

in

Adam Bell

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 STeADi QUI Docs

```

                                AAAAAAAAAAA
                                AA          AA          ii
                                AA          AA          ii
                                AA          AADDDDDDDDDDD
SSSS TTTTTTTT AA          AAD          D ii
S      T      AA          AAD          D ii
S      T      eeeeeAAAAAAAAAAAAAAAAAAAA DDDDDDDDD ii
SSS    T      e    AA          AA          ii
      S      T      eeeeeAA          AA          ii
      S      T      e    AA          AA          ii
SSSS   T      eeeeeAA          AA          ii
                                AA          AA
000000000000000000000000 AA 000000000000 AA 0000000000000000
000000000000000000000000 000000000000 0000000000000000
00000000000000000000000000000000000000000000000000000000000000

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SS O FFF TTT W W A RR EEE
S O O F T W W A A R R E
SS O O FF T W W AAA RR EE
S O O F T W W W A A R R E
SS O F T WW WW A A R R EEE

```

STeADi QUI
V2.0

- Features
 - Wowee!

- Overview
 - What is this?

- Requirements
 - And what we tested it on.

Installation

- How Do I Install It?

Usage

- How do I use this thing?

Bugs~/~Limitations

- Hopefully none.

Future

- Future versions.

About~STeADi~Software

- All about us.

About~MUI

- Programmers paradise

How~To~Contact~Us

- Mail us!!

Credits

- Thanks A lot!!

READ~ME!!

- If you work with/for SASG then read this!!! IMPORTANT

Legal Rubbish - If your computer blows up, turns into a PC, or anything else, it ain't our fault. This software is e-mailware meaning if you use it you must e-mail us on AdamBell@Connectfree.co.uk

1.2 Features

Features!!

1. Makes Quake startups quick simple and easy.
 2. No messing around with command line interfaces for parameters.
 3. Bubble help.
 4. MUI GUI.
 5. IT'S TOTALLY FREE
-

6. It's written by US, FOR THE AMIGA.

1.3 Overview

Overview - What Program Does:

This utility allows quick, easy and simple startups of Quake. No messy CLI starts anymore. All the parameters are available to see with bubble help to describe their function. That is it really. Enjoy quake.

1.4 Requirements

Requirements / Tested On

The utility requires:

OS 3.x
MUI 3.8 +
A large Workbench screen, made and tested on
800x600 and upwards.
May work with 640x480, unsure.

Written and Tested on:

A4000 030 upgraded to 040/40 with Warpengine board
Workbench 3
2Mb Chip 46Mb Fast
Retina BLT Z3 graphics card running Picasso 96 software
850Mb HD 2.1Gb HD
10x CD-ROM
DOpus V5.8 as an WB replacement

Tested on:

A1200 060/50
Workbench 3.1
2Mb Chip 32Mb Fast
Picasso IV graphics card running Picasso 96 software
3Gb HD
18x CD-ROM

1.5 Installation

Installation

To install, use the supplied installer or

For Manual Installation:

1. Copy STeADiQUI where you like.

2. Copy STeADiLogo.bsh and STeADiLogo.dat into your ENVARC: and ENV:
(into ENV: to prevent the need to reboot.)

1.6 Usage

Usage

This is simple:

1. After installation, start STeADi QGUI and change to the third tab/page:
GUI Prefs
2. Set the correct path for the "Quake Executable Path:" - This is important!!
3. If you like, set the default paths for the -game and -path parameters.
4. From the pull down menu, choose "Save Defaults" to save your settings. This will also save any of the paramters that you may have ticked:

So if you tick -nolan and then "Save Defaults", the next time you start STeADi QGUI, this will be ticked.

5. The GUI is self explanatory with bubble help. When you want to launch Quake though, press the "Launch Quake" button.

1.7 Bugs-Limitations

Known Bugs/Limitations

1. It needs a large screen.
2. The -path does not work to its full potential yet. If you are desperate for this option, use the extra parameters string at the bottom of the first tab.

Use it like this:

```
-path BLAH
```

Make sure you type in the parameter you want here as if you were using it from the CLI.

1.8 Future

Future

Make -path work to its full potential

We also need YOUR SUGGESTIONS

1.9 About SteADi

About STeADi

STeADi Software was started in March 98 by two programmers, namely Adam Bell and Steven Houghton. Our intention was to write quality software and game add-ons for the AMIGA.

Steven planned to write some of the software on his expanded A1200 in C using STORM C. However, his Amiga started to play up and he decided to sell it to an unsuspecting customer while he could still get some money for it! Is this the end for STeADi Software? Definitely not! Steven now has been relegated to write the documentation (yes this) until he can buy another Amiga. Adam, meanwhile, is the programming maestro and he shall continue to write programs that you can come up with. Adam is the one that has written all the programs to date.

Adam and Steven both are studying Computing at A-level, Adam though is doing Geography and Technology while Steven is studying Chemistry and Biology. The future? Well Adam plans to be a programmer(?) and Steven dreams to follow in the footsteps of Steve Vai, Gary Moore and Joe Satriani!!!! No matter what we end up doing as long as there is an AMIGA community, then there will still be STeADi Software.

We also write software that you request, if you want the software very personalised then we have to charge you a small fee of around £7.50. We can negotiate though e.g. with a keyfile for your programs. If the software you want personalised is so small then there will be NO CHARGE. Cos hey, we're those kind of people.

1.10 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

1.11 How To Contact Us

How To Contact Us

email:

AdamBell@ConnectFree.co.uk - to contact Adam, the programmer

amigerian@yahoo.com - to contact Steven, net/miscman

Web:

Page should appear soon

1.12 Credits

Credits

Adam's Dad: For support and testing

Adam: For the logo, programming and everything

Steven : For the docs etc.

Stefan Stuntz: For MUI

Vivid Imagination:

Andres Hakansson:

andy@bjuv.mail.telia.com

Erwan Fouret:

Erwan.Fouret@wanadoo.fr

A big load of thanks to Erwan for EFMUilib and for the tons and tons of support - Cheers!!!

1.13 SASG READ THIS!!!

IMPORTANT

If you work for SASG, then something is going wrong. Adam Bell sent his registration of £15 cheque to Paul Jewell, in July 1998. It hasn't and probably will never arrive. I have tried mailing Paul, Stefan and the problems section on the SASG web page but have received no reply from anyone.

What the hell is going on?
