

# **BootShow1.0**

Trevor Morris

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BootShow1.0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Trevor Morris	August 9, 2024	

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# Chapter 1

## BootShow1.0

### 1.1 BootShow V1.0 Guide 26-03-95

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BootShow V1.0 by Cléo Saulnier (Guide file by Trevor Morris)

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Finally, a bootpic shower that does what a bootpic shower should!

What the heck did I just download?  
How do I get this thing running?  
What did you use to make this thing?

This is MAILWARE!  
Where you can reach me  
To Do...

Disclaimer

This archive is freely distributable, BUT please have the courtesy to distribute this archive with all of its files and documentation, as these are intended to help the people who obtain this piece of software. Thanx!

### 1.2 What the heck did I just download?

What the heck did I just download?

BootShow V1.0

This is something I put together as a request so that you'd be able to display pictures on bootup (as opposed to watching all that extremely interesting text and stuff flying around on the screen!!). The only drawback is that if your

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startup involves any requesters, they will bring the workbench screen to the front (so get rid of the damb requesters...I will soon be fixing this problem, since even my own computer has requesters on boot-up).

Currently supported Resolutions:

Resolutions supported:

ECS: 2-32 colors      AGA: 2-256 colors

320x200	320x200
640x200	640x200
320x400	320x400
640x400	640x400

as well as any overscan variation of these resolutions.

(Although not tested, PAL resolutions should work as well ;)

Interlace modes on AGA machines will try to open up a Double NTSC/PAL screen. If unsuccessful, normal interlace will be used.

## 1.3 How do I get this thing running?

How do I get this thing running?

BootShow should be copied into your c: (or c2: directory if you have one). As well, you should call Bootshow from your startup-sequence or user-startup before the loawb command (a good spot for it is right after all the system assigns and setup (the stuff setup by Commodore) - see the examples below).

USAGE: BootShow [options] <filename.iff>

OPTIONS:

F #	# is number of frames that a certain intensity of the fade is uses. (3 produces a nice effect ;)
T #	# of seconds that the picture stays on screen.
P <filename.iff>	filename of the palette you want to use. (This is used if you want to override the picture's true palette)

Options may be used in any order.

Two examples are provided:

How to use Bootshow

How to use Bootshow with a random palette and random picture

## 1.4 How to use Bootshow

EXAMPLE:

.  
.

```
.
Resident Execute REMOVE
Resident Assign REMOVE      (these two lines are setup by Commodore)
;
c:bootshow F 3 T 16 P Work:Graphics/Pals/Palettel Work:Graphics/Pix/Start1.pic
.
.
(the rest of your startup)
```

This example is provided as ASCII in the s: drawer (Boot\_s-s) if you wish to just cut, paste and modify it.

## 1.5 How to use Bootshow

EXAMPLE:

```
.
.
.
Resident Execute REMOVE
Resident Assign REMOVE      (these two lines are setup by Commodore)
;
SET RANDPIC sys:prefs/extras/Startup`c:rand 1 4`.pic
SET RANDPAL sys:prefs/extras/Palette`c:rand 1 12`
c:bootshow F 3 T 16 P $RANDPAL $RANDPIC
UNSET RANDPIC
UNSET RANDPAL
.
.
(the rest of your startup)
```

NOTE: In order to use the method above you will have to copy Rand (in the c drawer of this archive) into your c: drawer.  
Rand is a random number generator written by Troy Morehouse (using SAS/C).

This example is provided as ASCII in the s: drawer (Random\_s-s) if you wish to just cut, paste and modify it.

## 1.6 Rand by Troy Morehouse

Rand by Troy Morehouse

To use rand, just type the command followed by a lower and upper bound:

```
New Shell process 9
9.System3.0:> Rand 5 23
13
```

or to use it in conjunction with a filename:

```
New Shell process 9
```

---

```
9.System3.0:> echo "Printing the number `Rand 5 23`"
Printing the number 10
```

where the ` is the tilde quote (VERY IMPORTANT).

## 1.7 What did you use to make all this stuff?

What did you use to make all this stuff?

The enclosed programs were coded by Cléo Saulnier using SAS/C® 6.51 on a A4000/040 with 10M RAM under OS3.1.

Bootshow was tested on:

- A4000/040 10M RAM (OS3.1)
- A3000/030 14M RAM (OS3.0)
- A2000/030 10M RAM (OS3.1)

hopefully this works on all machines (should you find a bug...yeah right ;)... then feel free to contact me.

This guide file was written by Trevor Morris on the above mentioned A3000.

## 1.8 This is MAILWARE!

This is MAILWARE!

What the hell is MAILWARE? Well, if you like and use this piece of software, then you MUST send me some email. Even if it is just to say "Hey, I'm using your program!"

Comments, suggestions and bug reports are encouraged!

## 1.9 Where you can reach me

Where you can reach me

Programmer of BootShow V1.0

-----  
Cléo Saulnier  
p8uu@unb.ca  
-----

If you have found a bug or want to get a copy of the source or just simply want to discuss some aspect of programming which I've done in the past, just e-mail me (at the above address). Of course, we all know that I, as a programmer, never have any bugs in my programs...especially not in the first version ;)

Suggestions, recommendations, requests...welcome!

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Also, if you would like the source code for the included progs, no problem! Just email me and request them!

ALSO LOOK FOR MAGICWB1.3 - magicworkbench on OS1.2+ !

- icon fix converter (to make them look like they do under OS2.0+)
- icon unfix converter (to undo the effects of the fix converter)
- a bitplane checker (good for all applications)

Look in pix/icon on any Aminet site for MagicWB1.3.lha

To Programmers:

If you know how to keep a requester from pulling it's screen to the front, or how to answer a requester from a program, I would like to hear from you.

## 1.10 Future Enhancements

Future Enhancements

- Requesters NOT pulling Workbench to the front.
- If there is enough request for it, I will put in options for HAM-6 or HAM-8 and maybe even Extra-Halfbrite.

To Programmers:

If you know how to keep a requester from pulling it's screen to the front, or how to answer a requester from a program, I would like to hear from you.

## 1.11 Disclaimer

Disclaimer

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BLAH, BLAH, BLAH...

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DAMAGES.

## 1.12 Trevor Morris

Trevor Morris  
Comp 4, Site 7  
RR#1 Oromocto, NB  
E2V 2G2 Canada  
Email: a3nb@unb.ca

For lots of pix, icons, and imagedrawers to go with MagicWB, grab up  
MagicWBStuff3.lha from aminet pix/icon!

## 1.13 The Arctangent Archives

The Arctangent Archives

Bootshow V1.0 was originally requested by Trevor Morris in order to show the  
bootpix drawn by Bowie J. Poag. These pix are absolutely gorgeous images!  
Currently there are 6 archives (most contain images for every specific  
machine!!). I believe the archives can be found in pix/icon on any Aminet  
site...but you should talk to:

Bowie J. Poag  
arctngnt@interaccess.com

Thanx for the great work Bowie...let's keep the Amiga alive!

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