which came with your Workbench disks.

Some extra memory and a HD would also be nice, although not necessary.

Cybergraphics is now supported to some point. I don't own a gfx-board so developing for one is a bit difficult. Anyway it works with cybergfx (or that's what I was told :).

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Installation

To install Rainboot2 just click on the install icon and follow the instructions.

If you want to install it by hand, just copy Rainboot2 and Rainboo2.data somewhere in your path. Edit the example config if necessary and put Rainboot2 in your startup-sequence somewhere after the monitor drivers.

You also need to put Rainboot in your WBstartup -drawer if your config doesn't have %Q -command at the end.

Well, that's it (more or less)!

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Using Rainboot2

Rainboot2 can only be started from CLI. Though it can be stopped from both WB and CLI.

The template of Rainboot2 is:

CONFIG,MODEID/N,LMB/K,RMB/K,MMB/K,CGFX/S:

where

CONFIG <cfg>

is the name of config-file to be loaded (defaults to S:rainboot2.config)

MODEID <number>

If you want to use different screenmodes you must supply the correct modeid number. Number can be DEC or HEX. Just add \$ or 0x before the hexnumber.

LMB <cfg>

If you push left mousebutton while booting a different config can be loaded. With some effort you can make a startup-selector with this and %RUN command.

RMB <cfg>

Same as above but with right button...

MMB <cfg>

...and middle button.

CGFX

This is for all you CyberGraphics users. If you can't see the background, try adding CGFX switch after the command. Do NOT use this if you don't own a gfx-board.

If you run Rainboot2 again and the screen is still on, it closes the screen and exits. Otherwise Rainboot2 is started as usual.

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Configuration

Many people have complained that creating a new configs for Rainboot is

too hard. Unfortunately Rainboot2 doesn't make it any easier. On the contrary there are more commands to make your configs even more messy.

The best solution would be a some kind of GUI/editor, but I'm spending too much time for this product already. So I don't think I'll be doing that in the near future. If someone else wants to make one, then go ahead.

The config file is a normal text file which you can make with your favourite text-editor.

The config can be divided to two different parts:

Keywords	Things to do before starting
Commands	Things to do while booting

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Keywords

Here are all the keywords you can use. Please use full paths with the filenames.

`/* <STRING> */`

This indicates a comment. Keywords inside comments are not executed and nested comments work too. Note that you can't use comments after the %TEXT.

`%BAR = <X>/<Y>/<WIDTH>/<HEIGHT>/<PEN>(/<TIME>)`

Creates a progressbar that displays the booting time. It can be horizontal or vertical (determined by the bigger width or height). If the <TIME> is omitted an average time is calculated from the previous boots. The booting time is saved to a file which has the same name that the config has with .time added to the end. If you supply the <TIME>, the file won't be created.

E.G. `%BAR = 10/10/100/10/1/10`

`%BGPIC = <FILENAME>`

This is the background picture. You must always have this in your config, even if you want black screen you must create a black iff-picture. The screensize and number of colors are taken from the picture.

E.G. `%BGPIC = DH0:Pictures/Background.iff`

`%BRUSH<NUMBER> = <X>/<Y>/<FILENAME>`

The place and name of an iff-brush that can be shown during the boot. The brush uses the same palette as the bg-picture. Make sure that the brush fits to the screen and that it doesn't have more colors than the bg-picture. You can use %B<NUMBER> in the %TEXT to display the

desired brush.

E.G. %BRUSH01 = 120/40/DH0:Pictures/TestBrush.iff

%ERASE<NUMBER> = <X>/<Y>/<WIDTH>/<HEIGHT>

Initials an area that can be later cleared. It will not clear the background but all the texts and brushes disappear. The area can be erased with %E<NUMBER> in the %TEXT.

E.G. %ERASE64 = 100/10/200/100

%FADEIN = <COLOR>/<STEPS>

Displays the bg-picture by fading it from the <COLOR>. The <STEPS> is the speed of fading (higher number is slower fading). The <COLOR> is a hex number which consists of the amounts of red, green and blue. There must be '\$' before the color.

E.G. %FADEIN = \$FFFFFF/32

%FADEOUT = <COLOR>/<STEPS>(/WB)

This is almost the same as the above, but this one fades the picture out after Rainboot2 exits. The WB tag is not necessary, but if it is there your workbench is faded as well. (This replaces the \$\$ command in the older versions.)

E.G. %FADEOUT = \$123456/10/WB

%FONT<NUMBER> = <FONTNAME>/<SIZE>

The name and size of a font that will be used. If no fonts are given topaz.font/8 is used. If there isn't a desired size the nearest one will be scaled. Colorfonts work also, but you must set the palette right. Fonts can be changed with %F<NUMBER> in the \$TEXT.

E.G. %FONT1 = Times.font/24

%MODULE = <FILENAME>

Name of the module that will be played while booting. You must have ptreplay.library to get this work.

E.G. %MODULE = DH2:Modules/mod.TestModule

%RUN = <FILENAME>

Run a command. This one also takes scripts if you have protected the file with s-flag. Note that Rainboot doesn't exit before the command does.

