

Rainboot

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COLLABORATORS

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Chapter 1

Rainboot

1.1 Rainboot Guide Copyright © 1996 Kimmo Pekkola

```
-----
      -= R A I N B O O T -=
      - Yet another bootscreen -
-----

      • Copyright •   The boring stuff.
      • Introduction •   Why another bootpic?
      • Requirements •   What do I need to use it?
      • Installation •   So, how can I put it up?

      • Using Rainboot •   Why should you use it?
      • Preferences •   How can I make my own config?

      • History •   What has happened earlier?
      • ToDo •   What to expect in the future?
      • Credits •   Who did this anyway?

      • Other Prods •   What else is there?
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      Copyright © 1996 Kimmo Pekkola                      All rights reserved
-----
```

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Copyright

Rainboot is Copyright (C) 1996 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.

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.

The Black&White Amiga-logo in one of the example-pics is drawn by me, so if you like to use it somewhere else than in your boot, drop me a mail.

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Introduction

Another bootpic! Why don't people make something original for a change? I know this is overused idea already, but I wasn't satisfied with the others, so I made a bit enhanced bootpic viewer.

There are some quite good programs to view pictures during bootup (like SysPic by Grzegorz Calkowski), but they do just that; view pictures. But, I want more! AmigaStart by Ian J. Einman was a step to the right direction as it could show your config too. It was just too unconfigurable.

So I decided to write Rainboot. It would show a pic, play samples and write text during your bootup. And it does! Check out the examples to see the result. If you are using VGA monitor or similar that cannot show normal PAL screen, the examples may not work from the icon. If that happens just add MODEID in the argument (check usage for more info).

NOTE: This is an update package and doesn't include the examples. They are in the original package (util/boot/Rainboot).

Here is a small list of some of the features:

- Shows IFF-ILBM files. HAM is not supported, because it would mess up with the text output.
 - Different viewmodes are also supported.
 - Displays config (and more) while loading on screen.
 - Plays normal IFF-samples.
 - Loads first the pic & samples before continues with the startup.
 - Forces WB to open it's screen behind Rainboot.
-

- Centers mouse pointer at the exit.
- Different configs can be selected with mousebuttons
- Fades screen to any color and from that color to current WB colors
- And probably many more...

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Requirements

Rainboot requires Kickstart 3.0+ to run, though 2.04 is not tested and it might work on that too (Maybe someone could tell me :)

Rainboot also uses Iff.library v22+ by Christian A. Weber which is not included. It can be obtained from Aminet.

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

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Installation

There is no install script provided yet, but you don't have to be a rocket engineer to but this together.

First you must copy Rainboot and Rainboot.data to a directory in your harddisk. Rainboot.data must be in path or in the programdir.

Second copy one of the configs to s: and rename it to Rainboot.config.

The additional files (samples and gfx) can be anywhere, just change the paths in config. If no path is provided, they are loaded from the same directory as the config file as default. No fonts are included in this package. If you don't have the fonts that are used in the examples, just change them to ones you have.

If you want the picture to go away after everything is loaded, just drop the Rainboot in your WBStartup and set the STARTPRI to low.

It might be also a good idea to put Rainboot in your startup-sequence :)

Well, that's it.

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Using Rainboot

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

The template of Rainboot is:

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

where

CONFIG <cfg> is the name of config-file to be loaded (defaults to S:rainboot.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.

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

If you are annoyed that the screen jumps when Iprefs is loaded, use the program called fixjump by ALiENDESIGN. It can be found in the MCP package in Aminet.

For best result use the same overscan in the boot picture as you are using in your WB.

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Preferences

The example configs might first seem quite cryptic, but they are not so difficult to make as you might expect. There is no prefs-editor (yet) so you must use your favorite editor to create a new configuration file.

There are several commands you can use:

```
/* */    Comment.
```

%BGPIC This is the background picture. You must always have this in your prefs, 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

%SAMPLEn This is a sample that will be loaded. The n must be

a number from 1 to 5. Check below to know how to play them.

