

test

Greg Gerke

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COLLABORATORS

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February 1995

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Advertising Both commercial and member-supplied

1.2 This month's scheduled meeting events

This month's meeting promises to be nothing if not interesting. We'll be seeing what's available in the world of cross platform computing.

Scheduled to appear are an Emplant (to show what it looks like to run a Macintosh emulator on an Amiga) and a bridgeboard (to show the wonderful world of MS-DOS).

Also on this month's schedule is demo of networking on the Amiga. This will be of particular interest to those of you that have multiple Amiga's or need to link up with machines of other origins.

1.3 Notes from the AUoH Executive Committee

Here you'll find some pithy comments from the ruling party of the user group. And if the particular person chooses not to write something, the editor shall fill it in for him or her...

President Ron Cleaveland

Vice-President Kevin Smotherman

Secretary Larry Zwart

Treasurer Mike Groshart

Membership Chairman Wyatt Drew

Librarian Mark Wegener

Newsletter Editor Greg Gerke

1.4 Notes from the President of AUoH

Notes from the Prez

by Ron Cleaveland

About now your asking what happened to the newsletter?

There's been a change! A change we have been discussing and putting off for some time now. A declining Amiga User Base resulting in lower group membership has forced us to make some financial cutbacks a few months back we moved from a meeting place that cost \$75.00 to UNO which cost \$0 or \$25.00 depending on if we use video equipment or not. This alone helped but we still have one other major expenditure the newsletter which was costing us about \$155.00 a month to print and mail. Since your reading this, you now know how we are cutting the newsletter cost with a disk based Newsletter. The disk contains the newsletter in AmigaGuide format all you have to do is put it in your Amiga and double click the icon. You

should then see the newsletters title page containing the content buttons by clicking on them you will be able to read the same informative packed newsletter that you have come to expect from the User Group. Another way we can cut back is how we distribute the newsletter there will be three choices and you are free to use anyone you like.

1. If you have a modem you can download it from Larry's Hot Tub
2. If you plan to attend the meeting you can get a copy of it there.
3. If you are unable to do either of the above then we will mail you the disk.

We do ask that you let us know if you need the third option.

Now that you know how we intend to cut cost how about something that will help increase the groups finances. Thanks to a great idea from Clete Baker I think we have an exciting new way to do just that many of you may have heard of Aminet. Aminet is the world's largest archive of Amiga shareware and Public Domain software which is updated daily. The only problem is that you need access to the Internet in order to anonymous ftp (file transfer protocol) to the Aminet site. We will now be able to access this archive at the meeting allowing you to request the newest Amiga files available. There will be an up to date printed and computer text file copies of the Aminet archive available at the meetings. There will be a nominal cost for this service which will depend on the quantity and file sizes of your order.

This month's program should be of interest to those of you looking to expand your computing options with out buying a whole new computer. With cross platform computing you can give new life to your Amiga with products like the Emplant for Macintosh emulation and Bridgeboards for MS-DOS emulation. We will have demonstrations showing you how well these products work, with the added bonus of a tune-up clinic for those of you who already own these products.

One final piece of business we will be performing this month is the nomination of officers for the coming year. The offices that will need to be filled are President, Vice President, Treasure, Membership Chairman and Librarian. As I've said many times before we are always looking for new blood and new ideas, these are a very necessary component of a successful users group so please don't be shy. The elections will take place in March. That's about it this month I hope you enjoy the new newsletter.

1.5 Notes from the Vice-President of AUoH

The Vice President was unable to make a comment this month due to an unfortunate accident at a local thimble recycling center.

1.6 Notes from the Secretary of AUoH

The Secretary was unable to jot down a few notes this month due to the unexpected growth of three new fingers on his writing hand.

1.7 Notes from the Treasurer of AUoH

Here is Mike's addition to the AUoH AmigaGuide Newsletter. It's intended as a tie-in with a short AmigaDOS Script tutorial I plan on giving at the next meeting.

You'll find the following files in the "mdg" directory:

RequestTest an AmigaDOS script

Request a little utility program

Click here for [Mike's article](#)

1.8 Notes from the Membership Chairman of AUoH

The Membership Chairman was unable to fill in any text this month because of a visit from some friends of his from Jupiter.

1.9 Notes from the Librarian of AUoH

Dusting the Library Shelves

by Mark Wegener

As we all well know by now NOTHING HAS HAPPENED! The charred remains of the big C= are still being fought over and as some of you already know our wonderful buddies Irving Gould and Mehdi Ali have jumped back into the fight. Just when we thought things couldn't get worse... They have I think it's kind of ironic don't you. I've always been an eternal optimist when it comes to the Amiga (aren't we all) but the only thing I can think of to do now is sit back and laugh at the whole situation.

How does this affect us well as some people might have heard the makers of DirectoryOpus and Gigamem are calling it quits but on the lighter side Aminet continues to grow and more shareware/PD stuff is being created now more than ever. The important thing about the great "Programmers-on-the-fly" is that we must support them, if their program, game, utility, whatever is decent pay them the 5 bucks or so that they are asking it's only fair in my opinion (card-ware is fun too.)

If YOU have created a program, share it with us by entering it into the

library, we would be the cheapest beta testers in the world.

I can't stress enough that right now more than ever we need to support the group and the best way to do this is by buying library disks. The Amiga users of the Heartland has the best software library around and the disks are still only 3 DOLLARS.

1.10 Notes from the Editor of AUoH

Pretty obvious that we've changed formats for the newsletter. For more detailed reasoning, please read the articles from either [Ron](#) or [Greg](#).

Also, since this is the first issue of the newsletter in AmigaGuide format, be ready for the inevitable growing pains associated with getting the newsletter in true fighting form.

Please feel free to let me know what you'd like to see different with this format of the newsletter. If nobody says anything they'd like to see different (with good reasoning), then I'll just assume that the formatting is fine. I'm sure I'll be making changes in the future though. I'm just not able to leave well enough alone. :)

Something that I would like to see would be an icon designed for the newsletter that in some way lets the reader know that this newsletter is both AmigaGuide and AUoH. Anybody care to take a whack at it?

1.11 AUoH Monthly articles

Click on any button below to read the article.

[As the Editor Mumbles...](#) Mostly incoherent by Greg Gerke

[Impossible Mission - 2025](#) Game Review by John Haas

[Dr. Fun Monthly](#) chuckle

[C Class, part 9](#) C programming class by Mark Wooge

[Notes from the 'Net](#) whispers from the ether

[Intro to AmigaDOS scripts](#) AmigaDOS programming by Mike Groshart

[Controversy over GIF](#) Unisys claims copyright of GIF format?

