

## **GB-Diz**

StringRay/DSD^LFC^SCL!

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**COLLABORATORS**

	<i>TITLE :</i> GB-Diz		
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WRITTEN BY	StringRay/DSD^LFC^SCL!	April 14, 2022	

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# Chapter 1

# GB-Diz

## 1.1 Table of Contents

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-----1_____|/     /_____|/     /_____|/     /_____|/     /_____|/     /_____|/
               yop ----- \/-
.----.----- (* (           WHERE GOD WENT WRONG           ) *)----.----.
\-. /                      pRESENTS                          \.-'

```

GB-DIZ - THE Dizzer for GameBoy ROM's  
 Copyright © 1999 by StingRay/DSD^LFC^SCL!

- Introduction  
What is GB-Diz?
- Features  
Why you should use GB-Diz.
- Help wanted  
I need your help!
- Legal stuff  
READ IT!
- Requirements  
What GB-Diz needs to run.
- Installation  
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- Usage  
How do I use this thing?
- Author

Who's the one to blame?

Greetings  
Greetz and thanks to my friends

History  
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Future  
What may happen in future releases?

## 1.2 What is GB-Diz?

### INTRODUCTION

GB-Diz is small tool to handle GameBoy ROM files. If you don't have any GameBoy ROMs GB-Diz is probably of no use for you.

GB-Diz shows you some information about the GameBoy ROM like Manufacturer, ROM and RAM size, ROM type and much more. See  
Features  
for a detailed list.

Optionally you can save a FILE\_ID.diz for your GameBoy ROMs in different ways. You can define your own FILE\_ID text with special  
Keywords  
to  
customize the output of GB-Diz.

Furthermore it is possible to rename the Filename of the GameBoy ROM to the name which is stored in the ROM itself. Additionally you can change your GB-ROM for usage with the Wzonka-Lad emulator. GB-Diz can now create LHA/LZX archives too, so it is possible to use it with BBS systems too.  
See

Usage  
for more detailed information.

## 1.3 Why you should use GB-Diz

### Features of GB-Diz

- 100% MC68020+ ASM code resulting in a short executable
- fully system friendly, so it should run on a Draco or even an Amiga Emulator like 'UAE' too
- fully 68060 compatible (tested on an A3000, Cyberstorm 060 MKIV)
- Source code available on request (can be assembled with Asm-Pro v1.15)
- Freeware
- extremely configurable output using special  
Keywords
  - no GUI (Yes, that's a feature!) so it's ideal to use with DOpus
- gives you detailed information about a GameBoy ROM:
  - The Manufacturer name

- The ROM title
  - The ROM type
  - The ROM size (in K/MBit and K/MByte)
  - The RAM size (in K/MBit and K/MByte)
  - The GameBoy type the ROM was made for in short and long form  
(i.e. GB/SGB/CGB -> GameBoy/Super GameBoy/Color GameBoy)
- supports ROMs that have a 512Bytes SMC (Smart Card) Header attached to it
  - supports XPK packed ROMs
  - possibility to remove the SMC Header
  - possibility to save a File\_ID for the GB-ROM in different ways
  - possibility to rename the Filename to the name stored in the GB ROM
  - possibility to change the internal ROM title
  - possibility to test the ROM checksum
  - possibility to change the ROM for usage with the Wzonka-Lad GB emulator
  - option to create an index file
  - option to create LHA/LZX archives with the GB-ROM and a File\_ID.diz
  - tested with Enforcer
  - further development and support is guaranteed for sure, because I think that Amiga is still the best no matter what Bill 'Crash 98' Gates and my father (yes, my father :) ) wants me to believe ;-)

## 1.4 I need your help!

PLEASE HELP ME

I want to make GB-Diz the best Dizzer for all kind of Console ROMs.  
Therefore I need some help.

- If you have information about any other Console ROM types, send me an e-mail
- If you are an Ascii artist, I would be very pleased, if you could make some output/FILE\_ID texts for GB-Diz

If you can help me in any way, write an e-mail to  
me

.

THANKS FOR YOUR SUPPORT!

## 1.5 How to install GB-Diz.

INSTALLATION

GB-Diz doesn't require much installation :)  
Just copy the GB-Diz executable to C: or to any place you like.  
Optionally you can copy the documentation to your "HELP:" assign.

If you are using either DirectoryOpus4 or 5, you can install the supplied filetypes for Opus4/5 in your DOpus4/5 directories.

---

(For Dopus5 it is "Dopus5:FileTypes".

I didn't have time to write an Installer script yet, but it will come in one of the next versions.

And that's about it :)

## 1.6 legal stuff

### LEGAL STUFF

GB-Diz, its documentation and Source code are  
Copyright (c) 1999 by  
    StingRay  
    /DSD^LFC^SCL!  
All rights reserved.

Read  
    Disclaimer  
    and  
    License  
    before using GB-Diz!

GB-Diz is distributed under the concept of FreeWare NOT Public Domain!  
You are allowed to redistribute verbatim copies of this archive as long as all parts stay complete and unmodified. Unpacking or repacking using another archiver is not considered to be a modification as long as all files, including their names, are kept intact.

Permission is granted to include this package in on-line BBS Public-Domain and/or Shareware collections provided no fee is asked for. Transmission as an archive type such as LhA and/or LZX is permitted.

All mentioned trademarks are subject to their owners.

## 1.7 disclaimer

No warranty

There is no warranty for the programs, to the extent permitted by applicable law. Except when otherwise stated in writing the copyright holder and/or other parties provide the programs "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the programs is with you. Should the programs prove defective, you assume the cost of all necessary servicing, repair or correction.

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special, incidental or consequential damages arising out of the use or inability to use the programs (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the programs to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

## 1.8 License

### LICENSE

1. This license applies to the product called "GB-Diz", a program for the Amiga computer, published under the concepts of FreeWare, and the accompanying documentation. The terms "Program" and "GB-Diz" below, refer to this product. The licensee is addressed as "you".
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  8. If you wish to incorporate parts of the program into other programs, write to the author to ask for permission.
  9. You agree to cease distributing the program and data involved if requested to do so by the author.
  10. You may charge a fee to recover distribution costs. The fee for diskette distribution may not be more than the cost to obtain a
-

public domain diskette from Fred Fish.

## 1.9 What do you need?

### REQUIREMENTS

To use GB-Diz you must have:

- an Amiga :)
- OS 2.0+
- MC68020+
- some GameBoy ROM's :)

Optionally:

- reqtools library (any version should do)
- xpkmaster library (if you want to have XPK support)
- LHA/LZX in your path (if you want to create archives)

## 1.10 How do I use this thing?

### USAGE

GB-Diz is intended to be used from SHELL only. I didn't implement features such as a filerequester if no file is given etc. because I wanted to keep the executable as small as possible. If you would like to have a version of GB-Diz featuring a full GUI, mail

me

.

If you start GB-Diz without or with wrong arguments, it will show a short help text.

The template for GB-Diz is:

```
FILE/A, DIZ/S, DN=DIZNAME/K, DT=DIZTEXT/K, DM=DIZMODE/S, RN=RENAME/S,
SH=STRIPHEADER/S, SN=SAVENAME/K, CRC/S, CT=CHANGETITLE/S, NI=NOINFO/S,
UL=UNLICENSE/S, LC=LICENSE/S, LF=LISTFILE/K, ARC=ARCHIVE/S,
AN=ARCHIVENAME/K, LZX=USELZX/S, BBS=BBSMODE/S, QUIET/S
```

```
FILE/A      - Here you specify the name of the GB-ROM file to load.
              Actually this is the only argument which you MUST specify.
              E.G. GB-DIZ "TEMP:GAMES/CONSOLES/GAMEBOY/ZELDA.GB"
                    [Guess where I store my GB-ROM files :) ]
              If you accidentally try to load a non GB-ROM, GB-Diz won't go
              mad, but give you a short message that it can't identify
              this file as a GB-ROM. If you have a GB-ROM image which
              GB-Diz can't identify and you know for sure, it is a
              GB-ROM, please contact the
              Author
              .
```

DIZ/S - If this switch is specified, GB-Diz will save a File\_ID for the GameBoy ROM. The File\_ID is saved in the directory you have loaded the ROM file from. The name of the File\_ID is the same as the ROM file except that a '.DIZ' suffix is added.  
i.e. if you've loaded "RAM:ZELDA.GB" the File\_ID name will be "RAM:ZELDA.GB.DIZ".  
Please note that this switch has no effect, if the 'DIZNAME' keyword is specified.

DN=DIZNAME/K - Using this keyword, you can specify the name of the File\_ID.  
i.e. 'GB-Diz RAM:TEST.GB DN=RAM:FILE\_ID.diz' will save a file called FILE\_ID.diz in RAM: for the GameBoy ROM 'RAM:TEST.GB'.  
This keyword overrides the 'DIZ' switch!

DT=DIZTEXT/K - By using this keyword it is possible to load a custom text which GB-Diz will use for all its output. If GB-Diz can't load the text, it will use it's internal output.  
i.e. 'GB-DIZ RAM:TEST.GB DT=S:GB.diz' tells GB-Diz to use the 'S:GB.diz' file for its output. This applies to the 'DIZ' and 'DN' arguments too!  
You can have some special characters in this text to configure the output of GB-Diz to your personal taste.  
Here's a list of all special commands and what they do:

%t - insert the ROM title (i.e. 'ZELDA')  
%T - insert the ROM type (i.e. 'ROM+MBC1')  
%c - insert the COMPANY (i.e. 'Nintendo')  
%s - insert the SYSTEM (i.e. GameBoy/Super GameBoy/Color GameBoy)  
%S - insert the SYSTEM IN SHORT FORM (i.e. GB/SGB/CGB)  
%r - insert the ROM size in K/MByte (i.e. '512KB')  
%o - insert the ROM size in K/MBit (i.e. '4MBit')  
%R - insert the RAM size in K/MByte (i.e. '8KB')  
%a - insert the RAM size in K/MBit (i.e. '64KBit')

If you have ideas for other special commands, please contact

me

.

If you don't know exactly how the custom text must look like, see the example text included in the GB-Diz archive.  
Btw, if you're an ASCII artist, I would be very pleased, if you could make some output texts for GB-Diz which I can include in

Future

versions of GB-Diz.

(see

Help wanted

for more information)

DM=DIZMODE/S - This switch allows you to have border chars in your output texts. For obvious reasons this switch only works,

if you have specified the 'DIZTEXT' keyword. What does this mean you may ask yourself. I'll try to explain it a bit more. Imagine you want to have a standard File\_ID for your GB-ROMs. Using the DM switch the output of GB-Diz will exactly look like your FILE\_ID text. If you don't use the DM switch, GB-Diz will just insert its output text in your FILE\_ID resulting in a bad looking/trashed output.