E.G. %SAMPLE1 = dh0:samples/humm.8svx

%FONTn This is the font to be used. The n must be a number from 1 to 5. If no fonts are given topaz.font/8 is used. The .font extension must be added. Note that you can use colorfonts also if you set correct palette in your picture.

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

%TIME Coordinates to realtime updated time. The clock uses Font1 and the color number 1 (the second color in the palette).

E.G. %TIME = 600/20

%RUN Run a command. This one also takes scripts if you have s-flag on. Note that Rainboot doesn't exit before the command.

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

%TEXT This indicates the start of the text. No commands after this line (not even comments).

There are also several special commands which you can use in the text. also.

%Fn Use font n (n = 1-5)

%Dn Delay n tick (50 ticks = 1 second) after every letter

%SnCnVnL Play sample n. You don't need to put all the commands, just the necessary ones (note that the order must be same). S is always necessary.

Cn is the channels to be used. The n can be from 1 to 15. As you know there are no 15 channels in your Amiga. The n is actually a binary number of the channels to be used. Check the below table for all 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 1000
   13 1101
   14 1110
   15 1111

```

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

Vn Volume of the sample. n can be from 1 to 64.

L Loop the sample forever. The whole sample is
looped not the selected 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, which ever comes first).

%Cn Change color to n. The n is the number of pen to be
used. Do NOT use higher pens that your picture has!

%Xn Change X-coordinate to n

%Yn Change Y-coordinate to n

%TW Write weekday to current position

%TD Write date (dd-mmm-yy) to current position

%MCB Write amount of ChipMem in Bytes

%MCK Write amount of ChipMem in Kilos

%MCM Write amount of ChipMem in Megs

%MFB Write amount of FastMem in Bytes

%MFK Write amount of FastMem in Kilos

%MFM Write amount of FastMem in Megs

%MTB Write amount of TotalMem in Bytes

%MTK Write amount of TotalMem in Kilos

%MTM Write amount of TotalMem in Megs

%PC Write CPU number

%PF Write FPU number

%VD Write Dos version (eg. 3.1)

%VC Write Chipset (AGA/ECS/OCS)

%VK Write Kickstart version

%VW Write Workbench version

Note that 'Version >NIL:' must be ran before
KS & WB versions work.

.\$nSnW Fade screen to color n. The n must be in hex
(Thats why the \$;)

Sn n is number of steps that will be made to
reach the desired color. This is a must!

W Fade WB also. This is not necessary if you don't like it. I do ;)

E.G. %\$FFFFFF\$32 Fades to white with 32 steps
WB is not faded.

%Q Quit the program

%% %

Anything else is considered as text and is written on screen.
Remember not to write text over the screen borders as it will corrupt the memory.

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History

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
- 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

There are a lot of things I can still add. What else there will be depends on the popularity of the program and the time and interest I have for this program.

Anyway here is a small list of possible features/fixes in coming versions.

- Install script
 - More config checks
-

- Hide pointer
- Remove the unnecessary limit of fonts and samples
- Localized dates
- Animations
- Prefs-editor
- Move screen down on exit
- Random configs
- Arexx port

If you have some nice ideas to add why dont you drop me a mail.

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Credits

Rainboot was developed with Amiga 1200, 850HD, 2+16 MB RAM, AmigaOS 3.0 by Kimmo 'Rainman' 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:

p151798@cc.tut.fi

Thanks must go to Mandra for Ideas and Testing! Also thanks for everyone who sent me bug-reports and suggestions. Keep 'em coming!

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Other prods

? (the name actually is ?)

- Small command line calculator (Seka style)
- Displays numbers in Dec, Hex, Asc and Bin
- (Not released)

RainDir

- Colorful window sensitive directory command
- Can be found in Aminet: util/cli/Raindir.lha

StickyClock

- Clock for Virtual WBs
- Can be found in Aminet: util/time/StickyClock.lha

Iff2Font

- Converts Iff pics to Amiga bitmap fonts
- Still under development