[More Rumors](#) Amiga rumors from the psychic Jokizonu

1.12 New Library listings

New disks added to the library this month are:

by [Mark Wegener](#)

Greg's Favorite Downloads - January '95

=====

AmigaBBS.lha: Big list of Amiga BBS' in AmigaGuide format
CBE38.lha: ClipBoard Extender; save many things in clipboard
CPULoad.lha: Graphical display of how busy the CPU is
DClock15.lha: Nice looking onscreen clock
DynamicIP.lha: Use VLT to connect via a Dynamic IP address
MachV379.lha: Huge mouse enhancer, boatloads of options
MultiCX141.lha: Mouse enhancer, fewer options but much smaller
newmode_v34.lha: Force screen mode for those bad programs
ReqLib28.lha: Req.library v2.8; small bug fix
ScreenTab120.lha: Change to the screen of your choice
SWCheat3.lha: Big list of game cheats
txtrd111.lha: Nice and fast text file reader
VirusChecker_6.47.lha ..: Latest version of this virus checker
I would recommend this disk to anyone with a modem especially, the
Amiga BBS list is very nice and comes in real handy!
Greg's Favorite Downloads - February 1995

=====

3Calendars.lha: Generate a calendar from FinalWriter 2 or 3
AAVD13.lha: Virtual display manager for the Workbench
CBE39.lha: Clipboard editor with many extras
FSort12.lha: Sort text files quickly
MineRunner.lha: Nice rendition of the classic game
Move3712.lha: Move files instead of copy/delete
Play16.lha: Play sound files in various formats, very nice
PointerX.lha: Make the busy pointer's hands rotate
StarDate.lha: Show the current date as a star date
Stat373.lha: Bug fixed version of C='s status command
SwazBlanker26.lha: Screen blanker with many options
SwazBlanker26A.lha: Patched blanker modules
SwazBlanker26B.lha: More patched blanker modules
TList13.lha: List files along with the type of file it is
VirusChecker650.lha ..: Latest version of this long running virus killer

1.13 As the Editor Mumbles...

As the Editor Mumbles

by Greg Gerke

Yeah, yeah, I know. The Amiga's fate is still being held hostage by

lawyers and other money grubbers that are more concerned about wringing the last few shekels out of the corpse of Commodore than the people that have stood behind the Amiga for so long. One of the latest tidbits in the press is that Mehdi and Irv have filed some sort of motion that is their attempt to halt investigating where the money went before the final fall of Commodore. Apparently Bahamian law only allows investigators to go back a maximum of three months where US law allows six months. Anybody care to make a wager on why "Dumb and Dumber" don't want people to know about the past financial dealings of Commodore? No, I'm not bitter.

I've called the AmigaWorld hotline (603-924-2195) to get the latest news on the sale of C=. The message (from February 10th) says that there were two new updates concerning the sale. First was that lawyers for Ali and Gould have challenged the settlement of the proceedings to be held in a US court. Because of an emergency on the part of one of the judges the case will reconvene on the 23rd of February. Second, and much more interesting, is that two new players may be in on the bidding. One is from a German firm and the other is a group that is representing a person from Seattle. It just keeps getting stranger and stranger.

Slight Change in the Newsletter

Hopefully you've noticed that there's been a slight change in the format of the newsletter. The reasons for this are purely financial. The printing and mailing of the newsletters was running us roughly \$150 dollars a month and the money coming in (new members, renewals, and disk sales) just plain wasn't enough to cover that drain. Believe me, the exec board has debated long and hard on how best to get the newsletter into your hands.

This wasn't a popular choice among the exec members and I'm sure it's not going to be one with you, gentle reader. I'd prefer to stay with the paper format of the newsletter (I enjoy getting something in the mail other than bills myself, even if it is basically something I mailed to myself :). But reality hits here. If we don't have the funds to support paper then we can't use paper. I mean, it's not like we're the government and take out loans that we can't afford, right?

What's New?

Well, no new commercial software. But of course, that doesn't mean anything when you've got sources such as Aminet and the rest of the Internet. There's tons of great software out there and hopefully you've got the means of getting at it.

I can hear you asking yourself, "Oh sure, he SAYS there's tons of great software, but I don't see him giving me any examples!" Wrong,

non-preemptive multitasking breath!

One program that I just recently found a use for is a little ditty called ImageDex (currently at version 2.4). What this program does is take a group of files and make an index out of them. The program does this by taking each picture of a series of pictures and shrinking it down so that you can get multiple pictures on a page. Why would you want to do this?

I'll list two good reasons:

- You have a collection of floppies and you'd like to save an easy reference picture in case you want to go back and find a particular picture.
- You have a CD full of pictures (a Sci-Fi picture disk in my case) and you'd like to have an easier way of finding the picture you need instead of hunting for one.

ImageDex requires that you have Art Department Pro (because ADPro can import and export eleventy billion formats and why reinvent the wheel when you can use the power of the Amiga and it's ability to share resources).

Oh, and have I said that the author is on the Internet and replies to his mail in this column yet? Well, here's another example. The author, Zach Williams (zachws@ids.net) is quite responsive to questions and suggestions. And I've sent him the measly \$15 to register and get the extra neat features. If you have a need to do either of the above I'd recommend getting it.

Another obvious piece of shareware is the venerable VirusChecker (current at version 2.51 as I write this but it may have been updated by the time you read this). I've used VirusChecker for years and have never personally had a problem with it. And it has found a couple of virii in that time, too. Think of it as insurance policy to protect against the nutcases of the world.

There are always new, interesting pieces of shareware coming out all the time. Some are small, tiny utilities that fill a specific niche. Others are mega utilities that cover many areas. But all give you the opportunity of trying them as soon as they can be transferred from the local BBS or Internet FTP site. And if you don't like them there's no hassle returning it. Just delete it and go on. But if you do use something enough, please support the shareware authors and give those few dollars that they ask.

In conclusion

It's pretty much a joke to say that we'll here something anytime soon. I mean, we're getting dangerously close to the one year mark on this whole sorry affair. I see IBM advertising OS/2 Warp heavily in magazines and TV

(and I've even heard they've relaxed their dress code. Will wonders never cease). I read about all the cool stuff that's getting added to the next versions of the Macintosh OS and Windows 95/96/97 (and that we've had for years but nobody outside of our clan seems to know about it). But I'm still hangin' in there because I've looked at the alternatives and I still don't see anything that really makes me want to stray from the path of computing righteousness.

1.14 Impossible Mission 2025

Impossible Mission 2025

by John Haas

My son, Sean, and I have been racking up a lot of computer time lately playing Impossible Mission 2025. This is the third installment of the popular game and the first to be produced by Microprose. IM 1 and 2, which are fond memories from my Commodore 64 days, were published by the very fine company Epyx which has, unfortunately, gone "belly up". I lamented the passing of Epyx because I assumed that would be the end of the IM series. I must admit to having been seriously addicted to IM 1. It's truly a classic. IM 2, while visually a lot more interesting, never quite held the charm of IM 1 (it had to be those puzzles!). It was still a fine effort, however. IM 3 contains a lot of common threads from 1 and 2 but is a quantum leap overall.

The graphics and motion are outstanding although it does tax my A600's 68000 processor a bit. Faster machines should have no such trouble. There is an AGA version for you 1200 and 4000 owners. The game is not copy protected and is hard drive installable although it does have the annoying "manual" copy protection which means that when starting up you must turn to a certain page of the manual and enter the four digit number at the bottom of the page. The basic premiss is the same as IM 1 and 2. You must search for key objects which will enable you to get to and stop the evil Elvin Atombender. In this case, your goal is to find circuit board pieces (9 per level) which must be assembled into a larger board which enables you to ride an elevator to the next level. As always, you must outwit a bizarre assortment of robots which Elvin has as security. The areas to be searched are not rooms as in the past but vast areas with many platforms, lifts and monorails. Once again, there are computer terminals to sign-on to (5 different kinds!). One of the terminals is very important because that is where you assemble the 9 circuit board pieces into one large one.

