

AGA

COLLABORATORS

	<i>TITLE :</i> AGA		
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WRITTEN BY		March 28, 2025	

REVISION HISTORY

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Chapter 1

AGA

1.1 Solve V1.0 ©1994 Matthew Hall aka Digit/Delite

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                KICKSTART III SOLVE V1.3A
                © MATTHEW HALL aka DIGIT/DELITE!
                ~~~~~
<<=>> LIFE IS A BITCH - WITHOUT THE ROM KERNAL IT'S HELL! <<=>>

                Introduction
                Copyrights
                Accidents!
                Running
                Program Updates
                Problems
                Test Results
                Coders Address!
                To The Disbeliever!
                History
                Greetings
```

1.2 copyrights

```
                KICKSTART III SOLVE V1.3A
                © MATTHEW HALL aka DIGIT/DELITE!
                ~~~~~
<<=>> LIFE IS A BITCH - WITHOUT THE ROM KERNAL IT'S HELL! <<=>>

... COPYRIGHT ...
```

This program is spreadware, ie. if you like or dislike this piece of software then spread it - to anyone! All I want in return is that you keep all the files that come with the archive together and that they remain all together when un-archived for packs etc and ALL remain whole and intact in their original content.

1.3 accidents

... ACCIDENTS ...

I do not guarantee that this piece of software will work properly on any machine and I am in no-way liable for any damages or accidents software or hardware orientated. You use this program at your own risk and only you can be responsible for any accidents. Hopefully though no accidents will arise as this program has been thoroughly tested so don't expect it to destroy anything because it should'nt!

1.4 introduction

... INTRODUCTION ...

This program tries to fix in-compatibility problems with any program on an AGA machine which in the past would crash or fail to run at all.

There are many tools of this sort out and about doing the rounds but this one has a little difference to most (if not all). What this program tries to do is become part of the program you want to fix and in doing so gives a better assurance that the program is possible to run. There are many different things that this program tries to do to help get your program working from the simplest to more complicated functions.

There are some tools that automatically patch the program you want to run but lack a number of functions which could easily get the program to work if they were implemented. For this version I have tried to include just about everything I can but of course there are some better and different ways of doing things (always?) but for this tools purpose the ones present are the best ways (I hope!).

So what does this program do then? Heres a little list:

\ CACHES / The program will automatically disable the computers cache which does a lot for old software which tend to use self-modifying code which in the end make the computer bomb out. If the program you are trying to run uses caches then it should always check to see if it is already on otherwise it has not been coded properly and is mainly a fault of the programmer of the software!

\ VBR / The Vector Base Register is found on 68010+ machines. Some people try to move the vector base to fastmem which contains all autovectors, traps and exceptions to help increase the speed of their program which in most cases end up crashing on the new machines.

\ MULTI-SYNC / With the new AGA machines they have a displaygeneration built in which will display other types of screens but for some people with multisync monitors problems can arise when using a display which can be really annoying.

\ WORKBENCH / Because this program is mainly aimed at hard-drive users I have made sure that the Workbench always knows what is going on. For example you may want to run a demo or big intro from Workbench but you have found that after exiting you have not been able to run anything because your memory has done a runner. This is because Workbench has not been told what is going on properly so hopefully with this program up and running you will never see that happen again!

\ SCREEN / Have you ever wondered why you could not get to see some programs when run from Workbench? This is a simple problem which can easily be fixed and the problem itself lies in the copperlist!