E.G. %RUN = "c:run c:enforcer >nil:"

%SAMPLE<NUMBER> = <FILENAME>

Name of an IFF-sample that will be used later. Check Commands

-section to know how to use them.

E.G. %SAMPLE1 = DH0:Samples/Humm.8svx

%SCREENDOWN = <SPEED>

Scrolls the screen down after Rainboot2 exits. If you have selected %FADEOUT with WB-tag this one doesn't function.

E.G. %SCREENDOWN = 10

%TEXT

This indicates the start of the text. Everything below are considered as a printable text, so you can't use keywords after this line (not even comments).

%TIME = <X>/<Y>(/<PEN>)

Coordinates to realtime updated clock. The clock uses the %FONT1 to write the numbers to the screen.

E.G. %TIME = 600/20/1

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Commands

These can be used only after the %TEXT keyword. The numbers on the commands MUST match with the numbers on the keywords.

%%

Write % -char to the screen.

%B<NUMBER>

Displays a brush that has been loaded with %BRUSH -keyword.

%C<NUMBER>

Change color of the text. The <NUMBER> is the number of pen to be used. Do NOT use higher pens that your picture has!

%D<NUMBER>

Delay <NUMBER> amount of ticks (50 ticks = 1 second) after every letter.

%E<NUMBER>

Erase the area that has been selected with %ERASE -keyword earlier.

%F<NUMBER>

Change the text font to a one selected earlier with %FONT -keyword.

%M<TYPE><SIZE>

Write the amount of free memory to the screen. The <TYPE> is F for fastmem, C for chipmem and T for totalmem. The <SIZE> is B for bytes, K for kilos and M for megs. E.G. %MTB would write the total amount of the free bytes of memory you currently have. The memory separated with points after every third number.

%P<UNIT>

Write the number of CPU or FPU to the screen. The <UNIT> is C for CPU and F for FPU.

%Q

Stops the script and exits Rainboot2.

%R<METHOD>(<PEN>)

Selects the text rendering style. <METHOD> can be N for Normal, B for Bold, I for Italic, U for Underlined, S for Shadow and E for Edge. With S and E you can select the other pen, also. E.G. %RS20 selects Shadow -style with pen 20 as the shadow pen.

%S<NUMBER>(C<CHANNEL>V<VOLUME>L)

Play a sample that was previously loaded with %SAMPLE -keyword. You don't need to put all the commands, just the necessary ones (note that the order must be same). S is of course always necessary.

C<CHANNEL>

The channels to be used. The <CHANNEL> can be from 1 to 15. As you know there aren't 15 channels in your Amiga. The <CHANNEL> is actually a number generated of the binary code that has the channels to be used. Check the below table for all the combinations.

n 4321

1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1100
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

E.G. if you want to use channels 1 and 4 you must use the value 9.

V<VOLUME>

Volume of the sample. <VOLUME> can be from 1 to 64.

L

Loop the sample forever. Note that the whole sample is looped, not the possible looparea.

E.G. %S2C12L Plays sample 2 in channels 4 and 3 with full volume and loops until the end of the world (or end of the program, whichever comes first).

%SWE

Stops the writing sound.

%SWS<NUMBER> (C<CHANNEL>V<VOLUME>R)

Plays the selected sample everytime a letter is printed to the screen (note that if delay is 0, no writing sound is played). The channel and volume are similar as above. The channels are 3 and 4 by default. If the R is there, the sample is played with random pitch, which makes a nice effect with some samples.

E.G. %SWS3R Plays sample 3 through channels 3 and 4 with full volume and with random pitch every time a letter is printed.

%TD

Write date (dd-mmm-yy) to the screen.

%TT(S)

Write time to the screen. Add S if you want seconds also.

%TW

Write day of the week to the screen.

%V<VERSION>

Write a version to the screen. <VERSION> is C for chipset (AGA/ECS/OCS), D for dos (e.g. 3.1), K for kickstart (e.g. 40.68) and W for workbench (e.g. 40.42). Note that Version -command must be ran before K and W work.

%W

Waits until Rainboot2 is signalled to quit. Then continues with the config to the end.

%X<COLUMN>

Change the place of the pen to selected x-coordinate. The <COLUMN> is in pixels. A return in the config will move the pen to this x-coordinate.

%Y<ROW>

Change the place of the pen to selected y-coordinate. The <ROW> is in pixels.

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The Arexx

Rainboot2 has now a very small arexx port. REXXMAST must be ran before using the port. The name of the port is RAINBOOTREXX and it can handle currently these commands:

BREAK

Breaks the current script.

SENDSTR <STRING>

Sends a string to Rainboot2. The string is like the text after the %TEXT command. Note that everytime you send a new string to Rainboot2 you must select the place and the font and the other stuff again, otherwise default values (top left corner, font1, pen0, etc.) are used.

This command returns FALSE (as a string) if it is not possible to handle a new string right now (means that Rainboot2 is currently busy with some other string or configs %TEXT).

QUIT

Quits Rainboot2.

WAITFOREND

Waits until the current script has been finished. Note that using %W does NOT finish the script!