This is done via a computerized version of the old sliding tile puzzles we've all seen. Unfortunately, I never could do one of those puzzles to save my soul. Microprose must have had me in mind because in the plethora of objects that there are to be found, they included an "auto-solve" for the puzzle. And, as in the case of IM 2, there are objects (guns, grenades, cloaking devices, jet packs, etc.) which can be collected and which prove to be invaluable. While you can collect any number of items, you can only carry and use three at a time. Special terminals allow you to manage your inventory but you have to think ahead because they're not always nearby.

The game has a good deal of complexity built-in and throws some unusual things at you. One of the terminals is a sort of "shoot-em-up" video game resembling a mini Galaga. Another reminds me of the music room in IM 1. But instead of arranging notes from lowest to highest, you have to repeat the pattern which increases by one each time.

The scene for the first three levels is a parking garage. After that it switches to an office building. After that I can't say because the office building is proving to be quite a challenge (there doesn't seem to be an auto-solve for the circuit board puzzle)!

One of the more fun aspects of the game is the jet pack. This is very realistic and takes some practice. Once airborne there are flying robots which come after you and try to knock you out of the air. Lucky for you the pack is equipped with a weapon so you can defend yourself. The jet pack is important because some of the objects to be searched are up high and it's the only way to get there. Watch your fuel level as you have a limited amount and must, on some levels, be very frugal.

For each level there is a time limit and as always, you lose time when you get yourself killed by a robot or fall. This brings up another criticism that I have and that is what happens to you after you are unfortunately killed. The game "rematerializes" you at times a long way away from where you were zapped -- usually at the last terminal that you signed on to. You may have worked very hard to reach a certain location only to have it all be for naught.

The manual is purposely vague in such areas as descriptions of the robots you will encounter. This forces you to discover the capabilities and dangers of certain types through trial and error.

I definitely recommend this game. It even includes IM 1 which for me was a very pleasant surprise as I did not know this when I ordered it.

1.15 C Programming Class

'C' Tutorial

by M.Wooge

Part 9.0 Input.

This article tells how to get information from outside the program, and send some from the program.

Programs can get information from any of several places: other programs, hardware devices such as the keyboard or mouse, serial and parallel ports, the command line, files, and other sources.

This article covers input from the keyboard and command line. Input from external files will be covered in another article. Input from ports and hardware devices will not be covered.

Command-line Input.

A "command-line" is a line of text we type onto a CLI screen. Consider the CLI command:

copy X-File Y-File

We tell CLI to run the program "copy" by typing the program name onto the screen, and the name of the files.

Try the following program:

```
#include <stdio.h>

main(argc, argv)
int argc; char *argv[];
{
int count;
for(count = 0; count < argc; count++)
printf("%s\n", argv[count]);
return(0);
}
```

Run the program like so:

ProgName asdfg qwerty

Remember, main() is a function just like any other function, and arguments can be passed to it. When a program is run, CLI passes two arguments to main(), by tradition called argc and argv. These two arguments let the programmer use the entire command line used to run the program.

argc stands for argument count. It is the number of arguments passed to main(). More accurately, it is the number of arguments minus one, as C starts counting at zero.

argv is short for argument variables. It is a list pointers to the words in the command line. argv[0] always points to the first word of the command line, which will be the name of the program.

Console Input.

The "console" is the keyboard and monitor. Use getchar() to get a single character from the keyboard, and putchar() to print one to the screen.

```
#include <stdio.h>

main()
{
char ch; /* a single character */
printf("Type something, then press the return key. ");
ch = getchar();
putchar(ch);
return(0);
}
```

This program gets a character from the console and then prints it.

However, due to the way the Amiga's OS works, getchar() won't return until you press the return key. The program will just sit there.

Notice there is no linefeed after printing the single character. Use putchar('\n') to print a linefeed character.

Use gets() and puts() to get and print strings.

```
#include <stdio.h>

main()
{
char buff[250]; /* string storage */
gets(buff);
puts(buff);
return(0);
}
```

gets() does no error checking, so be sure your input buffer is large enough to hold the string entered. Putting a hundred characters in a string that's only 10 characters long can be disastrous.

puts("ABC") is the same as printf("ABC\n"). It always adds a linefeed after the string, and can accept special characters. puts("Two\nlines") is legal.

As always, if you have problems post a message on the local Amiga echo.

Post a description of the problem and the section of code you think is causing the problem.

Lexicon:

Command Line. The entire text of a command.

Console. The keyboard and monitor.

getc(). Get a character from the keyboard.

putc(). Print a single character to the monitor.

gets(). Get a string of characters from the keyboard.

puts(). Print a string of characters to the monitor.

1.16 Notes from the Internet

Toolbar for Term

by Russ LeBar (c621412@showme.missouri.edu)

Finally, our usenet feed is back up for the moment. With that in mind, please email me replies. Now onto business...

Over spring break, someone on IRC mentioned that a toolstrip would be nice for term, and I said I'd mention to Olaf Barthel. Well, I did, and got suckered into making the imagery for it...

So, this brings up a couple questions..

- How would you like to see the toolstrip setup? So far, it looks like it'll have support for being horizontal or vertical, be in a window (maybe on the screen, like the status bar is also, but I'm not sure). A lot of people have suggested that it also be configurable (e.g. so you can add arexx scripts to it), and Olaf agreed.
 - You aren't going to like this too much, probably, but right now, it looks like only 4-color icons will be supported, as this is the easiest way to remap the imagery. The icon size will probably be fixed also - 25x25 counting the border (yell at me for this, it's the size I choose). The current idea is to have Olaf read in the imagery from an iff ilbm (picture or brush, not sure which yet). Then, there would be some prefs panel like in Final Writer that would list all the imagery. I suggested this because I was getting too many little brushes to work on, plus, I had them all in a big brush, and I started changing imagery there instead.
 - The imagery itself. Well, I have the transfer and settings menu done, plus reset terminal, break, hang-up, Fast! macros on/off, and the phonebook. Anything else you'd kill to see in it? I was thinking of also adding a bunch of ambiguous type icons like in FW also. I also have a lot of the imagery that I've used more than once (e.g. the prefs symbol, the transfer symbol, the monitor...) which I figured should be included
-

with the toolstrip imagery.

There is a sample iff of the current imagery on my ftp site as well as a previos example which also has some discussion me and Olaf had as well as some examples of other toolstrips (termite and several other pc/mac comm programs).

The ftp site is [musie.phlab.missouri.edu](http://musie.phlab.missouri.edu/pub/amiga/term/toolstrip/) in `pub/amiga/term/toolstrip/`

Note that this is a work in progress, and also that I'm a volunteer (so don't expect perfect icons!!!). Classes are starting up again, and my time is limited. Insults to my imagery will only degrade my morale, which means you have no hope of seeing any decent icons if my morale gets too low. Praise will inspire me to continue on. Real suggestions will also give me something to work on too...