- RN=RENAME/S - If you specify this switch, GB-Diz renames the ROM image you've loaded to the name which is stored in the ROM itself and adds a '.GB' suffix to it. i.e. if your ROM image is called 'RAM:Delete me' and the title stored in it is 'ZELDA', the name after using the RENAME switch will be 'RAM:ZELDA.GB'. Note that the titles stored in GB-ROMs are maximum 16 characters long. If you have specified the 'DIZ' switch, the File\_ID will be saved using the new ROM name. For the example above, the name of the File\_ID would be 'RAM:ZELDA.GB.DIZ'.
- SH=STRIPHEADER/S - Use this switch if you want to remove the 512 Byte header which is attached to some ROMs. Use the 'SAVENAME' keyword if you don't want to overwrite your original ROM image.
- SN=SAVENAME/K - If you use any options that make changes to the ROM image and you don't want to overwrite your original ROM file, you can specify a new name for the changed ROM file using this keyword.
- CRC/S - Use this switch if you want to test your GB-ROM. GB-Diz will calculate the checksum for the ROM image and compare it with the CRC that is stored in the ROM image. If the checksum is wrong, GB-Diz will warn you about that.
- CT=CHANGETITLE/S - If you specify this switch, GB-Diz will pop up a nice requestor allowing you to change the internal ROM title, i.e. the Game title. If you cancel the requestor, no changes to the ROM image are made. If you have entered the new ROM name and didn't cancel the requestor, GB-Diz will recalculate the ROM checksum and save the new ROM file. If you don't want to overwrite your original ROM file, use the 'SAVENAME' keyword.
- NI=NOINFO/S - Using this switch you can disable the output of the ROM information text GB-Diz normally shows. This is usefull if you just want to change the ROM title or test the ROM checksum.
- UL=UNLICENSE/S - This switch will change the ROM for usage with the Wzonka-Iad GB emulator by Ville Helin. Starting with
-

Wzonka-Lad v1.00.00 it isn't possible anymore to use licensed (commercial) GB-ROM images :( Therefore I've added this switch. It will change the ROM image in a way that it is possible to use it with Wzonka-Lad again.

- LC=LICENSE/S - This switch will remove all the changes done by the UNLICENSE argument. Look above for further information.
- LF=LISTFILE/K - If you specify this keyword, GB-Diz will create a textfile which contains some information about your GB-ROM. If GB-Diz can't find your given file, it will create a NEW file otherwise the current ROM info will be appended to your already existing Listfile. At the moment the output of the Listfile is not configurable, maybe I'll change that in one of the next versions.
- ARC=ARCHIVE/S - This switch allows to create an LHA archive which contains your GB-ROM file and a File\_ID.diz. GB-Diz will use the internal ROM title as archive name.
- AN=ARCHIVENAME/K - Here you can specify a name for the archive so GB-Diz won't use the ROM title as archive name.
- LZX=USELZX/S - Use this switch if you want GB-Diz to create LZX archives instead of LHA archives.
- BBS=BBSMODE/S - This switch will force GB-Diz to limit archive names to 8+3 chars.
- QUIET/S - This switch forces GB-Diz to suppress all of its output. This is handy if you only want to save a File\_ID and don't want to have any annoying output at all.

#### EXAMPLES

Following are some examples of how to use GB-Diz. As the ROM file I'll use 'RAM:ZELDA.GB' so if you see this, you know, that I mean the name of the ROM image file.