That is just about it at the moment but I have a few ideas I would like to implement on later versions but at the moment it is doing it's job. So why have I chosen to write a program like this and especially now after all this time? Well it all began when I was coding a file header for the Treasure Island Pack Series which attaches itself to the beginning of an intro or demo. My idea at first was just to open a window and some text but some days later I decided to enhance it because even up to now some new intros and demos still do not work on AGA machines properly so I decided to incorporate a little patch to solve these problems without any fuss or confusion to the user (nice is'nt it!). After I had done what I thought I needed I began to have ideas about coding a little tool to use on lots of other programs where problems occur especially ProTracker V2.3a which really pissed off new AGA owners because they could not run it from Workbench 3 without the screen screwing up! So now began a task to implement a file loading program and a few other ideas which entered my head at the time of coding it. So in the end you have what is at the moment in my eyes the best AGA fixer on the market without any doubt, it's no fuss or hassles and is completely oblivious to all users.

1.5 running

... RUNNING ...

Running and using Solve is very simple indeed, it can be executed from either Workbench or the CLI. Once executed Solve will display a little pointer at the top of the screen which is located at the top right of your screen indicating that Solve is still running. After that the ASL library brings up a file requester from which you can select the file which you wish to use. At present it reads the directory you are in and not a list of Volumes from which you can enter, this way you can stick it in the directory with the defective program without having to wade through draw after draw.

Once a file has been selected it will turn the screen black and begin to load your requested program. That's about it! Hopefully your file should be loaded and it should be running differently from what it was before?

1.6 updates

... UPDATES! ...

I have plans on updating it by adding some other functions into it like fake fast memory that totally lies to the Amiga properly! When incorporated you will be able to choose from 0.5 meg up, 1 meg being as standard if you decide to choose the fake fast memory option without defining! A resident version like that of Degradar but of course will be a lot better (if I can get it to work properly!). Hopefully I will also be able to get it tested a lot better for the next version especially on an A4030/40 (T) when I can get my hands on one of these cool machines. At the moment though

I am at the mercy of the users (that is you) for all the help and the advice you can give me because if I don't get any how am I supposed to improve it if I don't know any of it's hidden faults? So please send anything!

Sometimes when you have a program running on Workbench that screws up the screen has a fault in the copperlist. When Solve is running it will fix the first screen that comes up, of course when you press AMIGA M you will probably go back to Workbench - press it again! You will notice that the screen has screwed up again. There is no proper way of solving this without actually recoding the program, but there is a way! The next version will let you fix it after every screen flick by pressing for example your mouse button. In this way you can externally fix this annoying programs!

1.7 problems

... PROBLEMS? ...

If you have a problem for some reason then I would surely like to know. Or if by chance you like this piece of software and you want to contact me to congratulate me then please do not hesitate in doing so. I am also looking for coding contacts so if you are a coder (systems mainly) then please get in touch.

Before I forget, some programs will never be able to run because the programming fault lies deep inside the program itself. Solve V1.3A only externally handles all errors so to fix those that still do not work would require someone to actually find the fault and alter them in the program itself. There is nothing that either me or anyone else can do to solve these problems without doing the above. There are various patches and fixes around that have been done internally for various pieces of software that solve problems on AGA machines which have been physically recoded in the program itself. Look out for them if you have no hope with this program!

1.8 address

Okay the address and my telephone number for those interested are as follows:

MATTHEW HALL, 2 BIDEFORD AVE, BLACKPOOL, LANCS, FY3 8PU, ENGLAND.

or

+44 (0253) 392812 between 5-11 PM British time please!

Please, no ass-holes or jack asses!

1.9 results