Lastly, our usenet feed here is really f**ked up bad, so please, reply to me via email (and make sure it's my showme account). You can also catch me on irc occasionally as 'Argel.'

Thanks for your time!

```

/---Russ-LeBar---+----- Official Term beta tester -----S<>-----\
| __ | c621412@showme.missouri.edu (best) |A1200-6MB-82HD|
| /// | c621412@mizzou1.missouri.edu (good) |MBx1200z |
|__ ///Dare to | c621412@monad.missouri.edu (okay) | 4MB&14mhz881 |
|\\/// Dream | argel@express-way.com (.zzZ) |USR Sportster |
| \XX/ A M I G A + ~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+
| | Lord Argel, Paladin & Commander of the White Falls |
\---S<>--Argel---+----- Opinions are mine & thus CORRECT =) -----/

```

DirectoryOpus v5 Info

Dopus5 is currently in development, and is probably about a month or so from completion. Most of the code is finished and the graphics (icons etc) are being completed next week. Jonathan Potter is still the author and is developing the new version under the auspices of GPSoftware in Brisbane. (They are the company who produce GP fax among other things). Dopus 5 was demonstrated recently in London at the World of Commodore show. A number of distributors have indicated they wish to handle the new version, but I cannot identify any North American ones specifically.

The new version is apparently significantly more "graphical" in that actions can be instituted via icons from the workbench if necessary and any number of directory windows can be open at one time. I understand that it has more of a 'tool bar' structure but I have not seen it as yet.

I don't know the upgrade path from Dopus 4 (ie how GP are handling this) and unfortunately do not have their email address...but somebody else may be able

to help.

If you get no further response and wish to follow this up further let me know
and I will speak to Jonathan as I deal with him on another job regularly.

Hope this helps.

Keith Tucker (ktucker@adelaide.dialix.oz.au)

1.17 Rumors from the great beyond

From: lisantt@iia.org (Tony Lisanti)

Subject: World Famous Prophet Predicts Fate of Amiga

Date: 2 Feb 1995 06:05:02 GMT

World famous Psychic Jokizonu has given permission for his C=
predictions to be released to the public! Read the shocking news of the
fall of Amiga, and its struggle to power once more to the Arrest of
Jim Drew and more!!

2/95 C=UK and CEI formerly drop their bids, as they loose interest

Jim Drew Still promising the 586 ANY DAY now.

Picasso-PC is announced

3/95 Former CEO of C= announces he will bid for the company under
a new name Commodore95. Products such as Amiga-Windows should
be out soon!

4/95 Jim Drew is arrested in Miami, FL for drug possession of 5 kilos
of cocaine, he is shown on TV uttering the number 586,586,586.

5/95 Lightwave 4.0 is released as the last official Amiga Version,
Also announced Toaster-PC. Will be able to upgrade to the
PC Toaster for a small fee of 1800\$.

6/95 Announcement any day from C=95. Jim Drew is on trail.

Former company employee claims the 586 is ready to ship
as soon as the FBI releases the upgrade from the evidence
vaults. Should be any day.

7/95 Aminet cuts its sites down to 1 main site running on a A500
with a 500mb drive. Aminet claims this will be more then
enough for users.

8/95 C=95 is the official owners of the Amiga. Amiga-Windows is released
along with built in MAC, IBM emulation, a new HP-RISC7000 (same
chip used in secret by the CIA). Now in the Amiga, creating
the first universal machine that requires no special hardware
and can run anything. 2800Mhz with Artifical Intelligence
bus (available q4 95). Super-Task, can multitask like AmigaDOS

in any mode. SCSI-IA (Instant Access SCSI Device of 21
Quadrillion byte drive 28000* speed CD-ROM (new 3.5 Style)
Holds up to 3gigs. 1.5 3.0mb floppy and 800MB of 10ns ram
for only 2600.00\$

9/95 Companies scramble to get back into the Amiga, CompUSA now
the official distributor for Commodore95.

<<< OTHER MONTHS ARE MISSING SKIPPING TO 4/96

4/96 After IBM stock dropping to .05000 of a cent on the NYSE
IBM is officially gone. Rumor that CEI is preparing a Bid
for the creditors. C=95 Announces a Voice Activated machine
with Internet-TV (see people who wrote messages, chat with people
via IRC-TV chat.

<<<OTHER DATES UNCLEAR SKIPPING AGAIN>>>

7/96 After C=95 Network goes online it becomes a entity and takes over the
worlds financial market, making every person in the world's financial
records read 0.00\$. The machine is destroyed along with the C=95
main plant. The governments of the world invoke a law making it
illegal to own any type of Amiga, punishable by death. They were
determined to advanced for our lifetime and must be destroyed.

9/96 Aliens from another world make first contact. They are interested
in purchasing the C= technology to help win a war against an Evil
Empire. They offer to trade a Warp Core drive and Molecular cell
vaporizer/Food Replecator.

** END OF FILE..

1.18 Controversy over GIF

The End of the GIF-Giving Season

by Geoff Duncan (geoff@tidbits.com)

(this text was retrieved from issues #259 and #260 of TidBITS, an
electronic magazine. send email to info@tidbits.com for more info)

On January 3rd, 1995, an announcement appeared in CompuServe's
GRAPHSUPPORT forum that sent a shock wave through the online community.

Apparently, the popular GIF graphics file format was now proprietary and
users must have secured a license from CompuServe by January 10th in order
to keep using GIF files. As it turned out, this interpretation wasn't
entirely congruent with the truth, but that didn't stop the firestorm of
debate that ensued.

GIF (Graphics Interchange Format) is a graphics file format introduced by

CompuServe in 1987. Its purpose was to enable users on multiple platforms - Macs, PCs, Amigas, or whatever - to download and view pictures. Back in the days of 1200 baud modems, GIFs were pretty much just time-consuming curiosities. But as bandwidth increased, more tools became available, and as the Internet and BBS communities expanded, GIF became the de facto standard for distributing graphics online. Not surprisingly, it's also the graphic format of choice for the World-Wide Web, and is the only graphics format supported internally by the three major Macintosh Web browsers. (Netscape also supports JPEG; see below.)

So why the controversy, especially over a file format that's been around for years? The problem lies in the GIF format's use of LZW (Lempel-Zev-Welch) compression and decompression. Graphic files can be very large: a full-screen (640 x 480), 256-color image requires 2,457,600 bits of memory to be represented internally by your computer. (That translates to about 300K.) In those days of 1200 baud modems, no one in their right mind downloaded a 300K file just to see a picture. By making use of LZW compression, however, that same file could be considerably smaller in GIF format, although the exact amount of savings varied depending on the picture. Suddenly downloading graphics became more practical.

How Did We Get Here From There?

The LZW compression method was originally published in a journal by a Unisys engineer and was used by a number of developers (not just CompuServe) for a variety of purposes. Unbeknownst to these developers, Unisys later applied for a patent on the LZW compression technology. The patent was granted in 1993.

Now here's where the debacle begins. Unisys, apparently, didn't bother to make any public statement as to its licensing policy or intentions: it merely called up major GIF-related developers - like CompuServe - and started talking about infringement suits. These developers, caught by Unisys's "submarine patent," began licensing negotiations. When CompuServe negotiators reached an agreement with Unisys in mid-1994, they apparently didn't bother to tell anybody either. They merely "initiated a process" to secure a similar license that would benefit their community of GIF-related developers.