```
GB-Diz RAM:ZELDA.GB
```

This line is the shortest and simplest form to use GB-Diz. GB-Diz will only show you some information about the 'RAM:ZELDA.GB' image file using its internal output.

```
GB-Diz RAM:ZELDA.GB DT=S:GB.DIZ
```

---

Using this command line, GB-Diz will give you some information about the 'RAM:ZELDA.GB' ROM file using the 'S:GB.DIZ' for its output.

```
GB-Diz RAM:ZELDA.GB DIZ QUIET
```

This line tells GB-Diz to save a File\_ID for the 'RAM:ZELDA.GB' ROM file called 'RAM:ZELDA.GB.DIZ'. GB-Diz won't show any output.

```
GB-Diz RAM:ZELDA.GB DN=RAM:FILE_ID.diz
```

GB-Diz will show the information for the 'RAM:ZELDA.GB' ROM file and save the File\_ID which is called 'RAM:FILE\_ID.diz'.

```
GB-Diz RAM:ZELDA.GB RN QUIET
```

GB-Diz will silently rename your 'RAM:ZELDA.GB' ROM image file according to the name which is stored in the 'RAM:ZELDA.GB' ROM file.

and now a really long one :)

```
GB-Diz RAM:ZELDA.GB DIZ DN=RAM:FILE_ID.diz DT=S:GB.DIZ DM RN QUIET
```

This line will tell GB-Diz to silently save a File\_ID called 'RAM:FILE\_ID.diz', use the S:GB.DIZ text for its output (and therefore for the saved File\_ID too), use its internal text formatting so that the final File\_ID looks the same as it is defined in the S:GB.DIZ text except that the keywords are filled in and finally to rename the ROM image file (look above).

Please note, that the 'DIZ' keyword is ignored. That's not a bug, that's a feature :). The 'DIZ' keyword is overridden by the 'DN' keyword!

This command line may not be completely useful but it is perfectly legal!

an even longer one follows :)

```
GB-Diz RAM:ZELDA.GB DN=RAM:FILE_ID.diz DT=S:GB.DIZ DM RN CRC CT NI
```

This line will do nothing more than to save the File\_ID (formatted output), rename the ROM file, displaying the ROM checksum, opening a reqtools requester where you can enter the new title for the ROM and disable the output of the ROM information text.

I haven't tested this one :=) (why should someone use such a command line?) but it should work without problems (-> famous last words from a coder :))

make ROM usable for Wzonka-Lad

