SwitchBoard

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COLLABORATORS			
	TITLE : SwitchBoard		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Rodney Norton	April 12, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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SwitchBoard

1.1 SwitchBoard is HERE. Let all rejoice

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                         SwitchBoard V0.07 ßeta ©

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Hiya folks..

       You've just downloaded and dearchived the Amiga's most useful
program. Switchboard. Please keep reading to find out more !!!

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1.2   Whats with all this crap ? Have I wasted my time ?

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What is it ?

SwitchBoard is a GUI for (currently) 3 emulators...  It supports AmigaVGB,
the Amiga version of Virtual GameBoy, DarkNESs, the NES emulator, and
MasterGear, the Sega Master System & Game Gear emulator.  I must admit I
forgot that MasterGear now has a GUI built in (Hiya Mark), but after all the
work I'd done, I figured it might as well stay.

As you can see by the Version number it's at a very early stage and I intend
on updating it quite a bit.  I'm actually having quite a bit of fun with
this.   =)
```

1.3   What do I do with the files ?

```
Installation.

Just copy the main exe to where ever you want it and assign :

VGB: to where ever
NES: as above
MG:  as above

eg.  Assign vgb: dh1:emulators/amigavgb/

Pretty simple Huh ?!

The emulators MUST be named "AmigaVGB", "Darkness" and "MasterGear".  This
will be fixed in a later version.

New in V0.06 is the ability to use prefs files.  This should save you
time in your boot up (less in the user-startup) and will save memory
too (less assigns).  Woohoo.

The file "swbrd.prefs" needs to be created and placed in the directory
with the main program.  It should be a plain ASCII file with somthing like
the following in it:

dh1:emulator/amigavgb/
dh1:emulator/nes/
dh1:emulator/mastersystem/

 NOTE: the trailing slashes "/" MUST be there !

Each line of the file represents an emulator.  Line 1 is AmigaVGB, line 2 is
DarkNESs and line 3 is MasterGear.