When CompuServe managed to make an arrangement with Unisys whereby developers could obtain a GIF license from CompuServe rather than Unisys directly, all manner of chaos broke loose. First, "official" announcements appearing in CompuServe's forums were often incomplete or misleading (one

even misspelled Unisys consistently). Second, it was unclear whether the restrictions on the GIF format applied only to developers or also to anyone using the GIF format. GIFs are used almost everywhere, especially on the World-Wide Web. If the GIF file format was no longer free to use, literally tens of thousands of WWW sites, software programs, and images would have to be licensed, recalled, or go offline until the images could be licensed or replaced.

Several interpretations of the badly-phrased CompuServe announcements began to circulate on the Internet. Unisys probably got off a little easier because many people thought it was all CompuServe's fault, but newsgroup threads and email flew thick and furious. Some felt the agreement was irrelevant, since Unisys could never prosecute everyone using the GIF format. Some heralded the death of the GIF, and still others thought the whole thing was a joke, especially in the wake of the recent "Good Times" virus hoax. Wags even updated the popular line to "Death of the Net Predicted - JPEG at 11."

What's the Deal?

Eventually, Unisys and CompuServe issued press releases and clarifications:

- 1) Unisys is requiring all software developers using the GIF format in "commercial, for-profit" software to obtain licenses. This means that users viewing and distributing GIF files are in the clear, as are freeware and non-profit applications.
- 2) CompuServe has provided an optional licensing agreement that can be used by developers of software "primarily for use with the CompuServe Information Service" rather than dealing with Unisys directly.

One upshot of #1, above, is that graphics programs and commercial WWW browsers which read or write the GIF format (like Photoshop and Netscape) will have to obtain licenses in order to continue using GIF. Some people think this will be a big problem, others see it as a side issue since some of these developers (like Adobe) already license the TIFF format from Unisys. The debate has also sparked interest in replacements for the GIF format. A commonly suggested alternative has been JPEG, which typically achieves far better compression than GIF and can use 24-bit color (GIF is limited to 256-color images). The difficulty with JPEG is that it's a "lossy" compression format: it throws out some data in order to achieve better compression. Other formats receiving attention include PBF, GEF, and FGF (variants or deliberate replacements for GIF).

Lessons Learned?

Unisys's filing for a patent of the LZW technology after the GIF format

had been widely adopted by the computer industry is, to say the least, questionable. Threatening to file infringement suits after seven years of encouraged use of the GIF format is, to say the least, highly questionable. Many companies and developers have found themselves in a position of having been unwitting partners to Unisys. This has damaged these companies' reputations and relationships with their developers; even without that, I'm sure Unisys's actions wouldn't make them happy. Further, you'd think that after watching Intel get nailed by the commercial and Internet communities during the Pentium fiasco, Unisys and CompuServe - companies specializing in information technology - would have gone to some effort to make their policies and intentions clear online. Although Unisys did eventually release a decent clarification and CompuServe seems to have finally gotten its message across, engendering that amount of rhetoric, rage, and misinformation can at the very least be viewed as irresponsible, possibly inexcusable. Eventually, companies and vendors will learn not to turn a blind side to the Internet community; however, until that day they will have to be content to take their bruises.

GIF Gaffe

Our article on the recent Unisys/CompuServe GIF fiasco contained a few misstatements. First, Unisys's patent on the LZW compression method was effective in 1985, not 1993 as stated in the article. Second, the TIFF file format is not itself licensed from Unisys, but the LZW method used in the TIFF format is licensed from Unisys.

Notwithstanding, the LZW compression format was first published in June of 1984, calling into question Unisys's subsequent application for a patent on the method. Also, while CompuServe can be accused of many things, making a secret of LZW's use in the GIF format is not one of them. It remains astounding that Unisys overlooked the (increasingly widespread) GIF file format for seven years.

CompuServe announced last week plans to serve as the coordinator of a new "free and open" GIF24 standard. GIF24 will support 24- bit, lossless compression and will presumably be free of proprietary technology. [GD]

1.19 Mike's World of AmigaDOS

Hello everybody. I was preparing to give a short AmigaDOS tutorial at the next AUoH meeting when an I had an Idea. Why not use the club AmigaGuide newsletter to provide some expanded information related to my talk? Brace yourself...

This tutorial uses an AmigaDOS script and program I wrote. I hope it illustrates some scripting basics and how to use a few of the utility programs in your C: directory.

You may want to open a Shell window and run the example script a few times before going further. This may make more sense once you've seen it in action; be sure to click a different gadget each time.

To run the script:

- Open a Shell window
- Go to the directory that contains the tutorial files.

```
1> CD auoh:mdg
```

- Run the example script

```
1> EXECUTE RequestTest
```

Note that my Request program requires AmigaDOS 2 or greater!

[Begin Tutorial](#)

[Command Index](#)

[Credits](#)

1.20 Credits

NAME

Michael Groshart

PURPOSE

It is by coffee alone I set my mind in motion.

It is by the beans of Java that thoughts acquire speed.

The hands acquire shaking, the shaking is a warning.

It is by coffee alone I set my mind in motion.

SPECIFICATION

AUoH #84, Treasurer

ADDRESS

Voice: (402) 341-3957

Fidonet: 1:285/15.52

Internet: michael.groshart@hottub.omahug.org

SEE ALSO

[Commodore](#)

Principia Discordia

At the Mountains of Madness

1.21 who.commodore

NAME

Commodore International Ltd. (tm)

PURPOSE

Nobody's figured this out yet.

THANK YOU

The verbage for the AmigaDOS Command Reference pages was stolen verbatim from the documentation that came with my 2.04 system software. Any spelling errors are mine.

SEE ALSO

What's Marketing?

1.22 requesttest

[Click here](#) for a line-by-line description of this AmigaDOS script.

Or click a button for a reference on that line's specific command.

;

; \$VER: RequestTest 1.0 (10.1.95)

;

failat 11

Request "Click one" title "Hello, World!" gadgets "A|B|C|D|E|F|G|H|I|J|K"

set choice \$rc

if \$choice eq 0

echo "Last button"

endif

if \$choice eq 1

echo "First button"

endif

if val \$choice ge 2

echo "Button" \$choice

endif

unset choice

Need help deciphering AmigaDOS command [templates](#)?

1.23 walkthrough

```
;
```

This line is a comment. It's here to improve readability.

```
;$VER: RequestTest 1.0 (10.1.95)
```

This line is a comment. It contains a Version String.

```
;
```

This line is a comment. It's here to improve readability.

```
failat 11
```

This line changes the Fail Limit of this script from the default value of 10 to 11. The next command can possibly have a return code equal to 10 which would normally cause the script to abort. In this case I know it's a valid result and have to tell the Shell to relax unless a command returns a value of 11 or greater.

```
Request \
```

This line executes my Request program. It puts up a window with some text, a customized title bar message, and 11 gadgets (each containing a single letter). The script pauses until you, the user, clicks on one of the gadgets.