```
GB-Diz RAM:ZELDA.GB UL
```

create an INDEX file

```
GB-Diz RAM:ZELDA.GB LF=RAM:GB_ROMS.index
```

create a LHA archive using the internal ROM title

```
GB-Diz RAM:ZELDA.GB ARC
```

create a LZX archive called "RAM:MYROM.LZX"

```
GB-Diz RAM:ZELDA.GB ARC LZX AN=RAM:MYROM
```

create a LZX archive and limit its name to 8+3 characters

```
GB-Diz RAM:ZELDA.GB ARC LZX BBS
```

## 1.11 Who's the one to blame?

## Author

GB-Diz was written from scratch in 100% handcrafted assembler code by StingRay/Darkside^Lightforce^Secretly! in the year of god 1999.

To contact me, write an e-mail to the following address:

StingRay\_DSD@gmx.de

You can get the latest GB-Diz updates also from our homepage, try:

<http://drive.to/dsd/>

Although GB-Diz is Freeware, it would be nice, if you write me an e-mail if you like/use GB-Diz.

Of course you should also write me, if you find bugs in GB-Diz, because I can't fix bugs I don't know about.

Do also write if:

- you have any ideas how to improve GB-Diz
- you want to get the Source code (I would like to get one of yours then)
- you need some help for your own projects
- you want to have an old demo/game fixed for AGA/680x0/HD
- you are a Software company needing a programmer
- you are a musician/graphician/coder and want to join Darkside :]  
(We strongly need a good musician!)

Stuff used to develop GB-Diz:

Essential things:

- tons of coffee (Hi Scout :D)
- lots of cigarettes :^Q

Hardware:

- A1200 bought in December'92 and built into a tasteless PC tower :)
  - 68030/50Mhz CPU (Blizzard 1230 IV)
  - 68882 FPU
  - 34 MB RAM (2CHIP/32FAST)
  - 1x 1.2 GB IDE HD + 1x 250MB IDE HD
  - MITSUMI 32x ATAPI CD-ROM
  - 1.76MB HD Floppy drive
  - OS3.1 softkicked with Blizkick by Piru (Harry Sintonen)
  - good(?) old(!) Commodore 1081 monitor :)

Software:

- Asm-Pro v1.15/v1.16 (c) Solo/Genetic  
Nice work Solo, but please fix the bugs I've told you about a long time ago!
  - Dbug v1.1 (c) Dietmar Heidrich  
Old Debugger (from 1992) that came with the OMA package. Although I don't like OMA, Dbug perfectly suits my needs. Only thing missing is the possibility to have memwatch points.
  - Wzonka-Lad v0.99.12e (c) Ville Helin  
Used when I needed a coding break :) Great work! Best GameBoy Emulator for
-

Amiga! I also used it to verify the output of GB-Diz :) [So I can say, I have used a GameBoy Emulator to debug GB-Diz :)]  
 But why did you do those ROM license check in v1.00.00?? ;(  
 Oh and btw, why didn't you greet me in your Wzonka-Lad documentation?  
 I'm just a human being so I also want to be greeted :)

- AmiGameBoy v0.90 (c) Juan Antonio Gómez Gálvez  
 Used when Wzonka-Lad refused to emulate a GB-ROM correctly :). It's faster but less compatible than Wzonka-Lad but still a very nice emulator!  
 I'm looking forward to see a new version.

Message to the coder of AmiGameBoy:  
 There is a silly bug in your CRC check routine:

```
; a0: Ptr to GameBoy ROM
; d0: Length of GameBoy ROM
move.w $14e(a0),d3 ; get CRC from ROM
clr.w $14e(a0) ; clear it (musn't be used for CRC calc.)
moveq #0,d1 ; clear temporary registers
moveq #0,d2
.loop move.b (a0)+,d1
add.w d1,d2 ; calculate ROM checksum
subq.l #1,d0
bne.b .loop
move.w d3,$14e(a0) ; -> BUG!!!!
....
```

Look at the line marked with '`; -> BUG!!!!`'. Here you WANT TO (but you DON'T!) write back the original ROM CRC which you have cleared before. BUT a0 DOESN'T point to the beginning of the GB-ROM anymore! ['`move.b (a0)+,d1`'] It points to the end of the GB-ROM so you are writing back the CRC to some undefined memory areas! This is a small but yet fatal bug (And a fairly lame one too in my opinion!). Fix it please!

#### Musical Support:

Deine Lakaien "Winter Fish Testosterone"  
 Funker Vogt "Words of Power"  
 Project Pitchfork "IO"  
 Project Pitchfork "Little IO"  
 Forthcoming Fire "ILLUMINATION?"  
 Lacrimosa "Angst"  
 Lacrimosa "Alles Lüge"  
 Das Ich "Das Ich"  
 Wumpscut "Music for a slaughtering tribe"  
 Wumpscut "Music for a german tribe"  
 The Sisters of Mercy "First and Last and Always"  
 The Sisters of Mercy "Some Girls Wander By Mistake"

sitting on the beach looking at the night sky  
 I've seen the news today. where will it finally end  
 do I really have to follow  
 follow them on their self-destructive path  
 there is a compulsion, that makes me do things  
 I don't want to do. and this conflict



with its contradictory poles rules my life

back and forth, right and wrong  
forced to something far too long  
break out, back and forth  
right and wrong, far too long

a moon of the 5th as a symbol for human kind  
glowing by the presence of two  
the wonder of love reduced to a function of hormones  
the wonder of life reduced to a reaction of instincts  
the wonder of belief misused for power  
for power  
the blindness of both as an answer to the separation of one

science in its contempt  
religion in its selfishness  
the origin of both neglected by both

why should someone who sees follow the blind ones???

Project Pitchfork - "IO (as a symbol)"

## 1.12 Greetings and thanks to these persons

Greetings

Personal greetings from the  
Author  
are going to:

- Scout/C-Lous

You are one of the friendliest guys I met in the Amiga Scene.  
Thank you for all the help you gave me. It's always nice to  
see you in #AmyCoders. Too bad we couldn't chat for a long  
while, but I had (and still have) to sort out quite a few things  
in my life.  
If there would be more persons like you, the Scene would be much  
nicer because you don't have this "I'm so Elite, so I can treat  
others like sh\*t" attitude. I hope to read/chat you soon.  
(Btw. Nice chat lately ;))

- mEDi/Darkside

My beta-tester number 1 :]. Thanks for good ideas and testing my work on  
your 060 :]

- sCREEN/ex cRUX

Finally I got your new E-Mail address ;). I really miss our  
late night IRC chats. Was a great time back in '96/'97.

---

Consider re-joining the Amiga community and leave Pee-Cee :)  
Anyway, thanks for all your help. Hope to hear from you soon.  
Btw, calling from Germany to Denmark on bill is soooo cheap... :)

· Mr. Vain/Secretly!

How's life going? I'll do that 4K intro for Symposium'99!  
I'll visit you soon down there in Bochum :]

· Luniz/LSD

Hmm, what can I say... I still think, that Opel suxx :^P  
Always remember what Opel really means: 'Ohne Power Ewig Letzter' :)  
(Sorry to all non-german dudes, it means something like  
'Out of Power Eternal Last')  
Don't take it too serious ;^). What about driving to Symposium'99  
together? Hope to meet you soon.

· Adkins/Rascals

I think, we have the same secrets :^]. I think that says it all hehehe.  
Life is sooo mysterious.

· Sniper/Lightforce^Nuance

How's your studies going? Learning INTEL ASM must be really funny ;^)  
Btw, we should really start the work on the co-op demo for Symposium'99  
now, but I guess, we won't manage it. Anyway, looking forward to see  
you again.

· R.A.Y/Lightforce^Nuance

Have you finished your PPC Assembler yet?

· lUCAS/Lightforce

Thanks for letting me leech some stuff at the Dream Meetings.  
Floppy disks are really outdated :)  
I'll soon start the work on the 40K LFC intro for Symposium'99.

· YOP/SHRIMPS DESIGN(?)

Thank your for the nice Ascii logos!

· RAMSES/REMEDY

Yo Mr. CAPSLOCK LOVER :) Nice to meet you at MS2k-1 :)

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• DEXTER/DARKSIDE