Of course a program is no good if it does not work properly so here (for those of you who find it enjoying) you will find some programs I have tested it on and what it has corrected. Of course all faults were gone!

KwikCopy V2.5 - When run from Workbench and then exited the program always brought up a requester asking to suspend or reboot. Fault seemed to be with output, ie if you ran it from an icon it would crash because there was no CLI screen present to handle output. Probably a fault with the dos library.

ProTracker V2.3a - Screen screwed up (always!) when run from Workbench in AGA mode. Some tools fixed it but flicking from screen caused it to screw up again! Solve solve's it, fault was in the copperlist!

(NOTE PROTRACKER DOES WORK WITH THIS BETA VERSION - IT DOES NOT ALLOW IT!)

Intros (general) - Either did not work at all or just screwed up the screen after loading from Workbench. Most of the problems went but of course there were those that did'nt (hardcore coding!).

1.10 disbelieve

... DISBELIEVE ...

Yes you ChazyB! It's really nice to find out that some people talk behind your back because it gives me the chance to find out who is pissing me about and who is'nt. I don't give you any grief or slaggings about you GFX so I don't expect you to do the same about my code. Most of my code is my own and yes some of it is from coding books which I myself have improved on or added and who does not? At least I do not get some code from Amiga Coders Club and assemble it with all my name all over it and say it is mine! Also me and Craig also found out that the module you supposedly did once seemed to have been done by another guy, also (strange!). If you slag me off especially behind my back I will sure as hell make your life on the scene look and feel like a mighty nightmare. If you don't beleive me try me as I am always open for offers - take the hint!

1.11 history

At first this program (as was said previously) was intended for my file header on the Treasure Island Pack Series so I have included all the version updates for that little code because it was originally Solve but very basic so do not get confussed with all the version updates. So for those who like all this jargon read away!

Updates (V1.5):

- / Optimised part(s) of code
- / Terminated some other crap!

Updates (V2.0):

- / Now added PAL/NTSC switch at the beginning!
- / Better system handling now! All programs run that return to the CLI will/should always give your memory back, un-fragmented as well (at last!).
- / Other bits and bats!

/ Better looks & neater code - WOW!

>> OFFICIAL SOLVE V1.0 UPDATE! <<

Updates (V1.0):

/ Now called Solve V1.0 for a totally new production
/ Now added an AGA check, if it's not present.....?!
/ Also kills caches just incase. Good programmers should
make sure it is either switched on/off anyway!
/ Put in a routine to help make sure that programs run 100%
on 68010+ machines with the vectorbase.
/ Added a routine to make sure that some programs which
could cause multisync monitors to screw up DON'T!
/ Added little point into the copperlist to make sure that
some screens don't screw up - without reason? Na!
/ Killed PAL/NTSC switch and various other bits.

Updates (V1.1):

/ Optimized like fuck!

Updates (V1.3A):

/ Virtually recoded to take advantage of the ASL requester
and also added some more features.
/ This version been slightly optimized from V1.3A
/ Fully multi-tasks with the system so no more CPU chewing!

1.12 greetings

Okay I would just like to give a BIG, BIG MATT BURGER to all these cool
dudes that I know or have known in the past - read on!

MARS BAR - For the extremly wonderfull help you have been giving me. Thanx
a lot for the help with the ASL requester (offsets, etc.) and for the other
goodies!

QUACKERS - Thank you for taking the time in writing those NON-DOS
tutorials but hey I have to say it but..... I am hooked to the system!

AMMO/THE WORLD OF INDY
ABH/SKID ROW?
CHAZYB/CYBERDREAMS
CARP/DELITE
COLORBIRD/THE WORLD OF INDY?
CYLON/DIMENSION X
D-CODE/DELITE
DENZIL/LSD
FACET/SPACEBALLS
GROOVEZONE/THE WORLD OF INDY
HOLLYWOOD/AXIS
HAWKEYE/KEFRENS
JADE/THE WORLD OF INDY
JINX/THE WORLD OF INDY
KEI/CYBERDREAMS
LEE/THE WORLD OF INDY
LAZZER/PERSPEX?

MARC/DELITE
MARS BAR/INDY NOW?
MAJIC MUSHROOM/FAIRLIGHT
MAFFIA/CYBERDREAMS
MIXMASTER/THE WORLD OF INDY
ODDJOB/THE WORLD OF INDY
PAZZA/LSD
PHIL94/LSD
PAPA BRINE/TESKO
QUACKERS/MAGIC
R-9/NARCOSIS
RATTIE/THE WORLD OF INDY
SPECTRE/THE WORLD OF INDY
SPLIFFY/INDY?
SLIDER/THE WORLD OF INDY
SARACEN OR KRISTIANE!/RAZOR 1911
STAPLES/THE WORLD OF INDY
TECHNIX/THE WORLD OF INDY
WIZZWANG/DELITE