It sets a Return Code that indicates which button you clicked on. If you click on the 'A' button the return code is 1, the 'B' button returns '2', and so forth up to 'J' which returns 10. The right-most button is different, it's return value is 0. For the reasoning behind that last bit please refer to the Amiga ROM Kernel Reference Manual, Includes and AutoDocs, intuition.library/EasyRequest().

```
set choice $rc
```

This line saves the Return Code of the previous command. Every command has a return code, by convention a value of 0 means the command ran successfully. Higher values can indicate an error condition or just some additional information that the command wants to communicate to the caller.

I want to use this feedback from the Request command later in the script. It must be saved right now because the Return Code is changed after every command (including this one).

The environment variable RC is automatically maintained by the Shell. It holds the Return Code of each command as they execute. Notice the use of the dollar sign to get the value of the RC variable.

if \$choice eq 0

This line tests the value of an environment variable. It compares the contents of the variable named 'choice' (which I saved previously) to the string '0'. If they are equal, the following command is executed. Otherwise, we skip forward to the line following the next EndIf.

echo \

This line prints a string to the Shell window. Note that the string is enclosed in quotation marks. They are required because the string contains an embedded space character. The quotes just delimit the string and are not printed.

endif

This line marks the end of an IF block. It lets the Shell know where to continue execution if the IF condition was not true. It causes no action by itself other than affecting the Return Code.

if \$choice eq 1

This line is very much like the previous IF statement. The only difference is comparing the environment variable with the string '1'.

echo \

This should look familiar. Look back three lines.

endif

Ditto...

if val \$choice ge 2

This IF statement is a little different. Instead of testing for equality, the comparison is {greater than or equal to}. It also uses the VAL keyword which indicates a numeric comparison. By default, comparisons are done as strings (character by character). Imagine the strings '10' and '2'; in a dictionary the first string would appear before the second because the first character '1' comes before '2'. We know the value '10' is numerically larger than '2'

and must use the VAL keyword to perform this type of compare.

echo \

Yet another ECHO command. In this case we want to print the word "Button" followed by the value contained in an environment variable. Hence the use of the dollar sign followed by our variable name.

endif

This line ends the previous IF block.

unset choice

We no longer need that environment variable. This line will remove it and free the memory needed to store it. Always remember to clean up after yourself...

1.24 AmigaDOS Templates

In the Template listings, arguments are separated by commas and followed by a slash (/) and a capital letter which indicates the type of argument. The slash/letter combinations, which are not to be typed as part of the command, are explained below:

argument/A The argument must always be given.

option/K The option's keyword must be given if the argument is given.

option/S The option works a switch. You must type the name of the option in order to specify that option. Most options are switches.

value/N The argument is numeric.

argument/M Multiple argument are accepted. This is the Template equivalent of braces. The /M replaces the previous multiple-comma method of indicating how many elements the command would operate upon. There is no limit on the number of possible arguments. However, the multiple arguments must be given before any other arguments or option.

string/F The string must be the final argument on the command line. The remainder of the command

line is taken as the desired string.

Quotation marks are not needed around the string, even if it contains spaces. If you type quotation marks, they will be passed to the command. If you specify the keyword, you can pass leading and trailing spaces.

= An equals sign indicates that two different forms of the keyword are equivalent. Either will be accepted. The equals sign is not typed as part of the command.

The Template for the COPY command is shown below:

FROM/M,TO/A,ALL/S,QUIET/S,BUF=BUFFER/K/N,CLONE/S,DATES/S,
NOPRO/S,COM/S,NOREQ/S

FROM/M indicates that multiple arguments are acceptable.

TO/A indicates that the argument must be given.

ALL/S, QUIET/S, CLONE/S, DATE/S, NOPRO/S, COM/S, NOREQ/S indicate that the keywords act as switches. If the keyword is present in the line, the option will be used.

BUF=BUFFER/K/N indicates that a numerical (/N) argument is expected and the keyword must present with its argument (/K). Both BUF and BUFFER are acceptable.

1.25 AmigaDOS Comments

;

If a semicolon appears in a command line, it and any characters that follow are ignored and are not executed.

(This is commonly used in strips.) It's used to provide comments or instructions to anyone reading the text of script file. They have no effect when the script is executed.

1.26 Version Strings

NAME

Version Strings

PURPOSE

Things change. Software gnomes are beaver away right now, working on features and bugs. That can be a Good Thing.

But how do you choose from multiple different copies of some

important runtime library or device driver? That can be a Bad Thing. Fear not, we've got version strings!

Version strings are a Commodore standard way to embed information inside programs, libraries, or other files. You can test and/or display them with the **Version** command in your C: directory.

SPECIFICATION

The format for a version string is simple:

\$VER: name version.revision (date.month.year)

The "**\$VER:**" part must appear exactly as shown. Next comes a space, the file name (no embedded spaces), version number, a period, revision number, a space, a parenthesis, the date in dd.mm.yy format (no leading zeroes), and a final parenthesis.

You may have already seen them in programs you own, but you can put them in any file you create.

SEE ALSO

Version

1.27 Echo

COMMAND

Echo

TEMPLATE

/M,NOLINE/S,FIRST/K/N,LEN/K/N,TO/K

PURPOSE

To display a string.

SPECIFICATION

ECHO writes the specified string to the current output window or device, usually the screen. By using the TO option, you can send the string to a device or file. When the string contains spaces, the whole string must be enclosed in double quotes. (ECHO is commonly used in scripts.)

When the NOLINE option is specified, ECHO does not automatically move the cursor to the next line after printing the string.

The FIRST and LEN options allow the echoing of a substring.

FIRST <n> indicates the character position to begin the echo;

LEN <n> indicates the number of characters of the substring to echo, beginning with the first character. If the FIRST

option is omitted and only the LEN keyword is given, the substring printed will consist of the rightmost <n> characters of the main string. For instance, if your string is 20 characters long and you specify LEN 4, the 17th, 18th, 19th, and 20th characters of the string will be echoed.

EXAMPLES

```
1> ECHO "hello out there!"
```

```
hello out there
```

```
1> ECHO "hello out there!" NOLINE FIRST 0 LEN 5
```

```
hello1>
```

1.28 Else

COMMAND

Else

TEMPLATE

(none)

PURPOSE

To specify an alternative for an IF statement in a script file.

SPECIFICATION

ELSE is used in an IF block of a script to specify an alternative action in case the IF condition is not true. If the IF condition is not true, execution of the script will jump from the IF line to the line after ELSE; all intervening commands will be skipped. If the IF condition is true, the commands immediately following the IF statement are executed up to the ELSE. Then, execution skips to the ENDIF statement that concludes the IF block.

EXAMPLE

Assume a script, called Display, contained the following block:

```
IF exists <name>
```

```
TYPE <name> OPT n
```

```
ELSE
```

```
ECHO "<name> is not in this directory"
```

```
ENDIF
```

To execute this script, you could type:

```
1> EXECUTE Display work/prg2
```

If the work/prg2 file can be found in the current directory, the TYPE <name> OPT n command will be executed. The work/prg2 fill will be displayed on the screen with line numbers.

If the work/prg2 file cannot be found in the current directory, the script will skip ahead to the ECHO "<name> is not in this directory" command. The message: work/prg2 is not in this directory will be displayed in the Shell window.

