

## **Elysian Fields**

COLLABORATORS

	TITLE : Elysian Fields		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Elysian Fields</b>	<b>1</b>
1.1	Contents . . . . .	1
1.2	Archive Contents . . . . .	1
1.3	Distribution . . . . .	2
1.4	What Does it do ? And why ? . . . .	2
1.5	Requirements . . . . .	2
1.6	Usage . . . . .	3
1.7	Known bugs . . . . .	3
1.8	Technical Information . . . . .	3
1.9	History of this program . . . . .	4
1.10	What beholds the future ? . . . .	5
1.11	Misc waffle about the author . . . . .	5
1.12	Contact Address . . . . .	5
1.13	Thanks / Greets e.t.c. . . . .	6

## Chapter 1

# Elysian Fields

### 1.1 Contents

```

.oO\textdegree{}Oo.
-----
PointerX 3.05
-----
\textdegree{}Oo.oO\textdegree{}

```

© 1994 Dave Jones aka Te@m:natø@ / De\$ti:ny.

Contents:

~~~~~

- |                              |                           |
|------------------------------|---------------------------|
| 1. Archive contents.         | 7. Technical Information. |
| 2. Distribution.             | 8. History.               |
| 3. What does it do and why ? | 9. Future?                |
| 4. Requirements.             | 10. About the author.     |
| 5. Usage.                    | 11. Contact Address.      |
| 6. Bugs.                     | 12. Thanks.               |

### 1.2 Archive Contents

1. Archive contents.

~~~~~

The archive you recieved 'PointerX\_304.Lha' should contain the following files (Plus possibly some BBS adverts)

```

PointerX ..... This is the executable
PointerX.doc ..... Normal ascii ver of this file.
PointerX.Guide ..... This file!

```

And no other files.

PointerX needs no libraries/devices e.t.c., it is a stand-alone program.

## 1.3 Distribution

### 2. Distribution.

~~~~~

PointerX is a giftware program, i.e. if you like/use it, then send me a gift of some sort.. any kind of miscellaneous rubbish ;-)  
Just brighten my day, by letting me know that someone uses PointerX  
In return, (Depending on how busy my life is at the time) I may even write to you occasionally, sending you updates/other programs e.t.c...

Permission is granted for you to spread this archive across all electronic storage mediums BBS, InterNet e.t.c... as long as the files are not modified in any way whatsoever.

Permission is also granted for this program to be included in any PD CD collections (As long as you send me a copy guys.. what you say huh? ;-)

It also cool for magazines to put this on their coverdisks.

## 1.4 What Does it do ? And why ?

### 3. What does it do and why ?

~~~~~

A few months ago, I bought a copy of 'Amiga User International', which had a program called PointerX 2.0 on the coverdisk.  
Cool!, This program makes the hands on the busy pointer spin!  
But, after loading the program on my 1200, it refused to animate the busy pointer!

So, I threw the disk back into the diskbox, and continued with everyday life. That was, until an hour ago, when I was soooo bored whilst waiting for a program to assemble, that I thought, 'shame PointerX don't work, it'd look real neat right now...'

I then decided to disassemble the PointerX program, and make it work on all machines.

A while later, and PointerX 3 was born.

## 1.5 Requirements

### 4. Requirements.

~~~~~

To run PointerX you need...

- \textdegree{} Workbench 2 or above. (Yup, now even WB3 is okay!)
- \textdegree{} Something that sets the busy 'clock' icon  
(To test it, Load a workbench, select 'execute program' and click back in the workbench screen ;^)

No other requirements whatsoever.

---

## 1.6 Usage

5.Usage.

~~~~~

To run PointerX, simply type PointerX in the CLI, or doubleclick it from workbench. (Anyone wanna draw me an icon?)

To abort, you can send the program a Ctrl-C signal (With Xoper,ARTM e.t.c..) and the program will restore everything and exit gracefully.

PointerX can now also be removed by simply running it again.