Nice meeting lately :) Too bad you moved to Paderborn...  
What about restarting coding on AMiGA? :)  
Using ASM-Pro with UAE must be a nice experience I guess ;) )  
Anyway, always nice to have you around :^)

• rTG/DARKSIDE

Can't wait to see your PowerMAC in action :)

• ATMC/DARKSIDE

Your graphics are INCREDIBLE!!! Keep up your nice work!

• NATAS/INDEP.

Well, what can I say, THANKS FOR BEING A RELIABLE FRIEND ALL  
OVER THE YEARS!

More greetings are going to:

[Ramboy] [Slapshot] [sAXOn] [cOSMIC]

and all which I may have forgotten :)

Greetings must also go to all members of Darkside, all members of Lightforce  
and all members of Secretly!

## 1.13 What my happen in future releases?

### FUTURE PLANS

- Installer script
  - Possibility to use XPK for saving
  - Possibility to use randomly chosen output texts
  - Better output (send me some nice output/FILE\_ID texts for GB-Diz  
if you're an ascii artist (see  
Help wanted  
) )
  - your suggestions :)
-

## 1.14 Once upon a time...

### HISTORY

04-Jun-99 - GB-Diz can now create archives containing the GB-ROM and a v1.0 FINAL standard FILE\_ID. If no archive name is given, GB-Diz will create an archive using the internal ROM title. Supported archivers are LHA and LZX.

- added 'BBSMODE' argument which limits the archive name to 8+3 chars
- added 'LISTFILE' argument to create a textfile which contains information about the GB-ROM  
it is possible to save a standard GB-Diz Listfile now which contains the Filename, the Filesize and the ROM File\_ID. The ROM File\_ID contains the ROM title (centered). At the moment this Listfile is not configurable, maybe I'll change that in future versions.
- removed the BETA status because GB-Diz works without any problems and all major features have been added
- got the new Wzonka-Lad a few days ago, the author disabled support for licensed (i.e. commercial) GB-ROMS :( Therefore I've added a new argument 'UNLICENSE' which changes the ROM file in a way, that Wzonka-Lad will accept it :) (The Nintendo Gfx area will be cleared and the checksum will be recalculated)
- added 'LICENSE' argument which restores the original ROM status
- adapted the GB-ROM check routine to accept a zero-filled Nintendo Logo area too (see above)
- some code optimization as always :)
- added the URL for the DSD homepage in the version string
- changed the standard output text, using the ascii from yop now, looks a lot better :)
- updated the documentation

18-Feb-99 - just plowed through the Wzonka-Lad Doc and discovered v1.0 BETA4 that there is a list of all known ROM TYPES, so I quickly updated the Cartridge list and changed the format of the Cartridge Table, thanks Ville Helin!

- added 'CRC' switch to check the ROM checksum
  - improved File check, now GB-Diz does not only check, if file contains \$00C3 at offset \$100 but also the 48 Bytes of the Nintendo Gfx which must be present in every GB-ROM
  - added 'CHANGETITLE' switch to change the ROM title using a nice reqtools requester
  - because of the new 'CRC' and 'CHANGETITLE' options, a new 'NOINFO' switch has been added to disable the output of the ROM information
  - some minor bugs fixed (nothing special)
  - XPK support added
  - added 'SH' option to strip the 512Bytes SMC Header
  - added '~'SN' option to specify the name of the stripped ROM
  - changed/updated the 'Usage' text
  - some code optimizing as always :)
  - updated/fixed/changed the documentation
-

- updated the included DirectoryOpus5 FileType
- support for DirectoryOpus4 added
- included a small program+Source Code to wait for either left or right MouseButtons (requested by mEDi^DSD) mainly intended for DirectoryOpus5 Users

14-Feb-99 - added QUIET switch to suppress all output  
v1.0 BETA3 in former versions GB-Diz didn't show any output, if a any file was saved  
now you explicitly have to specify the QUIET switch

- recoded the text formatting stuff from scratch, should be reliable now
- added better documentation
- if GB-Diz couldn't save a file, it crashed (I forgot to restore the stack)
- major code clean up

10-Feb-99 - removed bug in Text formatting code, if a '%' was found  
v1.0 BETA2 without a valid formatting char afterwards, GB-Diz crashed

- another bug in Text formatting code removed, if inserted text didn't fit into the File\_ID text, GB-Diz crashed
- minor code optimizations

09-Feb-99 - first public release  
v1.0 BETA

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