SEE ALSO

If

EndIf

Execute

1.29 EndIf

COMMAND

EndIf

TEMPLATE

(none)

PURPOSE

To terminate an IF block in a script file.

SPECIFICATION

ENDIF is used in scripts at the end of an IF block. If the IF condition is not true, or if the true condition commands were executed and an ELSE has been encountered, the execution of the script will skip to the next ENDIF command. Every IF statement must be terminated by an ENDIF.

The ENDIF applies to the most recent IF or ELSE command.

SEE ALSO

If

Else

1.30 Execute

Please see your AmigaDOS Reference Manual, this is too long to type...

1.31 Failat

COMMAND

Failat

TEMPLATE

RCLIM/N

PURPOSE

To instruct a command sequence to fail if a program gives a return code greater than or equal to the given value.

SPECIFICATION

Commands indicate that they have failed in some way by setting a return code. A nonzero return code indicates that the command has encountered an error of some sort. The return code, normally 5, 10, or 20, indicates how serious the error was. A return code greater than or equal to a certain limit, the 'fail limit', terminates a sequence of non-interactive commands (commands you specify after RUN or in a script).

You may use the FAILAT command to alter the fail limit RCLIM (Return Code Limit) from its initial value of 10. If you increase the limit, you indicate that certain classes of error should not be regarded as fatal and that execution of subsequent commands may proceed after an error. The argument must be a positive number. The fail limit is reset to the initial value of 10 on exit from the command sequence.

If the argument is omitted, the current fail limit is displayed.

EXAMPLE

Assume a script contains the following lines:

```
COPY DF0:MyFile to RAM:
```

```
ECHO "MyFile being copied."
```

If MyFile cannot be found, the script will be aborted and the following message will appear in the Shell window.

```
COPY: object not found
```

```
COPY failed returncode 20:
```

However, if you change the return code limit to higher than 20, the script would continue even if the COPY command fails.

For instance, if you changed the script to read:

```
FAILAT 21
```

COPY DF0:MyFile to RAM:

ECHO "MyFile being copied."

even if MyFile cannot be found, the script will continue.

The following message will appear in the Shell window:

COPY: object not found

MyFile being copied.

SEE ALSO

Echo

Execute

1.32 If

COMMAND

If

TEMPLATE

NOT/S,WARN/S,ERROR/S,FAIL/S,,EQ/K,GT/K,GE/K,VAL/S,EXISTS/K

PURPOSE

To evaluate conditional operations in script files.

SPECIFICATION

In a script file, IF, when its condition is true, carries out all the subsequent commands until an ENDIF or ELSE command is found. When the conditional is not true, execution skips directly to the ENDIF or to an ELSE. The conditions and commands in IF and ELSE blocks can span more than one line before their corresponding ENDIFs.

Following are some of the ways you can use the IF, ELSE and ENDIF commands.

IF <condition>

<command(s)>

ENDIF

IF <condition>

<command(s)>

ELSE

<command(s)>

ENDIF

IF <condition>

<command(s)>

IF <condition>

<command(s)>

ENDIF

ENDIF

ELSE is optional, and nested IFs jump to the nearest ENDIF.

The additional keywords are as follows:

NOT Reverses the interpretation of the result.

WARN True if previous return code is greater than or equal to 5.

ERROR True if previous return code is greater than or equal to 10; only available if you set FAILAT to greater than 10.

FAIL True if previous return code is greater than or equal to 20; only available if you set FAILAT to greater than 20.

<a> EQ True if the text of a and b are identical (disregarding case).

EXISTS <file> True if the file exists.

If more than one of the three condition-flag keywords (WARN, ERROR, FAIL) are given, the one with the lowest value is used.

IF supports the GT (greater than) and GE (greater than or equal to) comparisons. Normally, the comparisons are performed as string comparisons. However, if the VAL option is specified, the comparison is a numeric comparison.

NOTE: You can use NOT GE for LT and NOT GT for LE.

You can use local or global variables with IF by prefacing the variable name with a \$ character.

EXAMPLES

IF EXISTS work/prog

TYPE work/prog

ELSE

ECHO "It's not here"

ENDIF

If the file work/prog exists in the current directory, then AmigaDOS displays it. Otherwise, AmigaDOS displays the

message It's not here and continues after the ENDIF.

IF ERROR

SKIP errlab

ENDIF

ECHO "No error"

LAB errlab

If the previous command produced a return code greater than or equal to 10 then AmigaDOS skips over the ECHO command to the errlab label.

SEE ALSO

[Execute](#)

[Failat](#)

[Lab](#)

[Quit](#)

[Skip](#)

1.33 Lab

NAME

Lab

TEMPLATE

(none)

PURPOSE

To specify a label in a script file.

SPECIFICATION

LAB is used in scripts to define a label that is looked for by the SKIP command. The label <string> may be of any length but must be alphanumeric characters. No symbols are allowed.

If the <string> contains spaces, it must be enclosed in quotes.

SEE ALSO

[Skip](#)

[If](#)

[Execute](#)

1.34 Quit

COMMAND

Quit

TEMPLATE

RC/N

PURPOSE

To exit from a script file with a specified return code.

SPECIFICATION

QUIT is used to stop the execution of the script and set the specified return code. The default return code is zero. It is recommended that you use the standard return code values of 5, 10, and 20.

EXAMPLE

ASK "Do you want to stop now?"

IF WARN

QUIT

ENDIF

ECHO "Ok, the script is continuing."

If you press Y at the prompt, the script will be aborted, as WARN is equal to a return code of 5. If you press N or press return:

Ok, the script is continuing.

willl be displayed in the Shell window.

1.35 Request

COMMAND

Request

TEMPLATE

MESSAGE/A,TITLE/K,GADGETS/K

PURPOSE

To present a requester window and wait for a user to click on an option gadget.

SPECIFICATION

REQUEST allows a script file to ask for user-input using familiar Amiga window/gadgets/mouse features. A requester window with gadgets is displayed and a numeric value is returned representing the gadget the user clicked.

The arguments are as follows:

MESSAGE The text to be displayed in the requester window. Multi-line text can be specified with the characters

*n. Each occurrence of the two characters *n will create a new line.

TITLE <text> The text to be displayed in the title bar of the requester window. If not specified, the default title bar is "User Request".

GADGETS <text> The text of the choice gadgets. This is a single string with the different gadgets separated by the vertical bar character (|). If not specified, the default choice gadgets are "Okay|Cancel".

If an argument string contains spaces, it must be enclosed in quotation marks.

The Return Code is set to indicate which gadget the user clicked on. The possible values are 0, 1, ..., N; where N is (gadgets - 1). Note that the numbering is actually 1,2,...,N,0; the left-most gadget returns 1 while the right-most gadget returns 0. This is due to the way the ROM EasyRequest function works, live with it.

CAVEAT

If your REQUEST contains 11 or more gadgets, be prepared for a return code of 10 or more. AmigaDOS would normally abort a script with a return code this high. In this situation, simply set **FAILAT** greater than or equal to the number of gadgets you present.

AUTHOR

Michael Groshart © Island Earth Software

SEE ALSO

Failat

If

1.36 Set

COMMAND

Set

TEMPLATE

NAME,STRING/F

PURPOSE

To set a local variable.