## 1.7 Known bugs

6.Bugs!

~~~~~

\textdegree{} Not really, a bug, but something I have to workaround sometime..

- 1) Boot a disk without running PointerX
  - 2) Do something which will set a busy pointer (A file requestor is a good method - Click outside the filerequestor window.)
  - 3) Whilst it's still the busy pointer, load PointerX.
  - 4) Note how it doesn't spin. If you cancel the requestor, and then select it again, they will spin. ;-)
  - 5) Also, if you remove PointerX while a busy pointer is spinning, the hands will stay at that position until you cancel the requestor ;-)
- This isn't really a problem, and doesn't rank too highly on my 'to do' list

## 1.8 Technical Information

7. Technical Information.

~~~~~

\textdegree{} Coded in 100% Assembly Language for speed and size. (or lack of size ← !)

The Source code length is 897 lines including Pointer sprites as Dc.w's

\textdegree{} Code is 100% PC relative, which means it will load at any address ← without

any need for relocation. Let's see 'C' coders write a program like that!

\textdegree{} Utilises fast memory if available. [ regardless of location ]

\textdegree{} The code will free any allocated memory / libraries and exit ← gracefully  
on failure / exit.

\textdegree{} Autodetaches from CLI (No need to 'RUN PointerX')

\textdegree{} Each version of PointerX has been tested extensively with Enforcer, ← and

returns no hits. [ Unless my serial lead is broken again ;^( See V3.04! ]

\textdegree{} Each version of PointerX has had extensive testing by myself and my ever faithful army of Beta-testers who will (hopefully) be sure to let me know if there are any problems ;-)

\textdegree{} Some people have suggested that I shouldn't take credit for PointerX ← 3,

but I would like to point out, that very little of Steve Tibbetts

PointerX 2 remains in my version.  
 The only unchanged remnants, are the pointer graphic data.  
 EVERYTHING has been recoded, not from scratch, but still, it looks a darn sight different from Steve's version.  
 Incidentally Steve, if you're interested in the source code for this, then drop me a line (With some kind of proof that you are THE Steve Tibbett - The original source for PointerX 2 would probably be proof enough..)  
 \textdegree{} PointerX has been developed on an A1200HD with 68030 MMU/FPU and 2mb of lovely 32 bit fastram. (Yummy.)

## 1.9 History of this program

8.History.

~~~~~

1.0 No information.

2.0 First version I owned.

\textdegree{} Only works on kickstart 2.04

\textdegree{} Written by Steve Tibbett.

3.0 28.9.94 Released only to Beta testers

\textdegree{} I (Dave Jones) took over.

\textdegree{} Some obvious optimizations were made.

\textdegree{} Now works on WB3, as I now patch the Intuition/SetWindowPointerA() function as well as the Intuition/SetPointer() function.

\textdegree{} Added auto-detatch code, no more need to 'RUN PointerX'.

3.01 23.10.94 First Full Public Release - Appeared on the coverdisk of Amiga User International.

\textdegree{} Fixed NewSetWindowPointer().

It no longer causes Enforcer hits.

\textdegree{} If you now run PointerX twice, it'll Uninstall itself.

\textdegree{} Uses FastMem if available.

\textdegree{} Improved auto-detatch code.

\textdegree{} Various small optimizations.

3.02 27.10.94 Not publically released. Released only to Beta testers

\textdegree{} More PC relativity added.

\textdegree{} Some obscure optimizations added.

3.03 7.11.94 Not released : personal test version

\textdegree{} Code is now 100% PC Relative.

\textdegree{} Code has had loads of optimizations made, both for speed and size, and is now as small and fast as possible. (IMHO)

\textdegree{} Fixed a harmless bug in the auto-detatch code.

\textdegree{} Removed some redundant code.

\textdegree{} Finally removed some spelling mistakes in this doc! previous versions stated I was 21, Hmm.. too much Vodka.. (or maybe not enough ;-)

3.04 8.11.94 Second public release.

\textdegree{} Removed an enforcer hit that's been there since ?????

My serial lead was broken, so my terminal wasn't getting the enforcer hit messages! Sorry!

```
\textdegree{} Some more small optimizations, removal of duplicate code.  
\textdegree{} Now uses minimal amount of CPU time even when in the  
  'busy' state. - Virtually nil when not 'busy'.  
\textdegree{} Corrected several mistakes in the docs, which referenced  
  MoveVBR (One of my other programs) that's what you get  
  for being lazy, and modifying another doc. ;-)
```

3.05 26.12.94 Third public release - Uploaded to InterNET in a last-ditch attempt to get some fame! Send me mail! Just to let me know that people are using PointerX 3 !

