

DMSGUI

COLLABORATORS

	<i>TITLE :</i> DMSGUI		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 8, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DMSGUI	1
1.1	DMSGUI documentation	1
1.2	About	1
1.3	Installation	2
1.4	Credits	2
1.5	Other Info	3
1.6	Version info	3

Chapter 1

DMSGUI

1.1 DMSGUI documentation

DMS Graphics User Interface

V1.0Beta by Arnold Wittenberg

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About
Installation
Credits
Other info
Version info

The program buttons are not explained because every DMS user knows what it means. (i hope)

1.2 About

- This program is written in Assembly.

- Written because:

A) DMSwin had no verify option.

B) DMSwindow was too slow !

C) I HATE KEY PRESSING & TEXT READING DMSfiles.

D) I needed to program something to learn faster assembly.

- Created and tested with:

AMIGA 500+ -Derringer 68030 - 8MB fastram 32 bits - 8MB fastram 16 Bits,
2MB chipmem. and other hardware.

Didier van der Poel. For helping me to learn assembly.

Marco Valk. For maintaining year after year a AMIGA BBS
in Den Helder (Starlight)

1.5 Other Info

This program is BIG (8380 bytes) because i didn't use Temp. memory for
the program. (Because it's my first program and I wanted to make it
easy for me.)

This program can't see if you have RAD: DF0: and DF1:
(Because see above)

This program opens a small window when DMSing because I HATE TEXT with DMS
unpacking!!

This program will not wait for a Key stroke when UNPACKING PACKING etc.
So INSERT a DISK before Pushing the START DMS button..

Happy (un)packing ! bye!

1.6 Version info

Version info:

(14-12-93) Version 1.0BETA First release!

(15-12-93) Version 1.01BETA:

-Bug fixed:

did't work if filename used the SPACE key!

-Extra options:

Device FF0: and FF1: added (request from Marco Valk)

-Options changed:

Changed the show TEXT flag to default=OFF state!

New file size: 8380 bytes