SPECIFICATION

SET with <name> and <string> arguments creates a new environment variable. The first word after SET is taken as the <name>. Everything else on the command line is taken as the <string> argument. Quotation marks are not required.

SET with no arguments lists the current local variables.

An environment variable created with SET is local to the Shell in which it was created. If you create a new Shell with the NEWSHELL command, that Shell will also recognize any variables created in its parent Shell. However, if you create a new shell with the 'Execute Command' menu item or by opening the Shell icon, variables created with SET will not be recognized.

You can call environment variables in a script or on a command line by placing a dollar sign (\$) in front of the variable name.

EXAMPLE

1> SET origin This process launched from icon
creates the local variable origin which stores a reminder that a Shell was invoked from an icon rather than a NEWSHELL .

1> ECHO \$origin

This process launched from an icon

SEE ALSO

Get

Unset

1.37 Skip

This section under construction.

1.38 Unset

COMMAND

Unset

TEMPLATE

NAME

PURPOSE

To remove a local variable.

SPECIFICATION

UNSET removes the named local variable from the variable list for the current process.

With no arguments, UNSET lists the current variables.

SEE ALSO

[Set](#)

1.39 Version

NAME

Version

TEMPLATE

NAME,VERSION/N,REVISION/N,UNIT/N,FILE/S,INTERNAL/S,RES/S,FULL/S

PURPOSE

To find software version and revision numbers

SPECIFICATION

VERSION finds the version and revision number of a library, device, command, or Workbench disk. VERSION can also test for a specific version/revision and set the condition flags if the version/revision is greater. This is useful in scripts.

VERSION with no <library|device|file> argument prints the Kickstart version number and the Workbench version number and sets the environment variables. If a name is specified, version attempts to open the library, device, drive, or file and read the version information. You can get the version of the filesystem by specifying a drive name, such as DF0: or DH0:.

When a <version #> (and possibly a <revision #>) is specified, VERSION sets the condition flag to 0 if the version (and revision) number of the Kickstart, library,

device driver is greater than or equal to the specified values. Otherwise, the flag is set to 5 (WARN). (If a revision number is not specified, no comparison on the revision number is performed.)

The <unit #> option allows you to specify a unit number other than 0. This may be necessary for accessing multi-unit devices.

The FILE option forces VERSION to inspect the object as a file, even if it is a library or device. The INTERNAL and RES options let you get the version of the Internal and Resident commands, respectively. Built-in Shell commands will have the same version string as the Shell itself.

INTERNAL can also be used to find the version of a RAM module (library or device) without opening the device or library.

The FULL option prints out the complete version string, including the date.

EXAMPLES

```
1> VERSION
```

Kickstart version 37.175, Workbench version 38.35

```
1> VERSION SYS:Prefs/Font FULL
```

font 38.21 (29.4.92)

1.40 hi.greg

1.41 man.index

Tutorial files:

[RequestTest](#) - script

[Request](#) - program

AmigaDOS information:

[Template Format](#)

[Script Comments](#)

[Version Strings](#)

AmigaDOS commands:

[Echo](#)

[Else](#)

[Endif](#)

[Execute](#)

[Failat](#)

If
Lab
Quit
Set
Skip
Unset
Version

1.42 AUoH Info

Listed below you'll find various important items of interest concerning the Amiga Users of the Heartland user group. Please click on a button to find out more information

[AUoH Mailing address](#)

[Local Omaha \(402\) Amiga BBS List](#)

[Help Key](#)

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1.43 AUoH Advertising

For Sale:

Greg's non-annual "I got too much stuff" sale

- Acer 15" SVGA monitor, 6 months old, works great -- \$275

(this is it for now; gotta save stuff for the upcoming

bi-annual AUoH Swap Meet!)

Call me at 402-235-2499 evenings or leave me email at

either greg_gerke@sterling.com or at 1:285/5.11

1.44 AUoH Mailing Address

Amiga Users of the Heartland, Inc.

Post Office BOX 1432 DTS,

Omaha, Nebraska 68101-1432

1.45 Omaha area Amiga BBS List

Local Omaha (402) Amiga BBS List

Name Phone Number Max Speed BBS Software

Amicom Online BBS 496-1449 14400 C-Net

Amiga Barn #1 571-3843 2400 C-Net

Amiga Barn #2 571-3974 14400 C-Net

Amiga Spectrum 453-4510 28800

Hideout 292-1591 16600 DS C-Net

Impact 345-7324 2400 C-Net

K-Line 292-8908 28800 C-Net

Larry's Hot Tub 571-4316 14400 Maximus

1.46 Help List

The following members have agreed to field questions regarding the area or program listed with their name. If you feel you have any experience or knowledge that might be useful to others in the group with either these topics or any other, please feel free to volunteer with any club officer at any group meeting.

Topic Person Phone Number

Graphics

OpalVision Ron Cleaveland 402-691-0801

Art Dept Pro Ron Cleaveland 402-691-0801

Word Processing

WordPerfect Eric Manley 402-895-7383

General

Terminus Greg Gerke 402-235-2499

DeluxeMusic Bob Dufford 402-280-2208

BridgeBoard Mark Kenne 402-571-8975

Dr. T's KCS John Haas 402-895-2785

Productivity

PageStream Greg Gerke 402-235-2499

Professional Page Clete Baker 712-322-4514

SBase Pro Mark Kenne 402-571-8975

ARexx Mike Groshart 402-341-3957

Beginner's Help

Clete Baker 712-322-4514

Larry Zwart 402-571-1393

Larry Lack 402-331-8697

Mark Wegener 402-345-9550

1.47 AUoH Board Members

President

Ron Cleaveland

rcleav@gonix.com

402-691-0801

Vice President

Kevin Smotherman

402-553-2957

Secretary

Larry Zwart

larry.zwart@hottub.omahug.org

402-571-1393

Treasurer

Mike Groshart

402-341-3947

Membership Chairman

Wyatt Drew

402-944-2403

Librarian

Mark Wegener

402-345-9550

Newsletter Editor

Greg Gerke

greg_gerke@sterling.com

402-235-2499

1.48 Registration

To register with the user group, simply take the following into a text editor, fill in the blanks and print it out. Now either take the printout and mail it, along with \$25, to the **AUoH Mailing address** or better yet, hand deliver in person at any AUoH function.

Name: _____

Address: _____

City: _____

State: _____ ZIP: _____ Country: _____

Phone: _____

Date: _____

E-Mail address: _____

1.49 Disclaimer

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1.50 index

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Vice-President

1.51 Beta information

This is simply an area that I keep just so I can keep track of what I've changed in the past with the newsletter. You probably won't see a button for it because it's not really newsletter information.

History

0.3 - Shifted opening page around to fit better on a standard interlace screen

Updated phone book

Removed "beta" button

0.2 - changes from the original

added strangely placed "beta" button (will be removed)

Ron made a new meeting map ("AUoH Info"/"Meeting Map")

added "Library" button to front page

changed front page logo (it's just not as easy to get something that looks as nice as printed text via AmigaGuide)

added names of exec officers next to buttons

forced "topaz 8" to be the font to display for consistency

0.1 - initial release