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Misc things

Here is some things that might be useful to know:

Wrong WB colors

If you are fading the WB you might notice that sometimes you get wrong colors in the background. This is because IPrefs tries to select right colors for the bg, but at the same time Rainboot2 fades them. The workaround for the problem is to wait until everything is finished and fade the colors then (this also creates smoother fade).

Just put Rainboot2 in your WBstartup -drawer and set the STARTPRI -tooltype to very low (like -100 or so). This way Rainboot2 is ran last. You also need to use %W -command in the end of your config so that Rainboot waits until the end and then wait a while with %D100.

The pointer flickers

At a certain point in the booting process the pointer goes in the upper left corner and flickers. This is because IPrefs (again!) changes the pointer settings. There is not much you can do but to ignore it.

One thing is to change the pointer colors (numbers 17-19) to the same color as the pictures top left corner. This of course is not always possible.

The screen jumps

If your WB-screen is in overscan the bootscreen jumps during the booting. This is because the IPrefs (yet again!) sets the overscan prefs. This can be fixed with a program called fixjump by ALiENDESIGN. It can be found in the MCP package in Aminet (check util/cdity). Just run it before Rainboot2 and it fixes the problem.

The bar doesn't show

The progressbar doesn't show in the first time if you have been omitted the <TIME> argument and there is no timefile (a file with .time at the end). Just run the same config again and it should work ok.

Other things

- Note that return in the %TEXT acts like a normal return. That is it moves the pen to the %X and %Y+fontsize position
- A tab in the %TEXT does nothing. This way you can make the configs a bit more readable.
- If you want to wait a sec, just put %D50 %D0 in the text. The amount of spaces between %D50 and %D0 is the amount of seconds you want to wait.
- For the best result use the same modeid and size for the bootpicture as you have in your workbench.
- If you are using a different monitor than PAL or NTSC the monitor-driver must be run before Rainboot2.
- If you use Rainboot2's arexxport the RexxMast must be run before Rainboot2, too.
- Also remember that the more stuff you put in the configs the more time it take to boot.

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History

Version 2.1 29-Jan-97

- Added the CyberGraphics support. Use CGFX switch in the commandline

to enable it (Thanks to fEdE for testing it).

Version 2.0 15-Jan-97

- Completely rewritten!
- %\$ removed. %FADEOUT and %FADEIN introduced.
- %TT doesn't display secs anymore. Use %TTS if you want them.
- Now it is possible to clear areas with %ERASE and %E (as requested by lots of people).
- And play protracker modules with %MODULE.
- Time can use any pen now.
- Screen can be moved down at the exit with %SCREENDOWN.
- Rainboot2 can now wait until the end with %W (thanks to Haavard Pedersen for suggesting that).
- Rainboot2 now has a Arexx port (RAINBOOTREXX) also.
- A sample can be played everytime a letter is printed.
- Now exits with Left mouse button.
- Iff brushes can be displayed during booting.
- Added progressbar which displays the amount of time booting takes (Thanks to Haavard Pedersen for the idea).
- Text can be rendered with different styles too (as requested by Aristotelis Grammatikakis).
- Notes the user if Rainboot2 can't close its screen.
- And lots of small fixes and modifications.

Version 1.2 11-Jun-96

- The default path for gfx & samples is the same where the config is.
- Memory can be shown in Megs, Kilos or Bytes if you add M, K or B after the %M?
- Added %VD which displays dos-version (like 3.0).
- Removed the flickering from the clock. Note that the clock is now displayed a bit higher than earlier.
- Dropped the audio.device support because I couldn't get it work right. Now bangs directly to the hardware :(If you got a problem with it, drop me a mail.

Version 1.1 19-May-96

- Some of the bugs fixed.
- Sound is faded with the picture (as suggested by Mattias Holmertz).
- MODEID now accepts hex numbers too. Just add \$ or 0x before the number.

Version 1.0 05-Apr-96

- First Release

History before version 1.0 has been declared top secret.

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ToDo

I have received lots of suggestions and requests to put new features to Rainboot. But as I'm doing this only as a hobby I don't have enough time to include all of them (or those that are possible anyway).

Well, I'll be looking into things like datatypes and random configs/

samples/pics/etc. in the future. And of course fixing and enhancing the current features as well.

The much needed Prefs-editor is not likely going to appear unless someone else does it. I don't think I'll have enough time to do one.

If you have some nice ideas, why don't you drop me a mail.

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Credits

Rainboot2 was developed with Amiga 1200, Blizzard 1230-IV, 850HD, 2+16 MB RAM, AmigaOS 3.1 by Kimmo 'Rainy' Pekkola

All bug-reports and suggestions can be posted to the author (Guess that's me):

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Finland

or if you prefer e-mail:

rainy@iki.fi

Also check my web page for more example configs and other stuff at:

<http://www.iki.fi/~rainy/prods.html>

Thanks for everyone who helped me testing this program and to all of you who sent me bug-reports and suggestions. Keep 'em coming!

Special thanks to Ole Aamot for your letter and to Malcolm Harnden for the excellent limited edition print. Thanks guys!