

**HowToCode7**

<b>COLLABORATORS</b>
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WRITTEN BY		August 9, 2024	

<b>REVISION HISTORY</b>
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## Chapter 1

# HowToCode7

### 1.1 main

How To Code V7 - Edited by Comrade J / SAE

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AmigaGuide Release 7/July/93

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startup.asm - Copper Startup code

### 1.2 About HowToCode....

How to write demos that work (Version 7) - 7/Jul/93

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(or the Amiga Demo Coders Reference Manual)

Edited by Comrade J/SAE

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NEW AMIGAGUIDE FORMAT -

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Due to numerous requests HowToCode has now been rewritten into AmigaGuide format! It's still readable as text files (just!) if you haven't got AmigaGuide, but download it and use it, it's good!

\* Please note this is a REPLACEMENT to text files howtocodel.txt through howtocode6.txt. Sysops, please remove these earlier files as they contain many mistakes. Thanks in advance...\*

Thanks to:

Richard Aplin, Matthew Arnold, Dean Ashton, Andreas Axelsson  
Michael Bauer, Bilbo the First/Hypenosis, Eddy Carroll, Mark Cassidy,  
Nils Liaaen Corneliussen, Walter Dao, David Dustin, Chris Green,  
Joep Grooten, Grue, Jim Hawkins, Arno Hollosi, Lars Holmgren,  
Philip Jespersen, Irmen de Jong, Marius Kintel, Christopher Klaus,  
Mark G Knibbs, Jesper R Larsen, Jacco de Leeuw, Tero Lehtonen,  
Patrik Lundquist, Jonas Matton, Stanley Merkx, Jesse Michael,  
Jonas Minnbergh, Richard Moeskops, John Derek Muir, Marco Nelissen,  
Karsten Niemeier, Boerge Noest, David Noulis, Mats Olsson, Dave Parkinson,  
Andrew Patterson, Raymond Penners, Vidar Petursson, Michael Pollard,  
Jolyon Ralph, Bjorn Reese, Vic Ricker, Timo Rossi, Michael Ryffel,  
Conrade Sanderson, Doz/Shining, Toby Simpson, Darrell Tam, Lehtonen Tero,  
Magnus Timmerby, Yee Tom, and Michel Vissers.

for their comments and contributions, both rude and polite!

And Commodore - Pull your fingers out and **\*\*DISTRIBUTE\*\*** the V39 docs to **\*all\*** Amiga programmers.

Please note that this file is the work of many authors, although the spelling mistakes are all my fault!

I apologise in advance for mistakes in HowToCode, I am unable to check everything thoroughly and certainly not on all machines, and in particular with AGA information so much misleading and contradictory information is going around that it is inevitable that mistakes will happen. Please point these out to me, however trivial! I promise I won't be angry if 100 people point out the same mistake. If no one does and everyone tells me later that they knew - then I will!

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If you intend to use part or all of HTC in a Public Domain disk magazine (or similar), please email me first. I **\*will\*** give permission freely, but I want to make sure that only the latest versions are published. Please also mention your request to Carl-Henrik, especially if it concerns Vectors.txt since it will be continually updated and debugged for some time from now.

The startup code in this article is freeware and may be used by anyone for any purpose.

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All trademarks and registered names (Workbench, Kickstart, etc) acknowledged.

All opinions expressed in this article are my own, and in no way reflect those of anyone else. Please note that many of the programming practices described in this text are ONLY applicable for demo coding, and should not be used for Games and other programming.

I didn't write this for fun, I wrote it for you to use!

If you want to make a contribution please email it to me:  
I prefer plain ASCII set to no more than 75 column width, and no tabs if possible (although I can fix text sent to me..)

If you strongly disagree with anything I write, or you want to send me some source or demos to test on Amiga 1200/4000 etc, or you have questions about Amiga programming, or suggestions for future articles, or just want to chat about the best way to optimise automatic copperlist generation code, then contact me via email at:

comradej@althera.demon.co.uk.

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