A prefs file is not included as yet, please make your own in the mean
time until I can get the prefs GUI done !
```

1.4   Whadoolneed to get this running ?!

Requirements.

.   Any Amiga with atleast OS2.0 (come on, there aren't any WB1.3
    users left are there still ?!)

.   Enough ram to run both Switchboard & the Emulators. (A little over 100K I
    think for SwitchBoard. Each emu will need more though.)

.   Reqtools is also needed. Not too sure about the Version required,
    but hey if it don't work then this could be the problem, use
    SnoopDos to find out. (I did not ask for a specific version, so this
    should not ever cause a problem, but....)

1.5   How was it tested ?

Tested

This program was tested on the following configurations :

.   A1200/060 16 meg fast. OS/WB3.1 (AGA)
    It ran fine and never crashed once (honestly).

.   A1200/020 4 meg fast. OS/WB3.0 (AGA)

.   It also produced NO enforcer hits, unlike some programs (DarkNESs is full
    of 'em – MARK!!!)

1.6   So you mean I have to pay ?

Whatware ?

This program is um... I dunno, lets make it cardware. Send me a postcard
of some naked chicks from your home town (every place has postcards of naked
chicks) =) If you're a female, then um Don't get offended, and I dunno send
me something along the same lines (but not naked males :) hehehehe.
Basically it' free, I'm having fun coding this, and a postcard would be
nice. If you are an author of a shareware program and wouldn't mind sending
me a key file, I would appreciate that even more !

Send the cards to :

Rodney Norton
3 Lancia Drive
Ingleburn NSW
2565
Australia

1.7   discl

Disclaimer.

If it stuffs anything etc, it aint my fault. There is no warranty yadda,
yadda, yadda..... Don't come crawling to me if anything breaks....

1.8   It's not full of shit is it ?

Does it work ?

Okay there are a number of things that do and don't work in this version.
Here are the limitations:

. Essentially there are no limitations, this is the full program, it is not
  a demo, nor is it crippled in anyway.

. At the moment only 1 Emulator can be run at a time. I have no real
  intention of changing this, unless you lot want me to... I can't see the
  reason as most Emu's use too much processor time to run more than one at
  a time.... Let me know.

. Prefs file is read, but not written out. (nothing is changed yet)

. If there are no prefs found the program will use the internal versions.

1.9   History. So how did I get to this point ?

History

Ah. The Fun bit =)

V0.01 (19/6/97)

Internal only. Not much working. Had the GUI done.

V0.02 (20/6/97)

Internal only.

  About requester now works =) Hehehehe, I know working
backwards... I'm learning as I go, so doing the 'About' requester allowed
me to learn a number of things to progress further.

V0.03 (22/6/97)

Internbal only.

  After a few days break & breaking a few days I started back

into it. My rooms a mess at the moment. I have books everywhere trying to
learning this silly coding. Okay whats working now... Oh yeah, heaps.

. File req now works.
. Program now quits.
. Launch button now does something (Runs AmigaVGB on my system)
. The cycle gadget still does nothing but cycle. I can't figure out how to
read the bloody thing =(

V0.04 (24/6/97)

Internal only.

   Coming closer to the external releasing stage.
Now all the emulators run from my harddrive. =) I found a work around for
reading the cycle gadget (stupid things). Its not perfect, but it does
work. I just set a variable and increment it each time the gadget is
released, then reset it to 0 when it hits the maximum gadget number. Its a
Mickey Mouse (©) way of doing things, but it works... This idea actually
came to me as I was going to bed late one night. Amazing how the brain
thinks.

. Changed About requesters from EasyRequest() to RTEZRequest(). Now needs
OS2.0+

Not much else to add... I managed to get most things working, just a few
more left !

V0.05 (25/6/97)

Sent for beta testing. Release Imminent :)

Woohooo. Okay major developments !

. Everything now works ! I figured out the f**king string gadget. The
command "gtgetstring" says nothing about requiring brackets ! (ie
GTgetstring ()) Ah well, works now. This had me stumped for about a week.

. Almost all the Requesters are uniform, except for AmigaVGB which uses
ReqTools requsters for it's file loading. I'm now using ASL....

. Switched from Reqtools requesters to ASL, I prefer ASL as it allows me to
set patterns all in the one go... RT I need to use more commands, which
means bigger program size....

V0.06 (26/6/97)

Sent for beta testing. Getting CLOSER !!!

. SwitchBoard now supports prefs files !!! ('Bout bloody time too)

. Small bug fixed : AmigaVGB would run twice if no cart was chosen the
   first time round, and then chosen and launched.

. Nothing else to add yet... Give me time =)

V0.07 (1/7/97)

First Public Release.

 Thought : Bugger it. It can go on my WWW page for the moment !

. Added the emulators to menu items. Suggested By Simon Pym. I guess it's
   for those who have dud left mouse buttons ?! This caused me to have to
   rewrite a latge portion of the program... See next item !

. Cleaned up the code a bit, there are now less "If"/"endif" statments and
   more procedures being called.

. Reduced the source by slightly less than 1k from previous version. Exe
   is larger though !

. Removed the ßeta requester from the public version + some other "junk" in
   the source.

1.10   Looking into my crystal ball I can see.......

Future......

. Get the damn string gadget working properly ! I might fiddle about with
this in different formats and see what I'm doing wrong. At the moment I get
a Syntax Error !! It's got me beat ! FIXED FIXED FIXED... Yay.

. Add more emulators to the program. I have seen Emulator Launcher (cant
remember the authors name) and it's nice, but it's only a GUI to launch them
all from one easy place. Nice idea I suppose, but you cant choose files for
some of them and others already have GUI's built in.

. A string gadget/requester for GameGenie cheat codes for AmigaVGB. This I
like and will be fairly easy to add, makes it easier to cheat then =)

. A prefs file =) Hehehehe. This one I have no idea how to implement. I
will need some help here... This will eliminate the needs for assigns...
FIXED FIXED FIXED FIXED.... New in V0.06 =)

. Please note: I cannot do anything to the actual emulators, like change
screen modes or anything, so don't ask for that !

. GUI for prefs file selection.

. Stop listening to the beta testers =)

. Adjust the prefs file to read the actual emulator names, not just the
   paths for them. ie have the prefs completely configurable. =)

. Suggestions anyone ?! Let me know what you want added and I'll do my
best...

1.11   greet

Greetoids Humanings.

Hellos to the following peoples....

Ville Helin : Wzonka-lad is amazing... Keep the work up. Lovin' the
               army ?

Angus Mann : Gotta love them Uni folk, Blue hair & all =)

Leslie Ayling : You'd make a nicer chick =) (hehehehe Sorry)

Paul Morabito : Bug testers are us ! Thanks....

Simon Pym : Thanks for the program name matey....

1.12   About me =)

Author

Rodney Norton.

I'm a humble bank CSO living in Ingleburn NSW Australia.

I'm also getting too old for this shit.

Oh yeah, it's written in Blitz Basic][. I like this package, but it hates
my 060 ! It crashes more often than not, guru's all the time and refuses to
run most of the time, but otherwise it's great :)

Email me @

rodneyn@aic.net.au

If you have any suggestions....

Or view my WWW page Dedicated to emulators on the Amiga, where you'll find
the newest versions of this program.

HTTP://www.aic.net.au/~rodneyn/