```
\textdegree{} Uses an optimized SegSplit routine, which saves 4 bytes  
  Yippee. (!)  
\textdegree{} Now includes a rather nice icon.  
\textdegree{} More spell checking done on docs ;-)
```

## 1.10 What beholds the future ?

9. Future.

~~~~~

```
\textdegree{} Fixing of any bug reports. (None I hope ;-)  
\textdegree{} Maybe have a parameter to adjust the speed at which the hands spin ?  
\textdegree{} Any suggestions ?
```

## 1.11 Misc waffle about the author

10. About the Author.

~~~~~

I'm a 20 year old male (born 6th Feb 1974 - Birthday presents welcome ;-)  
I work 9-5 as a data entry clerk with a finance firm, which is sooooooo boring ;-( I've been a commercial programmer for a while, which may seem like the ideal job, but when your getting a regular wage for your coding, it seems to take away all the fun.  
Now, I code just for fun which is much more rewarding, but pays less. ;-)  
(Anyone wanna send me some bribes ?)

## 1.12 Contact Address

11. Contact Address.

~~~~~

Feel free to contact me for donations, presnts, flames, bug-reports, ideas, requests, or even just to say hello..  
also feel free to contact me if you have a program you'd like to see fixed/improved for WB2/3

Dave Jones.  
40,Heol Edward Lewis,  
Gelligaer,  
Hengoed,  
Mid Glamorgan,  
Cf8 8ej,

---



South Wales,  
U.k.

Including postage guarantees 1 day turnaround.

You can also send me E-Mail at Narc/Destiny's address.

spe3kdr@cardiff.ac.uk

\*NB - Coz this isn't MY net address, chances are you could be waiting a week or so for a reply, you'll get a faster reply (probably) by snail-mail ;-)  
- Kinda ironic huh ?

## 1.13 Thanks / Greetz e.t.c.

12. Thanx/ Greetz e.t.c...

~~~~~

Massive Appreciation to the following exalted members  
of the human race:

```
\textdegree{} Commodore for the machine.
\textdegree{} Motorola for 680x0 Intel Outside!
\textdegree{} HiSoft for Devpac 3.04
\textdegree{} Golden Wonder for Pot Noodles.
\textdegree{} Pink Floyd, MegaDeth for musical support during development.
\textdegree{} Whoever invented headfones (For late night development ;-)
\textdegree{} Narc / Destiny for the loan of his 1200HD for a short while ;-)
  I really should buy my own.. Donations please readers... ahem..
\textdegree{} Morten Erikson for PicCon 2.32ß - Where the hell are you?
\textdegree{} Klaus Deppisch for Diskspare.device v3 which is great.
\textdegree{} Chris Green & Dave Haynie, Ex-CBM for writing cool software.
\textdegree{} Michael Sinz for Enforcer.
```

Specially huge amounts of hatred and Buckets of cess  
ridden filth to the poor downtrodden victims that follow:

```
\textdegree{} The security guards at Cardiff University for not letting me in for
  free InterNET access any more ;-( B*t*trds!
\textdegree{} Mehdi Ali for Screwing Commodore into the state it's in now.
\textdegree{} Motorola for not sending me the MMU books I asked for... Hmph.. ;-(
  (Anyone got any MMU docs ?)
\textdegree{} HiSoft for Devpac 3.15 which is totally screwed on my setup.
  Fancy blaming the Ram-Speed of my lovely Viper30.. Shame on you.
\textdegree{} Michiel Pelt - For not including any disk salvage utilities with PFS
  PLEASE! Someone write a disksalv for this otherwise amazing program.
  (Must » I « write everything ? ;^)
  BTW: PFS9 has some real bad bugs in it... Truncating files etc...
\textdegree{} Future Publishing for the lamest computer show ever.
  FES 94 Was so small, how could you justify such an extortionatly large
  entrance fee? If any of your staff use LibMon, please donate a £7
\textdegree{}~To everyone who uses my other utilities, but is too tight to even ←
  send
  me a postcard... Darn you...
```

That means YOU! user of PointerX, MoveVBR, SquashText, LibMon,  
HunkMaster e.t.c.  
Maybe I'll start crippling my shareware.. Hmm. Is this what it takes ?